

GURPS Exalted

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Chapter 1

Creation and Mortals

Exalted's world, Creation, makes a perfectly cromulent GURPS setting with the right rules options. Below is a summary of how to play mortal characters in Creation using GURPS 4th Edition. I have all the GURPS 4th Edition books, and will be referring to all of them (giving page references where appropriate).

1.1 Tech Level

See [JPP04, pp.511-514].

Most of Creation is firmly in TL 2, with some areas in TL 0, 1, or 3. The Realm is at TL 2 for most purposes, but at TL (2 + 3) for communications tech (heliograph systems). Lookshy is at TL (2 + 3[^]) due to the severe amount of magitech available. The Haslanti are at TL 3 for most purposes, but lack firearms and have TL (3 + 3) manned flight. Southern cities tend to be at TL 2 for most purposes, but have TL (2 + 2) firearms. Pretty much no modern society has sufficient magical tech available to qualify for the Superscience modifier.

The Old Realm had TL (2 + 7[^]) for most purposes, and a few artifacts of this TL can still be found. The Shogunate fell to TL (2 + 5[^]) for most purposes, with a large amount of surviving First Age equipment and infrastructure.

1.2 Economics

See [JPP04, p.27].

Each silver dinar is worth \$ 50 in GURPS.

Jade	Silver	GURPS \$
1 talent	5 talents	\$400,000
1 bar	2 1/2 dirhams	\$50,000
1 mina	5 pounds	\$6,250
1 sheckel	62 1/2 dinars	\$3125
1 Obol	8 dinars	\$400
1 bit	2 dinars	\$100
1 koku	1 dinar	\$50
1 quian	1/8 dinar	\$6.25
1 siu		\$3.13
1 yen		\$0.39

Standard starting wealth for most of Creation is \$ 800, which equates to 16 silver dinars, or 2 jade Obols. In practice no one with a wealth level below Wealthy would have actual Jade (which comes in Obols and above), but would instead use jade scrip, which comes in Obols and below.

The starting wealth for each wealth level is conveniently summarised here:

Wealth Level	Jade	GURPS \$
Filthy Rich	2 talents	\$800,000
Very Wealthy	3 minae	\$18,750
Wealthy	13 sheckels	\$40,625
Comfortable	4 obols	\$1,600
Average	2 obols	\$800
Struggling	1 obol	\$400
Poor	3 koku	\$160
Dead Broke	—	—

1.3 Cultures and Languages

See [JPP04, p. 23 & p. 505].

Whilst it might be reasonable for Cultural Familiarity to vary between even quite small areas within Creation in practice for game terms it's more fun to handle it over a larger area. Cultural familiarities are available for each of the following at 1 point each: *Dynastic, Realm (Mortal), River Province, Far East, Southern Threshold, Deep South, Western, Northern Threshold, Far North*. In addition for 2 points per familiarity a character may pick up any of the following: *Malfean, Heavenly, Stygian, Eastern Dead, Southern Dead, Western Dead, Northern Dead, Mountain Folk, Blessed Isle (Divine), Blessed Isle (Elemental), Eastern (Divine), Eastern (Elemental), Eastern (Fair Folk), etc ...* There were once also 1 point CFs for *Old Realm* and *Shogunate*, a few scholars or very old entities may still have these. In addition a number of CFs exist for organisations – namely *Sidereal Factions, Silver Pact, and The Guild*. Naturally there is an

Autothonian CF, but it would require a 10pt Unusual Background to get it.

Pretty much every society in Creation has its own language, all of which can be purchased separately as per [JPP04, p.23]. However the vast majority of such languages fall into one of seven language families:

- Earthtongue This family contains the ancient language *Earthtongue* plus all of its direct descendants. The only languages of any significance in this family in the modern era are *High Realm* and *Low Realm*.
- Riverspeak This family contains the many creoles and patois formed in the River Province during the late First Age as well as all of their descendants.
- Woodtongue This family contains the ancient language *Woodtongue* plus all of its direct descendants.
- Flametongue This family contains the ancient language *Flametongue* plus all of its direct descendants.
- Seatongue This family contains the ancient language *Seatongue* plus all of its direct descendants.
- Airtongue This family contains the ancient language *Airtongue* plus all of its direct descendants.
- Old Realm This family contains the truly amazingly ancient *Primordial* tongue, plus all of it's direct descendants, including *Malfean*, *Heavenly*, *Wood Elemental*, *Autothonian*, etc ...

Any character who can speak (or write) one language in a family can automatically speak (or write) every other language in the same family at one level of fluency lower. Although all languages in Creation are descended from *Primordial* in some way, the differences are large enough that no defaults exist between families.

The *Language Talent* advantage [JPP04, p. 65] effectively means that languages in a family default to the same level of fluency in addition to it's normal effect. For the sake of at least limited verisimilitude, a GM may rule that a character functions at the "one level of fluency lower" level of a unknown language in the same language for at least a few scenes as they 'get their ear in'

1.4 Organisations and Ranks

As usual Status (see [JPP04, p.28-29]) can be bought to represent a character's status in their native society. The GM may well wish to give a discount if the campaign will primarily take place in a society which won't recognise that Status. The following is a general Status level chart for the Realm:

Status	Realm	Cost of Living per month	\$
8	The Empress	3 bars	\$150,000
7	House Leader	3 minae	\$18,750
6	Powerful Dynast/Deliberator	1 shekel	\$3,125
5	Dynast*	2 obols	\$800
4	Leading Patrician	1 obol	\$400
3	Patrician	2 bits	\$200
2	Minor Patrician	1 bit	\$100
1	Leading Citizen	1 koku	\$50
0	Citizen	4 quian	\$25
-1	Peasant	2 quian	\$12.50
-2	Dispossessed	1 quian	\$6.25
*This is the highest Status Mortals ever achieve in the Realm			

Similarly a number of other social advantages and disadvantages are appropriate. For example a number of types of *Rank* exist:

Rank	Realm Legions	Immaculate Order	Thousand Scales	Guild
8	—	Mouth of Peace	—	—
7	Praetor	Abbot	Minister	Councillor
6	Legate	Monk (5th Coil)	Permanent Under-secretary of State	Factol
5	Dragonlord	Monk (4th Coil)	Permanent Private under-secretary of State	Factor
4	Winglord*	Monk (3rd Coil)*	Permanent Private Secretary*	Factotum
3	Talonlord	Monk (2nd Coil)	Private Secretary	Master
2	Scalelord	Monk (1st Coil)	Director	Journeyman
1	Fanglord	Initiate	Sub-director	Apprentice
0	Legionary	Novice	Imperial Servant	Labourer
*This is the highest rank mortals ever achieve				

1.5 Martial Arts

A wide variety of mundane martial arts styles exist throughout creation. In particular every supernatural martial arts style also has a mundane portion which can be learned by mortals. These styles can be treated *exactly* like martial arts styles from [MA05].

1.6 Thaumaturgy

Thaumaturgy can be treated as *Path/Book Magic* from [TH05]. The thaumaturgical arts all count as Paths, whilst a number of the books mentioned in Oadenol's Codex can

be treated as books. This version uses the *Effect Shaping* Rules. *Ritual Adept* is not available for Thaumaturgy. The core skill is *Ritual Magic (Thaumaturgy)*.

1.6.1 The Art of Astrology (Ritual Magic (Thaumaturgy) - 6)

- Vision of Luck (Art of Astrology - 3; 3 hours) [TH05, p.152].
- Varangian Working (Art of Astrology -5; 5 hours) This acts just like *Aura Reading* ([TH05, p.1501]).
- Greater Divination (Art of Astrology -5; 5 hours) This ritual allows the caster to determine a wide variety of information about the future of a particular individual. It functions like *Vision of Luck*, except that the information gained is *not* limited to one or two words, and a number of complex questions can be asked. That said the information granted is only accurate when applying to beings within fate, and any prediction made by this method may diverge significantly if large amounts of essence are used by, on, or around the target in the near future.

1.6.2 The Art of Demon Summoning (Ritual Magic (Thaumaturgy) - 6)

- Demonsight (Art of Demon Summoning - 1; 5 minutes) This ritual grants the client the ability to perceive immaterial beings with the Demon meta-trait (but only those with this meta-trait).
- Summon [Species] (Art of Demon Summoning - 3; six hours) As per Summon [TH05, p.162], except that each species of demon has a separate ritual. Correctly identifying the symbolic sacrifices needed for a particular type of demon requires a Hidden Lore (Demonology) roll, with a penalty for particularly obscure demons. Correctly identifying the type of demon needed for a particular purpose is a Hidden Lore (Demonology) roll at -3, with additional penalties if the requirements are very specific.
- Alarm Ward against [Species] (Art of Demon Summoning -3, Art of Warding and Exorcism - 1; One Hour) Works as per *Ward* [TH05, p.158] except that it provides no actual protection, instead it merely lets the caster know if it is crossed.
- Ward against [Species] (Art of Demon Summoning - 5, Art of Warding and Exorcism -3; 1 hour) exactly as *Ward*.
- Banish [Species] (Art of Demon Summoning -5, Art of Warding and Exorcism -3; One minute) exactly as per *Exorcise* [TH05, p.161].
- The Year and the Day (Art of Demon Summoning -5; one minute) This ritual operate exactly like *Banish* [TH05, p.160] *except* that it can only be cast upon a

demon whom the thaumaturge has successfully repelled from her presence (by any means) for the last year and a day.

- Beckon [Unique Demon] (Art of Demon Summoning -5; five hours) This ritual opens a path for a second circle demon to enter creation, and identifying the necessary ritual components for a particular second circle demon requires a Hidden Lore (Demonology) roll modified by the obscurity of the demon. There is no requirement that the demon answer this summons, and the GM may wish to make a reaction roll for it.

1.6.3 The Art of Geomancy (Ritual Magic (Thaumaturgy) - 6)

- Essence Sense (Art of Geomancy; 1 minute) when the ritual is completed every entity the caster can see who has used essence in the last hour appears to glow if the number of motes they have spent is greater than or equal to the margin of success on the ritual roll. On a critical success ongoing thaumaturgy is also detectable.
- Dragon Line Compass (Art of Geomancy; five minutes) allows the user to detect when there is a dragon-line within a number of yards equal to his margin of success. Once a dragon-line has been found he may follow it for as long as the ritual is maintained.
- Alloyed Essence Indicator (Art of Geomancy; five minutes) detects objects empowered by essence.
- Magical Attunement (Art of Geomancy; twenty minutes) allows the caster (who must be an essence user) to attune to artifacts which normally require the user to have the Artifact Attunement perk.
- Bathing in the River Meditation (Art of Geomancy - 1; 1-5 hours) This ritual allows the user to function as if she had the Manse Attunement perk.
- Dragon Nest Compass (Art of Geomancy - 1; five minutes) detects the direction to the nearest Manse or Demesne provided that the Manse is within a number of miles equal to the margin of success (or twice this range for an uncapped Demesne).

Other arts can be converted similarly by examining the rules in Oadenol's Codex and [TH05].

1.7 Heroic and Non-heroic Mortals

The majority of characters in Creation are ordinary, non-heroic mortals. They are subject to all the standard rules for GURPS characters with no significant modification.

Non-heroic characters can range in point-value up to 149 points, but all mortal characters of 150 points or more must purchase the *Heroic* metatrait.

Heroic: Higher Purpose (Cosmic, +100%) [10], Stunter (Weakened, -75%) [5], Weirdness Magnet [-15], Feature: One Favoured Ability (see below) [0]. *0 pts.*

1.8 Attributes

An Exalted campaign focuses on social interactions more directly than most GURPS campaigns. As such it is beneficial to be able to distinguish the non-physical attributes of Intelligent and sociable characters. As such we adjust the cost of IQ and add a new Primary Attribute:

Intelligence (IQ) ±15 points/level

This attribute no longer covers social interaction, and no longer acts as the base for Will.

Socialise (SC) ±15 points/level

This trait takes over the social aspects which were previously covered by IQ, it is the base for Will and for all social skills.

Optionally DX can be repriced to 15 points per level.

The following skills are now based upon SC:

Acting, Administration*, Artist, Brainwashing*, Carousing*, Diplomacy, Some Expert Skills, Fast-Talk, Fortune-Telling, Gambling, Games†, Group Performance, Hobby Skills†, Interrogation, Leadership, Merchant*, Musical Instrument*, Performance, Poetry*, Propaganda, Psychology*, Public Speaking, Religious Ritual, Savoir-Faire, Shadowing*, Streetwise, Teaching, Writing.

Those with a * are sometimes based upon other attributes and sometimes upon SC. Many Talents now cover both IQ-based and SC-based skills (Musical Ability, for example).

Those with † have multiple specialities, some of which are based upon SC and some upon IQ.

Furthermore there is a restriction on raising an attribute above 15. The prices for attributes are as shown in the table below:

	ST	DX	IQ	SC	HT
20	175	275	225	225	175
19	140	230	185	185	140
18	110	190	150	150	110
17	85	155	120	120	85
16	65	125	95	95	65
15	50	100	75	75	50
14	40	80	60	60	40
13	30	60	45	45	30
12	20	40	30	20	20
11	10	20	15	15	10
10	0	0	0	0	0

1.9 Skills

In an exalted game there are 25 “abilities” which correspond to the 25 constellations of the zodiac. Each ability has a number of skills associated to it, and a “Wildcard Skill” which may be bought as per the rules in the basic set (cf. [JPP04, p.175]). The wildcard skill replaces all of the associated skills for that ability. A character may only purchase wildcard skills in her favoured abilities, or in those abilities associated to her caste or aspect (see later). Some abilities have no wildcard skill, instead some other normally unavailable advantage can be purchased by any character which has them as a favoured, caste, or aspect ability. This is noted below:

Ability	Associated Skills
Linguistics	Body Language [JPP04, 181], Cryptography [JPP04, p186], Gesture [JPP04, p.198], Heraldry [JPP04, p.199], Linguistics [JPP04, p.205], Lip Reading [JPP04, p.205], Literature [JPP04, p.205], Mimicry [JPP04, p.210], Poetry [JPP04, p.214], Speed Reading [JPP04, 222], Ventriloquism [JPP04, p.228], Writing [JPP04, p.228]
Lore	Archaeology, Architecture, Astronomy, Biology, Chemistry, Computer Hacking, Computer Operation, Computer Programming, Engineer, Hazardous Materials, History, Innate Attack (Elemental Bolt), Law, Mathematics, Palaeontology, Philosophy, Photography, Physics, Research, Teaching, Weird Science

Ability	Associated Skills
Occult	Anthropology, Alchemy, Explosives, Force Sword (Spirit Sword), Hidden Lore, Hypnotism, Law (Divine), Occultism, Religious Ritual, Ritual Magic (Thaumaturgy), Savoir-Faire (Divine), Savoir-Faire (Elemental), Savoir-Faire (Malfean), Thaumatology, Theology, Weather Sense
Stealth	Camouflage, Disguise, Holdout, Shadowing, Stealth
Thrown	Artillery (Catapult), Artillery (Trebuchet), Blowpipe, Bolas, Dropping, Explosives (Grenades), Fast-draw (for thrown weapons), Innate Attack (Elemental Bolt Attack), Lasso, Net, Sling, Spear Thrower, Throwing, Thrown Weapon

Ability	Associated Skills
Awareness	Body Sense, Forward Observer, Observation, Search, Scrounging
Craft	Alchemy, Architecture, Armoury, Bioengineering, Carpentry, Cooking, Electrician, Electronics Repair, Engineer, Explosives, Farming, Forgery, Gardening, Hazardous Materials, Leatherworking, Machinist, Masonry, Mechanic, Metallurgy, Sewing, NBC Suit, Scrounging, Smith, Traps
Integrity*	Mental Strength, Mind Block
Resistance*	Breath Control, Carousing, Hiking
War	Artillery, Crewman, Explosives, History (Military), Intelligence Analysis, Leadership, Savoir-Faire (Military), Soldier, Strategy, Tactics

Ability	Associated Skills
Athletics	Acrobatics, Aerobatics, Aquabatics, Battlesuit, Climbing, Diving Suit, Erotic Art, Flight, Free Fall, Hiking, Jumping, Lifting, Parachuting, Push, Running, Scuba, Skating, Skiing, Sports, Swimming
Dodge*	None
Melee	Axe/Mace, Broadsword, Cloak, Fast-Draw (for melee weapons), Flail, Force Sword, Jitte/Sai, Knife, Kusari, Lance, Rapier, Saber, Shield, Shortsword, Smallsword, Spear, Staff, Tonfa, Two-Handed Axe/Mace, Two-handed Flail, Two-Handed Sword, Whip
Presence*	Acting, Brainwashing, Diplomacy, Fast-Talk, Intimidation
Socialize	Area Knowledge, Carousing, Connoisseur, Current Affairs, Gambling, Games, History, Hobby Skill, Leadership, Makeup, Market Analysis, Merchant, Politics, Propaganda, Savoir-Faire, Sex Appeal, Sociology

Ability	Associated Skills
Bureaucracy	Accounting, Administration, Economics, Finance, House-keeping, Leadership, Politics, Propaganda, Psychology, Research, Teaching
Investigation	Body Language, Criminology, Current Affairs, Detect Lies, Forensics, Fortune-telling, Intelligence Analysis, Interrogation, Intimidation, Lip Reading, Market Analysis, Poisons, Research, Search, Scrounging
Larceny	Acting, Area Knowledge (for urban areas), Counterfeiting, Current Affairs, Disguise, Escape, Explosives, Filch, Forced Entry, Forgery, Fortune-telling, Gambling, Garrote, Holdout, Lockpicking, Panhandling, Pickpocket, Scrounging, Sleight of Hand, Smuggling, Streetwise, Traps, Urban Survival

Ability	Associated Skills
Martial Arts*	Special
Sail	Airshipman, Area Knowledge, Boating, Cartography, Crewman, Diving Suit, Driving, Fishing, Freight Handling, Navigation, Piloting, Seamanship, Shiphandling, Submarine, Submariner, Weather Sense

Ability	Associated Skills
Archery	Artillery, Beam Weapons, Blowpipe, Bow, Crossbow, Explosives, Fast-Draw, Gunner, Guns, Liquid Projector
Medicine	Diagnosis, Esoteric Medicine, Hazardous Materials, Herb Lore, Pharmacy, Physician, Physiology, Poisons, Pressure Points, Psychology, Surgery, Veterinary
Performance	Acting, Carousing, Combat Art, Dancing, Fortune-telling, Group Performance, Musical Composition, Musical Instrument, Performance, Poetry, Public Speaking, Singing, Stage Combat
Ride	Animal Handling, Driving, Freight Handling, Mount, Packing, Riding, Teamster, Veterinary
Survival	Animal Handling, Cartography, Cooking, Falconry, Fishing, Geography, herb Lore, Naturalist, Navigation, Packing, Prospecting, Survival, Tracking, Traps, Urban Survival, Weather Sense

There is no Integrity! wildcard skill, instead those characters who have Integrity favoured may purchase Up to three levels of Enhanced Social Dodge.

There is no Resistance! wildcard skill, instead those characters who have Resistance favoured may purchase up to five levels of Hard to Kill and/or up to five levels of Hard to Subdue.

There is no Dodge! wildcard skill, instead those characters who have Dodge favoured may purchase up to three levels of Enhanced Dodge.

There is no Presence! wildcard skill, instead those characters who have Presence favoured may purchase up to three levels of Enhanced Social Parry.

Martial Arts is unique, and its skills must always be purchased separately. Those who have chosen martial arts as a favoured ability may purchase up to three levels of Enhanced Parry for unarmed attacks.

1.10 Virtues

All beings in creation possess four virtues to varying degrees: Compassion, Conviction, Temperance, and Valour. Every character must choose whether each of those virtues is High, Medium, or Low. A medium virtue has no effect. A High or Low virtue must be “embodied” in a chosen trait (either an advantage or a disadvantage) of the player creating the character’s choice (assuming the GM feels that the trait is appropriate).

An Heroic character *must* have at least one High virtue and at least one Low Virtue. Any character with Willpower 15 or more *must* have at least two High Virtues and at least one Low Virtue. Any character with Willpower 20 or more *must* have three High Virtues and one Low Virtue. Any character with a Willpower of 25 or more *must* have all four virtues High.

As well as the four Virtues every character has their Willpower, or driving personality. This “Virtue” is embodied in the character’s Motivation.

Any character who has the Limit Break Disadvantage at any level must choose a single High Virtue which is “Flawed”. Any time the embodying trait would dictate the character’s behaviour she may choose to suppress the effect of the disadvantage without a roll – but doing so causes her to take 1d Limit Damage. Any Character with the Limit Break disadvantage at level 2 instead takes 2d Limit when she suppresses her flawed Virtue. Any character with the Limit Break disadvantage at level 3 may choose to suppress *any* High Virtue, and takes 1d Limit Damage for doing so – she also take 3d Limit damage if she suppresses her Flawed Virtue.

Virtues also interact directly with Social Conflict (cf. §1.12).

1.11 Combat

An Exalted Campaign uses Tactical Combat and most of the optional rules from Special Combat Situations and [MA05]. One notable exception is that Hit-locations are not used.

Furthermore for the purpose of Exalted campaigns a yard of knockback should be caused for every ST-4 points of damage Crushing or non-penetrating Cutting damage dealt before DR is applied.

Special Rule: Default Deception

All Exalted automatically make attacks at -4 to skill unless they specify otherwise. In exchange all such attacks are at -2 to the defender's active defence roll.

Special Rule: Combat Jumping

Any character may spend 2 movement points to jump (cf. [JPP04, 352]) during combat. This option can be used only once per turn, and provides a horizontal or vertical movement equal to one third of the character's normal broad or high-jump distance. By giving up his entire movement a character may instead jump up to half his full distance. Jumping at full jumping distance requires only one concentrate manoeuvres followed by a move action.

A character with a larger than normal step may give up 2 points of movement during a step to make a jumping step of one third of her normal broad-jump distance.

1.12 Social Combat

Although GURPS makes some effort at providing a mechanism to represent a character's persuasive abilities mechanically it is not really sufficient to serve for a game of Exalted. As such the following optional subsystem should be used instead.

1.12.1 Some Basic Concepts

Will Points

Much as physical combat has hit-points, which represent a buffer which a character may run through before dying so too does Social Combat have Will Points: which are treated in much the same way. WP starts out equal to SC, and forms a pool much like hit-points. Much like hit-points WP can be lost through social attacks, and a character suffers certain deleterious effects when their WP is compromised.

- **Less than 1/3 WP left** – You are running low on Integrity and conviction. Even the most hateful arguments begin to seem persuasive. Halve your Social Dodge (round up).
- **0 WP or less** – You are in immediate danger of conceding the point, perhaps when you have had a chance to clear your head you may reconsider, but for the moment only your obstinacy and willpower are keeping you arguing. Make a Will roll at the start of your next turn at -1 per full multiple of WP below zero. Failure means that you must *concede the point* (see below). Success means that you continue arguing, but must roll again every turn to avoid conceding the point (*Exception*: if you choose to Think it Through next turn and do not attempt any social defences then you can avoid conceding the point without a roll).
- **-5×WP** – You automatically concede the point. If you take any further WP damage then you must start making Will rolls to avoid becoming broken, rolling again each time your WP falls below another multiple.
- **-10×WP** – This character is broken.

Beliefs

Beliefs are opinions or ideas which a character holds to strongly. They are weaker than Mental Advantages and Disadvantages which represent fundamental elements of a character's psychological make-up, but they can still be very strongly held and can help to define a character's personality. Social Combat is built upon the basis of adding beliefs to and removing beliefs from a character.

All beliefs have a strength, which indicates how powerful they are. No character may have a belief which has a higher rating than his Will.

Any time a character chooses to act in line with a belief he regains WP at a rate of one WP per minute. Any time he acts against a belief he can regain no WP (even if he is also acting in line with a belief). Any time acting in line with a particular belief also violates another belief then one belief goes up in strength by one, whilst the strength of the other one goes down by one – player’s choice which. When the strength of a belief reaches zero it evaporates. For the purposes of these rules all mental disadvantages (and any duties, senses if duty, Codes of Honour, etc ... implied by advantages such as Allies, Patrons, or Higher Purposes) count as a belief with a strength which can never go up or down.

Orders

Orders are instructions to take a specific action. They must be very specific and direct: so “hand over the girl” is a valid order, “betray your friends” isn’t, it’s too vague. Orders also cannot be things which have a duration on them, so “swear to obey me for a year and a day” is a valid order, but “obey me for a year and a day” isn’t.

An order is considered illegal if it directly violates a permanent mental disadvantage (or implied mental disadvantage) which the character is subject to. An order which is merely opposed to the general theme of the disadvantage but does not directly violate it’s behaviour restrictions is not illegal. An order which violates a belief is not illegal.

Queries

A query is a specific question which the target would know the answer to. It must be specific and immediate, so “where is the girl?” is valid, but “who are all your relatives?” isn’t. If the rules require a character to provide the answer to a query then “I don’t know” is a valid answer. In general a character may not lie when forced to respond to a query, but there are exceptions (see later).

1.12.2 Basic Social Combat

Basic Social combat is the most common sort of social combat which is likely to turn up in a game. It is a simple and somewhat abstract system designed for the resolution of conflicts which occur between PCs and NPCs in a variety of non-formal situations.

Flexible Timing

Social combat can begin at any point, generally in the middle of an already started argument between two (or more) characters. Sooner or later one or another will feel that they have roleplayed their arguments sufficiently, and will reach for the dice declaring that they are making a social attack, along with a stated Intent. An intent should be phrased as a series of beliefs, queries, and orders, together with which characters they target. The social attack is resolved as described later in this section, and then the roleplayed argument continues. A character who has previously declared an Intent can change it at any time other than during the resolution of an attack simply by declaring that they are doing so.

A character may Offer a Compromise (see below) at any time except during the resolution of a social attack.

This system is not suitable for very formal situations, like trials and debates, but otherwise will work fine.

1.12.3 Advanced Social Combat

Wits

Wits is a new secondary characteristic which takes the role of Basic Speed in social situations, it is calculated as $(IQ + SC)/4$.

Timing in Advanced Social Combat

Advanced Social combat is very similar to physical combat in structure, but it's effects and options are different. Initiative in Social Combat is based upon Wits rather than Basic Speed, with SC breaking ties. It differs in a number of significant ways, however, the most obvious being explicit declaration of intent.

