

Dragon-Blooded Charms

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General

Dragonblooded and Dice-Limits

Dragonblooded Charms are weaker than most Celestial Charms when it comes to internal effects such as adding dice. Dragonblooded may add no more than their Ability rating in dice. This limit increases by the Exalt's Specialty dice if that Specialty applies.

A large number of Dragonblooded Charms grant temporary Specialties for any number of Abilities. Charms which grant these Specialty dice allow the character to have any number of Specialties for one Ability, however the rule that no more than three dice may be applied as a bonus from Specialties still applies. Specialties granted by Dragonblooded Charms DO increase their dice-adder limits. Certain Charms only apply if a Dragonblooded has a specialty in a certain area - temporary specialties count when determining if the character can use that Charm.

Charm Aspects

All Dragonblooded Charms come easier to some Aspects than others. Each Dragonblooded Aspect has five Abilities it naturally favours. Any Charm that is developed from one of these Abilities is considered Aspected to that element. Dragonblooded of the appropriate Aspect can use the Charm without penalty. Any other being (including out-of-aspect Dragonblooded, Eclipse and Moonshadow Exalted) must first forcibly attune their anima to the element by an act of will. It cost one Willpower to attune an anima for one scene, which must be paid reflexively the first time the character uses an out-of-Aspect Charm. After spending the Willpower, the character can use such Charms freely for the rest of the scene.

Additionally, the Abilities within the Aspects have been reorganized as follows:

[Air](#) - Athletics, Linguistics, Lore, Stealth, Thrown

[Earth](#) - Craft, Integrity, Melee, Performance, Resistance

[Fire](#) - Dodge, Occult, Presence, Socialize, War

[Water](#) - Bureaucracy, Investigation, Larceny, Martial Arts, Sail

[Wood](#) - Archery, Awareness, Medicine, Ride, Survival

Reflexive Charms

Dragonblooded do not, unless noted in the Charm description, get to activate Reflexive Charms without it counting as their Charm activation for their action. However, see the Anima keyword below for a refinement of this idea.

New Keywords

Some Dragonblooded Charms require special rules. Rather than repeating those rules, the system of keywords allows the Charm to be shorthanded.

Cooperative - Many of the Dragonblooded's most important Charms are designed to be used in groups. Originally the Dragonblooded were the foot soldiers of the Gods, and their Charm design revolves around them cooperating with each other towards a common goal. To use a Charm cooperatively, all the participating Dragonblooded must know the Charm in question and must activate it at the same time (on the same tick in combat). Eclipse and Moonshadow Exalted may learn such Charms but do not gain the improved benefits when using it with multiple Dragonblooded (their animas do not naturally attune in the same manner).

Elemental - Charms with this keyword are tied more intimately to the five elements than normal. The effects of such Charms vary based on what Aspect the Exalt was born as, as described in the text. Unless otherwise noted in the Charm's text, the Exalt may only learn the version attuned to their element.

Anima - Charms with this keyword represent a process of refining and developing the Exalt's elemental anima. In effect they render the Dragonblooded more like their patrons, allowing them to generate elemental energy from their very souls. These Charms permanently enhance the Exalt's abilities, granting him new techniques he can use by manipulating his anima. Think of them as similar to mutations, but these mutations improve the

Exalt's anima rather than his body. The downside of Anima Charms is that they render the Dragonblooded more inhuman.

When purchased, each anima Charm reduces the character Personal Essence pool by one permanently and increases the character's Peripheral Essence pool by one permanently (in effect on Personal Essence mote becomes one Peripheral Essence mote). If the Anima Charm has a cost in motes to activate, it **MUST** be spent from the character's Peripheral Essence pool. Exalts with a large number of Anima Charms tend to be much more obviously supernatural than their counterparts, and even when they haven't spent any Essence at all they tend to have minor elemental effects surrounding them at all times. For every three Anima Charms the character has, he suffers a -1 external penalty to any attempts to pass as a mortal. Unless noted otherwise, activating Anima effects does not count as a Charm activation. Instead, they count as activating the Dragonblooded's anima powers for the purpose of when and where they can be used.

Eclipse and Moonshadow Caste characters cannot learn Anima Charms.

Universal Charms

First, Second and Third Excellency

All of these Charms work exactly as described in the Dragonblooded Core book with one exception: the cost for the First Excellency is 1m per die, not 1m per two dice.

Instant (Ability) Refinement

Cost: 2m per person Type: Simple (Speed 5, DV-1)

Duration: One Scene

Keywords: Stackable

Mins: (Ability) 3, Essence 2 Prereqs: (Any) (Ability) Excellency

Dragonblooded units were designed to be very specialized but also very versatile, allowing the Dragonblooded to quickly switch focus to new efforts on the fly. With this Charm, the Exalt can elevate his allies to his own level of focus and knowledge in any area. By touching the subject of this Charm (or having everyone join hands in a large group), the Dragonblooded can pass his knowledge on to others.

The Dragonblooded can grant any ally access to a single specialty that is already known to the Dragonblooded using this Charm. This grants the ally a temporary specialty that lasts for one scene, or as long as they are willing to commit the Essence. The Exalt may grant this benefit to multiple allies by committing two motes per ally, up to a maximum number of allies equal to his Essence.

This Charm can grant any number of Specialty dice, but each specialty requires a new evocation. For example, if you wanted to grant your allies the Stealth Specialty "In Groups" at +3, you would evoke this Charm three times to grant the allies an "In Groups" specialty three separate times. You can only grant a specialty you know personally, and only a number of times you actually have it (so you can't grant "In Groups" +3 unless you already have "In Groups" +3).

Terrestrial (Ability) Reinforcement

Cost: 2m, 1wp Type: Simple (Speed 5, DV-1)

Duration: One Scene

Keywords: Stackable, Cooperative

Mins: (Ability) 4, Essence 3 Prereqs: (Any) (Ability) Excellency

No single Charm shows how well the Dragonblooded work together than this Charm. When evoked by a single Dragonblooded it reduces the cost of any Excellencies they know by 1m, to a minimum of one. However if multiple Dragonblooded activate it at the same time then the total discount is equal to the number of Dragonblooded that activate it together (so if four Dragonblooded activate this Charm, all four of them reduce the cost of their Excellencies by 4 motes to a minimum of 1).

(Ability) Anima Infusion

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: (Ability) 2, Essence 2 Prereqs: (Any) (Ability) Excellency

This Charm is the most basic Anima Charm and often serves as the building block for further anima improvements. When this Charm is purchased, all of the Dragonblooded's Excellencies for that Ability become Anima qualities. Remember the limitations of Anima qualities, especially the one that limits them to being paid for only out of Peripheral Essence.

AIR

Athletics

Swift As The Wind

Cost: 1m+ Type: Reflexive

Duration: One Action

Keywords: Combo-OK

Mins: Athletics 3, Essence 1 Prereqs: None

This Charm greatly improves the character's speed. For every mote spent on this Charm, add one yard to the character's Movement rate for the rest of his action. If the character is taking a Dash action this turn, improve that to 2 yards per mote spent.

Buoyant Air Meditation

Cost: 1m+ Type: Supplemental

Duration: One Action

Keywords: Combo-OK

Mins: Athletics 3, Essence 1 Prereqs: None

The Exalt gestures sharply, and a strong breeze lifts him and propels him through the air to a chosen destination. This Charm supplements a normal Jump action. Instead of moving Strength + Athletics yards, the character moves Essence + Athletics yards per tick for up to a maximum of five ticks. This Charm is visually distinctive and involves long graceful flights. The movement can be in any direction, including straight up, but must be in a straight line. However, unless the character ends his movement on something strong enough to support his weight, he will fall at the end of the fifth tick.

Cloud Body Meditation

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Athletics 4, Essence 3 Prereqs: Buoyant Air Meditation, Swift As The Wind

When the character purchases this Charm, his anima becomes much lighter and more buoyant, permanently reducing his effective weight. For 1m the character takes no damage from falls, no matter the height. If the character activates Swift Like the Wind and moves at least one meter per tick he can move across any surface capable of supporting a feather, and he can activate Buoyant Air Meditation in mid-air to cross any effective distance so long as he pays the motes at least one every five ticks and always moves in a straight line.

Tireless Footfalls Cadence

Cost: 5m, 1bhl Type: Simple (Speed 5, DV -1)/Reflexive

Duration: One Day

Keywords: Cooperative, War

Mins: Athletics 4, Essence 2 Prereqs: Swift As The Wind

The Dragonblooded creates an aura of cool air and refreshment which spreads across everybody nearby and allows them to continue running for many hours at a time. This Charm can affect a unit with a Magnitude of 1. Out of combat, it allows the unit to run for hours at a time without experiencing fatigue. Treat the overland speed of this unit as equivalent of a Horse Relay. Any damage sustained by paying the cost of this Charm cannot be healed unless the Dragonblooded rests for at least one full day without any strenuous activity. However, troops supported by this Charm will arrive fresh and ready to fight with no fatigue even if made to run for a week straight. In War, a Dragonblooded character acting as a special character can evoke this Charm to negate the fatigue cost for a charge.

If multiple Dragonblooded evoke this Charm together, the size of the unit that can be affected increases to the number of Dragonblooded that evoke the Charm. (So, three Dragonblooded evoking this Charm can affect a unit of up to Magnitude 3).

Wind Walking Technique

Cost: 1m Type: Reflexive

Duration: One Tick

Keywords: Combo-OK

Mins: Athletics 5, Essence 3 Prereqs: Buoyant Air Meditation

Using this Charm, the Dragonblooded can briefly gain purchase on immaterial air. For the tick during which this Charm is activated, the character can walk on air like it was solid ground, ascending or descending as if he were on a staircase as he chooses. This Charm can be used at the end of a jump to allow a character to plant himself and change direction in mid-leap. It is often comboed with Buoyant Air Technique for this very purpose.

Lightning Stride

Cost: 5m Type: Reflexive

Duration: Instant

Keywords: Combo-OK, Obvious

Mins: Athletics 5, Essence 4 Prereqs: Cloud Body Meditation, Athletics Anima Infusion

This Charm is often considered the pinnacle of Dragonblooded movement. The Exalt takes a step forward, vanishes into Elsewhere in a crack of elemental Essence, and reappears anywhere in his line of sight. This Charm replaces the characters normal movement during the tick in which it is evoked. He may move to any location provided that he can see it with his unassisted vision (unassisted in this case means without any aids, including Charms or mundane vision enhancements). Travel is instant. If the character uses this Charm during the same tick in which he attempts to Reestablish Surprise against someone, he gets +4 bonus successes on the roll due to the difficulty of tracking the Dragonblood's motion. The character **MUST** end his movement on a surface that can support his weight, unless he combos this Charm with Swift Like the Wind or Wind Walking Technique.

This Charm cannot be used to enter an area sealed against teleportation (such as a Private Plaza of Downcast Eyes) nor can it be used while within such an area. Any attempt to do so fails, without the character moving and with no motes having been spent but with the character forfeiting his movement that tick.

Linguistics

Elegant Elemental Tongue

Cost: 3m Type: Reflexive (Step 1 or 2)

Duration: Instant

Keywords: Elemental

Mins: Linguistics 3, Essence 2 Prereqs: None

The Dragonblooded have a greater connection to the five elements than any other Exalted, and from that connection a greater connection to the elementals of the world. This Charm exploits that connection. If a character is interacting with an elemental of the appropriate Aspect, he may spend 3m during any social attack to exploit that connection. Doing so while on the attack renders the characters social attack unblockable and doing so while defending against a social attack creates a perfect social parry. This only applies to elementals of the same element as the character.

For this Charm to work, the character must know the appropriate language of the elemental direction associated with that elemental. For example, to use this Charm against a Fire elemental the character must know Firetongue, and to use it against an Earth elemental he must know Rocktongue.

Wind Carried Words Technique

Cost: 1m+ Type: Simple

Duration: Instant

Keywords: Combo-OK, Cooperative, War

Mins: Linguistics 1, Essence 1 Prereqs: None

When the gods first made their armies, they needed a way for the various forces to communicate swiftly across great distances without being overheard. This Charm allowed them to accomplish this feat. When the Exalt evokes this Charm, he names a single subject who he knows the approximate location of (must be within 10 miles of where the character thinks he is). He can then speak a short message, about one minute in length or long enough for a single social attack. The message then travels to the person and emerges from mid-air about a foot away, with the same volume and discretion that the character had when he first spoke it. If the character does not know the proper location of his target, the motes are spent, and the words go off but they never reach their target and are never repeated. The Dragonblooded has no idea his magic failed until he has a chance to later confirm it with the target.

The cost for this Charm is 1m if the target is within one mile, with each additional mote increasing the range by a factor of ten (so 2m is ten miles, 3m is one hundred and so on). Multiple Dragonblooded may evoke this Charm in concert to contribute more to the pool if necessary.

This Charm has a special effect in War. If a Relay of the Unit knows this Charm, he counts as a number of Relays equal to his permanent Essence. This allowed Dragonblooded lieutenants to control vast forces for their Solar generals.

This Charm cannot be used in an area protected against magical scrying, such as a Private Plaza of Downcast Eyes. Any attempt to communicate with someone in such an area fails, just as if the character had no idea where his target was.

Cipher Missive

Cost: 5m Type: Supplemental

Duration: Instant

Keywords: Combo-OK

Mins: Linguistics 3, Essence 2 Prereqs: Wind Carried Words Technique

This Charm allows the Exalt to transmit information to his peers without others being aware that such information was passed. The character whispers his words under his breath and magical wind carries the words to his target where he can hear them in his ear. It is impossible for anyone without supernaturally keen hearing to overhear the words, and even those with such hearing must make a roll versus a difficulty of the Dragonblooded's Essence to catch the conversation.

The target must be within normal hearing range of the person using this Charm. This Charm is commonly comboed with Wind Carried Words Technique to transmit secret information discreetly.

Language Learning Ritual

Cost: 5m, 1wp Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Cooperative, Training

Mins: Linguistics 3, Essence 2 Prereqs: (Any) Linguistics Excellency

This Charm allows the Dragonblooded to communicate with virtually anyone. Using this Charm is a Dramatic Action which takes about one hour to perform. Using it involves the Dragonblooded interacting with a small group for that hour, as the group slowly becomes better and better able to communicate. At the end of the hour the Dragonblooded chooses one language he knows and everyone in the group suddenly magically knows that language. This effect persists for as long as the Dragonblooded commits the Essence; however, he must interact with the group in a meaningful manner at least once per day to maintain the magic.

Usually, this Charm can affect a social unit with a maximum Magnitude of one. However, if multiple Dragonblooded participate the Magnitude of the unit becomes equal to the number of Dragonblooded involved. All participating Dragonblooded must know the language that is being taught. If someone is the subject of this Charm for at least one week and has the spare XP, they can instantly learn the language without any further training needed.

Poisoned Words Technique

Cost: 5m, 1wp Type: Simple

Duration: Five Minutes

Keywords: Combo-OK, Social

Mins: Linguistics 4, Essence 3 Prereqs: Cipher Missive

This Charm allows a Dragonblooded to "hijack" a conversation by changing the nature of the words as they travel through the air. This Charm can only affect verbal communication. The Dragonblooded must be able to hear the conversation and must be able to speak so that both parties could hear him. This Charm is often Comboed with Wind Carried Words Technique.

To hijack a conversation the Dragonblooded listens for an opportunity, and then when he wishes to change the words being spoken must make a Manipulation + Linguistics roll, applying an external penalty equal to the victims (Perception + Awareness)/2. Success means the Exalt can change the content of the exchange to anything he wishes, from subtle changes of intonation and context to completely rewriting the words. The Exalt can make a Social Attack in this manner. If he fails to score more successes than one parties (Perception + Awareness)/2, that subject is aware of something happening that is changing the content of the message but not certain of the source unless the Dragonblooded is obviously in sight and doing something magical looking.

Voice of Mastery

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Linguistics 5, Essence 3 Prereqs: Poisoned Words Technique

The Dragonblooded's voice permanently takes on an unearthly ethereal quality, seeming to echo with any number of languages in the background. When the character purchases this Charm, his voice becomes infused with Essence, gaining a supernaturally compelling quality that is extremely pleasant and vaguely hypnotic. Many of the best musicians and poets in the Realm have this Charm, but that is only its most benevolent purpose.

Once the character purchases this Charm, he may substitute his Linguistics rating for his Appearance rating when making a verbal social attack or when using his Parry MDV against the same. He may also use Linguistics excellencies to increase the value of his Linguistics for the duration of one attack or defense. Remember that the maximum MDV bonus/penalty is +/-3 due to Appearance. This Charm only takes effect if the Dragonblooded's anima is flaring at the 1+ mote levels of display.

With One Mind

Cost: 5m, 1wp Type: Simple

Duration: One Scene

Keywords: Combo-Basic, Cooperative

Mins: Linguistics 5, Essence 4 Prereqs: Language Learning Ritual, Poisoned Words Technique

In the First Age this Charm was commonly called Speech Without Words; it was only in later ages that the true power of this Charm was refined and developed. In its basic form, the Charm allows a group to communicate without the need for speech. The Exalt selects a number of allies equal to his Essence. For the rest of the scene, he and all the others can communicate with each other telepathically. This communication is conscious and directed - participants will not accidentally transfer their deepest secrets, and a message can be sent to one, all or a selection of those effected by the Charm. This Charm does not give the user any special ability to see into his subject's mind,

though the participants can engage in social combat within the mind link. The Charms terminate at the end of the scene or if any subject moves more than a mile away from another.

The refinement of this Charm only occurs when it is used by a group of Dragonblooded. If everyone in the link activates this Charm at the same time, the users become intuitively linked to each other, able to act and react based on each other's perceptions and instincts. The effect is mildly unnerving the first few times it is used. Sworn Brotherhoods that make extensive use of this Charm seem to grow increasingly similar, often taking on the habits and verbal quirks of their allies.

While under the effects of this Charm everyone in the group gains the following benefits: for the purposes of calculating their DVs their Melee, Martial Arts and Dodge is equal to the highest rating of anyone in the group. The group cannot be caught by surprise if even one member senses the attack coming and will never suffer an Unexpected attack so long as two or more of the unit is still conscious. The Unit gains all relevant Specialties known by anyone in the group, though they still max out at +3 to any one roll. The group can make Coordinated Attacks without having to make a Coordinate Attack roll. If more than one of them attacks the same opponent on the same tick, then the opponent takes a DV penalty equal to the number of people attacking that tick.

The one drawback to this Charm is that it shares pain as well. Whenever anyone in the Unit takes damage, everyone else loses one Willpower point. If anyone ever drops to zero Willpower they drop out of the link and collapse unconscious from the shock.

If a group of Dragonblooded with this Charm form a Mass Combat unit, consider them to have a Drill of 6.

Lore

Ethereal Concentration Trance

Cost: 3m Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Stackable, Training

Mins: Lore 3, Essence 2 Prereqs: (Any) Lore Excellency

The Dragonblooded quickly gain knowledge in any field they pursue. To activate this Charm, the character needs access to a library or some other source of knowledge with which he can quickly study a subject of academic interest. Use of this Charm is a dramatic action which takes no less than one hour to complete. At the end of that time the Exalt gains increased knowledge in a specific area of academic interest, enough to justify a single specialty dot in the field. This specialty remains as long as the motes are committed, although Dragonblooded with enough XP to spare can invest it to instantly learn the specialty (within normal limits). Doing so ends this Charm.

Elemental Assistance Method

Cost: 5m, 1wp Type: Simple (Dramatic Action)

Duration: One Project

Keywords: Cooperative

Mins: Lore 3, Essence 2 Prereqs: (Any) Lore Excellency

The Dragonblooded of the First Age developed this Charm to assist their master's work in the great Factory Cathedrals of the Solar Exalted. The Immaculate histories claim that this Charm was developed under coercion and force, but that its utility survives to the current day.

Using this Charm, the character becomes the perfect assistant to any work of research, artifice or sorcery. It is especially useful in the construction of artifacts. Users describe entering a trancelike state in which they seem to perform actions they don't quite understand, but the leader of the effort always finds invaluable. The Dragonblooded who knows this Charm need not be skilled in the craft being undertaken, and they often were not when it came to the greatest works of the Solars. This Charm cannot supplement the character's own

efforts, but it can assist others. One Dragonblooded using this Charm to assist a primary researcher provides one bonus success to all relevant rolls to complete the project AND reduces the time required by one tenth. Multiple Dragonblooded can assist, each adding one bonus success and reducing the time by +10% (20% total reduction for two assistants, 30% for three and so on). However, the maximum number of Dragonblooded that can assist is one for each Aspect. After that, additional assistants end up duplicating each other's work and any extra speed is offset by getting in each other's way. The time reduction bonus for this Charm is always applied BEFORE any other magical effects.

Counting the Dragon's Coils

Cost: 3m, 1bhl Type: Reflexive

Duration: Instant

Keywords: None

Mins: Lore 5, Essence 3 Prereqs: Ethereal Concentration Trance

Experts among the Dragonblooded do not debate matters, for they can always recall with perfect clarity the elements of their school. This Charm only works if the character has a Specialty in the specific field of study. If so, he may spend three motes to instantly make a roll to recall any relevant details about it. Evoking this Charm has the same effect as if the Exalt had spent at least one season exhaustively researching the matter within the most advanced library he has ever had access to. The stress of this Charm often leaves the Dragonblooded with a splitting headache afterwards.

Elemental Empowerment Meditation

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Elemental

Mins: Lore 1, Essence 1 Prereqs: None

This Charm gives the character refined control over his anima, allowing him to manifest controlled displays of elemental magic from it. Once this Charm is purchased, the character can perform minor tricks with his patron element at no cost. Fire aspects can light candles by snapping their fingers, Earth aspects could clear dust off a shelf with a wave of their hand and so on. The characters control over such magic grants him a degree of mastery over his element. This Charm is often used to justify a stunning variety of stunts and this is explicitly encouraged.

Whenever a character uses a stunt that involves his patron element his mote reward (and ONLY his mote reward) is increased by 2m (as if he had performed a stunt of one level higher) up to a maximum of 6m. As usual with stunts, a character must interact with an existing element of the scene to qualify for a two-die stunt. If a character chooses to regain willpower from a stunt, he does not get the increased mote reward.

Elemental Succour Meditation

Cost: None Duration: Permanent

Keywords: Anima, Elemental

Mins: Lore 3, Essence 3 Prereqs: Elemental Empowerment Meditation

This Charm improves its prerequisite, allowing the Exalt to more safely internalize his elemental affinity. By doing so he recovers quickly from exhaustion and injury by exposing himself to his patron element. If the character surrounds himself with sufficient examples of his element and meditates. he can treat each hour of meditation as two hours of rest. This is for all purposes, including convalescence from injuries and recovering Essence. Storytellers are encouraged to be lenient when it comes to this Charm: any determined Dragonblooded should be able to find (or create) a suitable sanctuary with a token effort. Only when the character is far out of his element (in the far southern desert for a water aspect, or the frozen north for a fire aspect) should this be difficult.

Elemental Detection Technique

Cost: 1m+ Type: Reflexive

Duration: Instant

Keywords: Elemental

Mins: Lore 4, Essence 3 Prereqs: Elemental Empowerment Meditation

Use of this Charm relies on the Exalt's attunement to his affinity element. His anima resonates with other sources of elemental power, allowing the character to sense their presence and approximate location.

When this Charm is activated, it locates the nearest source of the character's element within one mile. Every additional mote spent increases the range by a factor of 10. If there is no source of elemental energy within the range of this Charm, the character also becomes aware of this (in which case he may spend more motes and expand the search). This Charm almost always senses the nearest source of elemental Essence, which can make it frustrating to use undirected for Earth and Air aspects.

The Exalt may also choose to narrow the focus of this Charm. To do so, he must have a specialty in the appropriate area of interest, but he can then filter out any feedback except that related to his area of Specialty. For example, a character with a Specialty of Lore (Elementals) could use this Charm to either detect the nearest source of Fire, or the nearest Fire Elemental. Other common Specialties include Lore (Sorcery), Lore (Fair Folk), Lore (Jade). If someone has gone out of their way to conceal the elemental source in question, then the character needs to make a Perception + Lore roll to detect it. Successfully detecting a source of elemental energy merely informs the character that it is within his range, and its approximate direction.

The final drawback of this Charm is that its usage is an active expenditure of Essence. Any Dragonblooded with this Charm can sense if someone else uses it and they are within the area of effect. All this informs them is that someone used it, and what direction they are from the Exalt. Elementals, spirits with appropriate elemental purviews and certain Fair Folk can also sense use of this Charm.

Elemental Shaping Technique

Cost: Varies Type: Simple (Dramatic Action)

Duration: Varies

Keywords: Elemental, Shaping

Mins: Lore 5, Essence 4 Prereqs: Elemental Succour Meditation, Elemental Detection Technique

While the mighty celestial Exalted can forge the facets of reality, the Dragonblooded have more mundane mastery over the elements of the world. With this Charm, the character's anima infuses the world around him, granting him the ability to control it in the same way he would his own body. Sometimes this is hard - moving several tons of stone is as difficult as it would be to move a body that weighed several tons.

Character with this Charm can take a dramatic action to shape a naturally occurring elemental manifestation of his own element. They can move it, change its shape, or even its state (for instance, water can be frozen or turned to mist). The character can forge mundane items out of the elements. He must spend a number of motes equal to the Resources value of the object he is creating once per roll and accumulate 5 times the objects resources value on an extended Willpower + Craft (appropriate element) roll. Each roll takes about one hour as a dramatic action. This Charm cannot create demesnes, manses, artifacts or any living animals, it is limited to mundane objects.

Exalts of Wood and Earth have the easiest time using this Charm, since the objects they create are made of elements with mundane permanence. Dragonblooded of Water create objects out of intensely cold ice; however this ice will tend to melt in warmer climes. Dragonblooded of Air and Fire find this Charm frustrating because anything they forge will usually lose its shape the moment they stop concentrating. Water, Fire and Air aspects may commit 1m per Resources value of the object to grant it the same permanence as Wood and Earth. In this fashion they can forge chairs of liquid water able to support their weight or door out of raging fire to deter invaders. If the Exalt ever ceases the commitment such works are again subject to the normal laws of Creation. However, the creator can sacrifice a permanent Willpower point to leave a bit of his soul in the object, granting it the same permanence as anything else.

Stealth

Distracting Breeze Method

Cost: 5m (+1wp) Type: Simple
 Duration: One Scene
 Keywords: Cooperative
 Mins: Stealth 3, Essence 2 Prereqs: None

The Dragonblooded calls on the very air itself to help hide his presence. For the duration of this Charm, anyone who makes an Awareness roll to detect the Dragonblooded suffers a -1 external penalty to his roll. This penalty manifests as convenient and distracting environmental effects. A well timed breeze creating just enough noise to mask the Exalt's footsteps is the favourite example, but it can include blowing dust into a guard's eyes to make them water or anything else. The Dragonblood can extend this benefit to a unit of up to Magnitude 1 by paying an additional 1wp when he evokes the Charm.

When multiple Dragonblooded use this Charm cooperatively the external penalty increases to -1 per Dragonblooded. To do so the Charm must be evoked in its large scale effect mode, but it can never affect more than five Dragonblooded at one time.

Zone of Silence Stance

Cost: 3m, 1wp Type: Simple
 Duration: One Scene
 Keywords: None
 Mins: Stealth 4, Essence 2 Prereqs: Distracting Breeze Method

When this Charm is evoked the Dragonblooded creates a zone of supernatural silence around him. This zone is mobile with the character at the centre. All sounds that originate from within a radius of the users Essence in yards are totally silenced. Additionally, any sounds from outside the bubble of silence fail to penetrate. Obviously, this means the character cannot speak or hear others speaking. While within the zone of effect, any attempts to detect the presence of the Exalt by sound automatically fail, however any attempt by the character to sense others by sound also automatically fails.

Pulse Of The Air

Cost: None Type: Permanent
 Duration: Permanent
 Keywords: None
 Mins: Stealth 4, Essence 2 Prereqs: Third Stealth Excellency

The Dragonblooded learns to watch out for his teammates. Using his command of air, he can aid them along by muting their steps, and giving them gentle nudges out of the way of prying eyes. This Charm allows the character to evoke the Third Stealth Excellency for any ally who is within his line of sight. The Exalt pays the cost as normal and his ally rerolls his own pool.

The Passing Breeze

Cost: None Type: Permanent
 Duration: Permanent
 Keywords: Anima
 Mins: Stealth 4, Essence 3 Prereqs: Pulse of the Air

The Exalt learns to manifest the lowest levels of his anima as an effect in the air. Air aspects create cold temperatures, Fire aspects heat up rooms, Earth aspects create dry air and Water aspects make it damp, while Wood aspects create a faint fragrance unique to each Exalt. This considerably aids stealth, since the changes in the environment are much easier to pass off as natural effects than a glowing beacon of Exalted might. Eventually however the Exalt's anima bursts into being; no magic can suppress it forever.

Once the character purchases this Charm treat his anima display as one step lower on the anima display chart for the purposes of interfering with Stealth only. The anima still produces the usual anima flux damage for its level.

Dragon Shroud Technique

Cost: 5m Type: Reflexive

Duration: One Action

Keywords: Combo-OK

Mins: Stealth 5, Essence 4 Prereqs: Zone of Silence Stance

The Exalt draws the Essence of air into his body, taking on some of its properties. For the duration of this Charm the character is invisible, his body becomes completely see through just like normal air. This is not an illusion. Any attempts to locate the character visually automatically fail, unless opposed by suitable magic. This Charm can be activated reflexively just as someone begins to look in the Dragonblooded's location, provided he is aware of the person and paying attention to them. It can also be used in plain sight.

The primary use for this Charm is to either quickly cross monitored areas without being seen or to vanish and escape from an enemy in the middle of combat. If used during an attempt to Reestablish Surprise the opponents dice pool is reduced to zero before applying Charms. While not recommended or sustainable over long periods this Charm can be used in combat on offense and defense. Opponents attacking an invisible opponent (provided they know roughly where he is) suffer a -2 external penalty to their rolls. Similarly, those defending against such attacks either suffer Unexpected Attacks (if they have no idea where the character is) or a -2 DV penalty to their defences (if they do).

Vanished From The World

Cost: 8m Type: Reflexive

Duration: One Tick

Keywords: None

Mins: Stealth 5, Essence 5 Prereqs: Dragon Shroud Technique

This Charm is a refinement of Dragon Shroud Technique. The Exalt further assumes the properties of air, transforming himself into nothing more than a gentle breeze. The characters body and equipment dissolve into a gust of wind, capable of moving anywhere that the air itself can move. This is basically anywhere that isn't airtight. The character can move without any consideration for gravity, though if he fails to maintain this Charm on any tick he will fall. The character moves at his normal walking speed, or his running speed if he took a Dash action. The character has actually become nothing but wind, he is not a spirit and benefits from all the effects of Dragon Shroud Technique while this Charm is active. However, attacks that damage dematerialized spirits can damage the Exalt. Character can activate this Charm during step 2 of attack resolution to evade all attacks for the rest of the tick, provided they cannot hurt dematerialized beings.

At Essence 6+ the Dragonblooded can choose to make this an Anima effect by purchasing the Charm a second time. If he does, he can activate this Charm even if his anima is flaring iconic at the time.

Thrown**Loyal Weapon**

Cost: 1m Type: Supplemental

Duration: Instant

Keywords: Combo-OK

Mins: Thrown 3, Essence 2 Prereqs: (Any) Thrown Excellency

The signature Charm of the Air Aspected warrior is the ability to turn any weapon into a thrown weapon. The character attaches a "string" of invisible air Essence to the weapon, allowing him to propel it no matter how un-aerodynamic it may be. At the end of the tick the Dragonblooded tugs on the string, returning the weapon to his hand. If used with a normal thrown weapon this Charm merely allows him to retrieve them at the end of the tick. If used with a hand-to-hand weapon the character makes a Dexterity + Thrown attack, adding the weapons Accuracy bonus as usual. The range of this attack is the Exalt's Essence x 5 yards. Thrown melee weapons have an effective Rate of 1 for the purposes of this Charm.

Opponents who are using a Guard or Aim action may abort their action on the tick that the Exalt uses this Charm in an attempt to catch the weapon on its return trip (the initial attack occurs too quickly to react to this way, barring Charms). The character must be along the return path for the attack. Resolve this as a Clinch attack against a DV of the Dragonblooded's (Dexterity + Thrown + Essence)/2. Success means that the character has grabbed the weapon in a free hand and the thread of Essence snaps, meaning the Dragonblood will have to retrieve his weapon in some other fashion.

Persistent Hornet Attack

Cost: 2m per action Type: Simple (Speed Varies, DV -1)

Duration: One or more actions

Keywords: Combo-OK

Mins: Thrown 4, Essence 3 Prereqs: Loyal Weapon

This Charm works on a similar principle to the Loyal Weapon; by controlling the weapon with a string of wind Essence the Exalt cannot just retrieve a weapon but cause it to curve around and attack the same target, or even a new target. The character spends 2m when this Charm is activated as part of a normal thrown attack. Resolve this attack as normal. However regardless of whether it hits or not the weapon remains in the air, spinning around on a new trajectory to attack again. The Speed of this Charm is equal to the Speed of the weapon used.

On the next tick in which the character acts he may reflexively attack with a weapon he has enchanted using Persistent Hornet Attack at his full dice pool. This attack may be against anyone in range and is treated as an Extra Attack (which may be supplemented by Excellencies or other Thrown Charms). Before making the attack roll the character may choose to commit two more motes to this Charm to keep it in the air for another action, meaning he gets to make a new attack with this same weapon again at the start of his next action. Spending these motes does not count against his Charm activation limit. It is possible to use this Charm on each action, slowly filling the air with a cloud of swooping projectiles.

This Charm may not be placed in a Combo with any Extra Action Charms, nor may the character benefit from this Charm and activate an Extra Action Charm on the same tick. Activating an Extra Action Charm while the character has projectiles in the air causes all of them to fall harmlessly to the ground. If the character Combos this Charm with any Supplemental Charms (such as Loyal Weapon) he must activate those Charms again on his next action at their full cost, and this does count as a Charm activation.

Finally weapons in mid-air via use of this Charm can be attacked, They have a Dodge and Parry DV (whichever is Applicable) equal to the users (Dexterity + Thrown + Essence)/2. Striking a weapon with a normal attack either destroys it or knocks it to the ground (either way the magic is disrupted and no longer useful) while a successful Clinch will grab the weapon from the air.

Invisible Hidden Chakram

Cost: 1m Type: Reflexive

Duration: Indefinite

Keywords: None

Mins: Thrown 5, Essence 4 Prereqs: Persistent Hornet Attack

The character throws a single thrown weapon and it vanishes in mid-flight, sent Elsewhere to be kept until the Exalt needs it. The mote for this Charm remains committed so long as he wants the weapon to remain Elsewhere. Weapons hidden in this manner are as undetectable as anything else that remains Elsewhere, although effects such as All Encompassing Sorcerer's Sight may be able to determine the nature of the Charm from the committed Essence.

The character may uncommit the mote at any time, causing the weapon to fall harmless to the ground within one yard of him. Or he may make an attack and uncommit the mote at the same time, making a normal attack roll. The primary benefit of this Charm is that weapons released in this fashion do not count against the character's Rate. Thus, if a Dragonblooded had five chakrams hidden by this Charm he could attack with all five in one flurry, regardless of the Chakram's Rate. Each attack is made at the character's full dice pool, but their use counts a Flurry (and inflicts -1DV per attack).

No more than (Essence) Projectiles can be stored at once in this manner. At Essence 6+ this amount doubles. At Essence 8 this amount doubles again.

Whirlwind Shield

Cost: 5m (+1wp) Type: Simple (Speed 3, DV -0)

Duration: One Scene

Keywords: Cooperative, Elemental

Mins: Thrown 3, Essence 2 Prereqs: None

The Exalt conjures up a spinning vortex of elemental energy that protects him from damage by deflecting blows. While this Charm is active the Dragonblooded gains a DV equal to his (Dexterity + Thrown + Essence)/2. This DV applies only to ranged attacks, and then only to ranged attacks from projectiles that would not require a Strength + Athletics of higher than the Dragonblooded's Essence to lift. This DV is always considered a Parry DV, it does not suffer from multiple action or coordinated attack penalties but does suffer from onslaught penalties.

Additionally, this Charm provides increased protection against certain types of attacks, depending on the origin of the attack. Each element naturally rejects certain types of attackers, and if a thrown attack comes from those beings the DV increases by three.

Air - Provides increased protection against attacks from spirits and elementals of Creation below the level of the Incarna.

Earth - Provides increased protection against attacks from Fair Folk or Wyld mutants and other creatures of the Wyld.

Fire - Provides increased protection against attacks from demons and other servants of the Yozi.

Water - Provides increased protection against attacks from non-human Essence channelers not covered by one of the other elements.

Wood - provides increased protection against creatures of Death.

A Dragonblooded may enhance a small group, up to Magnitude one, by spending a Willpower when evoking this Charm. All subjects gain the benefits. If multiple Dragonblooded evoke this Charm simultaneously the Charm provides its bonus to a unit of Magnitude equal to the number of Dragonblooded evoking the Charm. Use the highest traits of any Dragonblooded present when determining the DV. The unit gains the extra benefit of the element if any of the Dragonblooded who evoke the Charm are of the appropriate element.

Vengeful Gust Counterattack

Cost: 2m Type: Reflexive (Step 9)

Duration: Instant

Keywords: Combo-OK

Mins: Thrown 5, Essence 3 Prereqs: Whirlwind Shield

This Charm can only be employed if the character is benefiting from a Whirlwind Shield. Using it, the character catches projectiles in the current of his anima and flings it back at the opponent. This Charm can only be activated if the character blocks a ranged attack with his Whirlwind Shield DV. If so, he may make an immediate counterattack at his full dice pool against the person who made the attack. All the standard rules for Counterattacks apply.

Elemental Bolt Attack

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Elemental

Mins: Thrown 3, Essence 2 Prereqs: None

From hiding weapons with his Essence to lashing out with his Essence directly, this Charm permanently enhances the Dragonblooded who purchases it. All Dragonblooded animas are dangerous, but this Charm refines that, allowing the Exalt to lash out with raw gouts of elemental fury directed at their opponents. This Charm is often called The Dragon's Fang.

This Charm grants the Dragonblooded a new attack. This is a thrown attack made using Dexterity + Thrown. It has the following stats: Speed 5, Acc Essence Dam 2L/m Range Essence x 10 yards Rate 1 The attack does 2L damage per mote spent on its activation, up to a maximum number of motes spent equal to the Dragonblooded's Stamina. Additionally, the raw elemental damage has increased effects depending on the Exalt's aspect.

Air - Freezes the opponent with chilling winds or shocks them with miniature lightning bolts. Opponents must make a Stamina + Resistance roll with an external penalty equal to the health levels of damage inflicted, failure means they suffer a further -2 wound penalty. This effect is not cumulative.

Earth - Hits the opponent with raw concussive force from huge blunt objects. Opponents must make a Stamina + Resistance roll with an external penalty equal to the health levels of damage inflicted, failure means they are knocked prone.

Fire - Burns the opponent alive. This attack is the most blatantly destructive. Add the Dragonblooded's Essence to the raw damage of the attack (each attack costs a minimum of one mote to make).

Water - Water compresses the opponent, crushing them with the pressure of the bottom of the ocean. Treat damage from this attack as Piercing and increase the minimum damage by one die.

Wood - Darts of plant matter seep into the opponent. Treat any opponent struck by this attack as if they were exposed to the Wood Aspect's anima power.

Dragon's Breath Attack

Cost: 3m, 1wp Type: Supplemental

Duration: Instant

Keywords: Combo-Basic, Elemental, Cooperative, War

Mins: Thrown 4, Essence 3 Prereqs: Elemental Bolt Attack

This Charm supplements a Dragonblooded's Elemental Bolt Attack. When the character attacks with an Elemental Bolt supplemented by this Charm, he may target an area of up to (Essence) yards across anywhere within range. The attack explodes over that area, affecting everyone within. Make one attack roll and apply it to the DV of everyone within the area of effect separately. This attack may not be blocked without a stunt and may only be dodged if the opponent also uses his movement this tick to escape the area of effect.

If multiple Dragonblooded evoke this Charm at the same time the effects are greatly increased. Each Dragonblooded must target the same area. Each Exalt must spend the same number of motes on their Elemental Bolt, however use the Essence of the most powerful Dragonblooded present to determine the Accuracy, Range and area of effect of the attack, adding one point for every Dragonblooded beyond the first, to a maximum of double the usual bonus. Treat this as a Coordinated Attack against everyone in the area of effect, inflicting a penalty equal to the number of participants (max = most powerful Dragonblooded's Essence).

This Charm has special rules in War. When used by a Sorcerer special character in a unit of Dragonblooded who also know this Charm the Sorcerer gets all the usual benefits of being in a Unit on the attack. Lookshy relies heavily on this Charm.

Sharpening The Dragon's Fang

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Thrown 5, Essence 3 Prereqs: Elemental Bolt Attack

This Charm permanently enhances and upgrades the character's Elemental Bolt Attack. When first purchased select three of the enhancements below to upgrade the Elemental Bolt Attack. Once this Charm is purchased additional enhancements may be purchased for 3xp or 1BP. None of these effects stack.

- Lightning Speed: Reduce the Speed of the Attack to 4.
- Rapid Fire: Increase the Rate of the Attack to 3.
- Pressure Wave: Allows you to do 4B or 2L per mote spent, chosen when the character makes the attack.
- Grow Range: Increase the Range to Essence x 50 yards.
- Crystal Lens: Increases the Accuracy of the attack by 2.

EARTH

Craft

Forge Hand Technique

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Craft 3, Essence 2 Prereqs: (Any) Craft Excellency

This Charm allows an Exalt to shape his anima into tools and equipment for the purposes of crafting. So long as he has the appropriate Craft ability and knows this Charm, he suffers no penalty to Craft rolls for lack of or inadequate tools. This Charm does not produce materials and reagents, so is useless for the purposes of maintaining magitech devices. Similarly, this Charm only produces mundane tools.

Jade Sculpting Hand

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Elemental

Mins: Craft 5, Essence 3 Prereqs: Forge Hand Technique

This Charm permanently enhances the Forge Hand Technique. The character may now use that Charm to create Jade artifacts (but not magitech) provided the artifact is made almost entirely out of the type of Jade aligned with the Exalt's elemental affinity.

Perfected Assembly Line

Cost: 5m, 1wp Type: Simple (Dramatic Action)

Duration: One Project

Keywords: Cooperative

Mins: Craft 3, Essence 2 Prereqs: (Any) Craft Excellency

While the Dragonblooded cannot reach the heights of artifice of the Celestial Exalted, their ability to maintain the mundane infrastructure of their lands is almost unparalleled. Using this Charm, a character can serve as a foreman on any construction project, flawlessly guiding all the various laborers in their task. A single Dragonblooded may affect a build team of up to Magnitude 1 with this Charm. Multiple Dragonblooded can evoke this Charm at the same time, increasing the Magnitude of the unit affected to be equal to the number of Dragonblooded foreman.

While in this fallen age the leader of the effort is often a Dragonblooded, this Charm does not require the character to be the primary architect and leader of the construction project. Some even say this Charm works better when the Dragonblooded is relaying orders, though such comments are considered mildly heretical in the Realm.

When this Charm is in effect, the character increases the rate of work accomplished by 1 + the magnitude times. So, a magnitude 1 unit works twice as fast, a magnitude 2 unit 3 times and so on.

Flaw-Finding Appraisal

Cost: 3m, 1wp Type: Simple (Dramatic Action)

Duration: Instant

Keywords: Combo-Basic

Mins: Craft 3, Essence 1 Prereqs: None

The Dragonblooded demand only the finest equipment and many use this Charm to assure themselves of that. This Charm is a dramatic action to evaluate the quality of a piece of workmanship. The character makes a roll of Perception + Craft (appropriate) difficulty 1 for mundane items, 3 for artifacts and 5 for magitech, necrotech or similar exotic equipment. Success instantly allows the Dragonblooded to determine whether the equipment

is in working order, its quality, if it has suffered any damages and what would be needed to repair it. If this Charm is used successfully, the Dragonblooded gains +(Essence) successes on a subsequent roll to repair or refurbish the item. These successes may also be applied to an effort to break or sabotage the device, although sabotaging magitech is considered a treasonous crime in Lookshy.

Note that this Charm does not provide materials or reagents required to fix something, merely informs the user of what IS required. Acquiring those items is his problem.

Ritual of Lesser Unmaking

Cost: 10m, 2wp Type: Simple (Dramatic Action)

Duration: One Project

Keywords: Combo-Basic

Mins: Craft 4, Essence 3 Prereqs: Flaw-Finding Appraisal

This Charm allows the Dragonblooded to preserve their diminished resources by disassembling items down to their component parts. Once this Charm is activated the character engages in a project that allows him to effectively disassemble an object down to its raw components. This is essentially a construction effort, just in reverse. It even replenishes reagents and other expended resources that were involved in the construction project. The character must make an extended roll as if he were building an object at all the same difficulties with the same number of successes required. The end result is just entirely the opposite.

This Charm only works on mundane items and magitech (or necrotech and similar complex systems). It can also be used to return a Manse to its base demesne at no risk. It has no effect on solid state artifacts, or creations of glamour. Character can use this Charm to disassemble and cannibalize anything for parts, even magitech artifacts far beyond their ability to make. Ignore the trait minimums when using this Charm to cannibalize magitech devices. The Realm has made enthusiastic use of this Charm over the years, making them responsible for losing more of the legacy of the First Age than anything but the Great Contagion and subsequent Fair Folk invasion.