Social combat begins as soon as one character declares that they are starting social combat and declares an intent. An intent should be phrased as a series of beliefs, queries, and orders, together with which characters they target. At this point any other characters present may also state an intent.

A social combat turn is of variable length much like a mass-combat turn. It generally covers a period of time somewhere between ten seconds and one hour in length.

Any character engaged in social combat may at the start of his turn if he wishes change his stated intent.

On his turn a character may chose to Offer a Compromise (see below).

Maneuvers

Think It Through replaces **Do Nothing**. **Move**, **Change Posture**, and **Move and Attack** have no equivalent in Social Combat. Otherwise Social Combat turns function much like physical combat turns.

1.12.4 Common Rules

Intent

The nature of a character's intent can place restrictions on what attack and defence options are open to him, and the nature of a character's Intent may often affect the chances of an opponent conceding the point voluntarily. For this reason it is often beneficial to have a simple intent.

At any point during Social Combat any character may choose to *Concede the Point* (see below).

Conceding the Point

Any character who chooses to or is forced to concede the point immediately adopts any beliefs which another character's intent is that they should adopt, and must immediately follow any legal orders which another character's intent requires. The character ignores any illegal orders.

Any beliefs created this way begin with a strength of the Intender's Thrust damage, if the point was conceded voluntarily, or Swing if it was conceded involuntarily. If the GM feels that a new belief is too similar to an existing belief then he can rule that half the rolled "damage" adds to the strength of the existing belief instead.

If the intent included any queries then the character immediately provides the required answers, although in doing so he need not provide the information voluntarily, it is just as reasonable to say that the character gave away the details through some inadvertent slip or through body language.

If a character chooses to concede the point as a direct reaction to a social attack then the damage for the attack should still be rolled, but instead of losing that many WP the target regains that many WP. Giving in to the persuasiveness of another is a good way to regain some of one's mental strength. This WP regain is halved if the concession created no new beliefs.

Offering a Compromise

Offering a compromise is like a weaker version of conceding the point. In basic social combat it may be attempted at any time when no attack is currently being resolved. In Advanced social combat it can be tried only on a character's own turn.

When a character offers a compromise he selects a specific other character as the target. He then offers to change his Intent in a specific way in exchange for the target also changing his intent in a specific way. A limited amount of back and forth bargaining should be permitted in such a case, but the GM is encouraged to break it up if it becomes clear that no compromise will be acceptable to both parties.

If both parties agree to the compromise then their Intents are changed as agreed, and both immediately concede the point to each other. This will often end social combat, but is not guaranteed to do so if other issues still remain in disagreement between multiple parties.

Personal Attacks

Attack modes are the social combat equivalent of weapons. Damage is applied to WP rather than HP and minimum ST is replaced with minimum IQ. All personal attacks must be targeted at a particular target.

Damage is listed as based upon either *Sw* or *Thr*. These are calculated using the same table as in physical combat, except that the number used to look up on the table is $10 + \textit{Charisma}$ rather than *Strength*.

*PERSONAL ATTACKS***DIPLOMACY** (*SC* – 6, *Politics* – 6)

Mode	Damage	Parry	IQ	Notes
Emotion	Thr	No	6	[1]
Ingratiate	Thr	-1	8	[2]
Lies	Thr+2	-1	8	[3]
Logic	Sw+2	-2	12	[4] [13]
Persuasion	Thr-1	0	–	[5]

FAST-TALK (*SC* – 5, *Acting* – 5)

Mode	Damage	Parry	IQ	Notes
Ingratiate	Thr	-1	8	[2]
Lies	Thr+2	-1	8	[3]

INTERROGATION (*IQ* – 5, *Intimidation* – 3, *Psychology* – 4)

Mode	Damage	Parry	IQ	Notes
Inquire	Thr-1	0	–	[6]
Ingratiate	Thr	-1	8	[2]
Lay a Trap	Sw	-1	12	[7] [13]
Threat	Sw-1	-1	8	[8]

INTIMIDATION (*Will* – 5, *Acting* – 5)

Mode	Damage	Parry	IQ	Notes
Threat	Sw-1	-1	8	[8]
Veiled Threat	Thr+2	0	12	[8] [13]

STREETWISE ()

Mode	Damage	Parry	IQ	Notes
Ingratiate	Thr	-1	8	[2]
Observe	SC	+3	10	[9]

SEX APPEAL (*HT* – 3)

Mode	Damage	Parry	IQ	Notes
Ingratiate	Thr	-1	8	[2]
Pillow-Talk	Sw	No	10	[10]
Seduction	Thr	-1	8	[11]

CRIMINOLOGY (*IQ* – 5, *Psychology* – 4)

Mode	Damage	Parry	IQ	Notes
Observe	SC	+3	10	[9], [12]

DETECT LIES (*Per* – 6, *Body Language* – 4, *Psychology* – 4)

Mode	Damage	Parry	IQ	Notes
Observe	SC	+3	10	[9], [12]

- [1] Beliefs Only: Simple Emotions only.
- [2] Beliefs Only: Positive feelings towards the attacker.
- [3] Beliefs Only: Untrue things only
- [4] Orders Only: Only orders which are supported by an existing belief or disadvantage
- [5] Beliefs and Orders Only: Any Belief or Order.
- [6] Queries Only: Any Query
- [7] Queries Only: Only if the target has already successfully defended against an attack with the same Intent
- [8] Orders and Queries Only: Any Order or Query.
- [9] Queries Only: Any Query. Deals no damage, but on a successful attack the target must succeed on the indicated roll or immediately answer *one* Query from the Intent. Furthermore this attack is very subtle, and if done from surprise does not make the defender aware of the attacker.
- [10] Only useable on a character who already has Beliefs or disadvantages in-

dicating that they would seek a sexual relationship with the attacker, and only usable immediately after some sort of increase in the intimacy of the character's relationship.

- [11] Beliefs and Orders Only: Only Beliefs and orders pertaining to sexual interest in the attacker.
- [12] Observe may only be used with these skills if all Queries in the attacker's Intent are appropriate for the skill being used.
- [13] Damage is based upon *IQ* instead of $10 + Charisma$.

Group Attacks

A group attack is a social attack targeted at multiple characters simultaneously. Most group attacks automatically attack everyone within earshot – though some may have other rules as shown in their notes below:

GROUP ATTACKS

CAROUSING (*HT* – 4)

Mode	Damage	Parry	IQ	Notes
Ingratiate	Thr	-1	8	[1], [A]

LEADERSHIP (*IQ* – 5)

Mode	Damage	Parry	IQ	Notes
Inspire	Sw	-2	10	[2], [B]

MUSICAL INSTRUMENT (–)

Mode	Damage	Parry	IQ	Notes
Inspire	Thr+1	No	10	[2], [C]
Demoralise	Thr+1	No	10	[3], [C]
Enthral	Sw +1	No	8	[4], [D]
Emotion	Thr	No	8	[5], [D]

PERFORMANCE (*SC* – 5, *Acting* – 2, *Public Speaking* – 2)

Mode	Damage	Parry	IQ	Notes
Rhetoric	Thr-1	0	–	[6], [D]
Dialectic	Sw-2	-2	12	[7], [8], [D]
Enthral	Sw +1	No	8	[4], [D]
Emotion	Thr	No	8	[5], [D]

PUBLIC SPEAKING (*SC* – 5, *Acting* – 5, *Performance* – 2, *Politics* – 5)

Mode	Damage	Parry	IQ	Notes
Rhetoric	Thr-1	0	–	[6], [D]
Dialectic	Sw-2	-2	12	[7], [8], [D]
Straw-man	Sw+2	+1	12	[9], [E]
Demagoguery	Special	+1	12	[10], [11], [F]

SAVOIR FAIRE (*SC* – 4)

Mode	Damage	Parry	IQ	Notes
Ingratiate	Thr	-1	8	[1], [G]

SINGING (*HT* – 4)

Mode	Damage	Parry	IQ	Notes
Inspire	Thr+1	No	10	[2], [C]
Demoralise	Thr+1	No	10	[3], [C]
Enthral	Sw +1	No	8	[4], [D]
Emotion	Thr	No	8	[5], [D]

- [1] Beliefs Only: To make the targets believe that the attacker is one of the group.
- [2] Beliefs Only: Only beliefs which raise the morale of the followers of a chosen cause.
- [3] Beliefs Only: Only beliefs which lower the morale of the followers of a chosen cause.
- [4] Orders Only: Only the order to remain listening.
- [5] Beliefs Only: Simple Emotions only.
- [6] Beliefs Only: Any Belief.
- [7] Beliefs Only: Only a belief supported by an existing belief.
- [8] Damage is based upon IQ.
- [9] Beliefs Only: Only beliefs which *directly* oppose the Intent of another attacker who has just made an attack.
- [10] Orders Only: Any Order.
- [11] Does one point of damage for every person targeted by the attack.
- [A] Target's all people in the area who are currently inclined towards fun and revelry.
- [B] Target's everyone in the area who considers the attacker to be their leader.
- [C] Target's everyone listening who is well disposed to the cause being championed.
- [D] Target's everyone who can hear.

- **[E]** Target's everyone present who was targeted by the opposed attack. Never target's the opposing attacker.
- **[F]** Target's all characters within ear-shot who hold a belief of strength at least half their will or have a disadvantage which will support the attack.
- **[G]** Target's all characters in the area who are inclined towards proper decorum and behaviour.

Social Defences

Social attacks can be defended against using parry, dodge, or block much like a physical attack, however in social combat a targeted character also has an alternative option. They *may* choose to concede the point instead. Doing so prevents the damage completely, but has it's own issues.

- **Social Dodge** Equal to $3 + Wits$.
- **Social Parry** Equal to $3 + (Attack Skill \div 2)$. Mental Strength is always a valid skill upon which to base a parry. A character who has already attacked during this social conflict applies the parry modifier of the attack mode they most recently used.
- **Social Block** Can be used only if the character has a mental disadvantage (or implied mental disadvantage) which would logically oppose the attacker's Intent. If the disadvantage has a self-control number then the associated block is equal to $15 - self\ control\ number$, if the disadvantage always applies then it is instead 15.

All social defenses are subject to a number of modifiers based upon the defender's current mental condition:

- $\pm 1 - 4$: for the Reaction Category which the defender feels towards the attacker.
- $\pm 1 - 3$: ± 1 for each each Belief held by the character which would support or oppose the attacker's Intent, to a maximum of ± 3 .
- ± 3 : if a point-granting mental disadvantage would oppose or support the attacker's Intent, raised to 4 in the case of a Higher Purpose.

Being Broken

Being broken is the worst possible effect which social combat can impose upon a character. It is rare for a disagreement to go this far, and represents a total breaking of a character's will, rendering them malleable to suggestion.

When a character is broken they become susceptible to suggestion. They also become quiet and unresponsive. They may not regain WP through any means. If left to their

own devices a broken character would simply sit and stare, with no motivation to take any voluntary actions – even to feed themselves. Any instructions given directly to them will be obeyed immediately – albeit slowly – and forgotten a moment later. Although a broken character does have reasoning capability they have no willpower, and hence no reason to use it unless directed to do so.

When a character is broken all of their mental disadvantages other than those representing genuine physical damage or abnormalities to the brain are lost. For all purposes they no longer exist. The only exception is a Cosmic Higher Purpose, which is merely suppressed.

A broken character will not recover without help. Their personality is essentially gone, and a new one needs to be created in it's stead. Recreating a personality is done using the Brainwashing skill. Each month of careful attention and persuasion employed allows one Brainwashing roll, with a cumulative penalty of -2 for each full multiple of WP below zero the character is on, with success indicating that the character gains a new mental disadvantage of the brainwasher's choice with point-value equal to the margin of success. A failure indicates no progress this month. On a critical failure a new mental disadvantage is formed of the GM's choice – which will generally be opposed to the brainwasher's intention.

If the Brainwasher is attempting to create mental disadvantages which violate the target's Cosmic Higher Purpose then the target gains a will-roll at -10 each month with a +2 for each successive month of brainwashing. On a success the character gains a mental disadvantage (possibly one of their original ones) with point-value equal to the margin of success. On a failure no progress is made, and on a critical failure the brain-washed character loses any accumulated bonus to these will rolls.

As soon as a Brainwashing roll has succeeded or critically failed the character is no longer considered truly broken, Instead they are Maleable. They begin to regain WP normally, and need to obey instructions only if they fail a Will roll with a penalty -5 for every full multiple of WP they are below zero. If their WP ever go above zero then they immediately stop being Maleable, all current mental disadvantages become permanent, and they once again obey the normal rules. If they originally had a Cosmic Higher Purpose then it reemerges as before provided they have no permanent mental disadvantages which directly contradict it. If they have such mental disadvantages then they need to make a Will roll with a penalty of -1 for every month which they have been brainwashed for – on a success the Higher Purpose returns and the conflicting disadvantage evaporates, on a Failure it evaporates and the conflicting disadvantage remains. If multiple such conflicts exist then they must be made repeatedly, and each successive conflict incurs a cumulative -1 to the Will roll.

Optional Rule: Feints and Deceptive Attacks

Penalties to defence granted by Deceptive Attacks and Feints may be applied to the resistance roll required to resist the effects of passive attacks such as Observe.

1.12.5 Modifiers, Advantages, and Disadvantages

Innate Attack

An Innate Attack which deals WP damage has a base-cost of 10 points/die.

An Innate Attack which is avoided using Social Defenses rather than Physical ones has the enhancement: *Social, +0%*. Such an attack may only be used in Social Combat, and the defendant has the option to *Concede the Point* instead of taking damage exactly as with an ordinary social attack. If the target has no option to Concede the point then this becomes a +10% enhancement.

Most restrictions on valid Intent's constitute a -10% accessibility limitation. For a +50% enhancement it is possible to significantly increase the power of the attack by permitting otherwise illegal orders.

Affliction

An Affliction may be defined as a followup to a social attack. If it is a Followup to any standard Social Attack then this is a +0% enhancement, if it is a followup to a specific Innate attack then use the rules on [JPP04, p.105].

An affliction may also be defined as a follow-up to conceding the point. In this case it takes effect when the point is conceded: In which case no resistance roll is possible, and instead the affliction lasts for one minute per point of WP damage the attack would have dealt plus one minute per level of Affliction after the first – this is a +50% enhancement. By default the target is not necessarily informed that conceding will have this effect. Such Afflictions with a fatigue or similar cost to activate must have this cost paid when the point is conceded.

An afflicted mental disadvantage is treated exactly like a natural mental disadvantage for all purposes.

Mind Control

Mind Control puts the target into a state somewhat similar to being *broken*, though weaker. The target is forced to obey all *legal* orders issued by the Mind Controller, but is not subject to Brainwashing rolls like an actually broken character.

The *Conditioning, +50%* enhancement does not follow the rules on [JPP04, p.69], instead it renders the target effectively Broken for the duration of the Mind Control, and allows Brain-Washing rolls to be made every time a Concentrate action is taken, rather than every month.

Mind Control may be defined to be a Follow-up to a Social Attack. This is a +0% enhancement if it effects every standard social attack mode, and follows the normal rules on [JPP04, p.105]. For an additional +50% enhancement the target is under the effects of Mind Control for one second per point of Damage which would have been dealt by the attack if she chooses to instead Concede the point. By default the target is not necessarily informed that conceding will have this effect.

Mind Probe

Replace the text on [JPP04, p.69] with the following:

Mind Probe

20 points

This advantage requires the character to touch the target or to have already targeted them with Mind Reading.

The attacker and the target enter Social Combat, however there are a few differences from normal. The target does not get to declare an Intent or to make social attacks unless they would otherwise be able to do so. The target is automatically unaware of the attacker's attacks unless something causes them to become aware. The attacker's Intent may only contain Queries. The attacker may only use the "Mind Probe" attack form, the skill for which is an IQ-based Innate Attack skill:

Mode	Damage	Parry	IQ	Notes
Mind Probe	sw+3/Will-5	no	8	see below

Mind Probe is a little unusual as an attack mode in that whilst using it the attacker not only may not use a social parry, but also may not use a social dodge. Furthermore any social or physical active defense use at all requires a roll to maintain concentration, with failure meaning that the Mind Probe social combat ends. Mind Probe does not, by itself, cause the target to become aware of the attack. Against Mind Probe Social Parry is not a valid active defense. Finally when a Mind Probe attack hits it does sw+3 damage if the target is aware of the attack and does not concede – if the target is not aware of the attack they instead make a Will-5 roll or automatically concede to one Query in the attacker's current Intent.

A character with Mind Shield is always aware of Mind Probe attempts.

Special Enhancements:

Passive, +20%: The attack is passive and never deals WP damage, instead the Will-5 roll to resist answering one query is always used even if the target is aware of the attack.

Special Limitations:

Aggressive, -20%: The target is always aware that they have been targeted by Mind Probe, and will be aware of all Mind-Probe based social attacks.

Mind Reading

Mind Reading permits the use of the Observe attack-mode to obtain answers to questions which could only be answered by reading the defender's thoughts. Using it applies a -10 modifier to the resistance roll against Observe – but the GM gets to pick which, if any, of the the Queries in your Intent can actually be answered through Mind Reading.

Costs WP

The costs WP limitation is priced exactly as the Costs HP limitation.

Mental Disadvantages

Many mental disadvantages (including anything which a self-control roll) can be actively resisted by spending WP. The cost to do so is $1WP$ if the disadvantage can be resisted on a $15-$, $2WP$ if a $12-$, $3WP$ for a $9-$, and $4WP$ for a $6-$. Disadvantages imposed due to a limit break can never be resisted this way. Resisting a disadvantage this way causes any character with the Limit Break disadvantage to take $1d$ limit damage per point of WP spent.

1.13 Environmental Effects

A number of unique environments exist in Creation which do not have equivalents in standard GURPS rules. As such they are subject to their own special rules.

1.13.1 Demesnes

Areas of natural elemental upwelling can be quite dangerous given long exposure. The mortal form is not designed to be exposed to such large amounts of pure essence. As such any character who spends more time within an uncapped Demesne than outside of it within a certain time-period must make a Will-roll to resist succumbing to it's effects. The time period in question depends upon the strength of the Demesne.

Demesne Level	Time Period
5	Daily
4	Weekly
3	Monthly
2	Every Season
1	Annually

If the character fails the roll then he gain 1 points worth of physical or mental disadvantages chosen by the GM based upon the aspect of the Demesne for every 5 points (or part) by which he failed the roll. These points stack, and can be used to convert weaker disadvantages into stronger ones. However a character gains a bonus on all such future rolls for the same Demesne equal to the number of points of disadvantages he has taken from the Demesne.

If the roll is a critical success then the character may instead (at the GM's option) gain a physical advantage costing no more than 10 points related to the aspect of the demesne.

One common disadvantage imposed by Demesnes is *Dependency (Aspected Essence)* – which is an Occasional substance.

If a pregnant woman spends long enough in a Demesne then there is a good chance that the essence will affect her unborn child. The mother must make Health rolls for the child with the same frequency as would be required for the will-rolls in a Demesne of one power level higher. A pregnant woman in a Level 5 Demesne must make HT rolls *hourly*. If any of these rolls critically fails then the child dies inside her. If any of these rolls fail then the child will be born with a racial template constructed by the GM based upon the aspect of the Demesne – said template will always contain a dependency upon Aspected Essence. A success ensures that the child is *mostly* human – but will still be born with a number of supernatural quirks equal to the number of rolls the mother had to make. On a critical success the child will be born with a racial template constructed

by the GM which will not contain a dependency upon Aspected Essence and will have the *Awakened Essence* meta-trait. However, all children born with any changes caused by the Demesne have the perk "Immune to Demesne Mutation".

If the child was also conceived in the Demesne then all HT rolls are made at -2.

1.13.2 The Wyld

Beyond the edges of creation lies the Wyld. Long term exposure to the Wyld is in general similar to exposure to a powerful Demesne except that the frequencies of rolls are as follows, and the effects of a succeeded or failed roll are different:

Terrain	Penalty	Frequency	Crit. Succ.	Success	Failure	Crit. Fail.
Deep Wyld	-3	Daily	Awakened Essence	10 points of Advantages	5 points of disadvantages	10 points of disadvan
Middlemarches	-1	Weekly	10 points of Advantages	5 points of Advantages	5 points of disadvantages, & 5 points of advantages	5 points of disadvant
Bordermarches	0	Monthly			5 pts disads.	10 pts disads

Wyld Resistance is an advantage costing 1pt per +1 to these rolls. Immunity to Wyld Mutation costs 10 points, and is occasionally (but not always) granted by the Wyld to extremely mutated characters. It's almost never gained by a character who doesn't already suffer from Dependency (Wyld).

Of course that's just what the Wyld itself does – what the specific terrain of an individual Wyld-zone will do to those exposed to it varies too much to make a hard rule for it. Suffice it to say that environmental penalties and environmental damage are not uncommon effects.

1.14 Beasts

Most creatures of Creation are ordinary animals and can be represented using stats for those animals (including the stats for extinct creatures such as dinosaurs). A few particular types of creature are unique to creation and need their own stats.

Yeddim

Attributes: ST 50; DX 12; IQ 3; HT 12

Secondary Characteristics: Will 10; Per 10; Speed 3; Dodge 6; Move 3; SM +4 (16 hexes); 20tons

Traits: Domestic (or Wild) Animal; DR 5; Enhanced Move 1 (Ground Speed 6); Peripheral Vision; Quadruped; Weak Bite; Temperature Tolerance +5

Hearth-cat

Attributes: ST 4; DX 14; IQ 4; HT 10

Secondary Characteristics: Will 11; Per 12; Speed 6; Dodge 10; Move 10; SM -3; 10lbs

Traits: Catfall, Combat Reflexes, Domestic Animal, Night Vision 5, Quadrped, Sharp Claws, Sharp Teeth, Temperature Tolerance + 10, Accessory: Heater

Skills: Brawling-16; Jumping-14; Stealth-14

Simharta

Attributes: ST 16; DX 13; IQ 5; HT 13

Secondary Characteristics: Will 11; Per 12; Speed 6; Dodge 9; Move 10; SM +1 (3 hexes); 1500lbs

Traits: Combat Reflexes; Enhanced Move 1 (Ground Speed 12); DR 1; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Temperature Tolerance 1; Wild Animal; Re-programmable

Skills: Brawling-16; Jumping-14

1.14.1 Familiars

Familiars have the following modifications applied to their stats:

Familiar

Attributes: ST -; DX -; IQ +2; HT -

Secondary Characteristics: Will +1; Per +0; Speed -; Dodge -; Move -; SM -

Traits: Sense of Duty

Skills: Optionally add Mount at DX+2

The owner should buy the following trait to represent having the familiar, possibly with the extra listed options if the familiar grants additional powers:

Familiar

5+ points

Ally (Base value less than 25% of character, Available almost all the time, special powers) [5];

Optionally add any or all of the following:

Essence Pool +3 (Granted by Familiar, -40%) [6]; Mind Reading (Sensory Only, -20%; Only with Familiar, -80%) [6] *and* Mindlink (Familiar, Sensory Only, -20%) [4] *and* Telecommunication (Telesend; Only With Familiar, -80%) [6];

1.15 Mutants, Beastmen, and Near-humans

Humans are not the only sapient mortal races in creation, just the most numerous. Even within the human population physical quirks such as unusual hair-colour or skin-colour, odd bone ridges, vestigial tails, etc ... are quite common in some parts of the world and won't draw much comment in the more cosmopolitan areas. A number of human races exist with traits which would be considered unnatural features in less varied settings, and some even have one or two racial advantages/disadvantages (such as the Chayans or the Haltans). Nonetheless in the wide scheme of things these are all pretty-much human – but the GM should consider allowing some unusual physical traits for mortal characters even if they have no mutant ancestry.

Mutants and beastmen are different. They often have full (and quite fully-featured) racial templates. Stable Wyld-mutant races will normally have *Immunity to the Wyld* as well as any other unusual traits they have. Most will also have *Dependency (Wyld)*. Beastmen vary, but those born and bred in the Wyld almost certainly have the same traits as Wyld Mutants (and may even have additional mutations unrelated to their beast nature). Those beastmen living in Creation proper often have no special protection against Wyld energy.

Possibly the most unusual “people” in creation are those who are not in fact people at all, but constructs of the Wyld who behave like people. Such creatures have the “Wyld Construct” meta-trait:

Wyld Construct: Immunity to the Wyld (10 points), Doesn't Detect as a Person (1 point), Dependency (Wyld and Creation) [Occasional, Monthly] [Fading, +30%] (-26 points), Susceptible to Wyld Shaping (-5 points). -20 points.

The *Fading* modifier means that instead of taking damage from missing their dependency they begin to fade. Keep track of how many points of damage they would have taken, and when it exceeds the character's willpower the character simply ceases to exist entirely. The character must be simultaneously exposed to both the Wyld and things or people from creation proper which have not yet been altered by the Wyld in order to count as meeting their monthly dose.

1.16 Reproduction

Each month any female character who has had sexual contact with a biologically compatible male during the last month should make a HT roll. A success indicates pregnancy, whilst a failure indicates no pregnancy. This roll takes a number of modifiers. The first

is based upon the number of times the character has had unprotected heterosexual intercourse during the month (for these purposes only full sexual intercourse counts, a barrier method counts as protection, and so does hormonal birth-control used by the male in question) this applies a penalty to the roll as shown on the following table.

Number of Encounters	Penalty
None	see below
1	-5
2-3	-4
4-6	-3
7-9	-2
10+	-1

Furthermore a successful Esoteric Medicine or Expert Skill: Midwifery roll allows a character to apply up to -5 or +1 to this roll by ensuring that intercourse happens at particular times during the character's menstrual cycle.

A woman who has had sexual contact during the month, but no unprotected intercourse must still roll the HT check, but pregnancy occurs only if a natural 3 is rolled.

When used by a woman hormonal birth-control (such as Maiden Tea in Exalted or modern birth-control pills) allows the character to reroll any passed pregnancy test, with a pregnancy occurring only if the second roll is a critical success.

1.16.1 Pregnancy

Early Pregnancy has little noticeable effect upon the character. For the first three months after conception the mother must make an unmodified HT roll every week with critical failure indicating miscarriage. A normal failure simply causes the character to experience *Nausea* for the first few hours after waking each day.

Stresses such as injury or extreme exertion can make miscarriage more likely. Any time the mother is required to make HT rolls to avoid unconsciousness because of injury or fatigue a critical failure will cause miscarriage. At the GMs option this may also apply to HT rolls to resist some afflictions.