Ritual of Greater Unmaking

Cost: 20m, 2wp Type: Simple (Dramatic Action)

Duration: One project

Keywords: Combo-Basic

Mins: Craft 5, Essence 4 Prereqs: Ritual of Lesser Unmaking

This Charm functions identically to its prerequisite except it may target non-magitech artifacts, permanent glammers and even creations of First Circle Sorcery. Artifacts are returned to piles of the magical material and exotic components, glammers dissolve into gossamer (which vanishes instantly in Creation) and objects conjured with sorcery or forged from raw Essence are returned to pure Essence.

Elemental Reinforcement Art

Cost: 4m Type: Simple (Speed 7, DV -2)

Duration: Indefinite

Keywords: Elemental

Mins: Craft 4, Essence 2 Prereqs: Flaw-Finding Appraisal

This Charm allows the Exalt to channel raw elemental Essence into an object, temporarily perfecting its flaws with his own force of will. This Charm can affect a single object no larger than the Dragonblooded, and while it can be used on mundane objects, its primary use is in warfare.

To use this Charm, the character must spend the motes and then roll Charisma + Craft. The difficulty of the roll is one for mundane objects and weapons, three for exceptional or perfect equipment or 5 for artifacts. On a success the Charm takes effect and the bonus remains as long as the character continues to commit the motes, even if the object leaves his possession.

When used on a mundane object the object gains the Exalt's Craft as a bonus to its soak totals, or an increase to the difficulty to destroy it by one point.

When used on weapons the effect depends on the character's elemental affinity. Mundane weapons gain the magical material bonus for Jade weapons of the appropriate Jade (see Oadenol's Codex for the specific Jade type bonuses). Armor enchanted with this Charm gains the Jade magical material bonus as well.

Artifact weapons instead gain slightly magical effects. Air aspected weapons reduce the multiple action penalties to attack rolls by one die for the flurry. Earth aspected weapons ignore hardness. Fire aspected weapons count tens on damage rolls as two successes. Water aspected weapons reduce the DV penalty for a flurry of attacks by the weapon by one (for the entire flurry). Wood aspected weapons act as if they exposed the victim to the Wood Aspect anima if they do at least one health level of damage.

Artifact armour gains a soak bonus of the Dragonblooded's Craft against specific types of attacks. Air applies to lightning, cold and attacks of raw Essence. Earth applies to metal weapons as well as stone weapons. Fire applies to fire damage and attacks from Creatures of Darkness. Water apply to attacks from natural weapons such as fists or feet. Wood affects all weapons made out of wood, including most arrows.

Stone Carving Fingers

Cost: 1m per dot of Strength Type: Reflexive

Duration: One Scene

Keywords: Combo-OK

Mins: Craft 5, Essence 3 Prereqs: Elemental Reinforcement Art

This Charm infuses strengthening Essence into the characters fingers, allowing him to push through solid stone as easily as water. The character must commit one mote for every dot of Strength he has to this Charm. Once evoked this Charm halves the difficulty to work with stone in Craft rolls. It can also be used in combat, granting the character's Punch attacks the Piercing quality (and completely ignoring stone armour, if it exists). Add the characters Craft to his Strength + Athletics when making feats of strength related to destroying stone and ignore the soak for stone objects if you attack them in combat. This Charm also allows a variety of stunts which should be encouraged, cutting a hole in a wall of a fortress, scooping out handholds in a cliff-side to make a ladder and so on.

Forging the Dragon's Pearl

Cost: 10m, 1wp Type: Simple (Dramatic Action)

Duration: Instant

Keywords: None

Mins: Craft 5, Essence 4 Prereqs: Ritual of Greater Unmaking, Jade Sculpting Hand, Stone Carving Fingers

Considered by some the pinnacle of Dragonblooded artifice, this Charm forges pure elemental Essence by an act of raw will into a small gem called a Dragon's Pearl. To use this Charm the character needs access to a source of elemental energy. An uncapped demesne of rating 3 or more is acceptable, but an Essence 4+ elemental can also assist in this Charm's use. Obviously, this Charm can be used at the Elemental poles, in fact doing so grants +5 bonus successes to the roll... provided one can survive the experience.

Once the energy source is acquired the character makes an Essence + Craft (appropriate aspect) roll. Success on this roll produces a round opalescent gem that is pure crystallized Essence. This gem has the same effects as a Hearthstone, augmenting Essence recover while worn and can be used to power magitech devices. The Dragon's Pearl provide no special powers, however. The rating of the Pearl depends on how many successes are rolled. One success is a level 1 Pearl, 3 is a level 2, 6 is a level 3, 10 is a level 4 and 15 is a level 5. Any further successes are wasted. Pearl's degrade over time. The Pearl's rating diminishes by one for each month it is left alone, and one or each week of use (either as a hearthstone or essence battery).

Using this Charm more than once a season from the same source of magical energy is highly unrecommended (and is illegal under Realm law). Doing so tends to permanently degrade the source of magical power. The only exception to this rule is the Elemental Poles. Lookshy has an outpost in the far East where elder Dragonblooded retire and earn their keep by providing these Pearl's for shipment back to Lookshy proper.

Integrity

Jade Defence

Cost: 3m Type: Reflexive (Step 2)

Duration: One Scene

Keywords: Combo-Basic

Mins: Integrity 3, Essence 2 Prereqs: (Any) Integrity Excellence

The parties and politics of the Realm are certain to turn even the most wide-eyed idealist into the most cynical pragmatist, and thus this Charm sees constant use in the Realm. When this Charm is evoked, the Dragonblooded creates an aura of disdain towards a topic that renders him completely jaded and uninterested in it. This Charm can be evoked in response to a social attack. The character reacts to this social attack and any further social attacks with the same goal as if he had already spent two willpower this scene to avoid social attacks. This renders him immune to most forms of natural mental influence but has no effect on unnatural mental influence.

Inscrutable Elemental Mind

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Integrity 4, Essence 3 Prereqs: Jade Defence

It could be the existence of this Charm which allowed the Sidereal Exalted to decide the Dragonblooded were more stable than the Solar Exalted. This Charm permanently alters the Dragonblooded's mind, bringing it closer to the perfected alien mindset of the Elemental Dragons. In doing so, they give up a portion of their humanity. This is considered a holy rite by the Immaculate Faith, mainly because those who undergo it seem to be more stable (if less humane) than their fellows.

This Charm permanently alters the Exalt's Limit Break. Instead of gathering limit until the character explodes with elemental fury, the Exalt seesaws between more and less inhuman behaviour. Players are encouraged to roleplay this out, the higher your current Limit the more alien and elemental the character's mindset becomes. Mechanically, an Exalt with this Charm suffers a -1 internal penalty to all Charisma rolls for every two points of Limit he has (rounded down). Anyone who is attempting to interact with the Exalt suffers a similar penalty unless they are an elemental or elementally-aligned spirit. The character gains Limit in the usual manner but loses one Limit from his track for every scene he spends engaged in fundamentally human behaviour (i.e., forming bonds, socializing, participating in community events and so on). Characters may spend one Willpower to ignore his current Limit penalty to rolls for a scene but gains one Limit at the end of the scene (and such scenes do not count towards reducing Limit).

Glorious Loyal Hound Defence

Cost: None Type: Permanent

Duration: Permanent

Keywords: None

Mins: Integrity 1, Essence 1 Prereqs: None

This Charm works similarly to Righteous Lion Defence except that while that Charm allows the character to select an intimacy dedicated to a goal or ideal, this Charm reinforces an intimacy of loyalty towards a social group or individual. Any attempt to make the Exalt betray his loyalty is treated as an Unacceptable Order. However, this Charm also considers any attempt by the Exalt to convince himself to betray his Oath as an Unacceptable Order. If the character does knowingly break his vow of loyalty, he suffers the punishment of heaven, suffering on catastrophic botch as if he had broken an Eclipse Oath from an Eclipse with an Essence of 1. This curse occurs even if the entity to which the oath is dedicated becomes impossible to serve (i.e. the social group ceases to exist, the person dies, etc). As such, this Charm is never purchased trivially.

Many savants of the Second Age blame the steady decline of the Dragonblooded shogunate on this Charm's baneful aftermath.

Ten Thousand Dragons Fight As One

Cost: 1m Type: Reflexive

Duration: Indefinite

Keywords: Combo-OK, Cooperative, Social

Mins: Integrity 3, Essence 2 Prereqs: None

Blood calls to blood, and nothing unites brothers like an outside threat. This Charm allows a Dragonblooded to instantly create a positive Intimacy towards any other Dragonblooded he can see. Even the greatest of enemies can instantly become friends by use of this Charm. For as long as the mote remains committed the characters will treat each other like dear friends and allies. This intimacy is treated in all ways like a normal intimacy, except that it cannot be destroyed by normal social combat as long as the mote is committed. Once the Dragonblooded voluntarily ends the Charm, the intimacy becomes a normal intimacy.

This Charm can be used by multiple Dragonblooded. When it is used, all the Dragonblooded form an Intimacy to all the other Dragonblooded in the group. Additionally, all the Intimacies stack for the purposes of determining DV penalties/bonuses. Thus, if four Dragonblooded use this Charm at the same time they gain a +/- 4 to MDVs versus social attacks related to the Intimacies to their fellow Dragonblooded in the group. This Charm ends for all participants if one participant chooses to end it. Additionally, no Dragonblooded may activate this Charm if he already has one version of it active.

This Charm has special rules in Mass Social Combat. If confronting a group of Dragonblooded using this Charm double the units Magnitude to determine the penalty on your Social Attack and the penalty is not capped at -3.

Power of Friendship Method

Cost: None Type: Permanent

Duration: Permanent

Keywords: None

Mins: Integrity 4, Essence 2 Prereqs: Third Integrity Excellency

The Dragonblooded can draw his friends back from the brink of madness. This Charm can be evoked by the Dragonblooded whenever a character he has a positive Intimacy towards is subject to an affect resisted by the subject's Dodge MDV. If the character is aware of this action and gives a brief affirmation of his friendship, he may pass on a bit of his power to help his friend.

This power allows the character to activate his Third Integrity Excellency in order to benefit his friend. The cost of this Charm merely allows the character to activate his Excellency for another. He must still pay to activate the Excellency at the normal rate and all the normal timing issues of that Excellency apply.

Wyld Scouring Aura

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Integrity 3, Essence 2 Prereqs: None

When the Primordials made Creation, they fixed it in place with five elemental poles whose energies would drive back the ever encroaching Wyld. This Charm draws from the inherently antithetical nature of the five elements to the Wyld and all things from it.

Once purchased the Dragonblooded's anima flux, and all anima-related attacks (such as Elemental Bolt and Refining The Inner Blade) do aggravated damage to Fair Folk and other creatures of the Wyld.

Unflagging Vengeance Oath

Cost: 4m, 1hl Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Elemental, Cooperative

Mins: Integrity 4, Essence 3 Prereqs: Glorious Loyal Hound Defence, Ten Thousand Dragons Fight As One, Power of Friendship Method

Beware the sworn vengeance of the Dragonblooded. This Charm allows a Dragonblooded to swear a brief oath towards the destruction of some concrete person or group (it could be a single person or an entire nation or religion so long as it is a concrete thing represented by actual beings). The Dragonblooded consecrates this oath by pouring his own blood onto his native element. The eyes of heaven then look upon this oath and, if it is suitable, bless it with their power.

This Charm creates a second Motivation for the Dragonblooded, one which is dedicated to the destruction of some person or group that has wronged the Dragonblooded. From that point forward, whenever the Dragonblooded is acting to further this Motivation he may spend a Willpower point to add his Essence in automatic successes instead of just one success as normal. This Charm has additional effects depending on the Dragonblooded's anima.

Air Aspects quintuple (instead of triple) their leaping distance when their anima is active as long as they are pursuing the target of their vengeance. Earth aspects add their permanent Essence to their Bashing, Lethal and Aggravated soak when their anima is active if the attack comes from someone they have sworn vengeance against. Fire Aspects do aggravated damage with anima powers against opponents they have sworn vengeance against. Water aspects reduce their Wound Penalties by their permanent Essence if they are confronting the target of their vengeance and their anima power is active. Wood Aspects increase the Toxicity of their anima power's poison by their Permanent Essence if they are affecting one they have sworn vengeance against.

Multiple Dragonblooded can swear this oath together. If so, it must be sworn against the same target. For the duration, any Dragonblooded can grant any other Dragonblooded who has sworn the same oath one Willpower as a miscellaneous action. This may be done regardless of distance. It may not increase the character's Willpower past his usual maximums.

This Charm has a terrible cost. Heaven demands swift vengeance, and those who tarry while carrying out its will face its anger. For every week that goes by without fulfilling the Motivation created by this Charm, the character suffers one Bashing Health level of damage. This damage is set aside in abeyance and continues to accumulate as long as the Charm is active. If the Exalt ever discontinues use of this Charm or accomplishes his goal all the set aside damage is applied at once. This is considered a cost and thus cannot be avoided in any way. Dragonblooded literature is full of examples of heroic Dragonblooded who fulfill their final act of vengeance years after activating this charm, only to die seconds later.

This Charm has special timing rules if the character has Oath of Loyalty active and the object of his loyalty is destroyed. In such a case the character may activate this Charm reflexively without need for a combo. This can happen even if the character is hundreds of miles away and otherwise unaware of what is happening. If activated in this manner the Dragonblooded knows that someone destroyed what he is loyal to but not necessarily who. The magic of the Oath of Loyalty continues to affect the character until his oath of vengeance runs its course (and the character cannot voluntarily terminate the Charm ahead of time) and if he succeeds then the punishment for failing to protect his lord does not take effect.

Melee

Dragon Graced Weapon

Cost: 1m Type: Supplemental

Duration: Instant

Keywords: Combo-OK, Elemental

Mins: Melee 2, Essence 1 Prereqs: None

The Dragonblooded channels elemental Essence into his weapon, causing it to flare briefly as he strikes. This Charm supplements an attack with a melee weapon. When made, it adds an additional effect to the attack based on the character's Aspect. None of the effects below stack with themselves, but they do stack with each

other. Thus, a character can only be set on fire once, but may suffer the Fire and Water conditions from two separate strikes.

Air Graced Weapons cause numbing pain, either through cold or electric shocks, and inflict a -1 wound penalty if they hit. This penalty heals after at the same rate as a bruised Bashing Health Level. This version of the Charm has the Crippling keyword.

Earth Graced Weapons cover the opponent with a thin layer of rock that makes movement difficult. Add one to the Speed of all actions taken by the character in combat until they break free of the bindings. This penalty can be negated by taking an action to break out of the shell, which requires a Miscellaneous Action and a Strength + Athletics total of the Dragonblooded's Essence +2.

Fire Graced Weapons set the opponent on fire if they hit. Treat this as a Hazard with a Damage of 1L/action and a Trauma of the Dragonblooded's Essence. Putting this damage out requires a stunt and a Miscellaneous action; however, the effect is negated in any environment where fire can't sustain itself (torrential downpours, for example). It should be noted that Extras hit with this power will pretty much universally fall to the ground screaming unable to do anything due to the pain. This effect is treated as Environmental Damage.

Water Graced Weapons causes seawater to condense in the victim's lungs. The victim will begin Drowning (Core p130) unless they do not need to breathe, or they spend 5 ticks doing nothing but coughing up the water (as a Miscellaneous action that may not be flurried). Drowning characters must succeed on a Stamina + Resistance roll (difficulty the Dragonblooded's Essence) to continue fighting.

Wood Graced Weapons create infected wounds much more easily, even against the Exalted and other supernatural beings. The Virulence of these wounds increase by the Dragonblooded's Essence (see core, pg. 151). This almost assures mortals without treatment will turn septic and die. This version of the Charm has the Disease keyword.

Refining The Inner Blade

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Melee 4, Essence 3 Prereqs: Dragon Graced Weapon

This Charm allows the Dragonblooded to forge his anima alone into a weapon of surpassing excellence. When this Charm is learned, the Dragonblooded meditates until he discovers the weapon that is most innately related to his soul. He then twists and shapes his anima until it comes into the shape of the weapon desired. The player selects a single mundane melee weapon with a Resources value no greater than two and applies the Jade Magical Material Bonus to the weapon (or the specific Jade bonus as listed in Oadenol's Codex). This Charm may only ever be purchased once.

The Dragonblooded may draw this weapon from his anima as the equivalent action for drawing a mundane weapon (typically a Misc action but can be modified by Charms). This costs one mote, unless the character is flaring at the 11+ level of anima display in which case it is free.

Soul Crucible Unbinding

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Melee 5, Essence 5 Prereqs: Refining the Inner Blade

This Charm permanently enhances the Dragonblood's Inner Blade as determined by this Charm's prerequisite. The character may spend 5m as a Misc Action either during the process of drawing the blade or at some later point. He slams the weapon into his own heart and in a geyser of elemental fury that instantly raises his anima to the iconic level the weapon multiplies in strength and size. This Charm improves the Inner Blade to the artifact version of the same weapon. Unlike most anima powers, the motes for this Charm remain committed

until he dispels his weapon. Additionally, all attacks made with the upgraded Inner Blade can strike dematerialized spirits.

Five Harmonious Principles Stance

Cost: 3m, 1wp Type: Reflexive

Duration: One Action

Keywords: Combo-OK, Obvious

Mins: Melee 3, Essence 1 Prereqs: (Any) Melee Excellence

Schools of Dragonblooded swordsmanship teach that there are but five fundamental stances, five fundamental strikes and five fundamental defences. Each stance, strike and defense is aligned to a specific element and the schools teach that each stance is superior to and vulnerable to a different stance in turn. Fire defeats wood, wood defeats earth, earth defeats air, air defeats water and water defeats fire; or so the teaching method goes. This Charm naturally developed from such teachings.

When evoked, this Charm allows the character to assume one of five stances, exploiting its benefits but also accepting its weaknesses. The character must activate this Charm on the same tick during which his DV refreshes and the effects persist until the character's DV next refreshes, whether he wants to or not. Committing to the formalized style of this Charm is not done lightly. While the stances are named for the five elements, this Charm is not actually elemental in nature and any aspected Dragonblooded may evoke the benefit of any stance. When the character purchases this Charm, he selects one of the Stances below which he can evoke when he uses this Charm. Additional Stances may be purchased at the cost of 1BP or 3XP. No two stances may ever be combined.

Air Stance allows rapid action and defence but cannot break a stern defense. Reduce the Speed of all your attacks to three (minimum including any other Charms) and all attacks against you suffer a penalty to their dice pool equal to your Essence, this is equivalent to a multiple action penalty since it is caused by the wild flailing of the opponent trying to track your rapid movements. However, none of your attacks this action inflict an Onslaught penalty on the opponent.

Earth Stance allows for a superlative defense and strong attacks but finds it hard to focus on more than one thing at a time. The character suffers no DV penalty for attacks made this action and his damage is increased by his permanent Essence but the Rate of all weapons he is wielding is reduced to one.

Fire Stance allows for many quick, accurate attacks but sacrifices all pretence of defence. Increase the Rate of all weapons by 2 and reduce the character's multiple action penalties on attack rolls this action by his permanent Essence (to a minimum of -2) but double the DV penalty of each attack made.

Water Stance never changes no matter how many times it is hit and rolls in waves to drown opponents. However, like waves, the effects of each individual wave is negligible. Reduce the character's Onslaught DV penalty by the user's Essence (to a minimum of -0), and he may make a Counterattack against each attack he suffers this action. This Counterattack causes no DV penalty. However, the multiple action penalty of any attacks he makes this action are deducted from his base damage before applying soak (and can reduce damage to 0 dice) and he suffers a cumulative -2 to damage on every Counterattack he makes until his DV refreshes.

Wood Stance creeps in through even the strongest defense but fares poorly against the concerted attention of a single opponent. Increase the minimum damage of your attacks by your permanent Essence and ignore Hardness until your next action. However, the DV penalty from Onslaught is doubled until your next action.

Shield Wall Technique

Cost: 2m Type: Reflexive (Step 2)

Duration: One Action

Keywords: Combo-Ok, Cooperative, War

Mins: Melee 3, Essence 2 Prereqs: Five Harmonious Principles Stances

This Charm briefly enchants a shield, using it as a focus for the Exalt's anima and projecting a field of force to protect his allies. When used, it allows a Dragonblooded to grant the benefits of his Shield to up to a Unit of Magnitude 1 (or up to five allies outside of mass combat provided they all stay within 5 yards of each other.) The benefits of this Charm are still considered Cover, and thus can be circumnavigated in the same manner.

Multiple Dragonblooded can evoke this Charm cooperatively. If so, the benefits of the Shield Wall stack with each other. So, a unit of three Dragonblooded each with Tower Shields would gain a total of +3 DV against hand-to-hand attacks and +6 against ranged attacks. No more than five Dragonblooded may ever evoke this Charm at the same time.

The Charm has special effects during War time. If a Unit of Dragonblooded know this Charm, then double the Shield benefits to the Unit for the rest of the battle at no cost.

Portentous Comet Deflecting Mode

Cost: 1m, 1wp Type: Reflexive (Step 2)

Duration: One Action

Keywords: Combo-Basic, Obvious

Mins: Melee 5, Essence 4 Prereqs: Shield Wall Technique

The power of the Dragonblooded cannot be overcome by mortal hands. This Charm may only be evoked if the Dragonblooded is taking a Guard action, it fails if used on a tick during which the character also performs any other action. For the duration of the Charm the character may spend 1m to reduce the opponent's attack dice pool to 0 before applying Charms and Stunts.

Ringling Anvil Onslaught

Cost: 2m per attack, 1wp Type: Extra Action

Duration: Instant

Keywords: Combo-OK, Obvious

Mins: Melee 4, Essence 3 Prereqs: Five Harmonious Principles Stances

This Charm allows the Dragonblooded to hammer down blows on his opponent with the same unstoppable certainty of a smith at his anvil. The Exalt may make a number of attacks equal to his Melee score (including relevant specialties) at a cost of 2m per attack. Each attack is made at full dice pool. However, unlike normal Extra Action Charms the character suffers a -1DV penalty for each attack made.

Blinding Spark Distraction

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Crippling

Mins: Melee 3, Essence 2 Prereqs: Dragon Graced Weapon

Whenever iron strikes iron, sparks are formed. The Dragonblooded learns to enhance this power with his anima, turning a few small sparks into a cascade that blinds his opponent. This effect may be evoked at the cost of 1m whenever the character attempts to Parry an incoming hand-to-hand attack when both weapons are made of metal or magical materials. This counts as a Counterattack and must take place during Step 9 of resolution but does not inflict a -1DV penalty on the Exalt. When evoked, this Charm inflicts a -1 external penalty on all actions the opponent makes until their next action from the flash and distraction. Treat this as an undodgeable, unblockable attack.

Performance

Talented Improvisation

Cost: 3m Type: Reflexive

Duration: Indefinite

Keywords: Stackable

Mins: Performance 3, Essence 2 Prereqs: (Any) Performance Excellence

With but a touch, the Dragonblooded can intuit the purpose of an instrument and play it masterfully. This Charm can be used to grant the Exalt a one die specialty in any musical instrument. He may activate this Charm repeatedly, granting himself as many specialty dice as he wishes, keeping in mind that the maximum Specialty bonus to any die roll is still capped at +3. This Charm may be activated instantly, in the fraction of a second between picking up an instrument and putting it to use.

Earth Orchestra

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Obvious

Mins: Performance 1, Essence 1 Prereqs: None

To the musically inclined Dragonblooded, all the world is a stage and everything in it is an instrument. The character with this Charm can synchronize the environment with his performances, creating music from the natural sounds of the world around him. The patter of raindrops becomes a backbeat, the whistle of the wind becomes your pipes and the sway and creak of the trees is your string section. Even the local animal life becomes part of the orchestra, their chitters and yowls forming a vocal backup to the character's own performances. The magic of this Charm can even silence the world, creating suitable dramatic impact on occasion.

The character never suffers environmental penalties to Performance based rolls. This Charm can also be used to justify a wide variety of stunts. If the storyteller allows the player to use it to modify other ability rolls with creative stunting, that is fantastic.

Instrumental Tuning Practice

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Performance 3, Essence 2 Prereqs: Earth Orchestra

The Dragonblooded learns to infuse his anima into any instrument which he is familiar. This smooths out the imperfections, perfectly tuning it and allowing the Dragonblooded to play physically impossible notes by manipulating it with his very Essence. The character may spend 1m to transform any Specialty dice on a relevant Performance roll with an instrument to automatic successes without needing to roll.

At Essence 5+ this Charm creates two successes per Specialty die.

Dance of Flashing Blades

Cost: 3m, 1wp Type: Reflexive

Duration: One Scene

Keywords: Combo-Basic, Illusion, Cooperative

Mins: Performance 4, Essence 3 Prereqs: Talented Improvisation

Sometimes it is important to have a fight without anyone being aware of it, even within a large crowd. This Charm is activated during a battle, usually the moment hostilities break out, but can also be activated if spectators stumble upon the conflict (or if the conflict stumbles into spectators). This Charm causes subtle shifts in the way the fight plays out, convincing everyone that those involved are just playacting and that no harm is actually being done. Whether the conflict appears buffoonish or deadly serious is a matter of the circumstances, but those affected will simply assume it's all in good fun.

When this Charm is evoked, the Exalt rolls his Manipulation + Performance. Everyone with a Dodge MDV less than the successes rolled is under an unnatural mental influence Illusion effect to treat the battle as a bit of play-acting. Note that people may still react badly to a group of hooligans play-fighting in the streets, especially if there is property damage involved. It costs two willpower to resist the effects of this Charm. This

Charm has no effect on anyone who has already Joined Battle this scene, and the effect instantly ends for an individual who is attacked.

Normally, this Charm can affect a group of combatants whose combined magnitude does not exceed one. However, if multiple Dragonblooded use this Charm at the same time the Magnitude of the conflict that can be concealed increases by one for each additional Dragonblooded. However, this is difficult: each Dragonblooded in the group activating this Charm rolls to activate it, and use the LOWEST die roll of any of them to see whether the illusion works on an individual or not.

Stumbling Clown Attack

Cost: 4m (+1wp) Type: Supplemental

Duration: Instant

Keywords: Combo-Basic, Illusion

Mins: Performance 5, Essence 3 Prereqs: Dance of Flashing Blades

This Charm allows a character to make an attack on someone in full view of any number of witnesses without anyone (potentially even the target!) being the wiser. To use this Charm, the character must be able to make an attack with his chosen weapon, making it a little hard to explain why you are walking around carrying a drawn daiklave. For this reason, this Charm is most often used with hand-to-hand or easily concealable weapons. Normally this Charm involves literally stumbling into the target (in an absent-minded, drunken or friendly manner) to conceal the attack but it can also be used with friendly gestures or even intimate moments. Either way the character must touch the person to be attacked.

Anybody who witnesses the attack and has a Dodge MDV of less than the Dragonblooded's Manipulation + Essence is fooled into thinking no attack occurred. The magic of this Charm is such that if the Dragonblooded kills his target with one strike the Illusion persists until someone attempts to rouse the target, who appears merely unusually laconic and sleepy until then. Resisting this Charm without interacting with the target costs two Willpower.

If the target of the attack has a Dodge MDV less than the Dragonblooded's Manipulation + Essence treat this as an Unexpected Attack. If the attack does damage but fails to kill the target the target is instantly aware of what happened and who attacked him. If the attack fails to do damage (either because it flat out missed or just didn't penetrate the opponents soak to do health levels of damage) the Dragonblooded may spend an additional 1wp above the 4m base cost to convince even the target that no attack was made.

Virtue Inflaming Oration

Cost: 5m Type: Simple

Duration: One Scene

Keywords: Emotion, Social, Elemental

Mins: Performance 3, Essence 2 Prereqs: (Any) Performance Excellence

Every living thing within Creation carries within it a bit of the five elements, as expressed through their Virtues, the principles of which serve as the social underpinning of Creation much like the Elemental Poles serve as the physical. This Charm inflames that spark within, bringing the elemental (and associated Virtue) more to the fore.

Treat this Charm as a social attack which is Unblockable against everyone within the range of the character's voice. Anyone who is affected find that they are filled with passionate energy aligned towards one of their Virtues. The exact effects depend on the Exalt's Aspect. Fire aspects bring Valor to the forefront, Air aspects inflame Conviction, Wood aspects inflame Compassion and Water aspects inflame Temperance. Earth aspects have special conditions, mentioned below.

For the duration of this Charm, treat the targeted Virtue as if it was one point higher, even if it raises the Virtue above 5. Characters also receive one "free" Virtue channel in the affected Virtue which they can use anytime during this scene. The free virtue channel does not cost a Willpower to use and doesn't use up one of the character's normal Virtue Channels. While under the effects of this Charm, the character always fails at Virtue

rolls for the purpose of checking to see if he can ignore the targeted Virtue, even if his Virtue rating is normally only one or two.

Earth Aspects inflame Willpower rather than a Virtue. When this Charm is activated by an Earth Aspect, everybody who is affected immediately gains one Willpower point, even if this raises them above their maximum Willpower rating. However, this Charm dulls passions rather than inflaming them as usual. Treat all Virtue Channels as having one less die for the rest of the scene.

The same character cannot benefit from this Charm more than once per day.

Protective Performance

Cost: 3m, 1wp Type: Simple

Duration: One Scene

Keywords: Cooperative

Mins: Performance 4, Essence 3 Prereqs: Virtue Inflaming Oration

By playing pipes, banging drums or simply chanting litanies in the names of the Five Elemental Dragons the Exalt protects a social group from magical influence. This Charm can affect a social or military unit of which the Dragonblooded is a member up to magnitude 1. This Charm effectively raises the Essence rating of all beings in the group by one for the purposes of resisting any Charm or magical effect.

If used cooperatively the maximum size of the unit that can be affected is equal to the total number of Dragonblooded evoking this Charm. In War a unit affected by this Charm has its Might increase by one, up to a maximum of 3.

Chorus of Droning Voices

Cost: 4m (+1wp) Type: Simple (speed 5 long ticks, -3MDV)

Duration: One Action

Keywords: Cooperative, Emotion

Mins: Performance 4, Essence 3 Prereqs: Virtue Inflaming Oration

From inflaming passions to suppressing them, this Charm drains those who are subject to it of the ability to resist. The Dragonblooded raises his voice or instrument in a simple, wordless tune that echoes across the landscape strangely and makes it hard for anyone who can hear it to concentrate. Those exposed to this Charm for extended periods describe whispering voices that fill their heads with depressing and dark images.

To activate this Charm, the character must spend 4m and 1wp, but each action thereafter he can renew the Charm for the cost of only 4m. For the duration of any actions during which this Charm is active, the cost to resist any Unnatural Mental Influence for everyone is increased by one Willpower (this includes the user!). Each additional Dragonblooded that activates this Charm at the same time increases the cost to resist all unnatural mental influence by one Willpower, but no more than five Dragonblooded may evoke this Charm at the same time. Also, if any Dragonblooded fails to renew the Charm on each action, the droning is broken and each remaining Exalt must spend the 1wp surcharge as if they were activating this Charm for the first time.

This Charm has no effect on magical beings whose permanent Essence equals or exceeds the user's Essence.

Resistance

Armor-Hardening Concentration

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Resistance 2, Essence 1 Prereqs: None

The Dragonblooded can tighten their anima through their equipment, granting their armour the same qualities of their skin when it come to resisting damage. The character can pay 1m during Step 7 of attack resolution to reflexively remove the Piercing quality from any attack, allowing him to use his full armour soak against that attack.

Elemental Armor

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Resistance 3, Essence 2 Prereqs: Armor Hardening Concentration

The Dragonblooded no longer needs armour, because he can harden his anima in a physical sheath that protects him from damage. The armour created by this effect is a real physical armour; the exact physical composition varies from aspect to aspect (glittering ice for a Air Aspect, oversized steel-hard flower petals for a Wood, etc). The appearance of the armour is chosen when this Charm is purchased, and may not be changed. However the appearance is merely a cosmetic effect - all Elemental Armor provides the same benefits.

Elemental Armor may be evoked as a Miscellaneous action. The Exalt must spend 4m to evoke the armour, which remains committed until the character chooses to dispel the armour. So long as the motes from this Charm remains committed, treat the character as if they were displaying an anima banner having spent at least 4m of peripheral Essence, and while further peripheral expenditures can increase this it will never drop below that level. The armour may be "worn" indefinitely. Elemental Armor provides a Bashing and Lethal soak equal to the characters (Essence x2) and a Hardness equal to the character's (Essence). It has a -1 Mobility penalty and no Fatigue value. At Essence 6+ the Mobility penalty is reduced to 0.

Elemental Immunity

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Elemental

Mins: Resistance 4, Essence 3 Prereqs: Elemental Armor

At this level of development, the Dragonblooded learns to internalize some of his anima, granting his body some of the perfection of the five elements. This process makes the character immune to mundane harm from certain sources, the exact sources depend on the character's Aspect. The effects of this Charm are permanent once purchased, granting immunity to all mundane effects associated with the particular Elemental Immunity. For the purposes of this Charm, "mundane" is defined as any effect not created through the application of Charms or Sorcery. For example, while the form-dissolving tides of the Wyld are certainly supernatural, unless they are augmented by the Charms of a Fair Folk or an exalt this Charm provides its benefits.

Air aspects develop their own internal air supply, producing breathable air in their lungs with their own Essence. They no longer need to breathe and become immune to asphyxiation. Earth aspects form the stable centres of creation and thus reject all Wyld forces. They become immune to any Shaping effect produced from Wyld energy (but not other Shaping effects, such as Sidereal astrology). Fire aspects burn all diseases from their system with their inner heat, rendering them immune to all mundane disease. Sadly this immunity had no effect on the Great Contagion. Water aspects take on the qualities of water: no matter how many ways you cut it, it flows back together with ease. Water aspects are immune to mundane Crippling effects, and will regenerate lost limbs and body parts at the same rate they would Incapacitated Health Levels. If the lost limb is still available they can simply press it against the stump to reattach it, a process which takes about one minute. This effect does not restore lost health levels more quickly. Wood aspects become like poison itself, their bodies naturally metabolise all mundane poisons.

Elemental Graft

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Stackable

Mins: Resistance 5, Essence 4 Prereqs: Elemental Immunity

From attaining some of the qualities of the elements, to permanently replacing portions of his body with pure elemental matter. This Charm allows a Dragonblooded to replace lost limbs (or other organs) with elemental matter, fusing it to his body with his anima and forever after treating the fusion as completely natural.

This Charm can be purchased to replace any one limb the character has lost. Alternatively, part of the process of learning this Charm could include ritually removing a limb and replacing it with the elemental matter. The character needs a quantity of the chosen matter when he learns this Charm. This limitation is meant to be used narratively: barring exceptional circumstances (such as being trapped in Malfeas or Autochthonia), acquiring the needed matter is a trivial task. The character shapes the matter into a replacement limb by extending his anima through it, then fuses it to his body and controls it with his Essence. Purchasing this Charm replaces one limb, each additional limb requires a further purchase. Limbs are made out of matter associated with the character's aspect (though the exact type may vary). Air aspects have supernaturally tough ice, earth aspects have stone and clay, fire aspects have iron or volcanic rock, water aspects have water and wood aspects have various wood types or other plant matter.

Limbs replaced in this manner are significantly tougher. They do +Essence damage and do lethal damage. The character can also use them to parry lethal attacks. Each limb replaced adds 1 point to the characters effective Strength + Athletics to perform Feats of Strength. If the character replaces both legs in this manner he may add two to his Strength + Athletics to determine leaping distance and two to Dexterity to determine movement rates (there is no movement/jumping bonus for replacing one leg).

Dragonblooded can also use this Charm to replace internal organs. Doing so perfectly mimics the functions of those organs but makes them far more resilient, able to function even if the character has taken significant damage. The character can purchase it up to two times in this manner. Purchasing it once converts all -1 Health Levels to -0, purchasing it twice converts all -2 health levels to -0. The character retains his -4 Health Levels (and suffers the -4 penalty if it is filled in) and his Incapacitated and Dying Health Levels as normal.

Ox-Body Technique

Cost: None Type: Permanent

Duration: Permanent

Keywords: Stackable

Mins: Resistance 1, Essence 1 Prereqs: None

This Charm functions identically to the Solar version, except that it grants a single -1 and a single -2 Health level per purchase.

Blow Softening Method

Cost: 1m+ Type: Reflexive (Step 7)

Duration: Instant

Keywords: Combo-OK, Obvious

Mins: Resistance 3, Essence 2 Prereqs: (Any) Resistance Excellency

This Charm allows the Exalt to soften incoming attacks by repelling the Essence of the five elements involved. This Charm can only affect attacks that have a physical or elemental component - it has no effect on attacks made out of pure Essence. After determining the base damage of the attack, but before applying soak the character can buy down the damage at a rate of 1m per damage die deducted. This Charm can buy down damage to zero, in which case not even minimum damage is applied.

Invulnerable Skin of Stone Meditation

Cost: 3m Type: Simple (Speed 3, DV-0)

Duration: One Scene

Keywords: Obvious

Mins: Resistance 4, Essence 3 Prereqs: Blow Softening Method

This Charm draws the Essence of the Earth inward, granting the Exalt the fortitude of the elemental pole. For the rest of the scene, add the characters Resistance to his Stamina to determine his Bashing and Lethal soak.

The character can also use a Resistance Excellency to increase his effective Resistance for this purpose for the rest of the scene.

Ever Vigilant Watchmen Method

Cost: 3m, 1bhl Type: Simple

Duration: One Day

Keywords: Cooperative, War

Mins: Resistance 4, Essence 2 Prereqs: (Any) Resistance Excellency

This Charm allows a character to maintain a small group of guards or sentries without need for rest. The Exalt can evoke this Charm to protect himself and a unit of up to Magnitude 1. All the recipients do not suffer any penalties from Fatigue. Note that fatigue still accrues while under the effects of this Charm, but simply has no effect on the character and any other beneficiaries for as long as the Essence lasts. Damage sustained by paying for this Charm cannot be healed until the character spends at least twelve hours sleeping.

This Charm can be evoked cooperatively. If so, the maximum Magnitude that can be effected is equal to the number of Dragonblooded who evoke it simultaneously. This Charm also has special rules in War. If it is evoked by enough Dragonblooded in the unit, the unit suffers no penalties from exhaustion.

Venom Repressing Essence Method

Cost: 5m+, 1wp Type: Simple (Speed 6, DV -2)

Duration: One Scene

Keywords: Cooperative

Mins: Resistance 5, Essence 3 Prereqs: Ever Vigilant Watchmen Method

The Exalt attunes himself to the Essence of poison and represses all harmful effects of it. This Charm does not cure or remove a Poison effect, and it does not prevent any damage from accruing while it is working. However, while this Charm is in effect, the character and his allies suffer no negative effects from any poisons. Any damage afflicted during the duration is set aside, applied only when this Charm ceases to work. This Charm has no effect on damage inflicted before it is evoked. A minor downside of this Charm is that it represses all symptoms, increasing the difficulty to diagnose the poison by two.

The Dragonblooded can evoke this Charm each scene, continuing to repress Poisons indefinitely. However, the cost of this Charm cumulatively increases by one mote each time it is evoked. A meditating uninterrupted Dragonblooded can stretch a "scene" out to one day, if necessary.

Normally a single Dragonblooded can only affect a unit of Magnitude 1, however a group of Dragonblooded activating this Charm simultaneously can effect a unit of magnitude equal to their number.

Disease Repressing Essence Method

Cost: 5m+, 1wp Type: Simple (Speed 6, DV -2)

Duration: One Scene

Keywords: Cooperative

Mins: Resistance 5, Essence 3 Prereqs: Ever Vigilant Watchmen Method

The Exalt attunes himself to the Essence of disease and represses all harmful effects of it. This Charm works like Venom Repressing Essence Method, above. The disease is not halted or cured, but all negative effects are placed in abeyance until the magic fails. Obviously, this Charm represses Sickness effects, not Poison effects.

The Dragonblooded can evoke this Charm each scene, continuing to repress diseases indefinitely. However, the cost of this Charm cumulatively increases by one mote each time it is evoked. A meditating uninterrupted Dragonblooded can stretch a "scene" out to one day, if necessary. The Threshold is still full of tales of heroic Dragonblooded who attempted to use massive chains of this Charm to repress the Great Contagion, only to result in disaster when the Essence finally ran out. In fact, some savants suggest that overuse of this Charm hastened the spread of the Contagion, since while the visible effects of it were repressed the disease remained as contagious as ever.

Normally a single Dragonblooded can only affect a unit of Magnitude 1, however a group of Dragonblooded activating this Charm simultaneously can effect a unit of magnitude equal to their number.

Undying Soldier's Stamina

Cost: None Type: Permanent

Duration: Permanent

Keywords: None

Mins: Resistance 5, Essence 4 Prereqs: Disease Repressing Essence Method, Venom Repressing Essence Method

To quote *The Thousand Correct Actions Of The Upright Solider*, the purpose of a soldier is not to die for his cause, but to make others die for theirs. This Charm allows a character to continue fighting even after deadly blows. The character treats his Incapacitated health level as a -4 health level, and all his dying levels similarly. He still loses dying Health Levels at the normal rate, but until he loses his final health level he may continue to act as if he was at the -4 health level.

Five Dragon Eggs Capture

Cost: 3m, 1hl Type: Reflexive (Step 9)

Duration: Instant

Keywords: Counterattack, Combo-Ok, Obvious

Mins: Resistance 5, Essence 3 Prereqs: Invulnerable Skin of Stone Meditation

This Charm turns any attack against the Dragonblooded into a great risk, because if the attack succeeds the opponent may find themselves with no more weapon.

A Dragonblooded may evoke this Charm whenever he is damaged by a melee weapon (while technically he could do so for ranged attacks, the result is often academic at best). The attack must do some levels of damage. This Charm catches the weapon inside the body of the Dragonblooded, adhering it in place as if the character had suddenly turned into a statue. Even blunt weapons are not immune, as the character's body twists almost unnaturally to catch the weapon.

This Charm allows the character to make a Disarm attempt against the enemy. He always gets at least one more success than the opponent in any resisted rolls in the disarm attempt. Alternatively, if the opponent refuses to (or is unable to) release his weapon, he and the Dragonblooded immediately enter a Clinch.

FIRE

Dodge

Effortlessly Rising Flame

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Dodge 2, Essence 1 Prereqs: None

Anyone can see that Fire abhors Earth and rises to escape it at any opportunity. Purchasing this Charm grants the character some of that natural predilection. This power may be activated in Step 10 of combat resolution, costing one mote to instantly negate any Knockdown effect. The character falls, but instantly rises to his feet. This effect also adds a three point artificial specialty to Athletics to determine jumping distance when the mote is paid.

Arrow Consuming Anima Defence

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Dodge 5, Essence 3 Prereqs: Effortlessly Rising Flame

This Charm infuses the Dragonblooded's anima with the heat of the elemental pole of fire. This causes any wooden arrows that enter the anima to burn up harmlessly before they can harm the Exalt. So long as the Exalt's anima is flaring at least at the 11+ motes level, this Charm perfectly destroys all incoming wooden projectiles (or other flammable ammunition) and Firewand attacks. This Charm has no effect on attacks made by non-flammable materials, such as metal or stone weapons or attacks generated from pure Essence.

Smoke Obscuring Effect

Cost: 3m, 1wp Type: Simple (Speed 3, DV -0)

Duration: One Scene

Keywords: Combo-Basic, Cooperative, Obvious, War

Mins: Dodge 3, Essence 2 Prereqs: (Any) Dodge Excellency

The Dragonblooded concentrates for a moment, then surrounds himself and up to a unit of Magnitude 1 with a hazy field that makes determining their exact location almost impossible. While the most common effect is the namesake smoke, this Charm can produce effects unique to each Exalt, such as clouds of dust and grit, leaves, heat wave distortions or water and ice that reflects and distorts the Exalt's location. This Charm imposes a -1 external penalty against all attacks. This external penalty does not count as a DV bonus for the purposes of Charm limitations, but it is based on visual obfuscation. It does not stack with similar poor vision penalties, and any effect that negates such penalties negates this penalty as well.

When evoked Cooperatively, this Charm may affect a number of individuals whose combined Magnitude is no higher than the number of Dragonblooded participants. This Charm has special timing rules during War. If enough Dragonblooded in the unit know this Charm, its effects are considered to be active at all times, provided those Dragonblooded are Heroes, Sorcerers or Relays within the unit.

Hopping Firecracker Evasion

Cost: 2m Type: Reflexive (Step 9)

Duration: Instant

Keywords: Combo-OK, Obvious

Mins: Dodge 3, Essence 2 Prereqs: (Any) Dodge Excellency

Like fire in the wind, the Exalt retreats from any attack. If the character successfully Dodges an attack, he may make an immediate move action. He may move up to his normal Dash Movement per tick in yards, but this

movement imposes a -2DV penalty just as if the character had flurried a Dash action. Movement from this Charm does not count towards the character's normal movement per tick.

At Essence 4+, the Dragonblooded may also use this movement as an attempt to Reestablish Surprise, using all the normal rules for such an action.