After the end of the first trimester quickening occurs. HT rolls to avoid nausea are no longer required, but the character loses the effects of Fit or Very Fit (if she had it) and gains the effects of Unfit and Overweight for the rest of the Pregnancy. Furthermore any loss of more than 1/3 of her HP or FT in one go now requires a HT+2 roll, with failure indicating miscarriage. During the fourth month of pregnancy the woman takes a -1 penalty to all DX-based rolls other than those requiring only manual dexterity, which increases by -1 in each successive month.

All These effects continue into the third trimester, and in addition the woman gains the effects of Obese and Very Unfit. Birth occurs after nine months.

It would be possible to have an affliction which granted the Incapacitating Condition of Pregnancy. This is a +150% enhancement by itself, but needs to be taken with Enhanced Duration: Permanent in order to produce actual offspring. Some gods have this particular power. Be afraid.

Chapter 2

Essence and Essence Users

Essence is a form of mystical energy which flows throughout Creation and empowers everything within it. As such Essence is a perfectly valid Source for Powers created using the rules found in [PM06]. Powers with the Essence source are called *charmsets* and their abilities are referred to as *charms*. Essence is not easily blocked, in fact those who are empowered to use it carry it within themselves and do not depend upon external sources of power. Similarly whilst some mystical countermeasures do exist against Essence-based effects they are far from common. However all essence -based powers must be powered using energy drawn from an Energy Reserve (known as an *Essence Pool*), and cannot be powered through fatigue points or hit-points.

Hence we obtain the new Power Modifier:

Essence **-10%**

The modified ability is a charm. If it costs energy then it can only be powered using motes of Essence.

Possessing any traits in an Essence-based power requires an Unusual Background as a prerequisite:

Awakened Essence **10 points**

The character is an Essence-user and as such has access to the *Essence Pool* advantage, as well as Powers with the Essence modifier. This does not necessarily mean that the character can access every such power! Many charmsets have further prerequisites, as do some individual charms. In addition any character with this advantage can spend 5 motes of Essence to temporarily gain one level of the Ritual Adept (Thaumaturgy) advantage for one ritual.

In particular many charms requires levels of the *Higher Permanent Essence* advantage:

Higher Permanent Essence**5 points/level**

This is an unusual background permitting access to certain charms which are not otherwise available. It cannot normally be bought freely by itself, but is instead purchased as part of a package of advantages specified in a character's racial template.

Finally the Essence Pool Advantage is costed as an Energy Reserve:

Essence Pool**3 points/mote**

This trait is used to purchase a pool of energy points (called motes) with which to power charms. Most characters are not permitted to buy this advantage freely, but instead are restricted to purchasing it as part of a package of advantages specified by their racial template.

2.0.2 Levels of Power

There are generally four levels of power which an ability might have in the Exalted setting:

Supreme	+50%
Celestial	+30%
Terrestrial	+15%

With the enhancement representing the fact that they can easily break things of a lower power-level.

2.1 Manses and Cults

The tangible benefits of Manses and Cults can normally be represented through the Regeneration Advantage with the *Essence Only* limitation. As a general rule manses come in five levels, and any character with the *Manse Attunement* perk can spend a few hours meditating in the manse to attune to it's essence flows and gain the effects of the advantage listed below *whilst in the manse*:

Level	Effect
5	20 motes/hour
4	16 motes/hour
3	12 motes/hour
2	8 motes/hour
1	4 motes/hour

Being attuned to a manse somewhere reasonably accessible is a perk – which doesn't need to be purchased separately for each manse. In addition each manse produces a single hearthstone. Being the hearthstone holder for a manse is more expensive. The

actual hearthstone power should be constructed as a wild ability and combined with the following essence recharge power. Both should take an item-based limitation.

Hearthstone Essence Recharge **20 points + 3points/level**

This advantage allows the character to regain motes at a rate of two per hour per level, but the source of this power can be stolen.

The base cost of 20 points should be paid only once no matter how many hearthstones the character owns.

2.1.1 Example Hearthstones

The costs below do not include the 20 point base-cost for hearthstones.

The Gem of Surface Thoughts **33 points**

Level: 3

Hearthstone Essence Recharge +3 [9] *and* Mind Reading (Vision-based, -20%) [24]

Memory Stone **12 points**

Level: 1

Hearthstone Essence Recharge +1 [3] *and* Photographic Memory (Can Be Stolen, -15%) [9].

Gem of Stable Footing **19 points**

Level: 2

Hearthstone Essence Recharge +2 [6] *and* Perfect Balance (Can be Stolen, -15%) [13]

Gem of Grace **16 points**

Level: 3

Hearthstone Essence Recharge +3 [9]; Charisma +2 (Can Be Stolen, -15%; Sense Based: Vision, -20%) [7];

Gemstone of Spoken Language**14 points***Level: 3*

Hearthstone Essence Recharge +3 [9]; Super Memorization 3 (Spoken Languages only, -50%; Can Be Stolen, -15%) [5];

Gemstone of the White Jade Tree**37 points***Level: 3*

Hearthstone Essence Recharge +3 [9]; Injury Tolerance: Damage Reduction 2 (Can Be Stolen, -15%) [43]; Basic Move -3 [-15]

Stone of Temperance**22 points***Level: 3*

Hearthstone Essence Recharge +3 [9]; Indomitable (Can be Stolen, -15%) [13]

The Labyrinthine Eye**19 points***Level: 1*

Hearthstone Essence Recharge +1 [3]; Detect (Paths; Precise, +100%; Can Be Stolen, -15%, Accessibility: Only in Mazes, -80%) [16]

Gem of the Brother's Bond**9 points**

Hearthstone Essence Recharge +3 [9] *and* All people attuned to the manse gain the trait Sworn Brother's Oath

Sworn Brother's Oath: Pacifism (Total Nonviolence) (Feature: Includes Non-combat actions that could cause harm +0%; Aspected: Only applies to sworn brothers -80%; Cosmic (Cannot be eroded by social combat) +10%) [-9] *and* Special Rapport (Unreliable -80%) [1] *and* Detect (Sworn Brothers) (Precise +100%; Cosmic (No upper limit on range) +50%; Accessibility: Sworn Brothers << Sorceresses -150%) [5] *and* Luck (Aspected: Aiding a Sworn Brother -20%; Limited Use, 1/day -40%; Active -40%) [3] 0 pts.

Gem of Judgement**16 points**

Hearthstone Essence Recharge 3 [9] and Investigator Talent 3 (Small Group of Skills (Body Language, Detect Lies, Forensics, Interrogation, Intimidation); Accessibility, Only to identify crimes and harmful acts -40%; Can be Stolen -15%) [7]

2.2 Gods, Elementals, and Demons

Probably the most common type of essence users in Creation are Spirits. The various types of Spirits normally found in an Exalted game can be made by constructing racial templates including the following meta-traits:

God

475 points

Access to Spirit Charms [5], Awakened Essence [10], Doesn't Breathe [20], Doesn't Eat or Drink [10], Doesn't Sleep [20], Immunity to Metabolic Hazards [30], Insubstantiality (Affect Substantial +100%, Can Carry Objects up to Heavy encumbrance +100%, Costs 10 Motes to Become Substantial -25%) [260], Invisibility (Affects Machines +50%, Can Carry Objects up to Heavy Encumbrance +100%, Linked to Insubstantiality +10%) [104], Perk: Artifact Attunement [1], Unaging [15].

Elemental

459 points

Access to Spirit Charms [5], Awakened Essence [10], Doesn't Breathe [20], Doesn't Eat or Drink [10], Doesn't Sleep [20], Immunity to Metabolic Hazards [30], Insubstantiality (Affect Substantial +100%, Can Carry Objects up to Heavy encumbrance +100%, Costs 10 Motes to Become Insubstantial -25%) [260], Invisibility (Affects Machines +50%, Can Carry Objects up to Heavy Encumbrance +100%, Linked to Insubstantiality +10%) [104], Feature: Summonable [0].

Demon

475 points

Access to Spirit Charms [5], Awakened Essence [10], Doesn't Breathe [20], Doesn't Eat or Drink [10], Doesn't Sleep [20], Immunity to Metabolic Hazards [30], Insubstantiality (Affect Substantial +100%, Can Carry Objects up to Heavy encumbrance +100%, Costs 10 Motes to Become Substantial -25%) [260], Invisibility (Affects Machines +50%, Can Carry Objects up to Heavy Encumbrance +100%, Linked to Insubstantiality +10%) [104], Unaging [15], Feature: Summonable [0], Perk Artifact Attunement [1].

All such racial templates will also include some levels of *Higher Permanent Essence*, and *Essence Pool*. The Advantage Access to Spirit Charms (see below) permits the character to purchase one spiritual charmset, with the appropriate Talent and Charms. Most Demons, Gods, and Elementals have access to a very focused charmset designed around their purpose and nature: the various example powers given in [PM06, Chap. 3]

can often be used to represent these abilities if the Essence modifier is used in place of the default power modifier for the power.

The vast majority of Gods have Hideaway with the Comfortable, modifier, several levels of the Large modifier, and an Accessibility limitation worth -80%, for a total of 28 points + 4 points per level of Large. This is not, however, required, and some very minor gods lack this capability.

2.2.1 Example Spirits

Erymanthos

1000 points

Attributes: ST 15 (Size +1, -10%) [45]; DX 16 [120]; IQ 6 [-80]; HT 16 [60]

Secondary Characteristics: Damage: 2d-1/3d+2; HP 20 [10]; Will 10 [20]; Per 12 [30]; FP 16 []; Basic Speed 8.00 []; Basic Move 8; SM +1 [].

Advantages: Acute Taste/Smell +5 [10]; Brachiator [5]; Talons [8]; DR 8 (Tough Skin, -40%) [24]; Dark Vision [25]; Discriminatory Smell [15]; Hard to Kill +2 [4]; Fangs [2]; Temperature Tolerance +10 [10]; CF: Malfeas [0]; Striking Strength +5 (Size +1, -10%) [23]; Combat Reflexes [15]; Demon [475]; Higher Permanent Essence 1 [5]; Essence Pool 65 [195]; Perk; Can use claws with Melee! [1]

Disadvantages: Bad Smell [-10]; Berserk (Resist 6-) [-20]; Bestial [-15]; Compulsive Materializing (Resist 6-) [-10]; Sadism (Resist 6-) [-30]; Slave Mentality [-40]; Social Stigma (Valuable Property) [-10]; Odious Personal Habit (Eats People) [-15]; Language: Malfean Broken/None [-5]; Dead Broke [-25]; Status -1 [-5];

Charms: Principle of Motion 3: Extra Attack 3 (Mult-strike, +20%; Costs 5m, -25%; Spirit Charm, -5%) [68]

Bane Weapon: Innate Attack (2d tox; Followup (to claws), -0%; Costs 5m, -25%; Spirit Charm, -5%; Aspected: Mortals Only, -50%) [2]

Features: Summonable [0]

Skills: Melee! (!) DX [24] – 16; 14 points in other skills.

2.3 Supernatural Martial Arts

Each supernatural martial arts style is a separate charmset with it's own Power Talent and a set of Charms. In addition each supernatural martial art builds upon a mundane foundation, which is a Martial Arts Style of the sort described in [MA05] – In order to be eligible to purchase this charmset a character *must* have at least one point in each of the style's basic skills and have purchased the style familiarity perk – most students will spend rather more than this! Supernatural martial Arts come in three “Circles”: The most basic “Terrestrial” styles can be learned by any character with the

Awakened Essence Advantage, whilst the two higher circles require additional Unusual Backgrounds, but also have the Celestial and Supreme modifiers on their charms:

Celestial/Sidereal Enlightenment **5/10 points**

The character has access to a higher circle of Supernatural Martial Arts styles.

Finally the Power Talent for a Supernatural Martial Art also serves as a Mundane Talent for all of the style's required Skills – this is an exception to the normal rule forbidding combat related skills to benefit from talents.

[Supernatural Martial Arts Style] Talent **5 points/level**

This advantage gives a +1 bonus per level to all required rolls for charms in the style.

The most basic supernatural martial arts (the terrestrial circle) are unusual in that any essence-user can learn them. As such they are one of the magical techniques most often found amongst Enlightened Mortals (ordinary humans who have gained the Awakened Essence Advantage).

2.4 God-bloods and Divine Heritage

God-blooded are characters with a spirit in their ancestry.

For the purposes of pregnancy rolls all spirits are considered fully fertile with humans, exalts, god-bloods, beastmen, etc ... Many spirits are also inter-fertile with some types of animals. Some are inter-fertile with other spirits of the same type — but never with spirits of a different type. Some spirits have the perk "Can Impregnate Men" — male characters who have sexual contact with these spirits are required to make pregnancy tests exactly as if they were female. Some gods also apply modifiers to pregnancy checks – which is a 0 point feature.

A godblood's spiritual ancestry gives them a racial template, often one which is unique to the character in question and perhaps a small number of siblings! These templates do vary wildly depending upon the nature of the being they descend from, however a few common features do exist.

1. All godbloods have the Awakened Essence Advantage, and at least 10 levels of Essence Pool.
2. All godbloods have some sort of Supernatural Feature.
3. All godbloods have the Advantage *Access to Spirit Charms* at the 25 point level.
4. Many godbloods have further advantages similar to those found in the Exalted racial templates or the racial template of their divine parents.

2.5 Sorcery

Sorcery is quite similar to martial arts in a lot of ways. Like martial arts it comes in three circles, and again like martial arts the most basic form of sorcery (the Terrestrial Circle) is accessible to all essence users. However, unlike martial arts, Sorcery is not divided into multiple styles, and even the most basic of sorcery spells require a prerequisite advantage above and beyond Awakened Essence:

Terrestrial/Celestial/Solar Circle Initiation **10/15/20 points**

A sorcerous initiation advantage must be purchased before any spells can be learned. The first level gives access to the Sorcery Power, whilst the other two act as prerequisites for certain spells. Terrestrial Circle Initiation can be purchased by any character with Awakened Essence and Higher Permanent Essence/2. Celestial Circle Initiation and Solar Circle Initiation require Higher Permanent Essence/3 and Higher Permanent Essence/4 respectively, and can only be purchased by characters who's racial templates permit them to do so.

All sorcery falls into one power – in fact all Sorcery Spells benefit from the *same* power talent as any native *Occult Charmset* which the character knows (and Lunar Exalted may instead use their *Intelligence Charmset* Talent). Nonetheless unlike other charms Sorcery spells have a slightly different power modifier to the standard one for Essence-based powers:

Sorcery **-25%/-10%/+10%**

Like Charms Sorcery is not subject to mundane countermeasures, it is subject to both specific anti-powers (such as Countermagic and spell-shattering palm) and general anti-magical artifacts, it's energy can only come from Essence Pools, and all Sorcery Spells are affected by the "All-Out" limitation ([PM06, p.110]). However all spells are also Exalted in Power level, and hence can break lower-level powers. Hence the three listed prices are for Terrestrial, Celestial, and Solar Circle Spells.

Most spells also require preparation before use and cost Essence (often rather a lot of motes), but since this isn't universal the power modifier is not affected.

2.5.1 Example Terrestrial Circle Spells

Becoming the Wood Friend

8 points

Prerequisites: Terrestrial Circle Initiation

Cost: 14m

This spell lasts for a day upon activation and renders the user untrackable by Terrestrial level effects whilst in woodland, grants a certain empathy with plant-life, and removes all penalties for movement and stability in woodland.

Terrain Adaptation (Woodland; Takes Extra Time (2 Readies), -20%; Costs 14m to Ready, -14%; Terrestrial Circle Spell, -25%) [3] *and* Plant Empathy (Takes Extra Time (2 Readies), -20%; Costs 14m to Ready, -14%; Terrestrial Circle Spell, -25%) [3] *and* Obscure 10 (Tracking; Only in Woods, -50%; Takes Extra Time (2 Readies), -20%; Costs 14m to Ready, -14%; Terrestrial Circle Spell, -25%) [2]

Theft of Memory

20 points

Prerequisites: Terrestrial Circle Initiation

Cost: 15m

This spell steals a particular known memory from the target, storing it in an emerald, where it can then be experienced by any person who touches the emerald to their forehead. Each Emerald stores one memory.

Mind Probe (Costs 15m, -75%; Terrestrial Circle Sorcery, -25%; Transfer and Store Memory, +200%; Takes Extra Time (2 Readies), -20%; Touch Based, -15%; Nuisance Effect: Requires an Emerald, -5%; Only gets a specific known memory, -50%; Nuisance Effect: Causes Amnesia, -10%) [20]

Open the Spirit Door

32 points

Prerequisites: Terrestrial Circle Initiation

Cost: 15m

The sorcerer pushes his way through a doorway into a Spirit's sanctum, taking up to five companions with him.

Hideaway (Skeleton Key only, -20%; Terrestrial Circle Spell, -25%; Costs 15m, -75%; Extra Payload, 5 people, +100%) [32]

Commanding Presence of Fire

19 points

Prerequisites: Terrestrial Circle Initiation

Cost: 10m

Illusion (Area Effect, 8 yards, +150%; Limited: Only to Create an Image of One's Self, -80%; Terrestrial Circle Spell, -25%; Costs 10m, -50%; Takes Extra Time (2 Readies), -20%) [19]

Disguise of the New Face**19 points***Prerequisites:* Terrestrial Circle Initiation*Cost:* 15m

In a process taking ten seconds the sorcerer makes himself appear to be another person.

Elastic Skin (Glamour, -5%; Costs 15m, -75%; Terrestrial Circle Spell, -25%; Extended: Affects Anima, +100%) [19]

Droning Suggestion**23 points***Prerequisites:* Terrestrial Circle Initiation*Cost:* 10m

After taking two ready actions the character may start concentrating in order to use the mind control effect. The power lasts as long as he remains concentrating. Whilst concentrating he may make social attacks against any target in range — this attack has no modifiers for the reasonableness of the influence. If the attack succeeds and gets through defence then ignore the normal damage rules for social attacks — the target follows the command as long as it doesn't violate an existing mental disadvantage.

Mind Control (Limited, Cannot cause targets to violate existing mental disadvantages, -70%; Costs 10m, -50%; Terrestrial Circle Spell, -25%; Takes Extra Time, 2 readies, -20%; Hearing Based Social Attack, -20%; Area Effect, 8 yards, +150%; Emanation, -20%)[23]

Ritual of Elemental Empowerment**12 points***Prerequisites:* Terrestrial Circle Initiation*Cost:* 30m

Control 3 (Elements; Only to Imbue Objects, -80%; Preparation Required, 6 hours, -55%; Extended Duration: Permanent, +150%; Costs 30m, -150%; Terrestrial Circle Spell, -25%) [12]

This power can permanently grant *one* of the following enhancements to any mundane object:

- Reduce the weight of the object to one fifth it's normal value.
- Turn an item of clothing into a minor artifact which grants:
Temperature Tolerance 3 [3]; *and* Reduced Mote Pool 1 [-3];

or

Temperature Tolerance 2 [2]; *and* Reduced Hit Points 1 [-2];

- Turn a Weapon into a minor artifact which deals an extra +1 damage.
- Make an item far more difficult to damage, effectively doubling its natural DR for purposes of trying to damage the item itself (but not any DR it grants to its user).
- Make armour harder, granting an extra level of hardened.
- Make an object immune to fire.
- Turn an object into a minor artifact which glows warm for an hour upon the spending of a mote or a hit-point.
- Grant a weapon the Incendiary enhancement.
- Allow the object to change shape into one other specific object of the same mass and composition for the expenditure of one mote or one hit-point.
- Grant the object Slow Regeneration.

Stormwind Rider

39 points

Prerequisites: Terrestrial Circle Initiation

Cost: 15m

This spell grants a high speed ground movement of approx. 150 miles per hour to the caster and up to 1000 pounds of cargo he chooses to carry. It can be maintained indefinitely, but doing so counts as strenuous activity as if the caster was running continuously. By dropping to a lower speed a caster can move at overland hiking rates for a character with move 160.

Enhanced Move (Ground) ×4 (Preparation Required, 30 minutes, -50%; Costs 15m, -75%; Terrestrial Circle Spell, -25%) [8]; Lifting Strength (Only to Lift Cargo during Travel, -80%) +10 [6]; Payload (1000 lbs; Only to Lift Cargo During Travel, -80%) [25]

Unstoppable Fountain of the Depths

50 points

Prerequisites: Terrestrial Circle Initiation

Cost: 20m

Innate Attack (3d Cr.; Area Effect, 20 yds, +150%; Double Knockback, +20%; Wall, +30%; Costs 20m, -100%; Takes Extra Time (2 readies), -20%; Terrestrial circle Spell, -25%) [24] *and* Innate Attack (1d fat.; Area Effect, 20 yds, +150%; Hazard: Drowning, +0%; Extended Duration, 10 minutes, +75%; Persistent, +40%; Costs 20m, -100%; Takes Extra Time (2 Readies), -20%; Terrestrial Circle Spell, -25%; Link, +10%) [23] *and* Create 3 (Stream of Water; Link, +10%) [3]

Weapon	Damage	Range	Notes
Unstoppable Fountain of the Depths	3d Cr.	20 yd × 3 yd wall	[1]
	1d Fat.	20 yd × 3 yd wall	[2],[3]
		[1] Double Knockback	
		[2] Hazard: Drowning	
		[3] Persistent: 10 minutes	

Death of Obsidian Butterflies

27 points

Prerequisites: Terrestrial Circle Initiation

Cost: 15 motes

Innate Attack (2d-1 pi; Cone 30 yards, +350%; Terrestrial Circle Spell, -25%; Costs 15 motes, -75%; Bombardment, Effective Skill 14, -5%; Takes Extra Time (2 Readies), -20%) [27]

Weapon	Damage	Range	Notes
Death of Obsidian Butterflies	2d -1 pi	100yd × 30 yd cone	[1]
		[1] Bombardment skill 14	

Summon Elemental

12 points

Prerequisites: Terrestrial Circle Initiation

Cost: 20 motes

Ally (100% of point total; No Roll Required; 51-100 Entities; Summonable, +100%; Minion, +50%; Costs 20 motes, -100%; Takes Extra Time, 5 hours, -140%; Terrestrial Circle Sorcery, -25%; Aspected: Elementals Only, -50%)[12]

Demon of the First Circle

12 points

Prerequisites: Terrestrial Circle Initiation

Cost: 20 motes

Ally (100% of point total; No Roll Required; 51-100 Entities; Summonable, +100%; Minion, +50%; Costs 20 motes, -100%; Takes Extra Time, 5 hours, -140%; Terrestrial Circle Sorcery, -25%; Aspected: Demons Only, -50%)[12]

Emerald Circle Banishment

37 points

Prerequisites: Terrestrial Circle Initiation

Cost: 10 motes

Affliction (Heart Attack, +300%; Aspected: Demons Only, -80%; Costs 10m, -50%; Terrestrial Circle Sorcery, -25%; Malediction 1, +100%; Based on Will, +20%) [37]

Emerald Circle Countermagic**38 points***Prerequisites:* Terrestrial Circle Initiation*Cost:* 10 motes

Alternate Abilities: Static (Sorcery; Switchable, +100%; Costs 10 Motes, -50%; Terrestrial Circle Sorcery, -25%) [38]

Infallible Messenger**54 points***Prerequisites:* Terrestrial Circle Initiation*Cost:* 10 motes

Telecommunication (Telesend; Cosmic: No Range Penalties, +100%; Cosmic: Infallible, +85%; Visible, -10%; Costs 10 motes, -50%; Takes Extra Time: 5 seconds, -20%; Terrestrial Circle Sorcery, -25%) [54]

Cirrus Skiff**56 points***Prerequisites:* Terrestrial Circle Initiation*Cost:* 15 motes

Flight (Takes Extra Time, (8 readies), -40%; Costs 15m, -75%; Terrestrial Circle Spell, -25%) [8]; Enhanced Move (Air) ×4 (Takes Extra Time, (8 readies), -40%; Costs 15m, -75%; Terrestrial Circle Spell, -25%) [8]; Payload (400 lbs; Exposed, -50%; Takes Extra Time, (8 readies), -40%; Costs 15m, -75%; Terrestrial Circle Spell, -25%) [40]

Invulnerable Skin of Bronze**12 points***Prerequisites:* Terrestrial Circle Initiation*Cost:* 20 motes

DR +12 (Tough Skin, -40%; Costs 20m to prepare, -20%; Terrestrial Circle Spell, -25%) [12]

Flight of the Brilliant Raptor**57 points***Prerequisites:* Terrestrial Circle Initiation*Cost:* 10 motes

Innate Attack (6d burn; Explosion, +50%; Armour Divisor, (2), +50%; Homing (vision), +50%; Increase 1/2D range, +15%; Increased Max. Range, +20%; Costs 10m, -50%; Takes Extra Time, (2 readies), -20%; Terrestrial Circle Sorcery, -25%) [57]

Weapon	Damage	Acc	Range	RoF	Rcl	Shots	Notes
Brilliant Raptor	6d (2) burn	3	100/2000	1	1	N/A	[1],[2]
				[1] Explosion			
				[2] Homing			

Indomitable Will

1 point

Prerequisites: Terrestrial Circle Initiation

Cost: 1m

Perk: Accessory: Self Destruct (Costs 1m, -5%; Terrestrial Circle Spell, -25%) [1]

Spirit Sword

29 point

Prerequisites: Terrestrial Circle Initiation

Cost: 20 m

Alternate Abilities: Innate Attack (Sw + 1d cut; Affects Insubstantial, +20%; Armour Divisor (2), +50%; Cosmic: Ignores non-artifact armour, +150%; Strength Based Melee Attack, +80%; Readyable, +0%; Readyng costs 20m, -20%; Readyng Takes Extra Time (2 readies), -2%; Terrestrial Circle Spell, -25%) [25] *or* Innate Attack (Th + 2 imp; Affects Insubstantial, +20%; Armour Divisor (2), +50%; Cosmic: Ignores non-artifact armour, +150%; Strength Based Melee Attack, +75%; Readyable, +0%; Readyng costs 20m, -20%; Readyng Takes Extra Time (2 readies), -2%; Terrestrial Circle Spell, -25%) [4]

Weapon	Damage	Reach	Parry	Notes
Spirit Sword	Sw + 1d (2) cut	1,2	0	[1],[2]
	Th + 2(2) imp	2	0	[1],[2]
			[1] Affects Insubstantial	
			[2] Ignores Mundane Armour	

Raising the Earth's Bones

30 points

Prerequisites: Terrestrial Circle Initiation

Cost: 25 motes

Control 10 (Stone; Costs 25 motes, -125%; Takes Extra Time: 5 minutes, -80%; Terrestrial Circle Sorcery, -25%) [30]

2.6 Artifacts

Artifacts can, and indeed *should* generally be purchased using *Magic Items as Advantages* [TH05, p.113]. In addition to any other requirements many of them include reduced mote pool.