Virtuous Negation Defence

Cost: 2m Type: Reflexive (Step 2)

Duration: Instant

Keywords: Combo-Ok

Mins: Dodge 4, Essence 2 Prereqs: Hopping Firecracker Evasion

The heroic Dragonblooded is always prepared to defend an ally. The character can evoke this Charm whenever an ally within his normal Movement (in yards/tick) is attacked. When evoked, this Charm instantly makes the Exalt the target of the attack. The Dragonblooded may defend against this attack as normal. This has the side-effect of instantly moving the Dragonblooded to the allies location.

Safety Among Enemies

Cost: 3m Type: Reflexive (Step 9)

Duration: Instant

Keywords: Combo-OK, Counterattack

Mins: Dodge 4, Essence 2 Prereqs: Hopping Firecracker Evasion

The crafty Dragonblooded is always prepared to turn his enemies against each other. The character can evoke this Charm whenever he successfully Dodges an attack. He may choose a new target for the attack, who must be within his normal Movement (in yard/tick) of both the Dragonblooded and the attacker. This Charm cannot be activated if there is no valid target for the attack within range. The attacker uses the same attack, with the same weapon and all the same Step 1 Charms (though he need not pay for them a second time) and the new target may defend as normal. This Charm does not impose the usual -1 DV penalty for a Counterattack on the Dragonblooded.

Karmic Retribution Strike

Cost: 4m Type: Reflexive (Step 9)

Duration: Instant

Keywords: Combo-OK, Counterattack

Mins: Dodge 5, Essence 3 Prereqs: Safety Among Enemies

The Dragonblooded is ready to exploit any weakness or opening. The Exalt may evoke this Charm after successfully Dodging an attack. He may then make a close combat attack against the opponent, using his full dice pool for the attack. This Charm follows all the usual rules for Counterattacks, including DV penalties and timing issues.

Flare Defence

Cost: None Type: Permanent

Duration: Permanent

Keywords: Obvious

Mins: Dodge 4, Essence 2 Prereqs: Virtuous Negation Defence, Third Dodge Excellency

This Charm permanently enhances the Dragonblooded's abilities. He may protect his allies by causing elemental flares that can shift and push them out of the way of incoming attacks or help blunt the attacks. Flashes of blinding fire, miniature earthquakes, stiff winds and so on are common expressions of this Charm. Once this Charm is learned, the character can evoke his Third Dodge Excellency to aid any ally in his line of sight. All the normal rules for use of the Third Excellency apply, except that the Dragonblooded pays the motes and the ally benefits from the effects.

Unassailable Anima Body Defence

Cost: 4m, 1hl Type: Reflexive (Step 2)

Duration: Instant

Keywords: Combo-OK, Obvious

Mins: Dodge 5, Essence 5 Prereqs: Karmic Retribution Strike, Flare Defence, Arrow Consuming Element Defence

This Charm allows a character to temporarily merge his body and anima into one, briefly becoming a humanoid flash of raw elemental energy. This Charm renders the character immune to all damage unless the opponent is using a Charm or Magic which is specifically designed to harm dematerialized beings. Even attacks from other dematerialized beings do no damage unless they employ Charms or other magic.

Occult

Spark of Genius

Cost: 10m Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Stackable

Mins: Occult 3, Essence 2 Prereqs: (Any) Occult Excellency

Since the Terrestrial Exalted cannot rely on the expansive Sorceries of the Celestial Exalted, they have been forced to look more deeply into the mysteries of thaumaturgy to maintain their society. This Charm allows the character to instantly learn thaumaturgy degrees. He must have access to a library or tutor which has information regarding the degree and one hour of free time to do nothing but study the subject.

Once the character spends the motes and takes the hour, he develops the lowest level of that degree, able to use any Procedure available at that level. If the character already knows a degree at that level (either via normal training or other applications of this Charm) he attains the next level. In this manner a Dragonblooded can go from completely unschooled to a Master level Degree in three short hours. This knowledge remains for as long as the Dragonblooded commits the motes. If the character has the XP available he may spend them to instantly learn any degree (or procedure within a degree) he qualifies for (obviously characters can only learn advanced degrees after learning the lower level ones).

Breath On Embers Insight

Cost: 12m,1wp Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Stackable

Mins: Occult 4, Essence 3 Prereqs: Instant Occult Refinement, Spark of Genius

This Charm works exactly the same as Spark of Genius, except that it can affect another character instead of the Dragonblooded. The Dragonblooded need not even know the Degree in question, provided he has access to a suitable source of knowledge. Lookshy makes extensive use of this Charm.

Shadows On The Wall

Cost: 3m Type: Simple (Speed 4, DV-0)

Duration: One Scene

Keywords: Combo-OK, Cooperative, Obvious

Mins: Occult 2, Essence 2 Prereqs: None

Through this Charm, the Dragonblooded can alert himself, and his allies, to any dematerialized spirits in the area. The character spend the motes and semi-visible field of Essence (appearing vaguely like heat shimmer) spreads out from him across an area equal to the Dragonblooded's Essence x 5 yards. Once this is finished, the area begins to fill with strange visuals and signs, all of which point to the existence of spirits. This zone is mobile with the Dragonblooded who evoked it.

This Charm works not by revealing the spirits (or other dematerialized beings) directly but by secondary signs. The exact nature of these signs depends on the area in question and the Dragonblooded's aspects, but they

are obvious if you know what to look for. For example, a Fire Aspect may cause all dematerialized beings to cast shadows as if they were material, an Air Aspect may cause them to reflect normally in nearby mirrors, or a Water Aspect may cause a fog with shifting shapes within.

This Charm makes dematerialized spirits valid targets for awareness and investigation rolls; however, these rolls suffer a -1 external penalty because viewers must infer the locations and actions of dematerialized beings. This Charm does not allow people to interact with dematerialized spirits physically.

If this Charm is used Cooperatively the area covered by this Charm significantly increases, becoming equal to the combined Essence of all Dragonblooded using it times ten. However this zone is fixed on a specific point agreed upon by all Dragonblooded who used the Charm. Most commonly this Charm is used to create picket lines around Dragonblooded encampments, especially by Lookshy in the spirit-heavy East.

Soul Scorching Infusion

Cost: 5m, 1wp Type: Simple

Duration: One Scene

Keywords: Combo-OK, Cooperative

Mins: Occult 3, Essence 2 Prereqs: Shadows On The Wall

This Charm allows a Dragonblooded to turn the lowliest group of mortals into a threat to any rogue spirit. It is known by many itinerant Immaculate Monks, who use it to empower a small posse to deal with cowardly spirits. The Dragonblooded has a small group touch their weapons together in the centre of a small circle, then places his weapon (or hand) on them and his anima flows into the weapons, empowering them with spiritual weight that allows them to strike dematerialized beings.

This Charm can only effect man-made weapons (including artifacts), not natural weapons such as fists or feet. Further, the weapons must be in the hands of those who are going to use them, and if these weapons are sheathed, released or dropped for any reason the magic on that weapon ceases to function. A single Dragonblooded can enchant a number of weapons (including his own, if necessary) sufficient to equip a unit of mortals of Magnitude 1. If multiple Dragonblooded evoke this Charm simultaneously increase the magnitude of the unit appropriately. Obviously, proper use of this Charm allows Mass Combat units to engage in battle with dematerialized spirits. This Charm cannot affect ranged weapons, as those weapons must leave the user's hand to be of any effect.

Burning The Sky

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Occult 3, Essence 2 Prereqs: Shadows On The Wall

This Charm causes the Dragonblooded's anima to take on a more ethereal nature: it grows simultaneously less bright to mortal eyes but more obvious to them as well, drawing eyes to it and filling mortals with a vague feeling of divine awe. At the same time, those using Charms such as Spirit Detecting Glance or Essence Sight see that the Dragonblooded's anima has extended into the dematerialized plane.

Once this Charm is purchased, the Dragonblooded's anima can affect dematerialized beings and objects just like it would materialized ones. This includes the Dragonblooded's anima flux damage, the anima powers of the Fire and Wood Aspects and any Charm which allows the Dragonblooded to strike with his anima (such as Elemental Bolt Attack and Refining The Inner Blade). As a trade off, this Charm also makes the character vulnerable to the attacks of dematerialized spirits. If the character's anima is flaring at even the 1+ mote level any dematerialized spirit or other creature may attack or use their Charms on the Dragonblooded as if the spirit were materialized at the time.

This Charm is more common in the Realm (where spirits are more or less under control) than in Lookshy (where spirits are far more likely to attack random soldiers without warning).

Spirit Chaining Strike

Cost: 1m Type: Reflexive (Step 10)
 Duration: Instant
 Keywords: Combo-OK, Obvious
 Mins: Occult 5, Essence 3 Prereqs: Spirit Scorching Infusion

Unlike their Celestial commanders, the Dragonblooded are incapable of permanently destroying spirits. This was a flaw deliberately placed in the Exaltation at the insistence of the Incarna, who distrusted the capacity to endlessly breed an entire race capable of permanently destroying spirits for several reasons. However the Dragonblooded would need some way of truly threatening their opponents, so this Charm was developed as a compromise solution.

When a Dragonblooded successfully slays a spirit, he may reflexively activate this Charm during Step 10 of combat resolution. Doing so causes ethereal chains of elemental Essence to spring from nowhere and ensnare the dissolving Essence of the spirit. The soul of the slain spirit is then dragged, screaming and in pain, into Elsewhere. Cut off from the cycle of reincarnation and the ability to respire Essence, such beings cannot regenerate in the normal manner of spirits. However the bindings the Dragonblooded impose will wear down in time, allowing the spirit to return to Creation... eventually.

This Charm increases the amount of time it takes a spirit to regenerate from death by a factor of the Dragonblooded's Essence. So at a minimum, this will increase the convalescence one thousand times! It was not uncommon during the First Age for certain rogue gods and demons killed during the Primordial War to appear again, unaware of (and unaffected by) the outcome of the War. Such beings were quickly dealt with. The Sidereal Exalted are almost certainly sure that no other such beings of any notable power were killed by mere Dragonblooded and have not yet re-emerged and been dealt with. Almost certainly.

Demesne Repressing Meditation

Cost: None Type: Permanent
 Duration: Permanent
 Keywords: Anima, Cooperative
 Mins: Occult 4, Essence 4 Prereqs: Terrestrial Occult Reinforcement, Occult Anima Infusion

The Dragonblooded have a special tie to the demesnes of Creation, and this Charm builds upon that relationship. To use this Charm, the Dragonblooded must find the centre of the demesne (or hearthstone chamber of a Manse). He then sits down in quiet meditation and focuses all his will on Gaia. One hour later all the Essence flowing through the demesne or manse ceases. This means that no one regains extra Essence while within it, any Hearthstone(s) that originated from it cease to function, any supernatural qualities of the manse that are fuelled by its own Essence cease to function (which can be disastrous in certain cases). This effect continues so long as the Dragonblooded sits in quiet meditation.

While maintaining this Charm, the Dragonblooded can perform no actions of any kind. He is considered Inactive, and he cannot activate any Charms or Anima effects. His DVs are all set to zero. He is utterly unaware of his environment and automatically fails any Awareness rolls to detect the presence of anyone. Only attempting to move the Dragonblooded or inflicting damage on him will register, and even then the Dragonblooded comes out of his trance extremely groggy, suffering a -6 internal penalty to all actions (including Join Battle rolls) for the rest of the scene. While maintaining this Charm the character does not respire Essence: in fact he loses Essence from his peripheral pool at a rate equal to the bonus granted to his respiration by being in the manse/demesne.

A single Dragonblooded can only repress a Manse or Demesne with a rating of one or less. If multiple Dragonblooded team up, they can suppress higher rated Manses and Demesnes. Only one Dragonblooded of each Aspect can participate in this meditation, multiple ones have no effect. Each aspect represented in the meditation circle allows the characters to repress a Manse/Demesne of equal rating. If the Manse or Demesne is rated higher than the number of available Dragonblooded, this Charm has no effect.

Demesne Forming Meditation

Cost: None Type: Permanent
 Duration: Permanent

Keywords: Anima, Cooperative, Elemental

Mins: Occult 5, Essence 5 Prereqs: Demesne Repressing Meditation

This Charm was first developed during the early days of the Primordial War, allowing the righteous armies of the Unconquered Sun to create demesnes to fuel their war efforts without the Primordials being any the wiser. It also saw extensive use during the First Age, especially as the Solars expanded the borders of Creation. While their techniques could form demesnes (and even manses) from the inchoate chaos the use of this Charm was easier in the long-term. The knowledge of this Charm has all but vanished in this fallen age, not the least of which because the logistics of using it are near impossible to arrange.

This Charm must be used cooperatively. A number of Dragonblooded must come together. The Dragonblooded must all be of the same aspect. These Dragonblooded choose a location at least five miles from the location of any other demesne or manse, and then all sit down in a circle, meditating on the Essence of Gaia and singing songs to the Five Elemental Dragons. During this process the Dragonblooded are as vulnerable as those using Demesne Repressing Meditation are.

A single Dragonblooded using this Charm has no effect. A unit of Magnitude 1 will form a level one Demesne of the appropriate aspect over the course of one week. Higher magnitude units of Dragonblooded (and they must be composed entirely of Dragonblooded of a single aspect) produce higher rated demesnes, up to a maximum of a Magnitude 5 unit creating a level 5 Demesne. Do NOT count Health Levels when determining the magnitude of this unit. Each Dragonblooded counts as one person, no matter how many Health Levels he has. It takes one week per level for the demesne to form, during which time all participants must continue to do nothing but meditate on this Charm.

Demesnes formed using this Charm are permanent and have no negative consequences on the local geomancy (though they will alter it significantly) - these manses are created with the will of Gaia herself. If she chooses to, Gaia can refuse to allow a demesne to form with this Charm. If so, every participating Dragonblooded becomes aware of this and (in previous ages at least) usually received a short message explaining why.

Presence

Warm Faced Seduction Style

Cost: 5m, 1wp Type: Reflexive (Step 1)

Duration: One Scene

Keywords: Combo-OK, Social, Emotion, Obvious

Mins: Presence 2, Essence 1 Prereqs: (Any) Presence Excellency

While all the Exalted contain a human (or even superhuman) appetite for sexual congress, it was the Dragonblooded whose very existence was tied directly to the act of procreation. This Charm was among the first the Dragonblooded developed, to ensure that none of them shrugged off their sacred duty. Over the millennia, its purpose has become more broadly defined.

This Charm causes an invisible aura of sexual energy to emanate from the Dragonblooded, arousing anybody who witnesses them. This makes any sentient being capable of desiring intercourse (in whatever fashion) a valid target for any seduction attempt the Dragonblooded intends to make, regardless of sexual orientation or anatomy. Additionally, every social attack the Dragonblooded makes to arouse lust or otherwise aid in seduction is considered Unnatural Mental Influence. Anybody who spends two willpower is immune to these effects for the rest of the scene.

The use of this Charm at House Cynis parties is considered crude and amateurish, though it is popular throughout the Realm.

Glowing Coal Radiance

Cost: 5m, 1wp Type: Reflexive (Step 1)

Duration: One Scene

Keywords: Combo-OK, Social, Emotion, Obvious

Mins: Presence 2, Essence 1 Prereqs: (Any) Presence Excellency

The Exalt concentrates for a moment, and when he opens his eyes they burn with an inner light that seems to pierce through even the most courageous being's heart. The character is actually creating a field of invisible Essence that extends all around him like a miasma, creating fear and uncertainty. This Charm allows the Exalt to appear intimidating far out of proportion with how powerful he actually is.

For the rest of the scene, consider any attempt by the Exalt to intimidate, create fear or otherwise bully others as unnatural mental influence. It costs two willpower to resist this effect for one scene. This Charm also aids in combat. Any mortal faced with the Dragonblooded's burning stare will need to make a Valor roll at difficulty two to attack him (this roll is required only once per scene and has no effects on Exalts). The character can also intimidate with just his gaze. Treat this as a social attack that has a Rate of 1 and a Speed of 6 in combat ticks, roll Manipulation + Presence against the opponent's Dodge MDV. If successful the opponent must spend two willpower to attack the Dragonblooded this scene (spending those points render the character immune to this Charm for the remainder of the scene).

Unbearable Taunt Technique

Cost: 5m, 1wp Type: Reflexive (Step 1)

Duration: One Scene

Keywords: Combo-OK, Social, Emotion, Obvious

Mins: Presence 2, Essence 1 Prereqs: (Any) Presence Excellency

The Dragonblooded's voice becomes filled with fiery vitriol, making his taunts and jibes burn through the self-control of even the most temperate men. This Charm creates a field of invisible Essence that enhances feelings of anger and annoyance in everyone present.

For the rest of the scene, consider any attempt by the Exalt to anger, annoy or otherwise incite violence or aggravation in others to be unnatural mental influence. It costs two willpower to resist this effect for one scene. This charm also aids in combat. The Dragonblooded can attempt to taunt opponents into attacking him to the exclusion of his allies or all tactical sense. Treat this as a social attack that has a Rate of 1 and a Speed of 6 in combat ticks, roll Manipulation + Presence against the opponent's Dodge MDV. If successful the opponent must spend two willpower to do anything but attack the Exalt (or make any reasonable, non-suicidal effort to close to range so they can attack him) for the rest of the scene. Resisting this costs two willpower; the act of spending those two willpower renders the character immune to this Charm for the rest of the scene.

Passion Transmuting Nuance

Cost: 3m Type: Simple

Duration: Instant

Keywords: Combo-OK, Social, Emotion

Mins: Presence 4, Essence 2 Prereqs: Warm Faced Seduction Style, Glowing Coal Radiance, Unbearable Taunt Technique

Fear, lust and anger are far more interconnected than most people are willing to admit. The Dragonblooded who has mastered this Charm knows this well, and can easily turn one to the other and back again. This Charm is primarily used as a social attack, rolling Manipulation + Presence versus the targets Dodge MDV. If successful the Dragonblooded may change a feeling of lust, anger or fear to any one of the others. The object of the emotion does not change, but the context of the relationship does. Using this Charm is considered unnatural mental influence that costs two willpower to resist, however the willpower must be spent the moment the charm is activated. If the victim fails to resist it at that time, the transformed emotions are considered completely real and natural, and fade and revive themselves at the same rate as emotions normally do. To evoke this Charm the Dragonblooded must either speak with the subject or touch them.

This Charm can also be used to affect the three prerequisite Charms. By taking the moment to concentrate and spending 3m, the Dragonblooded can change one currently active instance of those Charms to either of the other two.

Warlord's Convocation

Cost: 2m Type: Supplemental
 Duration: Instant
 Keywords: Combo-Basic, Social
 Mins: Presence 5, Essence 3 Prereqs: Passion Transmuting Nuance

Sometimes the only way to truly communicate is with fists, and the only understanding that can be reached is the understanding of blood on swords. This Charm allows a character to create a social context to his battles, passing his intentions through his blade to his opponent.

This Charm supplements a Charisma + Presence social attack, allowing the character to make that attack in five combat ticks rather than five long ticks. The attack must be Charisma-based, as deception cannot survive in the crucible of combat, and it must be a Presence attack against one target as the character communicates via the intimate action of blade on blade. Resolve the effects of this social attack normally.

Aura of Divinity

Cost: None Type: Permanent
 Duration: Permanent
 Keywords: Anima
 Mins: Presence 4, Essence 3 Prereqs: Warm Faced Seduction Style

While the development of the Dragonblooded anima eventually renders him more and more inhuman, that doesn't necessarily mean it renders him less attractive. Dragonblooded who learn this Charm sculpt their animas into a beautiful representation of their inner soul. The elemental fury emphasizes their natural grace and elegance, their divine blood and it speaks to the inner heart of all beings of Creation.

When the Dragonblooded's anima activates at any level, his effective Appearance increases. The degree depends on how much the anima is flaring. Add +1 to Appearance if the anima is flaring at the 1+ mote level, add +2 to Appearance if the anima is flaring at the 7+ mote level and add +3 to Appearance on any tick during which the character's anima is flaring iconic.

Moth To The Candle

Cost: None Type: Permanent
 Duration: Permanent
 Keywords: Anima
 Mins: Presence 4, Essence 3 Prereqs: Warm Faced Seduction Style

Purchasing this Charm is relatively uncommon. It cannot be purchased if the character has a Temperance score of 3 or higher, and purchasing this Charm permanently prevents the character from ever raising his Temperance to three or higher.

Dragonblooded who purchase this Charm stoke the personal flame of their passion. They become inherently sensual and graceful, their every unconscious movement full of innuendo and raw appeal. This Charm has two effects: it increases the characters maximum Appearance modifier in social combat to +4/-4, and it also allows the character to apply the Appearance modifier to all DVs, not just social DVs. This means that if his Appearance is higher than his opponents, the character gains a bonus to his Dodge and Parry DV, and his opponent suffers a similar penalty. However this dedication has the drawback that the character suffers when up against more attractive opponents.

Socialize

Auspicious First Meeting Attitude

Cost: 1m Type: Reflexive
 Duration: Instant
 Keywords: Combo-OK
 Mins: Socialize 2, Essence 1 Prereqs: None

For the Dragonblooded, society is everything. They are social creatures by nature. Just as fire merges with fire and water with water, Dragonblooded naturally belong. So it is that the first time he encounters a social group or person, the Dragonblooded always find a way to fit in.

This Charm can only be used the first time a Dragonblooded meets someone. If used, it has two major effects. First it informs the Dragonblooded of the person's attitude towards him. He can instantly tell if the person likes him, doesn't like him or is indifferent to him or what have you. This effect occurs regardless of mundane attempts to conceal attitudes and prompts the usual roll-off in the case of supernatural attempts to conceal motivations.

Secondly, it informs the Dragonblooded in a general sense of what he can do to improve the target's attitude towards him. This sense is not overly specific but more of a guideline. For instance, a Dragonblooded may sense that flattery will appeal to his host, or determine that the host needs aid or would prefer solitude at the moment.

The effects of this Charm can (and should) be used to justify two-die stunts throughout the rest of the social encounter.

Smoothing-Over-The-Past Technique

Cost: None Type: Permanent

Duration: Permanent

Keywords: None

Mins: Socialize 4, Essence 2 Prereqs: Third Socialize Excellency, Auspicious First Meeting Attitude

For the Dragonblooded, as with any society made up mainly of soldiers, politeness is mandatory. Insults, whether intentional or not, have a tendency to lead to bloodshed. The less violent of the Dynasty prefer to adroitly sidestep such minefields, clearing up social gaffes and faux pas committed by their less cultured brethren.

This Charm allows a Dragonblooded to smoothly break into a conversation, delicately rephrasing an ally's last few sentences to "fix" them. This allows the Dragonblooded to use his Third Socialize Excellency to affect a Presence or Performance roll just made by an ally, or to affect an ally's Parry MDV based on Presence or Performance. The Dragonblooded must be in a position to overhear the conversation and able to speak up immediately.

Aside from the fact they can use the Third Socialize Excellency to affect Presence and Performance, this Charm does not alter how the excellency works or timing rules, it simply allows the Dragonblooded to target somebody other than himself with the Charm.