Only a character with the *Artifact Attunement* perk can attune an artifact with the above limitation. A very few artifacts exist without this limitation, but generally for a magical device which doesn't require attunement it's more common to use Thaumaturgically created Talismans – know as “*Walkaways*”.

2.6.1 Example Artifacts

Miscellaneous Artifacts

Translation Crystal

6 points

Cosmic Ability 3 (Written Language Only, -50%; Can Be Stolen, -15%; Costs 3m, -20%) [6]

Jade Hearthstone Bracers

29 points

Attunement: 4m

Enhanced Time Sense (Upgrades Combat Reflexes; Combat Sense, -20%; Can Be Stolen, -15%) [15] *and* Enhance Dodge +2 (Can Be Stolen, -15%) [26]; Reduced Mote Pool 4 [-12];

Gloves of Emotional Sensitivity

9 points

Attunement: 2m

Empathy (Can Be Stolen, -15%) [13]; Reduced Mote Pool 2 [-6];

The Authoritative Stamp

1 point

Attunement: 1m

Mimicry (Writing, not speech, +0%; Signitures and Signets only, -50%; Can be Stolen, -15%) [4]; Reduced Mote Pool 1 [-3];

Melee Weapons

Weight of Artifact Weapons: All weights listed for artifact weapons assume that the user is attuned. If the user is unattuned then double the weight of the weapon. As a free bonus double the weight of all artifact weapons for purposes of determining what can and can't be parried.

Gloves of Distant Touch

9 points

Attunement: 4m

Alternate Abilities: Innate Attack (Thrust + 1d + 1Cr; Strength Based Cone, +100%; Armour Divisor (2), +50%; Uses Karate Skil, +0%; Can Be Stolen, -15%; Readiable, +0%; Costs 3m to Ready, -3%) [16] *or* Innate Attack (Thrust +1d + 1 Cr.; Strength Based Mellee Attack, Reach C, +80%; Armour Divisor (2), +50%; Uses Karate Skill,-0%; Can be Stolen, -15%) [5]; Reduced Mote Pool [-12];

Weapon	Damage	Reach	Parry	ST	Wt	Notes
Gloves	Th + 1d + 1 (2) cr.	C,1	0	6	neg.	
<i>Distant Touch</i>	Th + 1d + 1 (2) cr.	2-5,6-10	0	6	neg.	[1]
		[1] Does half damage at reach 6-10.				

Daiklave

18 points

Attunement: 5 motes

Alternate Abilities: Innate Attack (Th + 1d + 2 imp; Strength Based Innate Attack, +75%; Uses Broadsword Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%) [28] *or* Innate Attack (Sw + 1d + 1 cut; Strength Based Innate Attack, +80%; Uses Broadsword Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%) [5]; Reduced Mote Pool [-15];

Weapon	Damage	Reach	Parry	ST	Wt	Notes
Daiklave	Sw + 1d + 1 (2) cut	1,2	0	10	3	
	Th + 1d + 2(2) imp	2	0	10	3	

Grand Daiklave

15 points

Attunement: 8 motes

Alternate Abilities: Innate Attack (Th + 1d + 3 imp; Strength Based Innate Attack, +75%; Uses Broadsword Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%;

Nuisance Effect: 2 Handed, -5%) [33] *or* Innate Attack (Sw + 1d + 3 cut; Strength Based Innate Attack, +80%; Uses Broadsword Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%; Nuisance Effect: 2 Handed, -5%) [6]; Reduced Mote Pool 8 [-24]

Weapon	Damage	Reach	Parry	ST	Wt	Notes
Grand Daiklave	Sw + 1d + 3 (2) cut	1,2	0	12†	7	[1]
	Th + 1d + 3 (2) imp	2	0	12†	7	[1]
[1] Requires two hands						

Twin Short Daiklaves

10 points

Attunement: 3 motes

Alternate Abilities: Innate Attack (Sw + 1d cut; Dual Strength Based Melee Attack, +85%; Uses Shortsword Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%) [16] *or* Innate Attack (Th + 1d - 1 imp; Dual Strength Based Melee Attack, +85%; Uses Shortsword Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%) [3]; Reduced Mote Pool [-9];

Weapon	Damage	Reach	Parry	St	Wt	Notes
Short Daiklave	Sw + 1d (2) cut	1	0	8	2	
	Th + 1d -1 (2) imp	1	0	8	2	

Reaper Daiklave

15 points

Attunement: 5 motes

Alternate Abilities: Innate Attack (Sw + 1d + 2 cut; Strength Based Melee Attack, +75%; Uses Sabre Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%) [25] *or* Innate Attack (Th + 1d + 1 imp; Strength Based Innate Attack, +75%; Uses Saber Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%) [5]; Reduced Mote Pool 5 [-15]

Weapon	Damage	Reach	Parry	ST	Wt	Notes
Reaper Daiklave	Sw + 1d + 2 (2) cut	1	0F	8	2	
	Th + 1d + 1(2) imp	1	0F	8	2	

Dire-fang

19 points

Attunement: 1 mote

This is an artifact version of a Main-Gauche.

Alternate Abilities: Innate Attack (Th + 2 imp; Strength Based Innate Attack, +80%; Uses Main-Gauche Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%) [12] *or* Innate Attack (Sw + 1 cut; Strength Based Melee Attack, +80%; Uses Main-Gauche Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%) [1]; *and* Enhanced Parry +2 (only with Dire-fang; Can Be Stolen, -15%) [9]; Reduced Mote Pool 1 [-3];

Weapon	Damage	Reach	Parry	ST	Wt	Notes
Dire-fang	Sw + 1 (2) cut	C,1	+2F	6	1	
	Th + 2 (2) imp	C,1	+2F	6	1	

Direlance

23 points

Attunement: 5 motes

This interpretation of the Direlance is based upon the Naginata, not the spear.

Alternate Abilities: Innate Attack (Th + 2d imp; Strength Based Melee Attack, +75%; Uses Polearm Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%; Nuisance Effect, Two Handed, -5%) [33] *or* Innate Attack (Sw + 1d + 2 cut; Strength Based Melee Attack, +80%; Uses Polearm Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%; Nuisance Effect, Two Handed, -5%) [5]; Reduced Mote Pool 5 [-15]

Weapon	Damage	Reach	Parry	ST	Wt	Notes
Direlance	Sw + 1d + 2(2) Imp	1,2*	0U	9†	6	
	Th + 2d(2) Cut	2	0	9†	6	

Grimcleaver

21 points

Attunement: 5 motes

Innate Attack (Sw + 2d + 1 cut; Strength Based Melee Attack with Destructive Parry, +85%; Uses Axe/Mace Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%) [36]; Reduced Mote Pool 5 [-15]

Weapon	Damage	Reach	Parry	ST	Wt	Notes
Grimcleaver	Sw + 2d + 1 (2) cut	1	0U	11	4	[1]
						[1] Destructive Parry

Grand Goremaul

13 points

Attunement: 8 motes

Innate Attack (Sw + 3d cr.; Strength Based Innate Attack with Destructive Parry, +90%; Can Be Stolen, -15%; Armour Divisor, +50%; Double Knockback, +20%) [37]; Reduced Mote Pool 8 [-24]

Weapon	Damage	Reach	Parry	ST	Wt	Notes
Grand Goremaul	Sw + 3d (2) cr.	1,2	0U	12‡	7	[1], [2]
		[1] Destructive Parry.				
		[2] Double Knockback.				

Dragon Claws

13 points

Attunement: 3 motes

Alternate Abilities: Innate Attack (Th + 1d imp; Double Strength Based Melee Attack, +90%; Uses Brawling Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%) [18] or Innate Attack (Sw + 1d cut; Double Strength Based Melee Attack, +90%; Uses Brawling Skill, +0%; Can Be Stolen, -15%; Armour Divisor, +50%) [4]; Reduced Mote Pool 6 [-9]

Weapon	Damage	Reach	Parry	ST	Wt	Notes
Dragonclaws	Sw + 1d (2) cut.	C,1	0	6	1	[1]
	Thr + 1d (2) imp.	C,1	0	6	1	[1]
			[1] Wielded using Brawling.			

Armour

Artifact Buff Jacket

9 points

Attunement: 1m

DR 5 (Hardened 1, +20%; Cannot Wear Additional Armour (light), -40%; Flexible, -20%; Can Be Stolen, -15%) [12]; Reduced Mote Pool 1 [-3]

Artifact Chain-shirt

12 points

Attunement: 1m

DR 5 (Hardened 1, +20%; Cannot Wear Additional Armour (light), -40%; Flexible, -20%; Can Be Stolen, -15%) [12]; DR +2 (Limited: Not Cr., -20%; Hardened 1, +20%; Cannot Wear Additional Armour (light), -40%; Flexible, -20%; Can Be Stolen, -15%) [3]; Reduced Mote Pool 1 [-3];

Artifact Lamellar Armour**9 points***Attunement: 3m*

Damage Resistance 8 (Hardened 1, +20%; Cannot Wear Additional Armour, -40%; Flexible, -20%; Can Be Stolen, -15%) [18]; Reduced Mote Pool 3 [-9]

Reinforced Breastplate**14 points***Attunement: 4m*

Damage Resistance 8 (Hardened 1, +20%; Cannot Wear Additional Armour, -40%; Can Be Stolen, -15%) [26]; Reduced Mote Pool [-12]

Articulated Plate**14 points***Attunement: 6m*

Damage Resistance 8 (Hardened 2, +40%; Cannot Wear Additional Armour, -40%; Can Be Stolen, -15%; Nuisance Effect: Very Heavy, -5%) [32]; Reduced Mote Pool 6 [-18]

Superheavy Plate**16 points***Attunement: 8m*

Damage Resistance 8 (Hardened 3, +60%; Cannot Wear Additional Armour, -40%; Can Be Stolen, -15%; Nuisance Effect: Very Heavy, -5%) [40]; Reduced Mote Pool 8 [-24]

Silken Armour**6 points***Attunement: 1m*

DR 2 (Hardened, +20%; Flexible, -20%; Can Be Stolen, -15%) [9]; Reduced Mote Pool [-3]

Note: Silken armour doesn't count as armour for the purposes of layering armour or for martial arts which forbid armour. It can be layered under light armour (such as a chain shirt), but not heavier armour. Doing so merits the usual -1 to DX related rolls for layering armour.

Ranged Weapons**Concussive Essence Cannon****13 points***Attunement:* 5 motes

Innate Attack (3d cr.; Accurate +2, +10%; Armour Divisor, +50%; Uses Beam Weapons Skill, +0%; Double Knockback, +20%; Increased 1/2D, ×10, +15%; Increased Max, ×2, +5%; Can be Stolen, -15%) [28]; Reduced Mote Pool [-15]

Weapon	Damage	Acc	Range	RoF	Rcl	Notes
Concussive Essence Canon	3d (2) cr.	5	100/200	1	1	[1] [1] Double Knockback

Fuel-bolt Launcher**23 points***Attunement:* None

Innate Attack (5d burn.; Can Be Stolen and Used, -30%; Reduced Maximum Range, 50 yards, -5%; Increased 1/2D Range, 50 yds, +10%; Limited Use, 1, Slow reload, -35%; Uses Gunner (Rocket Launcher) Skill, +0%; Explosion, +50%) [23];

Weapon	Damage	Acc	Range	RoF	Rcl	Shots	Notes
Fuel-bolt Launcher	5d burn.	1	50/50	1	1	1(10)	[1] [1] Explosion

Assault Crossbow**28 points***Attunement:* 6 motes

This particular green-jade crossbow fires a single bolt at a time which can optionally split into a shower of deadly thorns in the air. Although each individual thorn is quite weak the combined effect can be very deadly.

Alternate Abilities: Innate Attack (2d +4 imp; Accurate, +5%; Armour Divisor (2), +50%; Uses Crossbow Skill, +0%; Increased 1/2D, ×50, +25%; Increased Max, ×5, +10%; Limited use, 1 use with Rapid Reload, -20%; Can be Stolen, -15%) [42] *or* Innate Attack (2d pi-; Accurate, +5%; Armour Divisor (2), +50%; Uses Crossbow Skill, +0%; Increased 1/2D, ×2, +5%; Rapid Fire, 1 × 5, +70%; Limited use, 1 use with Rapid Reload, -20%; Can be Stolen, -15%) [4]; Reduced Mote Pool 6 [-18]

Weapon	Damage	Acc	Range	RoF	Rcl	Shots	Notes
Assault Crossbow	2d + 4 (2) imp.	4	500/500	1	1	1(4)	
	2d (2) pi-.	4	20/100	1 × 5	1	1(4)	

Long Powerbow**22 points***Attunement:* 6 motes

Innate Attack (Thr. + 1d + 3 imp.; Strength Based Ranged Attack, +100%; Armour Divisor (2), +50%; Uses Bow Skill, +0%; Increased 1/2D, ×50, +25%; Increased Max, ×5, +10%; Limited use, 1 use with Rapid Reload, -20%; Can be Stolen, -15%) [40]; Reduced Mote Pool 6 [-18]

Weapon	Damage	Acc	Range	RoF	Rcl	Shots	Notes
Long Powerbow	Thr. + 1d + 3 (2) imp.	3	500/500	1	1	1(2)	

Chapter 3

The Exalted

The game isn't called Exalted for no reason. The focus of an exalted game will usually be on the exalted themselves. As such this chapter is split into sections dealing with each of the types of Exalt.

3.1 The Terrestrial Exalted

Eugenically bred super-soldiers designed to fight and die in the primordial war, the loyal servants of the celestials forming the vast bulk of the civil service and army, the victors in the usurpation with a world-spanning shogunate, the loyal servants of the Scarlet empress or the seventh legion – terrestrials are many things. What is common to them all is that they are the weakest and most numerous of the Exalted – and yet are still incredibly more potent than even the greatest of godblooded and enlightened mortals. They stride the world of lesser mortals like colossoi, but still pale in comparison to the celestials.

Terrestrial Exalt

323 points

Secondary Characteristic Modifier: Will +2 [10]; HP + 5 [10];

Advantages: Access to Charms (All Terrestrial Charms) [25]; Awakened Essence [10]; Combat Reflexes [15]; Damage Resistance +2 (Tough Skin, -40%) [6]; Detect (Uncapped Demesnes, Aspected Essence, Wyld Zones, Shadowlands; Occasional; Vague, -50%) [5]; Elemental Flux [11]; Essence Pool 10 [30]; Essence Pool 25 (Visible, -10%; Nuisance Effect, -10%) [60]; Extended Lifespan 3 [6]; Very Fit [15]; Hard to Kill +5 [10]; High Pain Threshold [10]; Higher Permanent Essence 1 [5]; Higher Purpose (Cosmic +100%) [10]; Immunity: Disease [15]; Injury Tolerance (Doesn't Bleed) [3]; Injury Tolerance (Unbreakable Bones) [10]; Injury Tolerance (No Vitals) [5]; Injury Tolerance (No Brain) [5]; Recovery [10]; Regeneration (Slow) [10]; Stunter [20]; Super Jump 1.5 (triple jumping distances) [15]; Perks: Artifact Attunement, Manse Attunement, Immune to Demense

Mutation, Move and Attack not restricted to skill 9, Can create Artifacts [4];

Disadvantages: Limit Break 1 [-10]; Unnatural Feature 2 (Elemental Markings) [-2];

Weirdness Magnet [-15]; Quirks: Lustful, Chummy [-2];

Features: Can be Warded Against [0];

Options: Dragon-blooded may purchase the following package up to three times, plus an additional time for every full century they have lived:

Essence Package: Higher Permanent Essence +1 [5]; Essence Pool +1 [3]; Essence Pool +5 (Visible, -10%; Nuisance Effect, -10%) [12]; *20 points*

A dragon-blood may purchase the following “Breeding” package up to five times to represent improved purity of blood:

Breeding Package: Essence Pool +1 [3]; Essence Pool +2 (Visible, -10%; Nuisance Effect, -10%) [5]; Unnatural Feature +2 [-2]; Feature: Improved Chance of Children Exalting [0]; *6 points*

Dragon-blooded may purchase the Celestial Enlightenment Advantage, but are required to take the *Pact* limitation with some sort of strict Discipline of Faith as the required code of behaviour.

Every Dragon-blood must purchase one of the following Elemental Aspect Lenses (included in the above point-cost):

- *Air Aspect:* Damage Resistance +2 (Force Field, +20%; Limited: Ranged Attacks and Falling Damage, -20%; Trigger, -10%) [9]; Damage Resistance +3 (Force Field, +20%; Limited: Falling Damage, -60%; Trigger, -10%) [8]; Super Jump 1.5 (triple jumping distances; Trigger, -10%) [14]; Features: Favoured Abilities — Linguistics, Lore, Occult, Stealth, Thrown, three others[0]. *31 points*
- *Earth Aspect:* Damage Resistance +6 (Trigger, -10%) [27]; Hard to Subdue +2 (Only When Standing on Earth, -10%; Trigger, -10%) [4]; Features: Favoured Abilities — Awareness, Craft, Integrity, Resistance, War, three others [0]. *31 points*
- *Fire Aspect:* Damage Resistance +9 (Limited: Fire, -40%; Trigger, -10%) [23]; Innate Attack (1d burn; Aura, +80%; Melee Attack, -30%; Trigger -10%) [7]; Accessory: can light fires [1]; Features: Favoured Abilities — Athletics, Dodge, Melee, Presence, Socialize, three others[0]. *31 points*
- *Water Aspect:* Walk on Liquid (Limited, Water, -10%; Trigger, -10%) [12]; Amphibious (Trigger, -10%) [9]; Doesn’t Breathe (Gills, -50%; Trigger -10%) [8]; Hard to Subdue 1 (Accessibility, When Wet, -10%) [2]; Features: Favoured Abilities — Bureaucracy, Investigation, Larceny, Martial Arts, Sail, three others[0]. *31 points*
- *Wood Aspect:* Immunity (Plant-based toxins; Trigger, -10%) [9]; Innate Attack (1d tox.; Aura, +80%; Contact Agent, -10%; Cyclic, 2 cycles of 10 seconds, +100%; Melee Attack, -30%; Resistible, HT+ 3, -45%; Trigger, -10%) [8]; Damage Resis-

tance +4 (Force-field, +20%; Limited, Wooden Weapons, -40%; Trigger, -10%) [14]; Features: Favoured Abilities — Archery, Medicine, Performance, Ride, Survival, three others[0]. *31 points.*

In all of the above cases the Trigger is activated whenever the Dragon-blooded's Elemental Flux ability would activate at the second level of effect. These powers can also be voluntarily triggered by spending 5 motes at any time. This doesn't merit the costs motes limitation because it's normally easier to activate the power through the trigger effect.

Notes: The Nuisance Effect on the Essence Pool is that the Elemental Flux Advantage is automatically triggered (for no additional mote-cost, thankfully) when the essence in the pool is used.

Elemental Flux

11 points

This advantage comes in five different forms:

- *Air or Fire:* Innate Attack (1-25 burn; Area Affect, 6 yards, +50%; Variable +5%; Emanation, -20%; Trigger (spending peripheral essence), -10%; Uncontrollable, -30%; Bombardment, 8-, -20%; Takes Recharge, 1 minute, -25%) [11]
- *Earth or Water:* Innate Attack (1 - 25 cr.; Area Affect, 6 yards, +50%; Variable +5%; Emanation, -20%; Trigger (spending peripheral essence), -10%; Uncontrollable, -30%; Bombardment, 8-, -20%; Takes Recharge, 1 minute, -25%) [11]
- *Wood:* Innate Attack (1 - 25 tox.; Area Affect, 6 yards, +50%; Variable +5%; Emanation, -20%; Trigger (spending peripheral essence), -10%; Uncontrollable, -30%; Bombardment, 12-, -10%; Takes Recharge, 1 minute, -25%) [11]

The damage done is the total amount caused over the course of one minute. The amount of damage dealt depends upon how much peripheral essence has been spent:

Motes	Damage	Radius
1-5	1/minute	1 yd
6-9	1/12 seconds	1 yd
10-15	3/12 seconds	4yds
16+	5/12 seconds	6yds

The variable enhancement allows the user to vary the level of effect the flux has *when it is triggered intentionally*. Whether triggered intentionally or unintentionally the effect dies down after about an hour. The bombardment value needs to be rolled to attack each time the damage would be dealt.

3.1.1 Dragonblooded Charmsets

There are 25 Dragon-blooded charmsets, each of which has a power modifier and a number of associated skills:

Terrestrial Charm **+5%**
 The ability is a Terrestrial charm. It automatically defeats any countermeasures of below Terrestrial level, but is automatically defeated in conflicts with celestial level charms.

(Charmset) Talent **5 points/level**
 Each level grants a +1 bonus to all rolls required by the charms in the charmset.

Terrestrial Charm Remit

Under GURPS, abilities can be written that allow characters to do practically anything if they pay enough points. To keep differentiation between Exalted types, to keep an extra level of game balance, and to keep true to the flavour of the Exalted setting, the following restrictions to Terrestrial Charms apply.

Efficiency: Terrestrial Charms can add +2 per mote spent to a single roll within a group of skills approximately as broad as a given charmset. Unless there is a good reason, the set of skills so enhanced should in fact be one of the 25 charmsets. The maximum number of motes that may be spent is directly proportional to the number of times the character has purchased the Essence Package Advantage.

Charms that apply to a genuinely limited subset of a charmset's rolls (e.g. 'on Quick-Draw Melee Rolls' rather than 'Sword (Sabre)' rolls - they must have a limited applicability, rather than specificity) may grant a higher bonus. Charms that provide longer lasting bonuses should have a correspondingly higher mote (and possibly hp) cost. An exception to this is charms that enhance other, see 'cooperativity', below.

Not Celestial: The Dragonblooded are not the Celestial Exalted, in power or in focus. Dragonblooded charms rarely automatically succeed, and even then, countermeasures apply. The Dragonblooded cannot change form, or grossly affect their own physical traits. They cannot warp reality to their will, or create effects that cause others to harm themselves or even do damage to them except through direct physical power. It is difficult for Dragonblooded to produce effects that propagate or last outside of their immediate physical presence without some physical anchor.

Elemental: The exaltation of the Dragonblooded is deeply physical. The Dragonblooded are far more tied to their Aspect than the Celestials are to their Caste - this means that

many charms have elemental flavourings, and often vary based on the aspect of the individual activating the charm. Indeed, some of the most powerful Terrestrial Charms may require high levels of Breeding as an Unusual Background before they are accessible.

Cooperative: The Dragonblooded were designed to work together. They possess the most powers connected to enhancing the abilities of their allies (as opposed to training their underlings), although the effects granted tend to be transitory rather than permanent. Their charms often increase in power the more terrestrials there are working together using the charm. As the Dragonblooded advance in power (Essence Package 3 and higher) their need to work in small groups fades, and the nature of their cooperative charms changes, often applying affects to the Dragonblood's descendant, or gaining powerful secondary effects that apply if the elder dragonblood activates them while dying - even in death, the ten thousand dragons fight as one.

General Charms

Some charms are available for any of the 25 dragon-blooded charmsets, the following charms apply their bonuses to all the skills listed for the charmset in question:

(Charmset) Excellency

20 points/level

Prerequisites: Every Terrestrial Exalt may buy this charm once per charmset plus an additional time per charmset for every extra time they have purchased the Higher Permanent Essence Advantage

This charm can be used reflexively at any time when a skill-roll is about to be made. It costs 1m per +2 to the roll. When used on an active defense roll each mote gives only +1.

+2 Bonus to a Medium Sized Group of Skills and all charms in the same charmset (Costs 1 Mote, -5%; Terrestrial Charm, +5%) [20]. **Note:** The bonus is to the charmset's wildcard skill, and to all skills which default directly from it. Some Abilities (notably those which lack a wildcard skill) instead grant a different 10 point advantage (see blow) in addition to the bonus to rolls related to charms.

Terrestrial (Charmset) Reinforcement

14 points/level

Prerequisites: (Charmset) Excellency; This charm may not be purchased more times than the equivalent charmset excellency.

Cost: 1m/use

This charm costs 1m per use and requires the user to touch the target's bare skin (which is usually not possible unless the target is co-operative or restrained). The target makes a HT roll, and margin of success determines the duration of the effect. The effect is +1 to skill much like the excellency. No one can be under the effect of this charm more than 3 times at the same time.

Affliction 1: (Advantage: +1 Bonus to a Medium Sized Group of Skills and all charms in the charmset, +100%; Costs 1 mote per use, -5%; Melee Attack, Reach C, -30%; Contact Agent, -30%; Terrestrial Charm, +5%) [14/level] **Note:** In all cases the advantage afflicted by this attack is the same as the one granted by the excellency, even if that is different from the skill bonus listed here.

(Charmset) Resurgent

39 points

Prerequisites: none

Cost: 4m

This charm costs 4m and can be activated after a roll. It allows the roll to be made three times and the best result taken.

Ridiculous Luck (Aspected, -20%; Costs 4 Motes, -20%; Terrestrial Charm, +5%) [39]. This charm allows a die-roll to be re-rolled for a cost of 4 motes, but no more often than once every 10 minutes of out-of-game time. The aspecting means that the roll in question must be associated with the ability.

Linguistics

Wind-Carried Words Technique

30 points

Prerequisites: None

Cost: 1+ motes

This charm allows messages to be sent long distance.

Telecommunication (Telesend; Hearing-based, -20%; Costs 1 mote, -5%; Long Ranged, +50%; Distance costs motes instead of giving penalties, +0%; Terrestrial Charm, +5%; Takes Extra Time 8 seconds, -30%) [30].

Note: Instead of taking penalties to the roll based upon the Speed/Range table, the Distance should be looked up on the Long Distance Modifiers table, the sign reversed, and it applied as an additional cost in motes.