Smothering The Flame

Cost: 3m Type: Reflexive (Step 2)

Duration: One Scene

Keywords: Combo-OK

Mins: Socialise 3, Essence 2 Prereqs: (Any) Socialize Excellency

For a soldier, beautiful distractions can be a disaster. Using this Charm, a character can repress such natural diffidence from his person. For the rest of the scene, the character ignores Appearance for the purposes of Social DVs.

Sweeten The Tap

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Cooperative, Emotion

Mins: Socialize 3, Essence 2 Prereqs: None

Like all soldiers, when a Dragonblooded decides to indulge they indulge to excess. This Charm allows a Dragonblooded to bring everyone else along for the ride. By spreading the natural warmth of his anima

through the food and drink, he creates an effect similar to intoxication. While this Charm is often used on alcohol it need not be, any consumable non-toxic substance can benefit from this Charm, from trail rations to peyote.

Anybody who consumes the food or drink will feel warm and pleasant. They will be naturally inclined to let their guard down and more likely to open up to strangers. While this effect resembles intoxication, it is not a drug: the effect is maintained as a magical Essence-fuelled Emotion. Anyone who consumes the food has their Temperance reduced by one for every 2m the Dragonblooded spends when activating this power, to a minimum of Temperance 1. This Charm cannot reduce a Virtue below the limits imposed by the Great Curse.

Normally a Dragonblooded can affect only enough food and drink for a social unit of Magnitude 1. If he wishes to affect more he must do so in turns. Multiple Dragonblooded can use this Charm cooperatively, increasing the magnitude of the unit affected to equal the number of Dragonblooded involved. All participants must spend the same number of motes.

It should be noted that use of this Charm is quite common and accepted among Dragonblooded societies. In the Realm, it is considered terribly rude to take offense at anything said by another Dynast who is under the effects of this Charm.

Wary Yellow Dog Attitude

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Socialize 4, Essence 3 Prereqs: Sweeten The Tap

Dragonblooded train themselves to always be on the lookout for danger. Even the most sophisticated party can include assassins holding daggers at your back. This Charm trains the Exalt's anima to defend him from unexpected dangers, but only so long as he is not truly expecting it.

The Dragonblooded gains a special Parry DV, calculated as $(\text{Appearance} + \text{Socialize} + \text{Essence})/2$. He may evoke this Parry DV at the cost of one mote of peripheral Essence, but only against Unexpected Attacks and only if he has not already made a Join Battle roll this scene. The Dragonblooded can use Socialize Excellencies to improve this Parry DV.

Worldly Court Understanding

Cost: 5m Type: Simple

Duration: Indefinite

Keywords: Elemental

Mins: Socialize 3, Essence 3 Prereqs: Auspicious First Meeting Attitude

This Charm was developed after the Usurpation. Before then, there was no need for it as the elemental courts were well-controlled and spirits respected Dragonblooded; if not so much as their Celestial lords, then because they understood that the Dragonblooded spoke for the Deliberative in most matters.

After the Usurpation, gods and elementals lost much of their respect and fear of the Dragonblooded. Those elementals and spirits closely tied to the five elements could not entirely renounce their respect for the Dragonblooded. Closely tied to Gaia and the Five Elemental Dragons, it was possible for the Dragonblooded to compel respect if it was not offered.

So long as this Charm is active, no elemental or spirit associated with the character's aspect can engage in violence against the user except in self-defence. Those who willingly violate this prohibition suffer as if they had attacked an Eclipse Caste who had evoked his diplomatic immunity.

Note that this Charm only guarantees non-violence. It does not compel spirits to permit you into their homes, nor does it guarantee they will listen to you. Some consider the Immaculate practice of peaceful vigils to have originated around the same time this Charm was developed. Such speculation is frowned upon.

Spirited Retort

Cost: 5m Type: Reflexive (Step 9)

Duration: Instant

Keywords: Combo-OK, Counterattack

Mins: Socialize 4, Essence 3 Prereqs: Smoothing Over The Past Technique

So long as he meets his opponent's argument head-on, the Exalt can twist his words back upon him with unnatural flair and brilliance. This Charm allows the Dragonblooded to make either a Presence or Performance-based social counterattack, provided he uses his Parry MDV against the opponent's social attack.

Innuendo Of The Scorched Earth

Cost: 5m Type: Simple

Duration: Instant

Keywords: Combo-Basic

Mins: Socialize 5, Essence 3 Prereqs: Spirited Retort

The Exalt passionately makes an argument towards one purpose, while actually supporting the opposite idea. His rhetoric is so overblown and excessive that he ends up pushing the audience towards his actual position. Resolve this as a normal social attack, but it is considered Unexpected as the audience's attention is focused in the wrong direction. Any such social attack must use Manipulation, not Charisma, as its base attribute.

Anybody listening can make a Perception + Socialize roll with an external penalty equal to the Dragonblooded's Essence. If they succeed, they see through the Charm to its true meaning. This occurs during Step 2 of resolution and those who succeed on the roll can apply their mental DVs normally.

This Charm is explicitly permitted to be placed in combos with Charms of other abilities.

Brother-Against-Brother Insinuation

Cost: 3m, 1wp Type: Supplemental

Duration: Instant

Keywords: Combo-OK

Mins: Socialize 5, Essence 3 Prereqs: Innuendo Of The Scorched Earth

This Charm supplements a social attack made against a social unit with a magnitude of one or more. The Dragonblooded phrases his words and guides the conversation such that any attempt to deny him comes across as short-sighted, petty and rude. Those who hear it will find their faith in their leadership crumbling. Provided he successfully makes the attack, if the leader spends loyalty to resist the argument, he loses an additional number of loyalty points equal to the Dragonblooded's Essence.

This Charm is explicitly permitted to be placed in combos with Charms of other abilities.

War**Enfolded In The Dragon's Wings**

Cost: 3m Type: Simple (Speed 3, DV-0)

Duration: One Scene

Keywords: Combo-OK, Cooperative, Elemental

Mins: War 2, Essence 2 Prereqs: (Any) War Excellency

By means of this Charm, the Exalt can render his soldiers immune to the dangerous presence of his own anima, allowing the Dragonblooded to perform actions in the close formation they often favour. The Dragonblooded can affect a unit with a maximum magnitude equal to one. A unit so blessed is immune to the Dragonblooded's anima flux and any damage from the Dragonblooded's anima or secondary effects (such as a Elemental Bolt Attack or a Wood Aspects poison) or from the anima of Dragonblooded with the same aspect. This effect also provides the unit with +2 soak versus appropriate elemental damage not from a Dragonblooded's anima.

A group of Dragonblooded can affect a unit whose Magnitude is equal to the number of Dragonblooded using the Charm simultaneously. If Dragonblooded of different aspects participate the entire unit is protected against the animas of all the aspects represented. For example: A Fire and two Wood Aspects Terrestrials employ this Charm. They can affect a unit of Magnitude 3, this Unit is immune to both the Fire and Wood Aspect animas of those (and any other) Dragonblooded and any damage from their Anima powers as well.

Heroic Standardbearer Stance

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: War 3, Essence 2 Prereqs: Enfolded In The Dragon's Wings

With no other Exalt is the term "Anima Banner" more apt than the Dragonblooded. One of the first Charms ever taught to the Dragonblooded, this Charm grants the character the ability to insert useful iconographic displays in their anima as it flares throughout the battle. To those trained to recognize such things (which any Unit in Creation with a drill higher than one has been) they can serve to relay orders across the din and confusion of battle.

This power takes effect automatically if the Dragonblooded anima is flaring at the 11+ motes level. So long as this is true (it is often a good idea to spend some of those motes on this Charm's prerequisite) the Dragonblooded counts as a Relay for the unit he is in, whether he is a Hero or Sorcerer special character.

Phantom Fire Warrior Horde

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, War, Illusion

Mins: War 4, Essence 2 Prereqs: Heroic Standardbearer Stance

This Charm allows a Dragonblooded to greatly expand the scope of his anima and fills it with vaguely translucent warriors. These figures are tall and menacing and march in synch with the Dragonblooded (and any unit he is a part of). While they cannot take or inflict damage, they are very intimidating.

A Dragonblooded hero, sorcerer or leader within a military unit may activate this power by spending 5m whenever the unit makes an attack. If so, the opposing unit suffers a +1 difficulty to any morale checks to avoid hesitation or rout. If this Charm is activated outside of Mass Combat any mortals who are in combat must make an immediate Morale check at difficulty 2 or flee. This second effect may only be evoked once per scene.

Dragon-Seared Battlefield

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Cooperative, Elemental

Mins: War 4, Essence 3 Prereqs: Phantom Fire Warrior Horde

Dragonblooded who learn this Charm can call down the fury of the elements to aid their efforts. This Charm may be activated anywhere within Creation, including Shadowlands, but nowhere outside of it including Malfears, the Underworld or the Deep Wyld or worse.

To activate this Charm the character must take a Miscellaneous Action to concentrate and call upon the elements. He spends 10m, 1wp and causes the area around him to become part of the upheaval. This is centred on the Dragonblooded and extends 50 yards for every dot of Essence the Dragonblooded has. Anybody within the area of effect suffers one of the following effects, based on the Dragonblooded's Aspect. Any Dragonblooded of the appropriate Aspect or anybody protected by Enfolded In The Dragon's Wings is immune to these effects.

Air creates a cyclone that batters and spin the enemy around, throwing off their movement and rendering their mobility greatly reduced. Halve normal movement rates. Additionally, anyone who attempts to make a Jump while in this cyclone must make a Strength + Athletics roll, suffering an external penalty equal to the Dragonblooded's permanent Essence. Failure on this roll knocks the opponent prone, having failed to move from their current location.

Earth causes a tremendous earthquake. This makes it all but impossible to maintain proper footing. This version can also potentially cause landslides and damage buildings or earthworks on the battlefield, explaining why even in the First Age the deliberative preferred to avoid trench warfare. Treat anybody not protected against this Charm as if the ground was an Essence difficulty unstable footing area. Additionally, the Charm damages structures and landscape as if the character was using his Essence in a Strength + Athletics attempt to cause destruction to everything in the area.

Fire fills the air with stifling heat, draining the endurance of everybody not protected against this Charm. Once per action everybody must make a Stamina + Resistance roll to resist Fatigue as if they were wearing armour with a Fatigue Check penalty equal to the Dragonblooded's Essence (plus any actual Fatigue penalty).

Water causes torrential downpours, or if on the water causes miniature tsunami that swamp ships and sink them. On land this Charm inflicts an external penalty on all ranged attack rolls equal to the Dragonblooded's Essence. On a ship this is even worse. Every action the pilot of the ship must make a Wits + Sail roll with an external penalty equal to the Dragonblooded's Essence. If they fail this roll the ship begins sinking as it becomes flooded. It takes a number of failed rolls to sink a ship based on its size, from one failed roll for a rowboat or kayak to three failed rolls for a trireme to five failed rolls for a First Age ship.

Wood fills the air with deadly poisonous pollen, flower petals or other particles. Anybody in the area must roll Stamina + Resistance with an external penalty equal to the Dragonblooded's Essence. Those who fail this roll suffer a -1 internal penalty to all action. This roll is made once per action, each failed roll increases the penalty by one. This is a Poison effect.

This effect may be activated Cooperatively. Only one Dragonblooded of each Aspect may participate. Add the Essence of all the participants together to determine all the effects of this Charm, including area of effect and the penalties imposed on all rolls and so on. The Charm inflicts all the effects of each Aspect involved.

Dragon Vortex Attack

Cost: 10 (+10, 1wp) Type: Simple (Speed 6, DV-2)

Duration: One Scene

Keywords: None

Mins: War 5, Essence 4 Prereqs: Dragon Seared Battlefield

This Charm modifies the character's Dragon Vortex Attack. He takes a simple action to use this Charm, spending 10m plus the cost of Dragon Seared Battlefield (typically 10m, 1wp). In addition to the standard effects of Dragon Seared Battlefield everyone within the area of effect is also considered to be affected by an environmental hazard with a Trauma of (Essence)L and a damage of (Essence)/action.

Only the ten motes for Dragon Vortex Attack remain committed, and these motes may not be decommitted until the scene ends (fifteen minutes outside of dramatic time). Dragonblooded cannot evoke the cooperative quality of Dragon Seared Battlefield while using this Charm.

Threshing Floor Technique

Cost: 1+m Type: Supplemental

Duration: One Action

Keywords: Combo-OK, War

Mins: War 2, Essence 1 Prereqs: (Any) War Excellency

This Charm supplements a Coordinate Attack action. Normally the maximum number of people that can participate in a hand-to-hand attack against the same target is five (or lower depending on the environment). For every mote spent on this Charm one additional character can participate in the Coordinated Attack.

This Charm has special rules in War scale conflicts. When used by a Dragonblooded who is a Hero special character he may activate this Charm to benefit from the full assistance of his Unit, even if he attacks as a single Hero. He must spend a number of motes equal to the Magnitude of the Unit to gain this benefit.

Startling Soldier Arrangement

Cost: 3m Type: Simple (Speed 3, DV -0)

Duration: Instant

Keywords: Combo-OK

Mins: War 3, Essence 2 Prereqs: Threshing Floor Technique

Other than the Speed and DV penalty, treat the activation of this Charm as a standard attempt to make a Coordinate Attack roll.

Dragon Drill Instructions

Cost: 3m,1wp Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Cooperative, Training

Mins: War 4, Essence 3 Prereqs: Startling Soldier Arrangement

This Charm allows a single instructor to tutor a large crowd in the arts of war. The Dragonblooded who activates this Charm can serve as a tutor for any of the following Traits: Archery, Athletics, Dodge, Integrity, Martial Arts, Melee, Thrown and War, as well as specialties for any of the above. He can simultaneously teach a number of students equal to a Magnitude 1 unit without sacrificing training time. This does not speed up training time, however. The Dragonblooded need not be the tutor. Any other suitable teacher can direct the Dragonblooded who will flawlessly pass on his lessons to the students.

Dragonblooded can also use this Charm cooperatively. Each additional Dragonblooded increase the Magnitude of the unit that can be affected by one.

In the First Age this Charm was known as Lion-Dragon Drill Instruction and it synchronised with all the military unit based Training Charms of the Celestial Exalted. Using this Charm, a group of Dragonblooded could increase the maximum magnitude their Celestial masters could affect with such Charms by a number of magnitude points equal to the number of Dragonblooded. However even knowledge of that facet of the Charm is considered heretical and punishable by death by all branches of the Immaculate Order, who have a vested interest in making certain Dragonblooded don't think hard about their relationship with Celestial Exalts.

Shooting Star Manoeuvre

Cost: 1m/tick Type: Supplemental

Duration: Instant

Keywords: Combo-OK, Obvious

Mins: War 4, Essence 2 Prereqs: Threshing Floor Technique

The Dragonblooded soldier knows to wait for the best time to strike. This Charm is activated to supplement an Aim action. For every tick spent Aiming at the same opponent add +2 damage to the Dragonblooded's next attack against the same target, up to a maximum of +6 damage. The Dragonblooded must spend 1m per tick spent aiming.

This Charm may explicitly be used with Combos of other abilities.

Infinite Adaptable Warrior Exercise

Cost: 3m Type: Simple

Duration: Indefinite

Keywords: Stackable

Mins: War 5, Essence 3 Prereqs: Shooting Star Manoeuvre

Taking a few seconds to study the terrain or his opponent's strategy the clever Dragonblooded can internalize those facets and develop an intuitive strategy to defeat them. This Charm can be used to add a Specialty to Archery, Martial Arts, Melee, Thrown and War. This specialty must be either "Against (specific foe)" or "In (specific location)". The specific is to be interpreted tightly, you can gain a Specialty against The Bull Of The North or In Nexus but not Against Dawn Caste Exalts or In Crowded City Streets.

As is usual with artificial specialties, the character may evoke this Charm as often as he wishes. He must grant the specialty to each Ability separately with separate invocations of this Charm. As usual, the maximum Specialty bonus is +3.

Drill Sergeant's Encouragement

Cost: None Type: Permanent

Duration: Permanent

Keywords: None

Mins: War 5, Essence 4 Prereqs: Dragon Drill Instructor, Infinite Adaptable Warrior Exercise, Third War Excellency

This Charm permanently enhances the Dragonblooded's capability. To benefit from this Charm the character must have used Infinite Adaptable Warrior Exercise to gain a specialty appropriate to the situation. Whenever that specialty applies to a roll or DV the character may evoke his Third War Excellency to modify the rolls of any ally within line of sight. This Charm may modify rolls or DVs based on Archery, Martial Arts, Melee, Thrown or War provided the character has used Infinite Adaptable Warrior Exercise to gain a specialty in the appropriate Ability and the Specialty applies to the roll or DV in question.

For example: Tepet Arada uses Infinite Adaptable Warrior Exercise to gain a Melee Specialty "Against the Bull of The North". Whenever his allies within line of sight make a Melee roll against the Bull of the North or use a Melee based DV against him Arada can evoke his Third War Excellency to modify the roll of DV appropriately.

This Charm does not alter the timing or compatibility rules of the Third Excellency, only allows the character to use it to aid his allies rolls instead of himself.

WATER

Bureaucracy

Confluence of Savant Thought

Cost: 3m Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Stackable

Mins: Bureaucracy 2, Essence 1 Prereqs: (Any) Bureaucracy Excellency

In the First Age it fell to the Dragonblooded to run the various ministries of the Realm. Their Celestial masters were too uninterested in minutia. But even then, the Dragonblooded were in high demand and needed to be moved from area to area often. In the current age, Dragonblooded often find themselves transferred from satrap to province and back again with little warning as part of the Great Houses political games, and so this Charm remains popular.

By taking an hour to interact with a given organization the character can chart its movements as a master riverman charts the waters. The character is considered to know all the rules (both official and unofficial) of the organization he has studied and can answer questions about it like he was a veteran of decades of service. Finally, he gains a Specialty to his Bureaucracy Ability relevant to the organization in question. He may spend additional hours to gain additional specialty dots. As usual multiple specialties can never grant more than a +3 bonus to any one roll.

Benevolent Master's Blessing

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Bureaucracy 3, Essence 2 Prereqs: Confluence of Savant Thought

Ultimately all authority radiates from a single source and must return to that source, as the ocean becomes the clouds becomes the rain and back to the ocean. The character who knows this Charm can attune himself to a single authority figure and through them channel that authority.

To use this Charm the character must have the permission of an authority figure who trusts them to act in their best interest. The character then commits 3m to that figure, which manifests as a blue jade jewel which the master keeps near them at all times. From that point forward anytime the Dragonblooded's anima flares at any level and is seen by another everyone who sees it knows, instinctively, who it is the Dragonblooded represents and that the Dragonblooded speaks for that character in his absence. How they react to this knowledge is up to them, but this Charm is widely considered to be impossible to fake. The effects of this Charm cease to function during Calibration, after that period all the Dragonblooded who have used it must return to reconfirm their authority with their master.

Bestow The Saffron Mantle

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Bureaucracy 4, Essence 3 Prereqs: Benevolent Master's Blessing, Instant Bureaucracy Refinement

Purchasing this Charm has two effects. First, it permanently enhances a character's Instant Bureaucracy Refinement making the duration of that Charm Indefinite. In this manner, a character can quickly school an underlying in the details of his business and then leave him with some guarantee that he can handle it at least competently.

This Charm also as a second effect, which is frowned upon by the Immaculate Order. By touching a mortal and spending 5m the character painfully brand the mortal with his own personal icon. From that point forward the mortal has a

Bureaucracy rating equal to the Dragonblooded's. His Motivation also changes to one which ensures his complete loyalty to the Dragonblooded. Best of all, he understands intuitively what the Dragonblooded would wish him to do in any

circumstance and may act at all times as if he had time to consult his master. This effect lingers for one month, at which point the Dragonblooded may renew the power by spending 5m as a reflexive action. This power ceases to function at

Calibration, regardless of the Dragonblooded's wishes. Branding an unwilling mortal may require a martial arts attack. No Dragonblooded may use this effect on more than one mortal at a time.

The final effect of this Charm is why it is considered so dangerous. If a Dragonblooded dies under the influence of the second effect of this Charm he may reflexively transfers his consciousness to the mortal. His mind completely overwrites the mortal's in a painful flare of Essence. The Dragonblooded uses his hosts physical Attributes and Appearance but retains all his other Attributes, Abilities and Virtues but can use none of his Charms or supernatural powers. He

will live out the remaining days of the month, at which point his Essence passes on to its destination leaving the mortal shell behind a lifeless husk. If he has any motes left in his pool at the time of death, he may spend them in

five mote increments to increase the duration of his possession by one month for each total five motes spent. While this Charm can allow the Dragonblooded's spirit to perform one final task (including avenging his own death)

Dragonblooded families have taken to killing such proxies pre-emptively to prevent a scandal.

Chosen Legal Defence

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Holy

Mins: Bureaucracy 5, Essence 3 Prereqs: Benevolent Master's Blessing

This Charm permanently enhances the Dragonblooded's anima. So long as he is acting within the limits of his properly mandated authority his anima will protect him from the attacks and arguments of criminals and rebels.

The character gains a special Parry DV, calculated as equal to his $(\text{Charisma} + \text{Bureaucracy} + \text{Essence})/2$. This DV is treated like a Parry DV for all purposes and may be modified by Bureaucracy Excellencies. The character may only benefit from this DV if his anima is flaring at the 7+ motes level of display, and will protect him only if he is acting within the bounds of his duly appointed authority. This Parry DV applies to any physical or social attack, even attacks or Charms that may only normally be resisted by Mental Dodge DV.

This Charm always works against any Creature of Darkness who is not a Yozi, Neverborn, Primordial or Unshaped Fair Folk. It never functions against the Incarna, Celestial Lions or Censors of the Celestial Bureaucracy nor against Solar Exalts, a fact which the Sidereals try their best to conceal.

Writ of Terrestrial Prohibition

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Holy, Cooperative

Mins: Bureaucracy 5, Essence 4 Prereqs: Chosen Legal Defence

Taking a scroll of good quality paper (Resources cost **), the character focuses his anima into his fingertips and begins to write a legal document, searing the words into the paper. As he writes down this document the character names a

single Creature of Darkness and then details every crime against Creation, The Realm and Heaven that it is guilty of. For the purposes of this Charm "Being In Creation Without the Express Permission Of A Celestial Exalt" is always considered a crime, but the Immaculate Order never teaches this. This scroll must be written in Old Realm.

When the character next encounters that creature of darkness (or in the case of First Circle demons, any of that specific breed) he may draw out the scroll and abjure it in the name of Gaia and Heaven to be gone from Creation. He then spends five motes, vaporising the scroll in his anima and causing the words to revolve around him in his anima. Doing so in combat is a Miscellaneous action. The character makes an immediate Charisma + Bureaucracy roll, resisted by the target's Dodge MDV. For every crime the Dragonblooded wrote down of which the target is guilty he adds one automatic success to this roll, but if accused of even a single crime falsely this Charm fails automatically.