Voices on the Wind**20 points***Prerequisites:* Wind-Carried Words Technique*Cost:* 3+ motes

Parabolic Hearing 24 (Costs 3-21m, -60%; Terrestrial Charm, +5%; Requires Concentrate, -15%; Takes extra Time, 2 seconds, -10%) [20]

Notes: 3m is the minimum spend and gives Parabolic Hearing 6, allowing a normal conversation to be heard at 64 yards. Each additional mote gives +3 levels of Parabolic hearing. The maximum use allows a normal conversation to be heard at 10,000 miles (but costs 21m).

Lore**Elemental Concentration Trance****1 + 1 point/level***Prerequisites:* None*Cost:* 5m, 1hp

Super Memorization (Costs 5m, -25%; Costs 1hp, -10%; Terrestrial Charm, +5%; Preparation Required, 1 hour, -50%; Only Skills, -20%) [1 + 1 point/level];

Eternal Mind Meditation**9 points***Prerequisites:* Elemental Concentration Trance, Essence Package 1*Cost:* 2m, 1hp

Photographic Memory (Costs 2m, -10%; Costs 1hp, -10%; Terrestrial Charm, +5%) [9]

Elemental Bolt Attack**24 points***Prerequisites:* None*Cost:* 1+ motes

This charm comes in five versions:

- *Air:* Innate Attack (2d burn.; Terrestrial Charm, +5%; Variable, +5%; Costs 1m/die, -13%; Narrow Beam, -0%) [10] *and* Affliction 4 (Follow-Up, to elemental bolt attack, +0%; Costs 1 Mote, -5%; Terrestrial Charm, +5%; Stunning, +10%; Attribute Penalty -2 DX, -1 ST, +25%; Ephemeral, -100%) [14].

- *Earth*: Innate Attack (2d crush.; Terrestrial Charm, +5%; Variable, +5%; Costs 1m/die, -13%; Double Knockback, +20%) [12] *and* Innate Attack (0d + 9 cr; Follow-Up, -0%; Terrestrial Charm, +5%; No wounding -50%; Double Knockback +20%) [12].;
- *Fire*: Innate Attack (2d burn.; Terrestrial Charm, +5%; Variable, +5%; Costs 1m/die, -13%) [10] *and* Innate Attack (+4 burn.; Followup: Elemental Bolt Attack, +0%; Terrestrial Charm, +5%; Symptoms: Severe Pain, 1/2 HP threshold, +80%) [13] *and* Perk: Accessory: Light [1]
- *Water*: Innate Attack (2d crush.; Terrestrial Charm, +5%; Variable, +5%; Costs 1m/die, -13%) [10] *and* Affliction 4 (Follow-Up, +0%; Terrestrial Charm, +5%; Coughing +20%; Attribute Penalty: -2 HT, +10%; Ephemeral, -100%)[14];
- *Wood*: Innate Attack (2d pi.; Terrestrial Charm, +5%; Variable, +5%; Costs 1m/die, -13%) [10] *and* Affliction 4 (Follow-Up, -0%; Terrestrial Charm, +5%; Nauseated, +30%; Ephemeral, -100%)[14];

Note: This charm can be used with the Combining Powers rule on [PM06, p.170].

Occult

Spirit-Detecting Mirror Technique

13 points

Prerequisites: None

Cost: 2m

See Invisible (Dematerialised Spirits; Reflections Only, -10%; Costs 2m, -10%; Terrestrial Charm, +5%) [13]

Stealth

Thrown

Awareness

Craft

Integrity

Special Bonus: Each use of the Integrity Excellency and the terrestrial Integrity Reinforcement charms provide bonuses to Will rolls in addition to skill bonuses.

Unsleeping Earth Meditation**20 points***Prerequisites:* None*Cost:* 1m

Doesn't Sleep (Costs 1m, -5%; Terrestrial Charm, +5%; Extended Duration, +5%; Nuisance Effect: Make a Will roll each time the power is used, on a failure take 1hp which can only be healed after a night's rest, -5%) [20]

Note: The Extended duration is only +5% because it cannot exceed the value of Costs Essence (or else the power would be more expensive than if it were permanent and cost no motes!).

Granite Curtain of Serenity**8 points/level***Prerequisites:* Ten Thousand Dragons Fight As One, Essence Package 1*Cost:* 5m 1hp

This charm may be purchased a number of times equal to (2 + Levels of Essence Package). The cost of invoking the charm, however, is static. This Charm has no effect upon the Great Curse.

Each level in this charm grants: Will +2 (Aspected: Applies only to Mental Dodges and contests that are to avoid mind control, having emotions swayed, or madness induced, -20%, Readiable, +0%, costs 5m to ready -5%, Costs 1hp to ready, -2%; Terrestrial Charm +5%) [8]

NB: not sure about this. It works out as rather more powerful than the Integrity Excellency at high essence levels (it is still eminently worth it at 10m 1hp) - but it is VERY high up the Integrity and Medicine trees. It is a bit more restricted since it won't apply against most Attacks to Investigate, and many to Persuade - but it IS scene long.

Resistance

Special Bonus: Each use of the Resistance Excellency and Terrestrial Resistance Reinforcement grants bonuses to all HT rolls in addition to skill bonuses.

Ox-Body Technique**10 points/level***Prerequisites:* None

Cost: –

+5 HP [10]

Note: A Dragon-blood may purchase this charm a maximum of five times, giving a total of 25 extra hit-points.

War

Enfolded in the Dragon's Wings

23 points

Prerequisites: Terrestrial War Reinforcement

Cost: 1m

Affliction 2 (Advantage: DR + 18 (Aspected: Only against elemental effects, -60%; Force Field, +20%), +54%; Costs 1 mote per use, -5%; Contact Agent, -30%; Melee Attack: Reach C, -30%; Based on Will, +20%; Terrestrial Charm, +5%) [23]

Armour Hardening Concentration

18 points

Prerequisites: Enfolded in the Dragon's Wings

Cost: 2m per use

This charm is activated using an attack action. When activated the user may choose any characters he wishes within 3 yards and roll a will roll. Margin of success dictates the duration of the effect, which is +1DR. This charm cannot enhance a person's existing DR to more than double it's base value.

Affliction 1 (Advantage: +1 DR, +50%; Costs 2m, -10%; Terrestrial Charm, +5%; Malediction, +100%; Based on Will, +20%; Area Effect, 3 yards, +75%; Selective Area, +20%; Emanation, -20%; Accessibility: Only to enhance existing armour, -10%; Accessibility: Cannot Stack, -50%; Ephemeral, -100%) [18]

Athletics

Effortlessly Rising Flame

10 points

Prerequisites: None

Cost: 1m

Extra Manoeuvre: Change Posture 2 (Only to Rise, -50%; Terrestrial Charm, +5%; Costs 1m, -5%) [10];

Falling Star Manoeuvre

15 points

Prerequisite: Effortlessly Rising Flame

Cost: 1m/step

Extra Manoeuvre: Step 3 (Terrestrial Charm, +5%; Costs 1m per step, -10%) [15].

Bellows-Pumping Stride

30 points

Prerequisites: Falling Star Manoeuvre

Cost: 1m

Basic Move +6 (Terrestrial Charm, +5%; Costs 1m, -5%) [30];

Dodge

Special Bonus: Every use of the Dodge Excellency (and every two uses of Terrestrial Dodge Reinforcement) grant an automatic +1 to all Dodge rolls instead of a skill bonus.

Threshold Warding Stance

15 points

Prerequisites: None

Cost: 1m

Enhanced Dodge +1 (Costs 1m, -5%; Terrestrial Charm, +5%; Nuisance Effect: Incompatible with Retreating Dodge, Duck and Cover, etc ..., -5%) [15]

Note: In effect this charm allows a character to use the Retreating Dodge option without actually retreating, but only gets +1 for doing so.

Hopping Firecracker Evasion

1.25 points/level

Prerequisites: Threshold Warding Stance

Cost: 2m

Extra Step (Costs 2m, -10%; Terrestrial Charm, +5%; Only As Part of a Retreating Dodge, -70%) [1.25/level]

Note: A character may purchase only enough levels of this charm to raise his Step to equal his basic move. This charm *is* compatible with Falling Star Manoeuvre, but is usually cheaper. If a character possesses Bellows-Pumping Stride then he may purchase up to another 6 levels of Hopping Firecracker Evasion, but can only use them if he uses Bellows Pumping Stride at the same time.

Virtuous Negation Defense

1.25 points/level

Prerequisites: Hopping Firecracker Evasion

Cost: 2m

This charm can be activated reflexively as part of a sacrificial dodge. For 2m (total) it adds 1 yard per level to the character's step for the purposes of moving himself between the attacker and the defender.

Extra Step (Costs 2m, -10%; Terrestrial Charm, +5%; Only As Part of A Sacrificial Dodge, -70%) [1.25/level]

Note: A character may purchase only enough levels of this charm to raise his Step to equal his basic move. This charm *is* compatible with Falling Star Manoeuvre. On a critical success on the defence roll the attack affects neither character. If a character possesses Bellows-Pumping Stride then he may purchase up to another 6 levels of Virtuous Negation defense, but can only use them if he uses Bellows Pumping Stride at the same time.

Safety Among Enemies

49 points

Prerequisites: Dodge Excellency or Dodge Resurgent

Cost: 3m, 1hp

DR +15 (Active Defense, -40%; Redirection, +50%; Costs 3m (per second pricing), -30%; Costs 1 hp (per second pricing), -20%; Terrestrial Charm, +5%) [49];

Note: The Redirection enhancement is identical to the Reflective enhancement except that it doesn't redirect the attack at the attacker, but at another character within 3 hexes. The charm cannot be used at all if no such character is present.

Elemental Defense Technique

63 points

Prerequisites: Safety Amongst Enemies, Essence Package 1

Cost: 5m

Alternate Form: (DR +15 (Limited: Ranged Attacks with Ammunition, -40%; Force-field, +20%) [45] *and* DR +4 (Limited: Non-artifact weapons, -20%) [16] *and* Innate Attack (1 point cr; Melee Attack C, -30%; Always On, -20%; Aura, +80%) [2]) (Costs 5m, -25%; Terrestrial Charm, +5%; Takes Extra Time (5 seconds), -40%) [63].

Melee

Dragon-Graced Weapon

12 points

Prerequisites: None

Cost: 1 mote

This charm comes in five versions:

- *Air:* Affliction 6 (Follow-Up, to any melee attack, -15%; Costs 1 Mote, -5%; Terrestrial Charm, +5%; Stunning, +10%; Attribute Penalty -2 DX, -1 ST, +25%; Ephemeral, -100%) [12].
- *Earth:* Innate Attack (+ 13 cr; Follow-Up, to any melee attack, -15%; Costs 1 Mote, -5%; Terrestrial Charm, +5%; No wounding -50%; Double Knockback +20%) [12].
- *Fire:* Innate Attack (1d burn; Follow-Up, to any melee attack, -15%; Costs 1 Mote, -5%; Terrestrial Charm, +5%; Symptoms: Severe Pain, 1/3 HP threshold, +120%) [11] *and* Perk: Accessory: Light [1].
- *Water:* Affliction 6 (Follow-Up, to any melee attack, -15%; Costs 1 Mote, -5%; Terrestrial Charm, +5%; Coughing +20%; Attribute Penalty: -2 HT, +10%; Ephemeral, -100%) [12].
- *Wood:* Affliction 6 (Follow-Up, to any melee attack, -15%; Costs 1 Mote, -5%; Terrestrial Charm, +5%; Nauseated, +30%; Ephemeral, -100%)[12]

Blinding Spark Distraction

20 points

Prerequisites: Dragon-graced Weapon

Cost: 2m

This charm can be activated reflexively upon the user's weapon hitting a piece of stone or metal. The effect is an attack made using the weapon skill for the weapon in question. Which can then be defended against normally. If it succeeds then the target must make a HT roll to avoid blindness with the margin of failure dictating duration.

Affliction 1 (Disadvantage: Blindness, +50%; Reduced Range, -30%; Trigger: Hitting metal or stone with weapon, -10%; Reflexive, +40%; Terrestrial Charm, +5%; Costs 2m, -10%; Vision Based, +150%; Ephemeral, -100%) [20]

Refining the Inner Blade

varies

Prerequisites: Dragon-graced Weapon, Higher Permanent Essence 2

Cost: 3 motes, 1 hp

The character can design their own inner blade. The details can vary, but should always have these modifiers:

Inner Blade, +30%: (Armour Divisor (2), +50%; Melee Attack, -20%; Terrestrial Charm, +5%; Radiant, -0%; Ready Costs 3 motes and 1hp, -5%).

Furthermore the blade may have the benefits of Dragon-graced weapon applied to it with no extra cost.

Portentous Comet-Deflecting Mode

17/33 points

Prerequisites: Melee Excellency or Melee Resurgent, and Essence Package 1

Cost: 3 motes + 1hp

Enhanced Parry for a single type of weapon +3 (Costs 3 motes, -15%; Costs 1 hp, -10%; Nuisance Effect: Anima Display, -5%; Terrestrial Charm, +5%; No Roll Required, +35%) [17].

Note: This charm will work only on attacks for which the character's parry defense would be applicable, and the No Roll Required enhancement applies *only* if the roll (including this bonus) would otherwise fail only on a critical failure. However any levels of Melee Talent can be applied directly to this parry roll instead of being applied to the skill and then halved: in effect the bonus to parry when using this charm is $3 + \frac{1}{2} \text{Melee Talent}$ over and above any bonus applied due to talent adding to skill – and if this result is 17 or higher then the parry is automatic.

Note: For 33 points this charm can be purchased for *all* melee weapons.

Ring of Anvil Onslaught

19 points/level

Prerequisites: Terrestrial Melee Reinforcement, Essence Package 1

Cost: 8 m

Extra Attack (Multi-Strike, +20%; Aspected: Melee Attacks, -10%; Costs 8m, -40%; Terrestrial Charm, +5%;) [19/level]

Presence**Glowing Coal Radiance****13 points***Prerequisites:* None*Cost:* 2m

Obscure 10 (Defensive +50%; Costs 2m -10%; Terrestrial Charm +5%; Nuisance effect: anima display -5%; Reflexive +40%; Trigger: Only when attacked in melee -40%; Maximum Duration (1 second), -75%)[13]

Auspicious First Meeting Attitude**18 points***Prerequisites:* None*Cost:* 2m

Charisma +10 (Costs 2 motes, -10%; Terrestrial Charm, +5%; Accessibility: Only on very first Reaction Roll, -60%) [18]

Passion Transmuting Nuance**20 points***Prerequisites:* None*Cost:* 3m

This charm is a followup to conceding the point. The attacker's Intent must be to weaken an Existing Belief or Mental Disadvantage. The affliction applies immediately and replaces the targeted belief or disadvantage with another one which diametrically opposes it.

Affliction 1 (Disadvantage, +10%; Accessibility: Only Exact Opposite of Opposing Belief or Disadvantage, -10%; Cosmic: Variable Effect, +100%; Followup (Applies if point conceded), +50%; Costs 3m, -15%; Takes Extra Time, (4 readies), -30%; Terrestrial Charm, +5%; Only usable when the Intent is to weaken an existing belief or disadvantage, -10%) [20].

Socialize**Sweeten the Tap Method****27 points***Prerequisites:* Socialize Excellency or Socialize Resurgent*Cost:* 2 motes

Affliction 2 (Drunk, +20%; Secondary Euphoria, +6%; Persistent, +40%; Extended Duration, 1 hour, +100%; Blood Agent, -40%; Accessibility: Only When Wine is Drunk, -70%; Imbue, -10%; Costs 2 Motes, -10%; Terrestrial Charm, +5%; Onset, 1 minute, -10%) [27].

Jade Defense

19 points

Prerequisites: Sweeten the Tap Method

Cost: 1m + 1hp

Enhanced Social Parry for a single Social Skill +3 (Costs 1 mote, -5%; Costs 1 hp, -10%; Terrestrial Charm, +5%; No Roll Required, +35%) [19].

Note: This charm will work only on attacks for which the character's social parry defense would be applicable, and the No Roll Required enhancement applies *only* if the roll (including this bonus) would otherwise fail only on a critical failure.

Wary Yellow Dog Attitude

15 points

Prerequisites: Sweeten the Tap Method

Cost: —

Social Reflexes [15];

Brother-Against-Brother Insinuation

26 points

Prerequisites: Socialise Excellency *or* Socialise Resurgent

Cost: 4m + 1hp

This charm can be activated after a target concedes the point to an Intent which is opposed by a positive belief the target holds towards another character. The charm gives the target a Delusion, which they must act upon.

Affliction 2 (Followup (conceding the point), +50%; Disadvantage: Delusion (My Ally is Actually my Enemy), +15%; Costs 4 motes, -20%; Costs 1 WP, -10%; Terrestrial Charm, +5%; Intent must be to sow dissent between friends, -10%) [26]

Warm-faced Seduction Style

15 points

Prerequisites: Socialise Excellency *or* Socialise Resurgent

Cost: 1m

Charisma +5 (Aspected: Seduction, -40%; Costs 1 mote, -5%; Terrestrial Charm, +5%) [15]

Friend to All Nations Attitude

7 points

Prerequisites: Warm-faced Seduction Style

Cost: 2m

Modular Ability: Super Memorisation (Aspected: Mundane Cultural Familiarities only, -40%; Costs 2 motes, -10%; Terrestrial Charm, +5%) [7]

Bureaucracy

Confluence of Savant Thought

8 points

Prerequisites: None

Cost: 2 motes committed

Modular Ability: Super Memorisation (Only to Get Expert Skill: An Organisation (H) IQ [4], -50%; Terrestrial Charm, +5%; Requires Commitment of 2 motes, -12%) [8]

Note: As described for Super-memorization this ability requires suitable study materials, i.e. the Exalt must view and interact with the Organisation he is studying.

Geese Flying South Administration

35 points

Prerequisites: Confluence of Savant Thought

Cost: 5 motes, 1 WP

Affliction 1 (Disadvantage: Obsession +5%; Touch-based Attack, +150%; Social, +0%; Cyclic, once per day for one month, Highly Contagious +280%; Limited: Only affects those under the authority of the character, -80%; Aspected: Only to give obsessions to complete an appropriate bureaucratic task, -80%; Terrestrial Charm, +5%; Costs 5 motes, -25%; Costs 1 WP, -10%) [35]

Benevolent Master's Blessing

22 points

Prerequisites: Confluence of Savant Thought

Cost: 2 motes

This charm grants another the bureaucratic insight of a Drowning Hand, albeit in a much narrower scope. It can be activated in either of two modes. The Benevolent Auditor's Blessing grants a temporary insight into the workings of some bureaucracy, while with the Benevolent Manager's Blessing gives a more thorough grounding, that the target may succeed if they take up a position in the appropriate bureaucracy.

Affliction 1 (Advantage: Expert Skill: Some Organisation (H) at IQ level, +40%; Extended Duration (2 days), +140%; Aspected: Can only grant an Expert Skill in an organisation the charm-user is part of, or that they have the appropriate skill for, -20%; Accessibility: Will not work on anyone with that Expert Skill or Bureaucracy! at any level - even if lower, -10%; Requires Preparation (1 hour), -50%; Costs 2m, -10%; Contact Agent, -30%; Melee Attack: Reach C, -30%; Based on Teaching, +20%; Terrestrial Charm, +5%) [16] or Affliction 1 (Advantage: Expert Skill: Some Organisation (H) at IQ level, +40%; Training, +45%; Aspected: Can only grant an Expert Skill in an organisation the charm-user is part of, or that they have the appropriate skill for, -20%; Requires Preparation (1 hour), -50%; Costs 2m, -10%; Contact Agent, -30%; Melee Attack: Reach C, -30%; Based on Teaching, +20%; Terrestrial Charm, +5%) [6]

Finding the Water's Depth

8 points

Prerequisites: None

Cost: 2 motes

Mind Reading (Only to Determine the Extent of the Available Deal, -70%; Terrestrial Charm, +5%; Costs 2 motes, -10%) [8]

Thoughtful Gift Technique

+31 points

Prerequisites: Finding the Water's Depth

Cost: 2 motes

Replace *Finding the Water's Depth* with: Mind Reading (Only to Determine the Extent of the Available Deal and the Core gift which would persuade the Character, -50%; Terrestrial Charm, +5%; Costs 2 motes, -10%) [14] *and* Affliction 1 (Advantage (Favor from gifted entity) +40%; Duration Permanent (End Condition: Gifted entity ceasing to feel indebted) +300%; Accessibility: Only once core Gift has been provided, -80%; Accessibility: On entity providing Core Gift only -80%; Unconscious (Will trigger on whoever provides gift) -30%) [25]

Bestow the Saffron Mantle

38 points

Prerequisites: Favoured Ability (Bureaucracy), Geese-Flying South Administration, Benevolent Master's Blessing, Essence Package 1

Cost: 5 motes committed

To use the Charm, the Dragon-Blooded 'Bestower' must prepare the candidate through an intensive training montage. During the next period of sleep, the essence reinforced lessons settle in, and the candidate gains the following trait.

Wearer of the Saffron Mantle: Bureaucracy! at IQ+0 [24] and Reprogrammable [-10] and Involuntary Duty all the time [-20] and Higher Purpose ('Serve the Charm user to the best of my ability' Cosmic +100%) [10] and Servile Intuition [5]

Servile Intuition is a modified version of Intuition. Rather than getting an IQ roll to deduce the best course to take, the Wearer automatically know what action the Bestower would take in the same situation. Because the 'situation' includes the nature of the person experiencing the situation, this intuition allows for the different capabilities of the Wearer. The Wearer is under no particular compulsion to follow the intuition. Should it become relevant, the intuition is based on the 'state' of the Bestower as they initiated this charm, not their current mental state.

The motes are committed for the duration of the affliction, although they can be reflexively uncommitted which ends the affliction prematurely.

Affliction 1 (Advantage: Wearer of the Saffron Mantle, +90%; Based on Bureaucracy!, +20%; Extended Duration: (margin of success) weeks, +160%, Accessibility: Only on a willing target, -20%; Only on mortals -10%; Preparation Required: 8 hours, -60%; Onset: 1 day, -30%; Melee Attack, Reach C, -30%; Contact Agent, -30%; Costs 5m committed, -15%; Terrestrial Charm, +5%) [18] Possession (Cosmic: No need for physical contact, no range limit +200%; Accessibility: Only on own Wearer -50%; Reflexive +40%; Only when dying, -20%; Lose Terrestrial template -323%; Terrestrial Power Level +30%) [20]

Note: It is technically possible to buy higher levels of Bestow the Saffron Mantle that afflict a higher level of Bureaucracy!. Each level increases the cost of the trait, and hence the charm, charm by 12, and can only be purchased if the Dragon-Blood has Bureaucracy at least that high.

Thrashing Carp Serenade

22 points

Prerequisites: Bureaucracy Excellency or Bureaucracy Resurgent

Cost: 3 motes

Every time a bureaucratic action (defined as use of any of the skills in the Bureaucracy charmset, plus any other actions at the discretion of the GM) is attempted in the presence of the Dragon-Blood, an attack may be made. If successful the "stunning" manifests as a few minutes of incompetence during which nothing gets done, rather than actual stunning. The affected character is not prevented from taking any other actions (such as

leaving the room, and finding somewhere less distracting to work). The Quick Contest is between the Bureaucracy! (or IQ-4) of the charm user and the relevant skill the target is attempting to use. Unless they will it so, is not immediately obvious that the dragon-blood is the source of the outbreak of incompetence. The Dragon-Blood need not be aware that a bureaucratic action is being initiated - the attempt is disrupted by the Exalt's mere presence.

Affliction 1 (Contest of Bureaucracy, +20%; Malediction, +150%; Accessibility: To attack people attempting to initiate Bureaucratic tasks only, -60%; Low Signature, +10%; Readable, +0%; Costs 3m to Ready, -3%)

Testing the Waters

10 points

Prerequisites: Thrashing Carp Serenade

Cost: 3 motes

The Quick Contest used by the Mind Probe is the best of the charm user's Investigation, IQ or Politics against the average of the room's Will or Politics. Anyone possessing Testing the Waters, or having appropriate generic protection effects of at least Terrestrial level will register as an abstention.

Mind Probe (Cosmic: No need to make physical contact +50%; Aspected: Only to find out which way targets would vote in matter under discussion if put to the vote immediately, -70%; Cosmic&Vague (Affects everyone voting, Only gives aggregate vote figures) -20%; Costs 3m, -15% Terrestrial Charm 5%)

Distraction of the Babbling Brook

8 points

Prerequisites: Thrashing Carp Serenade

Cost: 4m 1hp

This charm enhances whatever roll is used to draw up contracts. The mechanic for finding the hidden caluses is a Quick Contest between the Dragon-blood's (skill) (This value is set when the contract is drawn up) and the reader's ((skill)). The ((skill)) gets (large) bonuses for careful reading etc. Thecontract reader may recontest this after a reasonable period.

+10 (skill) (Aspected: To conceal items in the fine print of a contract, -50%; Accessibility: Cannot hide terms the dragon-blood knows to be impossible to fulfil -10%; Costs 4m -20%; Costs 1hp, -10%) [8]

Drowning in Negotiation Style

4 points / level

Prerequisites: Distraction of the Babbling Brook, Essence Package 1

Cost: 1m per signatory

While drawing up a contract, the Water-aspect imbues it with toxic Wood essence, which flows from the document to the signatories as they sign it. Once installed, it waits until the signatory breaks the terms of the contract, at which it explodes outwards, trying to destroy the forsworn from the inside. If all surviving parties to the agreement mutually agree to dissolve the contract, the Dragon-blood can dissipate the effect harmlessly. Unless possessing essence sight, appropriate charms or told by the dragon-blood, the cosignatories to the contract remain unaware of the consequences of breaking the contract. This charm may be purchased once, then one additional time per level of Increased Permanent Essence, each level replacing the previous one with the same power but with 10 / 15 / 20 etc. damage.

Innate Attack (5 tox, Triggered Delay (Breaking Agreement and refusing to rectify matters), +50%; Contact Agent (Signing Agreement) -30%; Imbue -10%; Accessibility: Only once per signatory per contract, *must* use once per signatory per contract or not at all -50%; No Signature +20%; Costs 1m per signatory -5%; Nuisance Effect: Must subject oneself to this attack if a cosignatory, -10%; Terrestrial Charm +5%) [4]

Investigation

Larceny

Martial Arts

Dragon-blooded martial artists may purchase the standard general charms for use with any martial arts styles which they know. In particular many purchase the excellency for use with Terrestrial Hero Style.

In addition a number of extra charms exist which can be bought as extensions of any martial arts style:

Blade-Deflecting Palm

5 points

Prerequisites: Any Martial Arts Charm

Cost: 1m

Enhanced Parry +1 (Unarmed Attacks Only; Costs 1 Mote, -5%; Terrestrial Charm, +5%) [5]

Become the Hammer

5 points

Prerequisites: Blade-Deflecting Palm

Cost: 1m

Innate Attack (1d Cr; Followup, Innate Attacks only, +0%; Costs 1m, -5%; Terrestrial Charm, +5%) [5]

Dragon-claw Elemental Strike

12 points

Prerequisites: Become the Hammer

Identical to *Dragon-graced Weapon*, except that it may be purchased up to 5 times, once for each aspect (the first purchase must match the aspect of the user).

Sail

Archery

Dragon-Graced Arrow

21 points

Prerequisites: None

Cost: 1 mote

This charm comes in five versions:

- *Air:* Affliction 2 (Follow-Up, to any archery attack, +75%; Costs 1 Mote, -5%; Terrestrial Charm, +5%; Stunning, +10%; Attribute Penalty -1 DX, -2 ST, +20%; Ephemeral, -100%) [21].
- *Earth:* Innate Attack (+8 cr; Follow-Up, to any Archery attack, +75%; Costs 1 Mote, -5%; Terrestrial Charm, +5%; No wounding -50%; Double Knockback +20%; Symptom: -1 ST, 2/3 HP, +5%) [21].
- *Fire:* Innate Attack (+4 burn; Follow-Up, to any archery attack, +75%; Costs 1 Mote, -5%; Terrestrial Charm, +5%; Symptoms: Severe Pain, 1/3 HP threshold, +120%) [20] *and* Perk: Accessory: Light [1].
- *Water:* Affliction 2 (Follow-Up, to any archery attack, +75%; Costs 1 Mote, -5%; Terrestrial Charm, +5%; Coughing +20%; Attribute Penalty: -2 HT, +10%; Ephemeral, -100%) [21].
- *Wood:* Affliction 2 (Follow-Up, to any archery attack, +75%; Costs 1 Mote, -5%; Terrestrial Charm, +5%; Nauseated, +30%; Ephemeral, -100%) [21]

Swallows Defend the Nest

13/17/23 points

Prerequisites: Dragon-graced Arrow, Essence Package 1 for Second Level, Essence Package 2+ for Third Level

Cost: 1m/shot

Add RoF 2 and Rcl 1 to any one archery attack you are currently using, for 1m. (Floating Modifier for up to 3d of up to Impaling Damage (Rapid Fire 2, +40%)) (Aspected: Archery Attacks, -10%; Costs 1m, -5%; Terrestrial Charm, +5%) [13].

If you have Essence Package 1, you may replace with: Add RoF 3 and Rcl 1 to any one archery attack you are currently using, for 2m. (Floating Modifier for up to 3d of up to Impaling Damage (Rapid Fire 3, +50%)) (Variable, +5%; Aspected: Archery Attacks, -10%; Costs 1m/extra shot, -8%; Terrestrial Charm, +5%) [17].

If you have Essence Package 2 or more then you may replace with: Add RoF 7 and Rcl 1 to any one archery attack you are currently using, for up to 7m. (Floating Modifier for up to 3d of up to Impaling Damage (Rapid Fire 4-7, +70%)) (Variable, +5%; Aspected: Archery Attacks, -10%; Costs 1m/extra shot, -10%; Terrestrial Charm, +5%) [23].

Note: If you have the third level of this charm then your RoF is still capped at 2 plus your number of levels of Essence Package, but the point-cost for this ability doesn't change further. In theory there might be a fourth level which allows RoF 8+ but such would require more than five levels of Essence Package.

Medicine

Infection-Banishing Prana

7 points

Prerequisites: None

Cost: 1m

The wounds of the target touched as the charm is activated will not become infected (as if treated by TL6+ Antibiotics), and any current infection is immediately destroyed. Additionally, the charm-user can 'Treat Shock' (Campaigns p 424) as if they were at TL 8 (This means that the Treating Shock Time is only 10 minutes, not 30, and the character regains 1d hp, not 1d-4). The charm-user still only requires equipment appropriate to their personal tech level to achieve this effect.

Perk: Treated Wounds never become infected (Costs 1m, -5%; Terrestrial Charm +5%) [1] and Perk: Can Remove Infection from wounds with a touch (Costs 1m, -5%; Terrestrial Charm +5%) [1] and High TL +5 (Aspected: For Treating Shock Only, -80%; Costs 1m, -5%; Terrestrial Charm +5%) [5].

Dread Infection Strike

points

Prerequisites: NA

Cost: NA

As all Exalted are immune to disease, implementing this charm would be a fairly pointless exercise. As it leads nowhere in the Medicine tree, and has very little value as a charm, it is omitted.

Disease-Banishing Technique

4 points

Prerequisites: Infection-Banishing Prana

Cost: 4m 1hp

This charm immediately drives out a single, previously diagnosed disease from the target (by the simple expedient of making them temporarily immune). It is worth noting that the Great Contagion was a disease with the Supreme Power modifier, which rendered this charm useless against it.

Affliction 1 (Advantage: Resist: Immune to Diagnosed Disease (Terrestrial Power modifier, +30%), +65%; Limited: Disease must first be diagnosed, -30%; Costs 4m, -20%; Costs 1hp, -10% Contact Agent, -30%; Melee Attack: Reach C, -30%; Terrestrial Charm, +5%) [4]

Wound-Closing Touch

26 points

Prerequisites: Essence Package 1, Disease-Banishing Technique

Cost: 2m per hour

This charm massively increases the natural healing of the affected subject, granting slow regeneration to mortals, and boosting the slow regeneration of the Exalted to 'regular' regeneration (it is not powerful enough to boost beings with regular regeneration to fast).

The Dragonblood must touch the patient to initiate the effect, but the regeneration remains until either the patient is fully healed, the charm user or the patient dies, the charm-user decides to end the charm (a free action), or is unable to pay the hourly mote cost or the two are separated by some significant metaphysical boundary (such as the borders between Heaven, Creation, the Underworld, Malfeas and Autochthonia). With respect to the Wyld, the charm can reach into or out of minor Wyld Zones, but if either patient or physician (or both) move into a middlemarch or deeper the effect may end (or it may not. They Wyld is strange like that)

The dragonblood may have up to (2 + number of times they have levels of Essence Package) invocations of this charm active at once, but they must be on different targets.

Affliction 1 (Advantage: Up to 15 points of improved Regeneration, +150%; Extended Duration (Indefinite, but pay cost to sustain per hour) +80%; Costs 4m, -20%; Contact Agent, -30%; Melee Attack: Reach C, -30%; Terrestrial Charm, +5%) [26]

Note: The seemingly different costs in the stat line and the summary are correct, as the cost to sustain a power halves after activation.

Grievous Wound Alteration Energy

20 points

Prerequisites: Essence Package 1, Wound-Closing Touch

Cost: 2m per minute, 1hp per two minutes (minimum 1)

This refinement to the Wound-Closing Touch grants a massively quickened healing rate - at a high cost to the charm user. The patient must rest and the physician must take nothing except Concentrate maneuvers to maintain the effect. The healing effect is suppressed for a minute if the target takes any non-restful action (such as using active social or physical defenses, or making social or physical attacks, using charms or knacks, or casting spells). If the healer ever ceases to take the Concentrate maneuvers, the charm expires. Either party may step, although this is not advised.

The effects that end Wound-Closing Touch also end Grievous Wound Alteration Energy, although most of them are not likely to occur.

Affliction 1 (Advantage: Up to 40 points of improved Regeneration (Limited: Only while at rest -50%), +200%; Extended Duration (Indefinite, but cost to sustain paid per minute) +0%; Costs 4m, -20%; Costs 1hp, -10%; Requires Concentrate, -15%; Contact Agent, -30%; Melee Attack: Reach C, -30%; Terrestrial Charm, +5%) [20]

Madness Analysing Stare

16 points

Prerequisites: Infection-Banishing Prana

Cost: 3m

The Wood aspect locks gazes with the target, and rolls a Quick Contest of the better of their Diagnosis or Investigation against the target's will. If the contest is successful, the Exalt can detect the existence of any external influences on the target as well the nature of all 'natural' mental disadvantages (and possibly particularly strong intimacies). If the mental disadvantages would strongly oppose their discovery by an external influence (such as a Secret and certain Duties) the target's Will is considered to be 2 higher for the purposes of identifying that disadvantage only.

With a margin of success of 2 or better, the Dragon-Blood can identify the effect of imposed mental influences (i.e. the precise nature of the Disadvantage in question). With a margin of success of 4 or better, they can identify the general source of the effect.

(e.g. “Charm”, “Spell”, “Hearthstone”, “Artifact”). With higher margins of success the GM may at their discretion choose to give more information on the source of the effect.

The Dragon-Blood cannot use this power on himself. The Charm can even identify the nature of an Exalts Limit Break (and its linked Virtue Flaw), but it can neither diagnose nor aid in curing any aspect of the Great Curse (The Great Curse registers as a set of “natural” mental disadvantages - albeit normally deeply suppressed). The margin of success to identify this is 0 if the Patient is in Limit Break, and 5 otherwise.

Mind Probe (Replace Quick Contest of IQ or Investigation vs. Will with Investigation or Diagnosis vs Will, +0%, Aspected: To Reveal Mental Disadvantages and their Cause Only, -50%; Accessibility: Not on self, -10%; Cosmic: Reveals All Disadvantages and Causes in one go, +50%, Universal: Independent of Language, Culture etc., +50%; Accessibility: Must lock gazes with target -20%; Takes Extra Time (8 Seconds) -30%; Costs 3m, -15%; Terrestrial Charm +5%) [16]

Purity of Mind Method

31 points

Prerequisites: Wound-Closing Touch, Madness-Analyzing Stare, Essence Package 1

Cost: 5m or 10m

This Charm allows the Dragon-Blooded to heal the minds of their patients with a touch.

It can be freely used to break Unnatural Mental Influences, but it can also be used to remove other preexisting mental disadvantages.

The removal of natural disadvantages is arbitrated in the following manner: If, without the disadvantage, and not under the effects of Limit Break or Unnatural Mental Influence, the character in question would prefer not to have the disadvantage, it is removed (and the character’s point value changes appropriately, possibly sending them into point debt). If they would prefer to retain the disadvantage, the attempt to remove it fails. If the character is currently Broken, the effects of Unnatural Mental Influence affect their preference (Standard methods for ignoring UMI can be used, so long as the appropriate cost is paid concurrently with the use of Purity of Mind Method - this may be done unconsciously or reflexively).

The cost to remove an Unnatural Mental Influence imposed by powers of Celestial level or higher is 10m not 5m. If the imposing effect specifies that it is resistant to removal, Purity of Mind Method still loses the conflict (Note that the power modifier of a charm, and the power modifier of the effect it leaves behind are different things, so this is not a meaningless restriction on the power of the Purity of Mind Method).

The charm cannot remove effects that are being continuously imposed (by the target’s own charms, spells or items) although it may suppress them for a short period. This Charm has no effect on an Exalt’s Limit Break.

The Dragonblood may not use this charm on herself.

Affliction 1 (Advantage: Remove Specified Disadvantage, +300%; Training +45%; Costs 5m, -25%; Accessibility: The exact nature of the Disadvantage to be removed must already be known, -40%; Accessibility: Not on self, -20%; Contact Agent, -30%; Melee Attack: Reach C, -30%; Terrestrial Charm, +5%) [31]

Verdant Curtain of Serenity

8 points/level

Prerequisites: Purity of Mind Method, Essence Package 1

Cost: 5m 1hp

As the Integrity Charm Granite Curtain of Serenity

Jade Crucible Method

9 points

Prerequisites: Grievous Wound Alteration Energy, Purity of Mind Method, Essence Package 2

Cost: Special

This charm allows the user to convert any amount of hp into motes of essence, at a ratio of 5m for 3hp. However, this effect requires a Concentrate action to activate, and all HT rolls to retain consciousness due to hit point loss caused during the use of this charm are at -10 and may not have effects that cause HT rolls to automatically succeed applied to them.

Instantly Regain 5 Motes of Peripheral Essence (Peripheral, -20%; Costs 3 hp, -30%; Variable, +5%; Terrestrial Charm, +5%; Cosmic: Can be activated an arbitrary number of times during a Concentrate Maneuver dedicated to the use of this charm, +50%; Temporary Disadvantage: -10HT (Aspected: Only on rolls to avoid loss of consciousness do to HT loss -50%), -50%) [9]

Most Beneficent Seed of the Five Dragons

33 points

Prerequisites: Jade Crucible Method, Essence Package 3

Cost: 8m 1hp

Upon activation of this charm, the Dragonblood's Elemental Lens is replaced with another of their choice. Use of this charm also automatically alters the aspect of those elemental charms possessed by the user which cannot be chosen freely (For example Elemental Bolt Attack or Dragon-Graced Weapon - but not Dragon-Claw Elemental Strike) for the duration of the charm. This charm's duration is too fleeting to affect which abilities are favoured.

Gain (Aspect) Lens (Temporary Disadvantage: Lose Own Aspect Lens, -31%; Readiable +0%; Costs 8m to Ready, -8%; Costs 1hp to Ready, -2%; Variable, +5%; Terrestrial Charm +5%) [22]

Transcendant Gaian Harmony

31 points

Prerequisites: Most Beneficent Seed of the Five Dragons, Essence Package 4, Breeding 5

Cost: None

This charm may be purchased once per level in Essence Package above 3, permanently adding a new aspect. This permanently adds five favoured abilities, but does not grant an additional three 'other' favoured abilities to assign. If the character already favoured some of the abilities of the new aspect, no 'spare' favouring is freed up. It is however permissible to recalculate skills if a newly accessible "bang" skill would be more favourable (points freed up in the manner may be spent freely).

In the event that this charm is purchased 4 times, Most Beneficent Seed of the Five Dragons should be regarded as an Unusual Background granting access to Transcendant Harmony (and allowing access to the - admittedly expensive - ability to freely reaspect many elemental charms).

Gain (Aspect) Lens [31]

Performance

Invisible Street Performer Technique

25 points

Prerequisites: None

Cost: 3m

Affliction 1 (Disadvantage: Delusion (That guy isn't worth noticing), +15%; Malediction, +100%; Based on Will, +20%; Costs 3m, -15%; Terrestrial Charm, +5%; Hearing-based, -20%; Extended duration: Until Playing Stops, +50%; Only whilst playing music, -10%) [25]

Tireless String-Plucking Meditation

22 points

Prerequisites: None

Cost: 5m

Doesn't Sleep [20] (Only while playing -20%, Costs 5 motes -25%, terrestrial charm +5%) [12] and Doesn't Eat or Drink (Only while playing -20%, Costs 5 motes -25%;

terrestrial charm +5%) [6] *and* Sharp Claws (Costs 5 motes -25%; terrestrial charm +5%) [4]

Soul-Stirring Performance Method

23 points

Prerequisites: Performance Excellency *or* Performance Resurgent

Cost: 5m 1hp

Mind Control (Emotion Control -50%; One minor emotion per use -20%; Independent +70%; Terrestrial Charm +5%; Costs 5m -25%; Costs 1hp -10%; Takes Extra Time -40%; Nuisance Effect: Audible -5%, Sense-based: hearing -20%, Cosmic (can reach thousands of people) +90%; Only works on mortals -50%)

Hidden Petal Aria Method

29 points

Prerequisites: ?

Cost: 5m 1hp

Telesend (Hearing-based -20%; Costs 2m+ -10%; Terrestrial Charm +5%; Only while playing musical instrument -20%; Selective Area +20%, Broadcast +20%)

Ride

Special Bonus: Every use of the Ride Excellency and Terrestrial Ride Reinforcement negates penalties for taking actions whilst riding as well as granting skill bonuses

Survival

Hostile Environment Preparation Method

29 points

Prerequisites: Survival Excellency *or* Survival Resurgent

Cost: 3m + 1hp/person

Affliction 1 (Advantage: Temperature Tolerance 10, +10%; Malediction 1, +100%; Touch-based, -20%; Readyable, -0%; Costs 3m to Ready, -3%; Costs 1 hp, -10%; Extended Duration, +100%; Terrestrial Charm, +5%) [29].

FWaaKFT Custom Charms**Daana'd's Submission [Martial Arts]****18 points***Prerequisites:* (Martial Art) Excellency *or* (Martial Art)l Resurgent*Cost:* 1m

As the force of the attack falls, the martial artist's body ripples like water, dissipating its force in Daana'd Submission - that is, no submission at all.

DR 10 (Aspected (Applies only to damaging effects with the hearing-based modifier) -80%; Cosmic (Allows a defense to apply against a source that ordinarily ignores it) +35%; Accessibility (Must be activated per attack, not per second) -20%; Costs 1m -5%; Terrestrial Charm +5%) [18]

The mote cost must be paid for each time the charm is used, but activating it is a reflexive action.

My understanding is that Terrestrial Charm includes the first 15% of Cosmic.

Spark Kindling Rescue Technique**14 points***Prerequisites:* Effortlessly Rising Flame, Disease Banishing Technique*Cost:* 5m

Dynasts in the Cathak legions developed this Charm as a means of retrieving fallen comrades from the field of battle, although its utility for capturing fallen enemies has not been neglected. Sending a potent surge of Essence through the targets body, the Exalt blasts them to their feet, and sparks them into furious action that lasts for two seconds for every point the target lost a Quick Contest of HT vs the charm user's Will (or simply the charm user's margin of success on a Will roll if the charm is unresisted). The target does not regain consciousness and cannot take actions of their own, so the Exalt using this Charm guides the target's steps.

Triggering such a powerful wave of fire-aspected essence using methods designed for shaping wood-aspected essence causes severe pain to the charm user, which continues as long as the charm is active. This charm may be active on more than one person at once, but the -2 pain penalties (-4 should this charm be somehow learnt by a being without High Pain Threshold) to IQ and DX stack indefinitely. However, reducing one's effective IQ to 0 through this charm induces a temporary unconsciousness (ending all invocations of this charm) that lasts for 1s per time this charm has been used, while reducing one's effective DX to 0 induces paralysis - although this charm can continue to be activated so long as consciousness is retained).

The charm may be ended reflexively by the user, and it also ends if the target succeeds on a Will roll to suppress their afflicted advantages or either party dies.

This charm will not function on beings with physiologies not compatible with that of the charm user. In the case of the Dragon-blooded, the charm will work on humans (including variants such as beastmen, the god-, ghost-, fae- and elemental- blooded and the Exalted) and, through the nature of their Exaltation, elementals, but will fail against Demons, the Dead, Automata, Gods, Raksha, Lunars using certain knacks (Laurel and Ivy Technique, say), and anything Outside Fate (because although their physiology may be creation-born, the Loom of Fate cannot make the connection between the two individuals). Whether the charm works on non-human mortals such as the Dragon Kings is unknown.

Affliction 1 ([1], +40%; [2], +100%; [3], +10%; Malediction (Use Long Distance Penalties; Maximum Range of 50yds -25%), +150%; Accessibility: Will only function on already unconscious beings, -80%; Accessibility: Only on beings with compatible physiologies, -20%; Ephemeral, -100%; Temporary Disadvantage (Chronic Severe Pain), -40%; Costs 5m, -25%; Terrestrial charm, +5%) [14]

[1] Extra Action: Change Posture 2 (Accessibility: Only to rise -50%; cannot be used in the same round as the extra steps, -30%; [4], -40%; Cosmic: Works despite unconsciousness +40%*) [4]

[2] Extra Step 10 (Accessibility: To a maximum of target's basic move -50%*; [4] -40%; Accessibility: After first round, may not be used in the same round as the change posture, -30%; Cosmic: Works despite unconsciousness +40%) [10]

[3] Perk: Wounds immediately stop bleeding [1]*

[4] Modified "Uncontrollable, Unconscious Only -40%" - the player using the charm, not the GM gains control of the steps and change postures. The steps and posture changes [i]may[/i] harm the character or their allies, but the character affected by this affliction gets Will rolls to avoid taking such an action. Should the unconscious mind of the target generally resist the imposition of another's will, they can take Will rolls every second to shut off the afflicted advantages, albeit at -10.

*These values based respectively on analogy with Increased and Decreased range, Reflexive, the computation that the majority of people have basic move 5, and because Injury Tolerance: No Blood grants other advantages (and the majority of targets likely to be targeted with his chamr will already have it)

3.1.2 Terrestrial Characters

A number of character templates suit a Terrestrial Exalted game:

Young Dynast

1000 points

Attributes: ST 12 [20]; DX 15 [100]; IQ 11 [15]; SC 11 [15]; HT 12 [20]; *Optionally:* Swap DX and IQ.

Secondary Characteristics: Dmg 1d-1/1d+1; BL 29 lbs; HP 17 [0]; Will 13 [0]; Per

11 [0]; FP 12 [0]; Basic Speed 6.75 [0]; Basic Move 6 [0];

Advantages: Language: High Realm, Native/Native [0]; Wealth: Very Wealthy [30]; Independent Income $\times 10$ [10]; Status 5 [25]; Claim to Hospitality [10]; Legal Immunity [10]; Patron (Choose a House; Fairly Often, 9-) [20]; Social Regard (Feared + 2) [10]; Terrestrial Exalt [323];

35 points chosen from amongst:

Fashion Sense [5]; Attractive Appearance [4], Handsome Appearance [12], *or* Very Handsome Appearance [16]; CF: (Any Mundane) [1]; Additional Languages [2-6 per language]; Wealth: Filthy Rich [20]; 1 - 10 levels of Independent Income [1/level]; 1-5 levels of Administrative Rank [5/level]; Reputation [varies]; Status +1 [5] *or* Status +2 [10]; Allies [varies]; 1-5 levels of Charisma [5/level]; Contact Group/Contacts [varies]; Destiny [varies]; Sensitive [5] *or* Empathy [15]; Extended Lifespan 1 [2]; Favour [varies]; 1 - 5 levels of Fearlessness [2/level]; Legal Enforcement Powers: Magistrate [15]; 1 - 6 levels of Military Rank [5/level]; Patrons [varies]; Single Minded [5]; versatile [5]; 1 - 3 levels in Mundane Talents [5-15 per level]; Essence Package [20]; 1-4 levels of Breeding Package [6/level]; DX +1 [20]; IQ +1 [20]; ST +1 [10] *or* ST +2 [20]; HT + 1 [10] *or* HT +2 [20].

Spend 90 points on Artifacts and Hearthstones.

Disadvantages: Duty: To House, Family, and Realm (Quite Often, 12-) [-10]; Enemies: Rival Houses (Large Group with potent individuals; Hunter; Fairly Often, 9-) [-30]; Sense of Duty (Sworn Brotherhood) [-5];

45 points chosen from amongst:

ST - 1 [-10] *or* ST -2 [-20]; HT -1 [-10] *or* HT -2 [-20]; DX -1 [20]; IQ -1 [-20]; Overweight [-1] *or* Fat [-3] *or* Very fat [-5]; Social Stigma (Minor) [-5]; Appearance: Unattractive [-4] *or* Appearance: Ugly [-8]; 1-3 levels of Odious Personal Habits [5/level]; Merely Wealthy [-10]; 1-20 levels of Debt [-1/level]; Reputation [varies]; Absent-Mindedness [-15]; Addiction [varies]; Alcoholism [-15]; Bad Temper [-10*]; Berserk [-10*]; Bloodlust [-10*]; Bully [-10*]; Callous [-5]; Charitable [-15*]; Chummy [-4] *or* Gregarious [-9]; Code of Honour [-5 to -15]; Curious [-5*]; Dependents [varies]; Extremely Hazardous Duty [-5] *or* Constant Duty [-5] *or* Constant Extremely Hazardous Duty [-10]; Fanaticism [-15]; Gluttony [-5*]; Greed [-15*]; Honesty [-10*]; Intolerance (some group) [-3] *or* Total Intolerance [-10]; Lecherousness [15*]; Obsession [-5* *or* -10*]; Overconfidence [-5*]; Sadism [-15*]; Secret [varies]; Sense of Duty [varies]; Social Stigma (Second-class Citizen: Male) [-5]; Stubbornness [-5]; Vow [-5 to -15].

Charms: 250 points in charms and talents distributed amongst no more than 8 Charmsets.

Primary Skills: Choose one of: Beam Weapons, Guns, both (E) DX + 2 [4] - 17, *or* Bow (A) DX+1 [4] - 16; *or* Choose one of: Saber, Axe/Mace, Two-Handed Axe/Mace, Spear, Broadsword, Shortsword, Two-Handed Sword, all (A) DX+1 [4] - 16; *or* Choose one of Judo, *or* Karate, both (H) DX [4] - 15.

Choose one of: Heraldry, *or* Poetry, (A) IQ+1 [4] - 12, *or* Expert Skill: Military Science,

Expert Skill; Natural Philosophy, Expert Skill: Political Science, History (Shogunate), Law (Dynastic), Literature, Philosophy, Theology, all (H) IQ [4] - 11.

Plus all of: Leadership (A) IQ+1 [4] - 12, Savoir-Faire (High Society) (E) IQ+2 [4] - 13.

Distribute another 30 points amongst wildcard skill and those skills associated to your chosen charmsets.

Secondary Skills: Choose one of: Beam Weapons, Guns, both (E) DX + 1 [2] - 16, or Bow (A) DX [2] - 15; *or* Choose one of: Saber, Axe/Mace, Two-Handed Axe/Mace, Spear, Broadsword, Shortsword, Two-Handed Sword, all (A) DX [2] - 15; *or* Choose one of Judo, or Karate, both (H) DX-1[2] - 14.

Choose one of: Heraldry, or Poetry, (A) IQ [2] - 11, or Expert Skill: Military Science, Expert Skill; Natural Philosophy, Expert Skill: Political Science, History (Shogunate), Law (Dynastic), Literature, Philosophy, Theology, all (H) IQ-1 [2] - 10.

Choose one of: Singing (E) HT+1 [2] - 13, or Public Speaking (A) IQ-1 [2] - 10, or Musical Instrument (any) (H) IQ-2 [2] - 9.

Plus all

Distribute another 16 points amongst any skills you choose.