If the Dragonblooded is successful in this roll the Creature of Darkness is immediately banished from Creation. Demons and such vanish to Malfeas in a cloud of brimstone and green light, ghosts and such are dragged through a gap in the earth into the Underworld, Fair Folk and other Wyld creatures disappear in a puff of logic, reappearing somewhere in the Deep Wyld. Such beings cannot return to Creation until the next Calibration.

If multiple Dragonblooded evoke this Charm as a cooperative effect, then have one Dragonblooded make the roll, adding two successes for each additional Dragonblooded participant (each must have their own scroll). Up to one Dragonblooded of each Aspect may participate.

Geese Flying-South Administration

Cost: 5m Type: Simple (Dramatic Action)

Duration: One Task

Keywords: Cooperative

Mins: Bureaucracy 2, Essence 2 Prereqs: (Any) Bureaucracy Excellency

While it isn't uncommon for the Dragonblooded to have a host of aides-de-camp, servants and other bureaucrats in their employ, still this Charm is useful for emergencies... or on the occasions secrecy is demanded. It was the first Bureaucracy Charm developed before the Primordial War.

Using this Charm, a Dragonblooded can do the work of an entire organization, provided that organization is no larger than a Magnitude 1 social unit. This Charm involves a combination of Exalted ingenuity and efficiency, and elemental telekinesis to actually physically perform multiple tasks. Otherwise the character can do the function of an entire Bureaucracy that size.

Multiple Dragonblooded can evoke this Charm together, increasing the size of the organization that can be substituted for by one magnitude point per Dragonblooded.

Thrashing Carp Sabotage

Cost: 5m Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Cooperative, Illusion

Mins: Bureaucracy 3, Essence 2 Prereqs: Geese Flying-South Administration

This Charm works in the opposite manner of its prerequisite. The Dragonblooded can prevent any organization from accomplishing a single chosen goal indefinitely. He must be working in the organization at the time, and the organization can be no larger than a magnitude 1 social unit. This Charm also prevents any suspicion from falling on the Dragonblooded as the guilty party. This later effect is a magical Illusion effect. Any censors wishing to uncover

the source of the corruption must spend one willpower every time they make a roll or evoke a Charm to investigate the matter.

Multiple Dragonblooded can evoke this Charm cooperatively, increasing the size of the organization by one Magnitude dot per Dragonblooded.

Entrenched Bureaucrats Attitude

Cost: 7m Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Combo-OK

Mins: Bureaucracy 4, Essence 3 Prereqs: Thrashing Carp Sabotage

Having become conversant in the arts of magical sabotage, the Dragonblooded can now inoculate his underlings against it. This Charm is a dramatic action which involves writing an action statement, order of rules or giving a motivational speech to a bureaucratic organization. The important part is that this action contains no actual instruction or useful advice, being full of useless bureaucratic double-take and catchphrases. This action creates a magical lethargy and inertia within the organization.

The Dragonblooded rolls Manipulation + Bureaucracy. He can affect a social organization whose Magnitude is equal or less than the successes rolled. The Bureaucracy becomes magically static, it will remain exactly as corrupt, inefficient and effective as it was at the time this Charm was imposed. No mundane effort to improve or degrade the quality of its work will be successful. Magical attempts made by beings whose Essence is less than the Dragonblooded's cause a roll off (as detailed on page 179 of Exalted). This Charm has no effect on magic from beings whose Essence equals or exceeds the Dragonblooded's.

Insightful Ledger Correction

Cost: None Type: Permanent

Duration: Permanent

Keywords: None

Mins: Bureaucracy 4, Essence 3 Prereqs: Third Bureaucracy Excellency

Examining any bureaucratic process, the Dragonblooded can offer subtle suggestions that might well improve the process. He can also perform this Charm on any bureaucratic document that comes to his attention, making a few quick corrections that improve it in a number of ways.

This Charm allows the character to evoke his Third Bureaucracy Excellency to assist another character, so long as the effects of the other character's roll have not already come to pass (this Charm doesn't allow one to rewrite history).

This Charm does not alter the timing or compatibility rules of the Third Excellency only allows you to pay the motes so another may benefit.

Using this Charm on the work of mortals is common and expected. Using this Charm on the work of other Exalted may come across as insulting.

Investigation

Testing The Waters

Cost: 1m Type: Reflexive (Step 1)

Duration: Instant

Keywords: Combo-OK, Social

Mins: Investigation 3, Essence 1 Prereqs: (Any) Investigation Excellency

From the heart flows the centre of all emotion, or so the saying goes. By reading the beating of another's heart the Exalt can learn his emotions.

The character may activate this Charm whenever he makes a Social Attack against another being. He is immediately able to tell, before completing the social attack, if his opponent MDV has been affected (either positively or negatively) by the targets Motivation, an Intimacy or a Virtue rated three or higher. If he wishes, he may abort the social attack before it proceeds to Step 2, meaning the target will not be aware that any social attack was about to be performed at all. The character still suffers and multiple action penalties for making the attempt.

This Charm is explicitly permitted to be part of a combo with Charms of other Abilities.

Old Friends Attitude

Cost: 6m Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Stackable

Mins: Investigation 4, Essence 2 Prereqs: Testing The Waters

Using this Charm is a dramatic action that requires at least an hour to perform. To use it the character must either interact with the subject or view the subject in action during a non-hostile social situation. At the end of this time the Dragonblooded spends 6m and gains an intimate understanding of the subject, how he speaks, the turns of logic he uses his emotional strengths and weaknesses.

Mechanically this creates a one die Specialty "Regarding (individual person)" for both the Exalt's Presence and Investigation Abilities. This Charm may be evoked repeatedly (at one hour of study per use) to gain additional Specialty dice, but as usual this bonus may never exceed +3. This Charm can also be used to justify certain stunts, such as guessing an "old friends" passwords or where he might hide a treasure. Such stunts should not be automatically successful but should allow normally improbable feats to be rolled for.

Still Pond Reflection

Cost: 1m Type: Reflexive (step 10)

Duration: Indefinite

Keywords: Combo-OK, Touch

Mins: Investigation 5, Essence 2 Prereqs: (Any) Investigation Excellency

The Exalt touches a person or object and invests a single mote in it, similar to the effect of attuning an artifact. If the subject is aware and unwilling the character must make an unarmed attack roll to perform this Charm. However, he can choose to evoke it after he has succeeded. Once he does so he can feel the location of his Essence within the geomantic tides of Creation. Wherever the object is it will pass along its presence to the Exalt like a stone creates ripples in a pond.

As long as the mote remains committed the Exalt is always aware of the location of the tagged object or person relative to himself. In combat this means that the Dragonblooded always succeeds on any attempt to resist a Reestablish Surprise action from an opponent tagged with this Charm (or if the opponent is carrying an object tagged by this Charm). This Charm also allows the character to automatically succeed on any tracking roll versus mundane stealth. Against supernaturally imposed stealth this Charm allows the Exalt to act as a supernatural tracker.

This Charm need not apply to a person, you can tag an object they are carrying, but then you run the risk of them dropping or leaving the object behind. Further any use of All-Encompassing Sorcerer's Sight or similar magic will reveal the nature of the tag. This Charm only works while both the Exalt and the subject are in Creation (including Yu Shan). If the Exalt or the tagged subject moves to the Underworld, Malfeas, the Middlemarches of the Wyld or similar areas outside of Creation this Charm ceases to function.

Plumbing The Depths

Cost: 5m, 1wp Type: Simple

Duration: Indefinite

Keywords: Combo-Basic, Obvious

Mins: Investigation 5, Essence 3 Prereqs: Old Friends Attitude, Still Pond Reflection

Memory, so the Terrestrial Exalted say, is like the ocean. It has a surface of thought and feelings, often turbulent and stirred by the winds of thought. Below that, there is the cold, still world of deeper memory where half-seen things swim. Below even that are the darkest levels of the abyss, where those things we had thought (or best wish) forgotten stir fitfully.

To use this Charm the Exalt must place his palm on the brow of his victim and concentrate for six seconds. This is impossible if the target is resisting, so it is best performed on a willing subject or one that has been restrained. The Terrestrial rolls Charisma + Investigation + Essence against the subject's Dodge MDV. If successful he is able to retrieve a single memory from the subject's mind. This is not a social attack, and thus may not be dismissed by spending willpower after the fact. The Exalt literally pulls his hand back, drawing out a cloud of liquid Essence which is the actual physical manifestation of the subject's memory. The Dragonblooded may then examine this memory as long as he wishes, even showing it to others. Those who touch the memory-Essence experience the memory as if reliving it. Once the Dragonblooded releases the memory it dissolves away, unless stored in a specially designed memory receptacle (stats are the same as a Dreamcatcher, see Scroll of the Monk p141). The subject retains his memory, this Charm creates a perfect Essence-charged copy of it so long as the notes are committed.

The Exalt who uses this Charm must designate a type of memory he is looking for. This can be incredibly specific ("What was he doing on the fortnight of Ascending Water two years ago?") to broad ("Any memory of the Anathema known as Harmonious Jade."). Lacking any specific instructions this Charm will always retrieve the most recent appropriate memory. This Charm retrieves one minute of memory for every success beyond the target's Dodge MDV. If the Exalt looks for a memory the subject doesn't have (say the target has never heard or met Harmonious Jade) then this Charm will simply fail (as if the character had rolled zero successes on his Investigation check).

If this Charm fails (either because the Exalt asked for impossible information or the character just fails the roll) he cannot use it to look for the same information ever again.

Geomantic Awareness

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Investigation 3, Essence 2 Prereqs: None

Dragonblooded who have learned this Charm can attune their animas to the flow of Gaia's Breath and thus feel the tug of geomantic energy across the world. In general, this Charm adds a one die specialty to any Ability roll that has to do with Geomancy, provided that it is the geomancy of Creation.

The character can also use it to track Hearthstones back to their manses. If he has access to a Hearthstone the character can track it back to its manse. The Dragonblooded need merely hold it in his hand and concentrate for a moment, he spends 3m of Essence and he can feel how far away and in what direction the manse is.

Outworld Detection Technique

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Investigation 4, Essence 3 Prereqs: Geomantic Awareness

Creation is meant to work a certain way. It obeys basic elemental laws. By allowing his anima to lap over an area the Dragonblooded can feel if these natural laws have been violated in the recent past.

The character concentrates and spends 5m. His anima spreads out to an area (Essence) x 10 yards across. He rolls Perception + Investigation. Each success allows his insight to travel one hour back into the past. If any creature not native to Creation (demons, ghosts, Fair Folk, etc) has passed through that area within this

timeframe the Dragonblooded knows this automatically and how long ago they were there. He can also immediately sense if a demon who has passed through the area was summoned by one of the Exalted or if they escaped Malfeas through some other means.

This Charm does not work outside of Creation, in the Underworld, Malfeas or the Middlemarches of the Wyld.

Glamour Revealing Flare

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Investigation 5, Essence 4 Prereqs: Outworld Detection Technique

By attuning his anima to the dynamic Essence of water the Dragonblooded gains an intuitive understanding for the Wyld. By spending 3m the character can reveal the glammers of the Fair Folk with the harsh light of his anima. For the rest of the scene, any glamour created by a Fair Folk that is exposed to the light of the Dragonblooded's anima banner will appear as it actually is, rather than what the Fair Folk would have you think it is. A faerie sword will appear as a stick, a magnificent horse drawn carriage will appear as a beetle and snuff box and so on.

This power has no effect on the permanent glammers of the Fair Folk, only those temporarily evoked by Charms.

Larceny

Humble Mortal's Guise

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Larceny 2, Essence 1 Prereqs: None

While developing his anima grants the Dragonblooded great power it does slowly render him more and more inhuman, a fact that becomes increasingly difficult to hide if that becomes necessary. Those who wish to pass among mortals without detection must learn this technique for suppressing their Exalted nature.

To use this power the character's anima must not be flaring at any level. He then spends one Willpower and his anima marking and aspect marking slowly recede over the course of five minutes. Once this process is completed nothing short of All-Encompassing Sorcerer's Sight will reveal the Exalt as a Dragonblooded. He can pass as a mortal for as long as he wishes. However, if he spends even a single mote of peripheral Essence his aspect marking return in a rush of elemental energy that is similar to an iconic anima flare in terms of visibility to those nearby. This power also ceases to function if the character evokes any Charms with the Elemental keyword.

Naked Thief Style

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Larceny 3, Essence 2 Prereqs: (Any) Larceny Excellency

Even the most skilled thief will find his work ten times more difficult if he lacks the tools of the trade. Via use of this power the Dragonblooded learns to forge small and versatile tools from his anima, solidifying them and using them to pick locks, pry doors, forge documents and so on.

The character may spend 1m to eliminate one point of external penalty on any one Larceny roll. If the roll would normally be impossible without tools, then the character may use this power to attempt it as if the penalty would be -5.

Note that repeated use of this Charm on a single job might be counterproductive, as the Essence spent to fuel it must come from the character's peripheral Essence pool.

Gender-Concealing Meditation

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Illusion

Mins: Larceny 3, Essence 2 Prereqs: None

The Dragonblooded who learns this Charm can use their anima to create a sheath of Essence over their body. This power takes one hour and one willpower to activate, during which time the Dragonblooded's anima slowly pulses around his body as he works the illusion. When it is finished, he will appear to everyone else as a member of the opposite gender. This is an Illusion effect that takes two willpower to see through for the scene. Unless the willpower is spent no amount of interaction will reveal the character's true gender, not even intimate contact as the magic will subtly rewrite perceptions to make other's senses match the illusion.

If used as part of a standard Disguise roll to conceal the Dragonblooded's identity nobody may attempt to pierce the disguise unless they first spend the two willpower to see through the magic, meaning the attempt will be automatically successful most of the time. This power does not aid the Dragonblooded in disguising himself as a specific individual.

(Type) Mantle Meditation

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Illusion

Mins: Larceny 4, Essence 3 Prereqs: Humble Mortal's Guise, Naked Thief Style, Gender-Concealing Meditation

By concentrating and manipulating his anima and internal Essence the Dragonblooded may now not just pass himself off as mortal or another gender, he may pass himself off as an entirely different type of being. Using this power takes one hour and two willpower to activate. After the hour the character's anima and aspect marking have shifted, marking him as an entirely different type of being.

This power works like a standard attempt to disguise himself, ignoring any penalties due to the number of Anima powers the character has. It enhances this roll with an Illusion effect, forcing anyone who wishes to pierce the disguise to spend two willpower to see through the Illusion before they can make any roll.

This Charm is actually a cluster of several similar and related Charms. Infernal Mantle Meditation disguises the Dragonblooded as a demon, akuma or some other creature of Malfeas. Necrotic Mantle Meditation disguises the character as a ghost or nemissary. Wyld Mantle Meditation disguises the character as a commoner or noble Fair Folk. Elemental mantle Meditation disguises the character as an elemental. Other versions of this Charm exist, or could potentially exist, for various other purposes. For example, it might be possible to develop a version which disguised the Dragonblooded as an elemental native to a land where Oil, Smoke, Lightning, Steam, Metal and Crystal formed the elemental structure of the world.

Observer Awareness Prana

Cost: 1m Type: Reflexive

Duration: Instant

Keywords: None

Mins: Larceny 3, Essence 2 Prereqs: (Any) Larceny Excellency

The Exalt concentrates for a split second, closing his eyes and taking a deep breath. When he opens his eyes, he is instantly aware of anyone who is paying special attention to him. He instantly knows if anyone is observing him, and if they are within his Essence x 10yds he knows approximately where they are. If they are outside that range, this Charm just reveals that someone is watching the character. This Charm also instantly detects if the character has been tagged with Still Pond Reflection or any similar effect.

This Charm must be consciously activated.

Eye of the Expert Intruder

Cost: 6m Type: Simple (Speed 3, DV -0)

Duration: Indefinite

Keywords: None

Mins: Larceny 4, Essence 2 Prereqs: Observer Awareness Prana

To use this charm the character must enter or observe a specific location. This location can be no larger than a single building or complex of interconnected buildings such as a university or military base. It cannot effect an entire city. Once activated the character quickly gains an intuitive sense of the area. He gains a +1 die specialty to all Larceny and Stealth rolls while in the area. He also may make intuitive leaps of knowledge regarding the layout of the location, such as attempting to guess where secret rooms are or what the guard routes may be. Such guesses would usually require rolls and should only be allowed with suitable stunts.

Nameless Thug Approach

Cost: 5m Type: Simple

Duration: Indefinite

Keywords: Illusion

Mins: Larceny 4, Essence 3 Prereqs: Eye of the Expert Intruder

The character who uses this Charm must locate an organization which consists of a large number of virtually interchangeable members, such as an army, bureaucracy or a criminal enterprise. He activates this Charm and everyone, both in and out of the organization, just assumes he is another nameless thug among the hordes of other thugs. So long as he does nothing to reveal his Exalted nature this magic will persist. The character is also obligated to act the part to maintain it, typically meaning he must obey orders. Seeing through this Illusion cost three willpower points. This Charm does nothing to provide any skills the character might need to blend in.

False Identity Meditation

Cost: 7m, 1wp (+1xp) Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Illusion, Combo-Basic

Mins: Larceny 5, Essence 3 Prereqs: Nameless Thug Approach

For the Dragonblooded who needs to go into deep cover he can risk no slips of the tongue and must often resist the magical interrogations of his enemies. This Charm allows the Dragonblooded to create a false identity which will fool the person most familiar with him... himself.

This Charm creates an Illusion effect that targets the Exalt who uses the Charm. He creates a set of false memories, going into as much detail as he wishes, altering it from his own past or keeping it the same as much as he wants to. Once he creates these memories, he pulls them over his own mind, sealing his true self away deep inside and presenting a false front to everyone else.

When activated the player rolls Manipulation + Larceny, subtracting an external penalty equal to his own Intelligence. If he succeeds, he may create any number of false memories to overlay his own. He can even change his entire personality, altering his Motivation and Intimacies as he pleases. Any mundane or magical attempts to learn the character's motivations or read his thoughts and memories will only discover the false memories. The Exalt receives a number of bonuses successes on any Irresistible Force, Immovable Object roll-offs equal to his permanent Essence.

The character can spend one Willpower to recall his true memories for the scene, or three willpower to terminate the Charm and remember all his true memories. Unless he spends the willpower, the character will not even be aware this Charm is active and thus will not be able to terminate it willingly. Once this Charm ceases to function the memories created by it vanish. It is virtually impossible to create exactly the same set of memories again (a -2 external penalty to all relevant rolls). A character can spend 1xp to make the false identity and memories semi-permanent. He can cease maintaining the magic, allowing him to turn the false

memories on or off with the expenditure of two willpower. Such permanent false identities do not register as magical, they are real memories stored in the normal fashion.

This Charm can be used after a successful use of Plumbing the Depths, allowing the Exalt to incorporate another person's memories into his false identity.

Memory Extracting Gesture

Cost: 5m, 2wp Type: Simple (Dramatic Action)

Duration: Instant

Keywords: Obvious

Mins: Larceny 5, Essence 4 Prereqs: False Identity Meditation

Through use of this Charm an Exalt can remove his own memories. He simply reaches up, selects the memories he no longer has need for, and plucks them from his head. They manifest as many-colored streamers of liquid Essence. He then compacts them into a gem the size of a Hearthstone. So long as he can see the memory hearthstone or has it on his person, he can continue to recall the memories. If he takes his eyes off the gem or leaves it somewhere the memories vanish instantly from his mind.

Any attempt to retrieve these memories automatically fails. The memories simply do not exist within the Exalt's mind to be retrieved. The player can use this Charm to eliminate Intimacies or even his Motivation if enough of his memory is removed. He can even forget Charms, ability dots or anything else he wants. The only way to retrieve the memories is for the Exalt to hold the gem and use this Charm again to replace the memories within his head. The gem itself is vaguely magical, but only the Exalt who used this Charm can read the memories in it.

This Charm was developed during the closing years of the First Age, supposedly to aid in increasing cases of battlefield trauma among Dragonblooded. It was eventually put towards a much more sinister purpose.

Blatant Thief Style

Cost: 5m, 1wp Type: Supplemental

Duration: Instant

Keywords: Illusion, Combo-OK

Mins: Larceny 4, Essence 2 Prereqs: Observer Awareness Prana

From being aware of any observers the Exalt learns to deceive them. This Charm supplements any Larceny based action. It creates an Unnatural Mental Influence, provided the character succeeds at the task. This creates an Illusion that the character did not just perform the action. It costs two willpower to ignore this Illusion. Exactly how this Charm manifests depends on the situation and the observer. A pickpocket in a crowd might activate this Charm, meaning his mark and everybody else in the crowd might not notice the action until later. A performer on stage may use it to unlock a set of manacles without being noticed doing so and so on.

Gentle Assassin's Blow

Cost: 3m, 1wp Type: Supplemental

Duration: Instant

Keywords: Combo-Basic, Illusion

Mins: Larceny 5, Essence 3 Prereqs: Blatant Thief Style

This Charm supplements any one physical attack. The Exalt rolls Manipulation + Larceny against the target's Dodge MDV. If he succeeds the victim believes that he has been struck by the attack. Resolve the rest of the attack as if it were a successful Unexpected Attack, rolling and applying damage. However, the attack did not actually connect, and the damage is an illusion. The opponent suffers wound penalties and can even be knocked unconscious by these blows. An opponent can resist this one willpower for every "imaginary" health level of damage the attack inflicted. Once a character has resisted this Charm once, he is immune to it for the rest of the scene.

Martial Arts

Terrestrial Hero Style

Weapons and Armor: Terrestrial Hero Style allows all types of armour and can be used with any weapon that can be used in a Clinch. If a weapon can operate both as a clinch-enhancer and as a regular weapon the character can only use it as a Clinch enhancer while benefiting from this Style's Charms.

Burning Embrace

Cost: 2m Type: Reflexive (Step 1)

Duration: One Action

Keywords: Combo-Basic

Mins: Martial Arts 2, Essence 1 Prereqs: None

The longer an opponent is in contact with the Terrestrial Hero the more damage he can do. This Charm can be activated to improve a clinch attack or a roll to maintain or control the clinch. This charm increases the base damage of the clinch by one die. Every time the character activates this Charm on each successive action the damage increases by one additional die (so two dice on the second action, three dice on the third and so on). If the martial artist fails to maintain the clinch on any action (either because he chooses to let the opponent go or the opponent forces him to let go) the damage for this Charm resets to +1.