Heptagram Graduate

1000 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 15 [75]; SC 10 [0]; HT 11 [10];

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs; HP 15 [0]; Will 17 [0]; Per 13 [-10]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0];

Advantages: CF: Malfean [2]; Language: High Realm, Native/Native [0]; Language: Malfean, Accented/Accented [4]; Wealth: Very Wealthy [30]; Independent Income ×10 [10]; Status 5 [25]; Claim to Hospitality [10]; Legal Immunity [10]; Patron (Choose a House; Fairly Often) [20]; Social Regard (Feared + 3) [15]; Terrestrial Exalt [323]; Essence Package 1 [20]; Terrestrial Circle Initiation [10];

30 points chosen from amongst:

Attractive Appearance [4], Handsome Appearance [12], *or* Very Handsome Appearance [16]; CF: (Any Mundane) [1]; CF: (Any Supernatural) [2]; Additional Languages [2-6 per language]; 1 - 10 levels of Independent Income [1/level]; Reputation [varies]; Status +1 [5] *or* Status +2 [10]; Allies [varies]; 1-5 levels of Charisma [5/level]; Contact Group/Contacts [varies]; Destiny [varies]; Sensitive [5] *or* Empathy [15]; Extended Lifespan 1 [2]; Favour [varies]; 1 - 5 levels of Fearlessness [2/level]; Patrons [varies]; Single Minded [5]; versatile [5]; 1 - 3 levels in Mundane Talents [5-15 per level]; 1-2 levels of Breeding Package [6/level].

Spend 120 points on Artifacts and Hearthstones.

Disadvantages: Extremely Hazardous Duty: To Realm (Quite Often, 12-) [-15]; Sense

of Duty (Sworn Brotherhood) [-5]; Code of Honour: Sorcerer's [-5].

50 points chosen from amongst:

Overweight [-1] *or* Fat [-3] *or* Very fat [-5]; Social Stigma (Minor) [-5]; Appearance: Unattractive [-4] *or* Appearance: Ugly [-8]; 1-3 levels of Odious Personal Habits [5/level]; Merely Wealthy [-10]; 1-20 levels of Debt [-1/level]; Reputation [varies]; Absent-Mindedness [-15]; Addiction [varies]; Alcoholism [-15]; Amnesia [-10]; Bad Temper [-10*]; Berserk [-10*]; Blindness [-50]; Bloodlust [-10*]; Bully [-10*]; Callous [-5]; Charitable [-15*]; Chummy [-4] *or* Gregarious [-9]; Curious [-5*]; Dependents [varies]; Fanaticism [-15]; Flashbacks [varies]; Gluttony [-5*]; Greed [-15*]; Honesty [-10*]; Intolerance (some group) [-3] *or* Total Intolerance [-10]; Lame [-10 to -30]; Lecherousness [15*]; Low Pain Threshold [-20] *or* Normal Pain Threshold [-10]; Mute [-25]; Obsession [-5* *or* -10*]; On the Edge [-15*]; Overconfidence [-5*]; Phantom Voices [-5* to -15*]; Sadism [-15*]; Secret [varies]; Sense of Duty [varies]; Social Stigma (Second-class Citizen: Male) [-5]; Stubbornness [-5]; Vow [-5 to -15].

Charms: Occult Talent + 4 [20]; 80 points in charms distributed amongst no more than 8 Charmsets, 150 points in Terrestrial Circle Spells.

Primary Skills: Choose one of: Beam Weapons, Guns, both (E) DX + 2 [4] - 17, or Bow (A) DX+1 [4] - 12; *or* Choose one of: Saber, Force-Sword (Spirit-Sword), Axe/Mace, Two-Handed Axe/Mace, Spear, Broadsword, Shortsword, Two-Handed Sword, all (A) DX+1 [4] - 13; *or* Choose one of Judo, or Karate, both (H) DX [4] - 11.

Choose one of: Heraldry, or Poetry, (A) IQ+1 [4] - 15, or Expert Skill: Military Science, Expert Skill; Natural Philosophy, Expert Skill: Political Science, History (Shogunate), Law (Dynastic), Literature, Philosophy, Theology, all (H) IQ [4] - 14.

Plus all of: Leadership (A) SC+1 [4] - 12, Savoir-Faire (High Society) (E) SC+2 [4] - 13, Hidden Lore (Demons, Gods, or Elementals) (A) IQ+1 [4] - 16, Thaumatology (VH) IQ-1 [4] - 14.

Distribute another 20 points amongst the skills associated to your chosen charmsets.

Secondary Skills: Choose one of: Singing (E) HT+1 [2] - 11, or Public Speaking (A) SC-1 [2] - 10, or Musical Instrument (any) (H) IQ-1 [2] - 13.

Choose two extra Hidden Lores (A) IQ [2] - 19*.

Choose any one of: Alchemy, Ritual Magic (Thaumaturgy), both (VH) IQ-2 [2] - 17*, Explosives, Occultism, (A) IQ [2] - 19*, Law (divine) (H) IQ-1 [2] - 18*, Savoir-Faire (Divine), Savoir-Faire (Elemental), Savoir-Faire (Malfean), all (E) IQ+1 [2] - 20*.

Plus all of: Diplomacy (H) SC-2 [2] - 9, Riding (Horse) (A) DX-1 [2] - 10, Strategy (H) IQ-2 [2] - 12, Carousing (E) HT+1 [2] - 11.

Distribute another 13 points amongst any skills you choose.

3.1.3 Terrestrial Campaigns

The recommended point-level for a starting Terrestrial Exalted campaign is 319 points *plus* the Terrestrial Exalted racial template *plus* 250 points to be spent on charmsets (including talents) *and* 100 points to be spent on Artifacts and Hearthstones – giving a total of 1000 points, it is recommended that the GM allow up to 75 points in disadvantages.

In such a campaign obviously normal levels of Experience points for a traditional GURPS game will make almost no difference to the characters. Hence the GM should hand out between 5 and 15 general character points per session and an additional 25 points per session which are earmarked for use on charms, sorcery, and similar supernatural abilities.

3.2 Terrestrial Reproduction

When a female Terrestrial exalt becomes pregnant she functions as if in the first trimester of pregnancy for a full nine months instead of three. However she is only subject to morning-sickness rolls during months 7-9 of her pregnancy. The remaining stages of pregnancy then proceed as normal. Birth occurs after the fifteenth month of pregnancy.

A roll to determine whether a child will exalt as a terrestrial should be made at some point before their fifth birthday secretly by the GM. At base a child has no chance of being a terrestrial exalt. A child with some distant exalted ancestry will become a Terrestrial on a natural roll of 3. Having any actual exalted great-grandparents gives an additional +1. Grandparents give +2, and Parents give +2 per parent – apply only the best bonus. In addition add one to the chance of exalting for every level of Breeding possessed by any parent, grand-parent, or great-grandparent. If the child was conceived inside a dragons-nest manse then add an extra +3 to the roll.

If the roll is failed then the child will be an ordinary mortal, although the character may have a number of levels of the breeding feature up to the number possessed by her higher breeding parent. This feature has no effect except to increase the chance of her own children exalting.

If the child passes the roll then they will exalt as a terrestrial assuming that they don't die first. Starting in their fifth year of life make a roll every year. The initial target number is the number of levels of breeding the character has. A success or critical success indicates that the character will exalt at some point during the following year. If a character reaches the age of twenty without exalting add an extra +1 bonus to the roll for every extra year which passes before they exalt.

3.3 The Lunar Exalted

Shapeshifting demi-gods who are as at home in the madness of the Wyld as they are in the solid reality of Creation, the Lunar exalted are above all Stewards and Protectors. They started as bodyguards and assistants to the mighty Solars during the Primordial war, and in that mode they are excellent. Few things in Creation as as terrifying as a Full-Moon Lunar in full furious combat rage. Yet that's not their only form. As with every other aspect of the Lunar exalted their rôles are multi-faceted and changing. Some Lunars are more at home in the court than on the battlefield. And when they can impersonate anyone or anything they make Creation's supreme spies and manipulators. In physical combat Lunars favour speed and strength over tactical positioning or co-operation. In social conflict they excel at persuasion through looks and personal magnetism rather than through logical arguments or inspirational speaking.

Lunar Exalt

545/560 points

Secondary Characteristic Modifier: Will +5 [25]; HP + 10 [20];

Advantages: Access to Charms (All Lunar Charms) [25]; Awakened Essence [10]; Combat Reflexes [15]; Damage Resistance +2 (Tough Skin, -40%) [6]; Detect (Uncapped Demesnes, Aspected Essence, Wyld Zones, Shadowlands; Occasional; Vague, -50%) [5]; Essence Pool 16 [48]; Essence Pool 37 (Visible, -10%) [100]; Unaging [15]; Very Fit [15]; Hard to Kill +10 [20]; High Pain Threshold [10]; Higher Permanent Essence 1 [5]; Higher Purpose (Cosmic +100%) [10]; Immunity: Disease [15]; Injury Tolerance (Doesn't Bleed) [3]; Injury Tolerance (Unbreakable Bones) [10]; Injury Tolerance (No Vitals) [5]; Injury Tolerance (No Brain) [5]; Recovery [10]; Regeneration (Slow) [10]; Stunter [20]; Super Jump 1.5 (triple jumping distances) [15]; Perks: Artifact Attunement, Manse Attunement, Immune to Demense Mutation, Move and Attack not restricted to skill 9, Can create Artifacts [4]; Absolute Timing (Day of Month Only, -50%) [1]; Reawakened [10]; Perks: Flashlight [1]; Shapeshifting: Morph (Reduced Time, 5s, +20%; Active Change, +20%; Absorptive Change, Extra Heavy, +25%; Tell, -5%; Needs Sample, -50%; Costs 3m, -20%) [90]; Celestial Enlightenment [5]

Disadvantages: Limit Break 2 (Extra trigger is when the Full Moon is visible) [-20]; Weirdness Magnet [-15]; Sense of Duty (Some Group or Place) [-10]

Features: Can be Warded Against [0];

Options: Lunars may purchase the following package up to three times, plus an additional time for every full century they have lived:

Essence Package: Higher Permanent Essence +1 [5]; Essence Pool +1 [3]; Essence Pool +4 (Visible, -10%) [11]; *19 points*

Lunars may purchase the Terrestrial and Celestial Circle Initiation Advantages.

Every Lunar must may purchase one of the following Lenses (included in the higher point-cost), if she does so then she may not purchase any charms or spells which apply shaping effects to herself:

- *Full Moon*: Immunity to Shaping Effects (Cosmic, +100%) [30]; Obscure 5 (Astrology) [10]; Enhanced Ground Move 1 (Trigger, -10%) [18]; Super Jump 1 (Trigger, -10%) [9]; Favoured Attributes: Strength, Dexterity, Stamina [0].
- *Changing Moon*: Immunity to Shaping Effects (Cosmic, +100%) [30]; Obscure 5 (Astrology) [10]; Elastic Skin (Glamour, -5%; Reduced Time, 2 seconds, +50%; Trigger, -10%) [27]; Favoured Attributes: Charisma, Manipulation, Appearance, [0].
- *No Moon*: Immunity to Shaping Effects (Cosmic, +100%) [30]; Obscure 5 (Astrology) [10]; Obscure 9 (Vision; Defensive, +50%; Trigger, -10%) [26]; Perk: Can Reduce Mote Costs on Charms and Spells [1]; Favoured Attributes: Perception, Intelligence, Wits [0].

Instead a Lunar may choose to buy the following package, in which case the character pays the lower point-cost for this template:

- *Casteless*: Enhanced Ground Move 1 (Trigger, -10%; Accessibility, When the Moon is Full, -35%) [11]; Super Jump 1 (Trigger, -10%; Accessibility, When Moon is Full, -35%) [6]; Obscure 9 (Defensive, +50%; Trigger, -10%; Accessibility, When Moon is New, -35%) [19]; Perk: Can Reduce Mote Costs on Charms and Spells When Moon is New [1]; Elastic Skin (Glamour, -5%; Reduced Time, 2 seconds, +50%; Trigger, -10%; Accessibility, When Moon is neither Full nor New, -10%) [25]; Chaos Sensitive [-10];

Tell: The effect of the Tell is that in every form the Lunar effectively has one level of Unnatural Feature, but also has an effective Vision-based, Will-based, Emanation, Malediction Affliction of the Delusion that the feature isn't present. In game terms anyone seeing the Lunar for the first time in a particular form rolls a quick contest of wills against the Lunar and if they succeed then they notice the tell — though whether they know what it means depends upon other factors.

3.3.1 Lunar Charmsets

There are 9 Lunar charmsets, each of which has a power modifier and talent as usual:

Lunar Charm **+20%**

The ability is a Lunar charm. It automatically defeats any countermeasures of below Celestial level, but is automatically defeated in conflicts with Supreme level charms.

(Charmset) Talent **5 points/level**

Each level grants a +1 bonus to all rolls required by the charms in the charmset.

General Charms

Experienced Lunar Exalted are permitted to Raise ST, DX, HT, and IQ beyond the normal cap of 20. They may also purchase additional levels of Charisma, Will, Perception, Lifting ST, Hit Points, Hard to Kill, Hard to Subdue, and Fatigue Points beyond the normal cap at 5. In both cases the Lunar may raise *one* cap by 2 points for every level of Essence Package which the Lunar has purchased.

There are also Lunar Excellencies, which vary enough between the 9 charmsets that they are listed separately. Specifically note that not all Lunar Excellencies have the same price .

Strength

Strength Excellency

10 points/level

Prerequisites: None

Cost: 1m/level

Lifting Strength (Costs 1m/level (per second pricing), -10%; Lunar charm, +20%) [4/level] *and* Striking Strength (Costs 1m/level (per second pricing), -10%; Lunar charm, +20%) [6/level]

Note: A Lunar may use this charm to raise her ST to up to 1.5 times it's current value.

Dexterity

Dexterity Excellency

22 points/level

Prerequisites: None

Cost: 1m/level

Dexterity (Costs 1m/level (per second pricing), -10%; Lunar charm, +20%) [22/level]

Note: A Lunar may use this charm once for every two points of DX she currently has above 10.

Stamina**Stamina Excellency****10 points/level***Prerequisites:* None*Cost:* 1m/level

Bonus to all HT rolls (Costs 1m/level (per second pricing), -10%; Lunar charm, +20%) [9/level] *and* Damage Resistance (Costs 1m/level (per second pricing), -10%; Lunar Charm, +20%; Tough Skin, -40%) [1/ third level]

Note: A Lunar may use this charm once for every two points of HT she currently has above 10. She gets +1 DR only every three uses or part.

Charisma**Manipulation****Appearance****Appearance Excellency****5 points/level***Prerequisites:* None*Cost:* 1m/level

Charisma (Costs 1m/level (per second pricing), -10%; Vision-based, -20%; Lunar charm, +20%) [5/level]

Note: A Lunar may not use this charm if her Appearance is currently Unattractive or worse, may use it once if she is currently Average, Twice if she is currently Attractive, three times if Beautiful, four times if Very Beautiful, and up to five times if Transcendent. Although this charm makes the Lunar more attractive it does so in subtle ways which do not immediately indicate that supernatural powers are being used.

Perfect Symmetry**20* points***Prerequisites:* Appearance Excellency 5*Costs:* 4m

Transcendent Appearance (Costs 4m, -20%; Lunar Charm, +20%) [20]

Note: The Lunar may pay less for this charm if her Appearance Level is already high. By it's very nature this charm is not in any way subtle.

Perception

Intelligence

Wits

3.3.2 Lunar Characters

3.3.3 Lunar Campaigns

3.4 The Solar Exalted

Although the Lawgivers are normally considered to be the most powerful of the Exalts this power level is represented mostly in the strength of their charms, and their easy access to the higher circles of martial arts and sorcery – the actual Solar exalt racial template is lower point-cost than the Lunar one (mostly because it doesn't include shape-shifting).

Solar Exalt

456 points

Secondary Characteristic Modifier: Will +5 [25]; HP + 5 [10]

Advantages: Absolute Timing [2]; Access to Charms (All Solar Charms) [25]; Awakened Essence [10]; Celestial Enlightenment [5]; Combat Reflexes [15]; Damage Resistance +2 (Tough Skin, -40%) [6]; Detect (Uncapped Demesnes, Aspected Essence, Wyld Zones, Shadowlands; Occasional; Vague, -50%) [5]; Essence Pool 14 [42]; Essence Pool 33 (Visible, -10%) [90]; Unaging [15]; Very Fit [15]; Hard to Kill +5 [10]; High Pain Threshold [10]; Higher Permanent Essence 1 [5]; Higher Purpose (Cosmic +100%) [10]; Immunity: Disease [15]; Injury Tolerance (Doesn't Bleed) [3]; Injury Tolerance (Unbreakable Bones) [10]; Injury Tolerance (No Vitals) [5]; Injury Tolerance (No Brain) [5]; Recovery [10]; Regeneration (Slow) [10]; Stunter [20]; Super Jump 1.5 (triple jumping distances) [15]; Reawakened [10]; Perks: Artifact Attunement, Manse Attunement, Immune to Demense Mutation, Move and Attack not restricted to skill 9, Can create Artifacts, Flashlight [5]
Disadvantages: Limit Break 3 (Choose an Extra Trigger) [-30]; Weirdness Magnet [-15]

Features: Can be Warded Against [0];

Options: Solars may purchase the following package up to three times, plus an additional time for every full century they have lived:

Essence Package: Higher Permanent Essence +1 [5]; Essence Pool +3 [9]; Essence Pool +7 (Visible, -10%) [19]; *33 points*

Solars may purchase the Terrestrial, Celestial, and Solar Circle Initiation Advantages. A Solar may also purchase the Sidereal Enlightenment Advantage.

Every Solar must purchase one of the following caste Lenses (included in the above point-cost):

- *Dawn*: Weapon Master (All Muscle-powered Weapons) [45]; Terror (-1 to Fright Check; Selectable, +20%) [48]; Favoured Abilities: Archery, Martial Arts, Melee, Thrown, War, and five others [0]
- *Zenith*: Clerical Investment (Cosmic, +50%) [8]; Can lay the Dead to Rest for 1m [3]; Innate Attack (3d+2d burn; Accessibility: Only when anima is flaring, -5%; Limited: Creatures of Darkness Only, -50%; Cosmic: No DR, +300%; Follow-up to any attack +100%) [82]; Favoured Abilities: Integrity, Resistance, Survival, Presence, Performance, and 5 others [0]
- *Twilight*: Quick Gadgeteer [50]; DR 17 (only when gadgeteering: -50%) [43]; Favoured abilities: Craft, Investigation, Lore, Medicine, Occult, and 5 others [0]
- *Night*: Remove the Visible limitation from Peripheral Essence Pool [9] (essence Package also goes up to 35 points); Obscure 10 (Vision) [20]; Obscure 10 (Sound) [20]; Obscure 8 (Essence Sight) [16]; Obscure 7 (Detect: Exalts) [14]; Obscure 7 (Fate) [14];
- *Eclipse*: Access to Charms (All Exalted charms, all Spirit Charms and the Charms of the Fair Folk) [25]; Affliction 1 (Disadvantage: Vow (Supernaturally Enforced), +20%; Accessibility: Willing Target's Only, -80%; Cosmic: Irresistable Attack, +300%; Touch Based, -20%; Melee Attack, Reach C, -30%; Permanent until broken, +150%) [45]; Legal Immunity: Diplomatic Immunity (Spirits Only, -50%; Extends to Allies, +100%) [23]; Favoured Abilities: Bureaucracy, Linguistics, Ride, Sail, Socialise, and five others [0]

3.4.1 Solar Charmsets

There are 25 Solar charmsets, each of which has a power modifier and talent as usual:

Solar Charm

+40%

The ability is a Solar charm. It automatically defeats any countermeasures of Celestial level or below.

(Charmset) Talent**5 points/level**

Each level grants a +1 bonus to all rolls required by the charms in the charmset.

General Charms**Archery Charms****3.4.2 Solar Characters****3.4.3 Solar Campaigns**

Chapter 4

Supernatural Martial Arts Styles

4.1 Terrestrial Enlightenment Charms

Tiger-And-Bear Awareness

12 points

Prerequisites: None

Cost: 6m

QUERY: Does this charm have to be readied to be useful?

Danger Sense (Costs 6m -30%; Terrestrial Charm +5%)

Tiger-And-Bear Unity

10 points

Prerequisites: None

Cost: 4m

Innate Attack (Crushing 0d+12; Terrestrial charm +5%; Melee Attack C -30%; Reliable 5 +25%; Costs 4m -20%; Costs 1hp -10%, Variable +5%)

In addition, this charm allows and requires the purchase of the Celestial Enlightenment advantage

4.2 Terrestrial Hero Style

Terrestrial Hero Style

3 points

The innate martial arts style of the terrestrial exalted. Emulated by many fighters all over creation.

Skills: Judo, Karate

Techniques: Arm Lock; Choke Hold; Close Combat; Disarming; Evade; Head-Butt; Leg Lock; Low Fighting; Sweep; Wrench Spine

Perks: Use Claws with Karate; Skill Adaptation (Wrench Spine defaults to Judo)

4.2.1 Terrestrial Hero Charms

Currents Sweep to Sea

15 points

Prerequisites: None

Cost: 1m

Innate Attack (6d Cr.; Uses Karate Skill, +0%; No Wounding, -50%; Costs 1m, -5%; Double Knockback, +20%; Melee Attack, -20%; Terrestrial Circle Martial Arts Charm, +5%) [15]

Pounding Surf Style

22 points

Prerequisites: None

Cost: 1m

Affliction 11 (Negated Advantage + 1 DR (with up to 100% of enhancements), +10%; Followup: Any Unarmed attack, +0%; Costs 1m, -5%; Terrestrial Martial Arts Charm, +5%; Ephemeral, -100%) [22].

4.3 Silver-Voiced Nightingale Style

Silver-Voiced Nightingale Style

4 points

Skills: Dancing, Singing, Musical Instrument

Optional Skills: Musical Composition, Choreography

Techniques: Acrobatic Stand, Breakfall, Evade, Feint, Roll with Blow

Perks: Acrobatic Stand Defaults off Dancing, Breakfall Defaults off Dancing, Evade Defaults off Dancing, Feint Defaults off Dancing, Singing, or Musical Instrument, Roll with Blow Defaults off Dancing

4.3.1 Silver-Voiced Nightingale Charms

Inspiring Battle Hymn

55 points

Prerequisites: Celestial Enlightenment

Cost: 2m

Affliction 1 (Advantage (Luck), +150%; Area Effect 8 yards, +150%; Sense-based, Hearing, +150%; Selectivity, +10%; Costs 2m, -10%; Celestial Martial Arts Charm, +20%; Emanation, -20%; Nuisance Effect: Audible, -5%) [55]

Terrifying Battle Shriek

34 points

Prerequisites: Celestial Enlightenment

Cost: 2m

Affliction 1 (Moderate Pain +20%; Area Effect 8 yards +150%; Sense-based, Hearing +150%; Selectivity +10%; Costs 2m -10%; Celestial Charm +20%; Nuisance Effect: Audible -5%; Emanation -20%, Link +20%; Ephemeral, -100%) [34]

Harmony in Opposition Stance

23 points

Prerequisites: Inspiring Battle Hymn, Terrifying Battle Shriek

Cost: 3m

+6 to combat skill (Aspected: Single Target, charm ends if attack made against another target -60%; Requires Ready Manoeuvre -10%; Costs 3m -15%; Celestial Martial Arts Charm +20%, Nuisance Effect - Audible -5%) [8] and Mind Reading (nuisance effect: audible -5%; Celestial Martial Arts Charm, +20%; Costs 3m, -15%; Vague personality elements only, -80%; Requires Ready Manoeuvre, -10%) [6] and Enhanced Dodge +3 (Aspected: Single Target, charm ends if attack made against another target, -60%; Requires Ready Manoeuvre, -10%, Celestial Martial Arts Charm, +20%; Costs 3m, -15%) [9]

Haunting Heart-Rending Melody

38 points

Prerequisites:

Cost: 4m 1hp

This charm creates an emotion (as per social combat rules) that activates everytime the trigger is present

Mind Control (Emotion Control, -50%; One emotion per use -10%; Trigger: specific something of user's choice that is present -20%; Independent +70%; Celestial Charm +20%; Costs 4m -20%; Costs 1hp -10%; Takes Extra Time -40%; Cosmic +70%; Nuisance Effect: Audible -5%, Sense-based: hearing -20%)

Voice of the Night Bird

26 points

Prerequisites:

Cost: 4m 1hp

Using this charm, the nightingale turns their voice into a powerful weapon.

Innate Attack (Crushing, 2d; Costs 2m -10%; Celestial Charm +20%; Can only be parried by stunt or charm +100%, Hearing-based +150%, Nuisance effect: Audible -5%)

Heartsong Meditation

X points

Prerequisites:

Cost: 2m

This charm allow a pair of linked people to 'cut away' and communicate with each other - through the medium of song. The nightingale may initiate the link by spending 2m. THE WAY THE OTHER PERSON ACTIVATES IS UNSTATED

Telesend (Hearing-based -20%; Costs 2m -10%; Celestial Charm +20%; Only to Six people 25%; Only while singing -20%; Cosmic (range does not apply) +20%; Accessibility: can't be used in combat -20%)

The cost of the charm varies with the number of people the martial artist is linked to. This version costs 14 points

Dulcet Nightingale Form

49 points

Prerequisites: Haunting Heart-Rending Melody

Cost: 5m 1hp

Affliction: Minor Delusion [10] (I cannot attack this person) (+5%; No roll to resist +270%; No defense roll (allows social block) +195%; only while using All-Out Defense

-60%; Only while singing -20%; Costs 5m -25%; Costs 1hp -10%; Celestial Charm +20%; nuisance effect: audible -5%; Form-type Charm -10%; Area Effect: 2 yards +50%; Only in the area of the Emanation -50%; Emanation -20%; Persistent +40%; Duration: 2 minutes +40%; Takes extra time (1s) -10%; Social Attack -20%)

Weeping Nightingale Form

24 points

Prerequisites: Voice of the Night Bird

Cost: 5m

Affliction 1 (Advantage (Danger Sense) +150%; Only while singing -20%; Costs 5m -25%; Celestial Charm +20%; nuisance effect: audible -5%; Form-type Charm -10%; Area Effect: 4 yards +100%; Emanation -20%; Only in the area of the Emanation -50%)

Weapon Tuning Resonance

24 points

Prerequisites: Dulcet Nightingale Form, Weeping Nightingale Form

Cost: 4m

4.4 Path of the Arbiter Style

Path of the Arbiter Style

5-7 points

Skills: Judo, Karate, Mental Strength, Any one Weapon Skill*

Optional Skills: Riding (Any), Battlesuit*

Techniques: Roll with Blow, Hand Clap Parry, Feint (Judo, Karate), Handcuffing

Perks: Form Adaption

* Only if the skill is appropriate to the individual's form weapon and/or armour.

4.4.1 Path of the Arbiter Charms

Meditation upon the Enemy

10* points

Prerequisites: Path of the Arbiter Familiarity

Cost: 3m comm.

Technique: Feint (Judo) +5 (Accessibility: Only against the enemy specified during charm activation, -50%; Terrestrial Martial Arts Charm, +5%; Costs 3m, -15%; Cosmic

(Stacks with ordinary points spent on the technique +50%) [5] *and* Technique: Feint (Karate) +5 (Accessibility: Only against the enemy specified during charm activation, -50%; Terrestrial Martial Arts Charm, +5%; Costs 3m, -15%; Cosmic (Stacks with ordinary points spent on the technique +50%) [5]

If the Arbiter chooses a form weapon, *Technique: Feint (Weapon) +5* is included in the charm, bringing it's price to [15].

Meditation upon the Heart

6 points

Prerequisites: Meditation upon the Enemy

Cost: 5m

This charm allows you to temporarily convert any mental disadvantage into a Higher Purpose, which grants +1 on all rolls directed at furthering the tenets of that disadvantage. The charm lasts for a scene unless ended early. No more than one Meditation upon the Heart may be active at once, and the Higher Purpose does not have the Cosmic protection of a Heroic character's Motivation

Modular Ability: Super Memorization 5 (Aspected: Only Higher Purposes related to your mental disadvantages, -50%; Terrestrial Martial Arts Charm, +5%; Costs 5m, -25%) [6]

The Path of the Arbiter Form

15 points

Prerequisites: Meditation upon the Heart

Cost: 5m

Perk: Cannot cause accidental harm (Cosmic +100% Readiable +0%; Costs 5m to ready -5%; Terrestrial Martial Arts Charm +5%; Temporary Disadvantage (Vow (Take No Dishonourable Actions)) -10%) [2] *and* Enhanced Social Block +4 (Readiable +0%; Costs 5m to ready -5%; Terrestrial Martial Arts Charm +5%; Temporary Disadvantage (Vow (Take No Dishonourable Actions)) -10%; Accessibility: Only against social attacks that would target vow created by the charm, -70%) [4] *and* Enhanced Social Dodge + 2 (Readiable +0%; Costs 5m to ready -5%; Terrestrial Martial Arts Charm +5%; Temporary Disadvantage (Vow (Take No Dishonourable Actions)) -10%) [9] *and* Feature: Charm user's location and intentions are immediately relayed to the Loom of Fate [0]

NB: The 'Cannot Cause Accidental Harm' perk explicitly precludes a terrestrial's anima flux doing any damage (note that the points saved on the peripheral essence pool advantage through the nuisance effect are less than the cost of the elemental flux advantage, so 'removing' the advantage is - point-wise - an advantage)

Study of Deepest Devotion

6 points

Prerequisites: The Path of the Arbiter Form

Cost: 4m, 1hp

Instantly Regain Two Motes (Reflexive, +40%; Trigger, only upon successful MA stunt, -50%; Terrestrial Martial Arts Charm, +5%; Readiable +0%; Costs 4m 1hp to ready -6%) [6]

Secret of Bright-Burning Passion

9 points

Prerequisites: Meditation upon the Heart

Cost: 3m

This Charm is awaiting a rite, pending a social combat system that handles UMI in a unified manner.

Visualisation (Costs 3m, -15%; Terrestrial Martial Arts Charm, +5%) [9]

Forging The Soul-born Sword

X points

Prerequisites: Study of Deepest Devotion, Secret of Bright-Burning Passion

Cost: 5m comm. 1hp*

The character can design their own Soul-born Sword. The details can vary, but should always have the following modifier:

Soul-born Sword, -12%: (Armour Divisor (2), +50%; Melee Attack, -20%; Readiable, -0%; Costs 1hp to Ready -2%; 5m (committed) to Ready, -15%†; Accessibility: Only in Path of the Arbiter Form -20%; Nuisance Effect (Glows Brightly (-5%)).

In general, the more Valorous the Arbiter, the higher the point value of the charm.

NB: The process of learning this charm creates the Soul-born Sword as a physical object that is stored in Elsewhere until summoned by the charm, and is returned to Elsewhere by the cessation of the charm. Because of this unique property, the charm has neither the Terrestrial Martial Arts Charm nor the Can Be Stolen modifiers applied to it.

* The 1hp cost need only be paid once if the Arbiter is summoning both the Armour of Integrity and the Soul-born sword at the same time. † Due to the durations involved, this is priced as an attunement cost (Temporary Disadvantage (Reduced Mote Pool)) not the standard 'cost to ready'

Summoning the Armour of Integrity

X points

Prerequisites: Study of Deepest Devotion, Secret of Bright-Burning Passion

Cost: 5m comm. 1hp*

The character can design their own Armour of Integrity. The details can vary, but should always have the following modifier:

Armour of Integrity, -42%: (Readable, -0%; Costs 1hp to Ready -2%; 5m (committed) to Ready, -15%†; Accessibility: Only in Path of the Arbiter Form -20%; Nuisance Effect (Glows Brightly (-5%)).

In general, the more Temperate the Arbiter, the higher the point value of the charm.

NB: The process of learning this charm creates the Armour of Integrity as a physical object that is stored in Elsewhere until summoned by the charm, and is returned to Elsewhere by the cessation of the charm. Because of this unique property, the charm has neither the Terrestrial Martial Arts Charm nor the Can Be Stolen modifiers applied to it.

* The 1hp cost need only be paid once if the Arbiter is summoning both the Armour of Integrity and the Soul-born sword at the same time. † Due to the durations involved, this is priced as an attunement cost (Temporary Disadvantage (Reduced Mote Pool)) not the standard 'cost to ready'

Forging the Bonds of Fellowship

X points

Prerequisites: Study of Deepest Devotion, Secret of Bright-Burning Passion

Cost: -

Any (physically available) animal that the Arbiter is capable of riding in battle may be selected as the familiar. Any or all additional traits may be added to the familiar, although in general, the more compassionate the Arbiter, the higher the point value of the charm

Familiar [variable]

Meditation upon Judgment

49 points

Prerequisites:

Cost: 2m, 2hp

NEEDS FULL REWRITE

[1] The target gets to choose which of the following disadvantages:

Great Vow (Stop Committing the named Crimes and do not attack the Arbiter; Magically Enforced 1, +100%) [-30]

or

Vulnerability (Arbiter's Next Successful Attack; Wounding ×3) [-30].

Should the target elect to take the first disadvantage and then break the Great Vow, the disadvantage immediately becomes the second one (the Critical Failure still occurs).

Appendix A

New Traits

A.1 New Advantages

Hideaway

40 points

You have access to a space outside of the normal universe to which you can travel. By default passing into your hideaway requires ten seconds of concentration and a successful IQ roll, but can be attempted anywhere. The hideaway itself is generally inaccessible to anyone else, but you may carry items (including people) into it up to your Extra Heavy Encumbrance level. Any person with this advantage who has been taken into your hideaway in this manner can enter it again as long as they abide by any conditions which limitations impose upon your hideaway advantage.

By default your hideaway continues to exist when you leave it and any objects or people left in it remain. People inside who wish to leave the hideaway can do so at any time by concentrating for 10 seconds.

The hideaway is small and uncomfortable, just large enough to store yourself and up to five other people or an equivalent amount of equipment. It has breathable air and is a comfortable temperature, but otherwise it provides no amenities.

Special Enhancements:

Prison, +100%: A person left in your hideaway cannot leave unless you take them back to the real world, or they have an appropriate advantage.

Large, +10%/level: Your hideaway is larger than normal. Each level doubles it's size.

Comfortable, +50%: Your Hideaway is comfortable to stay in, providing some basic amenities. Essentially it is possible to live in it indefinitely.

Skeleton Key, +80%: You can access any hideaway with your power even if you have never entered it before, you must still follow any limitations applied to accessing it.

Special Limitations:

Skeleton Key Only, -20%: As per Skeleton Key except that you have no hideaway of your own.

Temporary, -50%: Your hideaway is only a temporary construction and vanishes when you leave it, dumping it's current contents back into the real world with you.

Accessibility, varies: You can apply the Accessibility limitation to alter when and where the hideaway can be accessed. A common version is that the hideaway can only be accessed from a particular place — which is a -80% limitation. Accessibility is not compatible with Skeleton Key Only. When applied to a Hideaway with the Prison Enhancement Accessibility may instead control how a character left inside can exit the hideaway.

Stunter**20 points**

Any time you describe your character's actions in a non-purely mechanical manner and make reference to scenery and surroundings, or the established personality traits of PCs and NPCs other than your own character then you gain two motes to your essence reserve (preferentially in the nuisance effect-free pool unless it is full) should the described action succeed. If the description is exceptionally awesome (as agreed unanimously by all players and the GM) you get an additional +1 on the roll to attempt the action, and regain 4m. As a minor side-effect the advantage allows the player to narrate minor elements of the surrounding scenery which had not previously been established by the GM. *Optional Rule: If the stunt is agreed (again, unanimously by all players and the GM) to be superlatively awesome, you can gain a total of +2 on the roll and either regain 6m or gain a character point.* **Special Limitations:**

Weakened, -75%: The mote regain is removed, as is the possibility of gaining a character point, although the Unconquered Sun is known to bestow his favour upon the greatest of mortals...

Enhanced Social Defences**+5 points/level**

Each level purchased gives +1 to Social Dodge, Parry, *or* Block, choose which at time of purchase.

Social Reflexes**15 points**

This Advantage is identical to Combat Reflexes, except that it applies to Social Conflict, Social Defences, and Social Surprise.

Extra Manoeuvre**varies**

Additional combat manoeuvres each turn are priced differently depending upon the manoeuvre:

- *Attack*: 25 points/attack.
- *Change Posture*: 10 points/manoeuvre .
- *Ready*: 15 points/manoeuvre.
- *Step*: 5 points/step.

These extra manoeuvres can only be used when the standard manoeuvre could be used, but allow a character to replace the single manoeuvre of that type she could normally make in a turn with multiple ones. If the character has extra step then she *can* divide her step between movement taken before and after the character's action. In fact if she has multiple manoeuvres *and* multiple steps then she can take them in any order she likes.

Access to Charms

5/25/50 points

The character has access to a wider variety of charmsets than a generic Essence user does. For 5 points she gains access to one specific charmset. At the 25 point level this Advantage gives access to all charmsets associated to one particular type of being (Gods, Demons, Elementals, Terrestrial Exalted, Solar Exalted, Lunar Exalted, etc ...). If she invests 50 points in this Advantage then she has access to a very wide variety of different charmsets (for example: All Exalted charms, all Spirit Charms and the Charms of the Fair Folk, or All Exalted Charms, all Spirit Charms, and all Ghost Charms).

A.2 New Modifiers

Magically Enforced

+50% +50% per level

This enhancement can be applied to any self-imposed mental disadvantage. Breaking the disadvantage results in the character getting one critical failure per level of the enhancement at the moment when it would do the most damage (in the GM's opinion).

Requires Readying

-0%

Most powers can, by default, be used at any time by taking the appropriate action. With this modifier the trait is usually unavailable, but can be made available for use by taking a ready manoeuvre. In order to qualify for this limitation the ability cannot be kept ready indefinitely, and is assumed to cause a minor inconvenience whilst readied – such as taking up a hand, restricting the character to only using combat manoeuvres, or making it obvious that the character has the ability ready.

An ability with this modifier may take modifiers (such as costs fatigue), which apply only to the required Ready Manoeuvre at a fifth of the normal value.

Imbue **±10%**

This variant of Area of Effect causes the Innate Attack or Affliction which it modifies to be usable to imbue an object with the attack. The Attack will then affect the next valid target which touches the object. If the attack can also be used normally then this modifier is worth +10%, if this is the only way in which the attack can be used then it is worth -10%.

Ephemeral **-100%, -150%**

Advantage: Only for Afflictions

For -80% the duration of this affliction is measured in *seconds* rather than *minutes*, for -150% the affliction only ever lasts one second.

Training **+45%**

Advantage: Only for Afflictions that afflict advantages

The afflicted advantage is permanent (Extended Duration +150%) but the character must spend any/all unspent character points that may be spent in such a way to purchasing the abilities afflicted. As the character gains more points they must go towards purchasing the afflicted advantages (“Charm slot” character points for the Exalted may not, for example, be spent on increasing an afflicted strength increase) (-70% mitigator on the +150% duration). Any afflicted advantage has no power modifier and is treated as if it were “written on the character sheet” of the afflicted character in all ways, unless other enhancements or limitations affect it.

Effectively, this effect negates the need for training time, and allows the affected character to go into “point debt” to purchase abilities. The GM may rule that only some percentage of unspent character points need to be spent buying the training effect, so the character can advance in other areas, albeit at a slower rate.

A.3 New Disadvantages

Tsundere **-5* points**

Your interpersonal relationships are dominated by aggressive, even violent behaviour – especially your romantic relationships. You react aggressively towards any character to which you have a Good or better reaction, with higher levels of aggression if the reaction is better. Any time your reaction towards a character you previously had a positive reaction to would be altered by an influence roll or by circumstances you need to make

a self-control roll to avoid acting in a directly aggressive manner towards them – even if they are not the source of the change!

If the character is a potential romantic interest then take a -3 penalty to your self-control roll. If the situation causing the roll could in any way be interpreted as said character being unfaithful (even if there is a perfectly innocent explanation) then the penalty is -5.

Although the behaviour you exhibit is aggressive and often even violent it generally be non-lethal. This disadvantage will not cause you to attack another character with lethal weapons, nor will it cause you to brawl with another character in the middle of a life-or-death situation. In such a situation verbal abuse is sufficient (although once the danger has passed non-lethal physical violence may also be applied). A character with both this disadvantage and another disadvantage such as Berserk or Bloodlust, however, might be an exception to the rule that this behaviour is always non-lethal.

Limit Break

-10/-20/-30 points

Pick 50 points worth of mental disadvantages with any disadvantages which would normally require a control roll priced at *three times* their base value. These disadvantages form the character's "Limit Break", and when activated the character is affected by all of them simultaneously, and may not resist them in any way.

This disadvantage comes in three levels of severity. At level 1 the character has a pool of "Limit Points" equal in size to her Willpower. Whenever she successfully resists a mental disadvantage worth 10 or more points or successfully resists an affliction which would bestow one roll 1d for every 15 points or part the disadvantage is worth. She loses that many Limit Points. When her limit-point total is reduced to zero or below she needs to start making Will Rolls each time she loses Limit Points, with a failure indicating Limit Break. If her Limit Pool goes below minus it's initial value then she must start making such rolls every *exchange* in social conflict, or every minute the rest of the time. When limit-break ends the character's Limit pool is reset to it's full initial value. There is no other known mechanism for a character to "heal" limit damage.

At level 2 the character takes limit for disadvantages of any value, and takes 1d of limit damage for every 5 points the disadvantage is worth. Furthermore the character must specify a single uncommon set of circumstances to which she can be exposed. When exposed to these circumstances she takes 1d limit damage.

At level 3 the character must also specify a reasonably common set of circumstances to which she can be exposed. When exposed to these conditions she takes 1d limit damage per exchange/minute.

Chaos Sensitive

-10 points

The character is sensitive to the effects of the Wyld to a far greater degree than most

mortals. If the character refrains from spending essence whilst in the Wyld then this disadvantage has no significant effect. However each week in which she has spent essence whilst in the Wyld the character must make a Will roll with a penalty equal to one fifth of the number of motes she spent whilst in the Wyld. Each Failure gives the character one point of Wyld-taint. Each point of Wyld taint permanently reduces the character's Limit pool. Once a month any character with Wyld-taint must roll a will roll with a penalty equal to their current level of Wyld Taint. A success has no effect, but any failure gives the character new physical or mental disadvantages with point-value equal to the margin of failure.

Appendix B

Example Characters

B.1 Terrestrials

First Talonlord Cathak Mai Chisé as of RY769 **1300 points**

Cathak Mai Chisé is the daughter of a respected Imperial judge and Exalted at an amazingly young age. She graduated first in her class from the Fortress at Skyreach before accepting a posting as a Warstrider pilot in the Glorious 11th Imperial Legion. She was posted out to the eastern threshold, and has seen action as a military advisor to the Marukaani in their war against the Lookshy-supported Selukaani rebels.

She rides the glorious shogunate era noble warstrider “Ruby Duke” and wields a family heirloom Grand Daiklave “Akako the Red”. Rumours about her personal life suggest that she has recently begun a whirlwind romance with another young warstrider pilot.

Attributes: ST 15 [50]; DX 17 [120]; IQ 14 [60]; SC 12 [30]; HT 14 [40];

Secondary Characteristics: Dmg 1d+1/2d+1; BL 45 lbs; HP 20 [0]; Will 14 [0]; Per 15 [5]; FP 14 [0]; Basic Speed 8.00 [15]; Basic Move 8 [0].

Advantages: Language: High Realm, Native/Native [0]; Language: Lookshyan, Native/Native [6]; Wealth: Filthy Rich [50]; Independent Income $\times 10$ [10]; Status 5 [25]; Claim to Hospitality [10]; Legal Immunity [10]; Patron (House Cathak; Fairly Often, 9-) [15]; Social Regard (Feared + 2) [10]; Fire Aspected Terrestrial Exalt [323]; Attractive Appearance [4]; CF: (Scavenger Lands) [1]; Military Rank 3 [15]; Breeding Package 3 [18]; Essence Package 1 [20].

Grand Daiklave [15]; Reinforced Breastplate [14]; Jade Hearthstone Bracers [29]; Owns a Big Mecha [50]. Hearthstones [20]; Gem of Stable Footing [19]

Disadvantages: Extremely Hazardous Duty: To House, Family, and Realm (Almost all the Time, 15-) [-20]; Enemies: Rival Houses (Large Group with potent individuals; Hunter; Fairly Often, 9-) [-30]; Tsundere (Resist Rarely, 6-) [-10]; Code of Honour (Chivalry) [-10]; Honesty (Resist Quite Often, 12-) [-10]; Overconfidence (Resist Quite

Often, 12-) [-5].

Motivation: Prove myself

Limit Break: Berserk [-30]; Jealousy [-10]; Overconfidence [-15].

Charms: Familiar (Essence Pool; Mind-link) [27]

Melee Excellency 2 [40]; Terrestrial Melee Reinforcement 2 [28]; Dragon-Graced Weapon [12]; Blinding Spark Distraction [30]; Ringing Anvil Onslaught 2 [38];

Wind Carried Words Technique [30];

Athletics Excellency 2 [40]; Effortlessly Rising Flame [10];

War Excellency 2 [40]; Terrestrial War Reinforcement 1 [14]; Enfolded in the Dragon's Wings [23];

Skills:

Skill	Difficulty	Relative Level	Cost	Level
Melee!	(!)	DX-1	[12]	16 (12)
Two Handed Sword	A	DX+1	[3]	18 (14)
Driving (Mecha)	A	DX	[2]	17
Athletics!	(!)	DX-1	[12]	16
Expert Skill: Military Science	(H)	IQ-1	[2]	13
Leadership	(A)	IQ	[2]	14
Savoir-Faire (high Society)	(E)	SC+1	[2]	13
Heraldry	(A)	IQ	[2]	14
Singing	(E)	HT+1	[2]	15
Diplomacy	(H)	SC-1	[2]	11
Riding (horse)	(A)	DX-1	[1]	16
Carousing	(E)	HT+1	[2]	15
Dancing	(A)	DX-1	[1]	16
War!	(!)	IQ	[24]	14

Active Defenses: Dodge – 14 (12); Parry (Two Handed Sword) – 13 (11); Parry (Other Melee Weapon) – 12 (10); Block – 12 (10);

Attacks:

Weapon	Attack	Parry	Reach	Damage
Akako the Red	13	11†	1,2 2	3d+4(2) cut 2d + 4 (2) imp
† +2 vs. non-exalts				

Social Defenses:

Appendix C

Massed Combat Elements

Element	TS	Class	WT	Mob	Raise	Maintain	TL	Notes
Warstrider	40	Arm,Cv	8	Mech	100K	8K	$2 + 5^{\wedge}$	
Spirits	8	—	1	Foot	80K	16K	2^{\wedge}	

Most Imperial troops have Good quality equipment. The Elites often have Fine quality. Very Fine Equipment is normally confined to those equipped with Thaumaturgically enhanced equipment. Super-Soldier should be applied to any unit consisting mostly of essence users. A Unit consisting entirely of exalts instead has the Hero trait — with a TS multiplier of 10 for a group of 5, divided if the element is smaller.

Individual exalts will also often have special traits which make them qualify as artillery, cavalry, 3CI, etc ... when they otherwise wouldn't be.

For Warstriders and similar 1st age military equipment equipment quality governs the nature of the equipment — A Poor Warstrider is equipped with only oversized mundane weapons, a Basic Warstrider is a second age construction but has artifact weapons, a Good warstrider probably has a first age chassis and accessories, a Fine warstrider is almost certainly Noble and probably has first age weaponry, Very Fine is reserved for Royal Warstriders equipped with appropriate armaments. Many Warstriders are also piloted by Heroes – the statline above already reflects the fact that the pilot is an exalt, so don't modify TS further for this, but add special classes as required.

C.1 Example Units

Ruby Duke

Warstrider

A single Shogunate Era Common Warstrider with a Grand Daiklave piloted by a well-trained but still rather green dragonblood.

TS: 100
WT: 8
Classes: Arm, Cv, C3I
Mob: Mech
Quality: Fine Equipment, Good pilot.
Features: Hero, Night
Cost: 270K/16K

Realm Light Infantry

Light Infantry

Each element is one fang.

TS: 4
WT: 1
Classes: Rec
Mob: Foot
Quality: Good Equipment, Good troops.
Features:
Cost: 100K/14K

Realm Medium Infantry

Medium Infantry

Each element is one fang.

TS: 6
WT: 1
Classes: –
Mob: Foot
Quality: Good Equipment, Good troops.
Features:
Cost: 75K/11K

Realm Heavy Infantry

Heavy Infantry

Each element is one fang.

TS: 8
WT: 1
Classes: –
Mob: Foot
Quality: Good Equipment, Good troops.
Features:

Cost: 100K/14K

Realm Scorpion Team

Light Artillery

Each element is one team.

TS: (4)

WT: 1

Classes: Art

Mob: Foot

Quality: Good Equipment, Good team.

Features:

Cost: 100K/14K

Realm Lightning Balista Team

Heavy Artillery

Each element is one team.

TS: (30)

WT: 2

Classes: Art

Mob: Foot

Quality: Very Fine Equipment, Good troops.

Features:

Cost: 400K/270K

Varangian Light Cavalry

Light Cavalry

Each element is one fang.

TS: 4

WT: 2

Classes: Cv, Rec

Mob: Mtd

Quality: Fine Equipment, Average troops.

Features:

Cost: 200K/40K

Varangian Heavy Cavalry

Heavy Cavalry

Each element is one fang.

TS: 10
WT: 2
Classes: Cv
Mob: Mtd
Quality: Fine Equipment, Average troops.
Features:
Cost: 400K/80K

Dragonblooded Cavalry Commander

Heavy Cavalry

A single exalt mounted on an impressively powerful steed.

TS: 30
WT: 2
Classes: Arm, Cv, C3I
Mob: Mtd
Quality: Very Fine Equipment, Elite rider
Features: Hero
Cost: 800K/108K

Dragonblooded Infantry Commander

Heavy Infantry

A single Realm-trained exalt armed with artifact weapons and armour.

TS: 30
WT: 1
Classes: Arm, C3I, (F)
Mob: Foot
Quality: Very Fine Equipment, Elite Hero
Features: Hero
Cost: 160K/22K

War Yeddim

War Beasts

A single Yeddim with a squad of archers mounted on its back.

TS: 40
WT: 4
Classes: Arm
Mob: Foot
Quality: Fine Equipment, Average Soldiers
Features: Terrain (Arctic)

Cost: 880K/160K

Terrestrial Circle Sorcerer

Battle Mage

A single exalt mounted on a cloud.

TS: 18

WT: 1

Classes: Air, Art, (C3I), Eng, F, Rec

Mob: SA

Quality: N/A

Features: Hero, Night

Cost: N/A

Erymanthoi

Spirits

A single squad of Erymanthoi.

TS: 8

WT: 4

Classes: —

Mob: Foot

Quality: Basic Equipment, Average troops

Features: Terrain (Woodlands)

Cost: 96K/16K

Celestial Lions

Spirits

A single squad of Celestial Lions.

TS: 112

WT: 4

Classes: —

Mob: Foot

Quality: Very Fine Equipment, Elite troops

Features: Super-soldier, Fanatic

Cost: 300K/49K

C.1.1 Example Army

Talt Defense Troops

Ganjit Singh and his troops.

Elements	TS	Classes	Mob	Features
1 Dragonblooded Cavalry Commander	30	Arm,Cv,C3I	Mtd	Hero
15 Varangian Heavy Cavalry	150	Cv	Mtd	
10 Varangian Light Cavalry	40	Cv,Rec	Mtd	

Cavalry TS	220
Armour TS	30
Rec TS	40
C3I TS	30
Force TS	220

11th Legion, 5th Dragon, Left Wing, Forward Force

This is a small Realm expeditionary force without any auxiliary support. It's designed as a general purpose flexible force — and as such lacks some of the specialised force which would be found in a heavy assault force.

Elements	TS	Classes	Mob	Features
1 Dragonblooded Infantry Commander	30	Arm,C3I,(F)	Foot	Hero
15 Realm Medium Infantry	90	—	Foot	
5 Realm Light Infantry	20	Rec	Foot	
5 Realm Heavy Infantry	40	—	Foot	
5 Realm Scorpion Teams	(20)	Art	Foot	
1 Realm Lightning Balista Team	(30)	Art	Foot	

Armour TS	30
Artillery TS	50
C3I TS	30
Firepower TS	(30)
Rec TS	20
Force TS	180

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