Valley Carving Grip

Cost: 2m Type: Reflexive (Step 1)

Duration: One Action

Keywords: Combo-Basic

Mins: Martial Arts 2, Essence 1 Prereqs: None

While it may take millennia even the strongest stone will eventually be destroyed by the steady force of even a trickle of water, so it is with this Charm. This Charm may be activated to improve a Clinch attack or roll to maintain or control a clinch. This Charm reduces the opponent's Bashing and Lethal soak by one. Every successive action in which this Charm is activated while maintaining a clinch further decreases the opponent's soak by one more point (-2 at two actions, -3 at four and so on). If the martial artist fails to maintain the clinch on any action, either through his action or the action of his opponent, the penalty imposed by this Charm resets to -1.

Tornado Capture Technique

Cost: 2m Type: Reflexive

Duration: One tick

Keywords: Combo-Basic

Mins: Martial Arts 3, Essence 1 Prereqs: None

Even when it pulls things into itself the tornado's motion never ceases, and the Terrestrial Hero emulates this ability. Normally while maintaining a clinch the character is considered Inactive and unable to move as normal. This charm may be activated during any tick during which the character is in control of the clinch. He may use his normal movement action for the tick. The character can only use this Charm if he has a high enough Strength + Athletics to lift his opponent (or opponents if using the Form). This value is usually 2 for a human adult but can be considerably higher for other enemies (a Lunar might require 3, a warstrider 10 and a behemoth 20 or more).

Strangling Vine Method

Cost: 2m Type: Reflexive (Step 1)

Duration: One Action

Keywords: Combo-Basic

Mins: Martial Arts 3, Essence 1 Prereqs: None

Unless checked constantly even a humble vine will eventually grow so thick that no one can wrest it free, and the Terrestrial Hero knows this. This Charm adds one die to the accuracy of a Clinch Attack or to a roll to maintain or control a Clinch. For every successive action this Charm is evoked on this bonus increases by one die, i.e. +2 on the second action, +3 on the third and so on. If the character fails to maintain a clinch on any action, either because he lost control of the clinch or decided to let the opponent go, the bonus for this Charm resets to +1.

This charm counts towards the character dice-adder cap from Charms. For Enlightened Mortals, this Charm considers their dice-adder cap to be their Martial Arts score (with no specialties) and no combination of effects that includes this Charm can grant more bonus dice than their Martial Arts score.

Terrestrial Hero Form

Cost: 4m Type: Simple (Speed 5, DV 0)

Duration: One Scene

Keywords: Obvious, Form-Type

Mins: Martial Arts 3, Essence 2 Prereqs: Burning Embrace, Valley Carving Grip, Tornado Capture Technique, Strangling Vine Method

To the Terrestrial Hero all enemies around him become his victims, like the riptide dragging all out to their doom the martial artist can make and maintain multiple clinches. The character can make one clinch roll for every limb he has (normally four). Making more than one clinch attack in a single action requires a Flurry, imposing normal penalties on each successive roll. If the character makes a successful clinch attack, he enters Inactive as normal, but may continue to make Clinch rolls so long as he has limbs left to do so.

If a character is currently in control of a Clinch when the tick comes up to maintain it, he can choose to make a Flurry to make a Clinch attack against another opponent within reach and make his control/maintain clinch roll. If a character is currently maintaining more than one clinch, he must make a Flurry on that tick to maintain all the clinches, doing them in any order he prefers.

If any opponent wins the maintain clinch roll, they automatically break free so long as there is even one more opponent in the clinch.

Example: Mnemon Darrow is facing down three opponents, a fellow Terrestrial and his two mortal henchmen. Darrow has Terrestrial Hero Form active and has four limbs (two arms, two legs). He decides to grab and hold the three miscreants until help can arrive. He makes a Flurry of three Clinch attacks, operating at standard multiple action penalties, one for each opponent. Provided he succeeds he maintains the clinch against all three of them, five ticks later he must flurry again to maintain the clinch. He chooses to make his first roll (at only a -3 penalty) against the Terrestrial judging him to be the bigger threat. If any one of his enemies beat Darrow on the opposed roll, they break free of the clinch with no chance to take control of it, only the last opponent to break free can choose to instead take control of the clinch. If two more henchman showed up Darrow could flurry up to four Clinch rolls to try and maintain his grip on the existing three and add the fourth in but could not attempt to clinch the fifth one since he is out of limbs.

Hostage Taking Method

Cost: 5m Type: Reflexive (Step 2 & 9)

Duration: Instant

Keywords: Combo-Basic, Counterattack

Mins: Martial Arts 5, Essence 2 Prereqs: Terrestrial Hero Form

Normally once you enter a clinch with another person you are leaving yourself open to any number of attacks from nearby foes. The master of this Charm need fear no such reprisals. Using this Charm, the Terrestrial Hero turns those he has grabbed into a shield to defend himself from attack.

This Charm can only be activated if you are currently in control of a clinch. You activate this Charm during Step 2 of an attack against you. This Charm gives you a special Parry DV equal to your $(\text{Strength} + \text{Martial Arts})/2$ adding a +2 external bonus from cover (this bonus may be higher or lower if the opponent is particularly large or small). You literally drag the person you are clinching into the path of the incoming attack. In addition to the

normal effects of a Parry if the opponent should miss their attack due to your Parry DV they are instantly subject to the same attack. This occurs during Step 9. The attack your victim suffers is exactly the same as the one targeted against you, including all Step 1 Charms (the opponent does not need to pay for these Charms again) and it scores exactly the same amount of successes on the attack roll. Note that most opponents in a clinch are Inactive, so their DVs will be zero. This Charm cannot be activated in response to a Counterattack. If you are maintaining more than one clinch at the time, you choose which character you are clinching is subject to the attack.

Lightning Momentum Reversal

Cost: 3m Type: Reflexive (Step 2)

Duration: Instant

Keywords: Combo-Basic, Counterattack

Mins: Martial Arts 4, Essence 2 Prereqs: Terrestrial Hero Form

Sometimes it is best to wait until the opponent strikes before drawing them into your trap. The martial artist can evoke this Charm in response to any Clinch attack made against him, unless that attack is being generated by a Counterattack Charm.

When evoked this Charm changes the Clinch from an attack into a contested roll to maintain a Clinch. Resolve the opposed roll as a normal roll to maintain a clinch that has already been established, with the winner choosing whether to maintain or end the clinch at that point. A character with Terrestrial Hero form can activate this Charm even when he is already in a clinch at the time, provided he has a limb free.

Tsunami Rush Attack

Cost: 4m, 1wp Type: Reflexive (Step 1)

Duration: Instant

Keywords: Combo-Basic, Obvious

Mins: Martial Arts 5, Essence 3 Prereqs: Hostage Taking Attitude, Lightning Momentum Reversal

The ideal Terrestrial Hero will rush selflessly into the enemy, grabbing them and pinning them before anyone can react. This Charm allows a character to move up to his Strength + Essence yards while performing a clinch attack against a valid target. He will leap, run, hurdle and otherwise close on the opponent with preternatural speed and in any direction, even straight up. The movement gained from this Charm is in addition to the character's normal movement for the tick. If the martial artist was over 5yrds away when the attack was initiated the sheer speed of this attack catches most opponents by surprise, making the clinch attack an Unexpected Attack.

This Charm normally cannot be used while the character is maintaining a clinch, even if Terrestrial Hero Form is active. However, if placed in a Combo with Tornado Capture Technique the character can use this Charm even while maintaining multiple clinches using Terrestrial Hero Form.

Terrestrial Hero Expansions

Blade Hand Technique

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Martial Arts 2, Essence 1 Prereqs: Burning Embrace

The Dragonblooded learns to focus his anima along his hand. Whenever his anima banner is flaring at the 1+ mote level or higher he may parry any lethal attacks barehanded and all his unarmed attacks do lethal damage.

Become The Hammer

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Elemental

Mins: Martial Arts 4, Essence 2 Prereqs: Blade Hand Technique

This Charm permanently enhances the character's Blade Hand Technique. In addition to the benefits of that Charm the character may apply the Jade Magical Material Bonus (or one of the alternate Jade bonuses detailed in Oadenonal's Codex) to all his unarmed attacks so long as Blade Hand is active. Finally, by spending 1m when making a Punch or Kick attack the character can gain the benefits of Dragon Graced Weapon on the attack.

Freezing Embrace

Cost: 5m Type: Reflexive (Step 10)

Duration: One Scene

Keywords: Obvious, Combo-Basic

Mins: Martial Arts 4, Essence 3 Prereqs: Terrestrial Hero Form

Normally once an opponent is released from your grasp they can act as they please. Using this Charm, the Exalt infuses Essence into his opponent, freezing them in place. The character may activate this Charm only when he is releasing an opponent from a clinch. He spends 5m and while the character releases the clinch, the opponent remains in the clinch as if he had failed the clinch contest, remaining inactive for the next five ticks. At that time the opponent may attempt to escape the clinch, rolls his normal dice pool against a pool equal to the Exalt's Essence + Martial Arts. If he fails, he remains held for five more ticks, continuing either until the end of the scene, the Dragonblooded chooses to release him, or he breaks free. This charm cannot be used after doing damage to the opponent with a crush attack.

Crushing Glacier Grip

Cost: None Type: Permanent

Duration: Permanent

Keywords: None

Mins: Martial Arts 5, Essence 4 Prereqs: Freezing Embrace

This Charm permanently enhances Freezing Embrace. By spending 1wp while using that Charm the character cannot only maintain the clinch, but also do damage as if he had used a crush option. On each subsequent action the character can spend 1wp to inflict crush damage on the victim. This willpower point must be spent before making the contested roll to maintain the clinch.

Disarming Prana

Cost: 3m Type: Reflexive (Step 10)

Duration: Instant

Keywords: Combo-Basic

Mins: Martial Arts 4, Essence 2 Prereqs: Valley Carving Grip

By twisting the helpless opponents' limbs, the Exalt forces him to discard his weapon. This Charm may be activated after winning a Clinch roll. Instead of doing crush damage, he may force his opponent to drop his weapon.

Storm Hands Grip

Cost: 3m, 1wp Type: Simple (Speed 6, DV -1)

Duration: One Action

Keywords: Combo-Ok, Cooperative

Mins: Martial Arts 5, Essence 4 Prereqs: Tsunami Rush Attack, Crushing Glacier Grip

This Charm allows a Dragonblooded to summon up a vortex of elemental Essence to grab an opponent even at range. The special effects vary (freezing the opponent in an ice block, restraining them with tendrils of water, having the earth swallow them up) but the effect is the same. The character can make a single Clinch attack against a target up to his (Essence) x 10 yards away. If he succeeds, he may do crush damage adding his Essence to the base damage of the attack.

Treat this in all ways like a normal clinch attack. The victim and the Dragonblooded both go Inactive for five ticks. At the end of that time the character may spend to activate this Charm again to force another contested roll to maintain the clinch. If he succeeds proceed normally, however if the opponent wins the roll the magic cannot be reversed. All the opponent does is break free. The character may activate Freezing Embrace (or Glacier Grip) if he doesn't want to remain Inactive for the five ticks while holding this Charm.

This Charm is an explicit exception to the normal Combo rules. The character may place it in a Combo with any Charm from the Terrestrial Hero Style (or any Charm the builds off of it) even if that Charm is normally Combo-Basic.

This Charm can be used cooperatively. If so, only one Dragonblooded makes the Clinch attack roll, but each additional Dragonblooded adds his Essence in automatic successes to the attack roll, and his Essence to the base damage of the attack. Up to five Dragonblooded may use this Charm at once.

Sail

Ship Preserving Introduction

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Sail 1, Essence 1 Prereqs: None

Whenever the Dragonblooded boards a ship he may pause for one minute on the gangplank, performing a small prayer to Danaa'd and introducing himself properly to the least gods of the ship. The least gods acknowledge the Dragonblooded's presence and his right to be on the ship. From that point forward the Dragonblooded's anima flux damage will not harm the ship, its rigging or any of its necessary equipment. The least gods accept the Dragonblooded's anima and protect the ship from him. If a Dragonblooded leaves a ship for more than a day he must perform this ritual again. Most often, Dragonblooded naval officers perform this ritual together when setting sail on a new ship and the ritual has grown to encompass the ship's captain and officers. Even Dragonblooded who don't know this Charm are expected to engage in the ritual, though for them it has no mechanical effects.

This ritual takes too long to perform during most combat situations. Then again, boarding parties of Dragonblooded often don't care if their opponent's ships are burned.

River-to-Highway Meditation

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Cooperative

Mins: Sail 2, Essence 2 Prereqs: None

The Dragonblooded officer need not concern himself with mundane barriers like rivers, moats, lakes or oceans. Using this Charm, the character spends 3m and for him water becomes as solid as ground, he may move across it as if it were firm, stable land. He will not sink into the water under any circumstances unless he cancels this power first, which can be an issue if he falls from great height onto normally soft water. Especially choppy or quick moving water such as whitewater rapids or a storm-tossed sea probably counts as unstable footing. This power last for one scene, or about one hour outside of combat.

By spending an additional willpower when activating this power, the character can extend its benefit to a number of allies equal to a Magnitude 1 unit. Additional Dragonblooded can cooperate, activating this power to enhance a unit of Magnitude equal to the number of Dragonblooded participants.

Attempts to use this power to cross the Inner Sea with a large army are considered foolish and near suicidal, most Dragonblooded officers would run out of Essence or Willpower long before reaching the other shore, though tales persist in popular Realm literature, however.

Submariner Commando Style

Cost: None Type: Permanent
 Duration: Permanent
 Keywords: Anima, Cooperative
 Mins: Sail 4, Essence 2 Prereqs: River-to-Highway Meditation

While the Water-aspect Terrestrials have unprecedented freedom of movement in water using this ability often requires leaving their allies and armies behind. This power allows the Dragonblooded to bring a force underwater. By spending five motes the character may grant a unit of Magnitude 1 the ability to breath underwater with the same ease they do so on land. This Charm also grants those who benefit from it the confidence to do so, they will not hesitate to enter the depths. This effect last for one day.

If multiple Dragonblooded evoke this Charm cooperatively they can affect a unit of Magnitude equal to their total number.

Ship Moving Chanty

Cost: None Type: Permanent
 Duration: Permanent
 Keywords: Anima, Cooperative
 Mins: Sail 5, Essence 3 Prereqs: River-To-Highway Meditation, (Any) Sail Excellency

Not even the deadest calm can prevent the Dragonblooded from sailing to war. The Dragonblooded who uses this Charm must move to the very prow of a ship, there he assumes a wide stance and begins to sing a prayer in Old Realm to Danaa'd. Then with a large gesture of his hand he moves the ship forward. This power ties the Dragonblooded into the Essence of water, spreading his anima into the waves below. He actually moves the water the ship is in, creating a current that carries the ship in whatever direction he wishes. While this Charm is normally used in still water it can be used to fight an existing current as well.

To use this power the Dragonblooded must spend 1m for every 3 points on the Strength + Athletics chart it would take to push the boat he is in (don't forget to include the passengers and cargo). Once he spends that many motes the ship begins moving, traveling at the Dragonblooded's Essence x 5 in yards/tick for a duration of one hour, at which point he must use this power again. Storyteller's can feel free to increase the cost of this power by one to five motes if the character is working against a particularly strong current. The Dragonblooded must remain at the prow of the ship for the duration of this power and can only perform other actions if he takes at least one Miscellaneous action every time he acts to direct this Charm.

Multiple Dragonblooded can use this power. Simply pool the total motes spent by all participants to determine the maximum size of the ship that can be moved.

Ship Master's Intuition

Cost: 5m Type: Simple (Dramatic Action)
 Duration: Indefinite
 Keywords: Stackable
 Mins: Sail 3, Essence 2 Prereqs: (Any) Sail Excellency

By spending one hour exploring a ship, communing with its spirits and otherwise familiarizing himself with its operations and idiosyncrasies the Dragonblooded gains a masterful understanding of it. He spends five motes and gains a Specialty "While Aboard (specific ship)". This specialty adds one die to all Athletics, Awareness, Dodge, Resistance and Sail rolls (and static values), so long as his feet remain on the ship. The Dragonblooded may uses this Charm to increases the effective specialty, but as usual no combinations of Specialty dice can ever exceed +3.

Reef Avoiding Instinct

Cost: 3m, 1wp Type: Simple
 Duration: Indefinite
 Keywords: None
 Mins: Sail 3, Essence 2 Prereqs: Third Sail Excellency

The master sailors of the Dragonblooded never ground their ships. This Charm grants the character a preternatural instinct for everything near the ship, allowing him to avoid treacherous currents, hidden reefs and other hazards with ease. To use this Charm the Dragonblooded must be helming the ship. This Charm prevents any Sail roll made to steer the ship from botching. This Charm also informs the character whenever he is about to attempt a sailing manoeuvre that may result in damaging his ship as well as exactly how difficult the roll to avoid the damage would be and informs him far enough in advance that he can choose to abort the action. If he does attempt the manoeuvre, he may activate the Third Sail Excellency once at no cost, even outside a combo, if he fails to make a critical roll that would otherwise result in damaging his ship.

Example: Peleps Marina is steering his trireme through a series of shoals in an attempt to sneak up on a pirate base. His Reef Avoiding Instinct informs him that he could ground his boat unless he rolls four successes on a Wits + Sail roll. Choosing to enter the shoals infested water anyway he makes his Sail roll and gets three successes. He chooses to evoke the Third Excellency to reroll, hoping to get the four he needs. Even if he botched the second roll, he would still only suffer the effects of a normal failure.

Rain Luring Song

Cost: 15m, 1wp Type: Simple (Dramatic Action)

Duration: Instant

Keywords: Cooperative, Obvious

Mins: Sail 4, Essence 3 Prereqs: Reef Sensing Instinct

Using this Charm, the Exalt alters the weather. He spends one hour singing to the spirits of air and water and over the course of that hour the weather overhead steadily changes. The character can move the weather up or down one stage on the following chart. The chart contains the following information: Speed Multiplier - the amount the speed of wind-powered vessels is effected by the wind, Sail Penalty - the external penalty applied to all Sail (and Athletics based swimming) rolls, Damage - the amount of damage applied to any vessel in the area rated at (damage levels)/time increment. A successful Sail roll negate that damage for one time increment.

Dead Calm: Speed Multiplier x0, Sail Penalty -0, Damage None

Light Wind and Rain: Speed Multiplier x0.5, Sail Penalty -0, Damage None

Regular Wind and Rain: Speed Multiplier x1, Sail Penalty -0, Damage None

Heavy Wind and Rain: Speed Multiplier x1.5, Sail Penalty -1, Damage None

Storm Winds and Rain: Speed Multiplier x1, Sail Penalty -3, Damage 1L/scene or hour

Monsoon: Speed Multiplier x0.5, Sail Penalty -5, Damage 1L/minute or long tick

Once the Exalt changes the weather for his area the change persists until the weather restores itself to normal, so if the Exalt whistles up a monsoon then it will persist until the monsoon blows itself out. This could be hours or days depending on the conditions in the area. An Exalt may not use this Charm more than once per day, though this is a legal limit imposed by the Bureau of Season rather than an actual physical limit. Any Dragonblooded who did so would likely find himself the subject of severe consequences. How the Bureau would respond to an Eclipse of Moonshadow using this Charm has yet to be tested in this age. Similarly using this Charm within ten miles of the Blessed Isle is considered a crime. This Charm has no effect if used in an area more than 10 miles away from the open ocean. Generally speaking, this Charm effects an area ten miles across, though the effect may spread after it is evoked (a conjured storm could move or grow, for example).

One Dragonblooded of each Aspect may activate this Charm at the same time, shifting the weather one additional stage up or down per aspect participating over the course of the one hour. In this way five Dragonblooded could take a dead calm to a monsoon in an hour, or vice versa.

Elemental Path

Cost: 15m, 2wp Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Obvious, Elemental, Combo-Basic

Mins: Sail 5, Essence 4 Prereqs: Rain Luring Song

This Charm is a dramatic action to chart a course or create a navigable route. The Exalt takes one hour, consulting any charts or navigation instruments he has and meditating upon the five elements. At the end of that time he comes back with a course for a ship to follow. The player rolls Intelligence + Sail. For every success he achieves the character creates a course that will cut one hour of his travel time, to a minimum of one hour. This Charm has no effect on trips that would take one hour or less to complete.

This Charm works by mapping the dragon lines of the area, the rivers of elemental force that connect two locations. The Dragonblooded steers a ship into this river and is carried along by this flow, moving at the same speed a summoned elemental does when moving to its master. The time required is more a factor of learning how to navigate the intricate web of Dragonlines than any actual time spent navigating them. To outside observers the ship and crew seem to vanish in a shimmer of Essence, only to reappear near their destination. Only those who can see Essence flows (such as from artifacts or All Encompassing Sorcerer's Sight) can see the ship passing through the area. To those aboard ship they appear to be sailing through the region as normal and will even experience a subjective time as if the trip had taken the normal amount of time, but find themselves arriving at their destination hours earlier than expected. This Charm cannot actually send a ship to an area it could not normally reach (a landlocked lake or the quicksilver canals of Yu Shan, for example).

This Charm works best when used in the Dragonblooded's native direction. Add their Essence in auto successes to the roll if their trip begins and ends within the appropriate direction of Creation (for Earth Aspects this includes the Inner sea, for Air aspects it includes iceboat and airboat trips in the north and for Fire aspects it includes travel on the sea of sand).

WOOD

Archery

Dragon Graced Arrow

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Elemental

Mins: Archery 2, Essence 2 Prereqs: (Any) Archery Excellency

This power fills an arrow or other wooden projectile (such as a javelin) with elemental energy. In mid-air the weapon burst into a flare of elemental energy that strikes the target. This Charm grants the bonuses of Dragon Graced Weapon to a single Archery attack at a cost of 1m per attack.

Dragon's Dust

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Elemental

Mins: Archery 5, Essence 3 Prereqs: Dragon Graced Arrow

The character takes a deep breath and then releases it down the barrel of a firewand. His breath coalesces into a ball of elemental energy which counts as a single charge. This effect cost 2m to evoke and takes as much time to use as normally reloading a firewand. When fired, this Charm will only produce a blast of flame if used by a fire aspect. If used by any other aspect it will produce a blast of energy appropriate to their aspect. This is mechanically identical to a firewand attack in all ways, but also adds the effects of the Elemental Bolt Attack appropriate to the character's aspect. If not fired this energy node disappears after one hour.

Elemental Arrows

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Elemental

Mins: Archery 4, Essence 2 Prereqs: None

The Dragonblooded archer is never at a want for ammunition, because Creation itself provides. So long as he has abundant access to his natural element, the character can shape natural parts of Creation into arrows for his archery attacks. The character takes a miscellaneous action and touches an abundant source of his element (in the case of Air Aspects this includes electricity, heavy storm winds and ice but not just air) and spends 1m. This transforms the source into a number of arrows equal to the character Essence x 10. Arrows created by this power last for one hour before returning to their native element. Until that time, they function exactly as normal arrows. A favourite tactic of Fire Aspects is to pepper a structure with "fire arrows" then just wait until the magic runs out, at which point the arrows return to normal flame and the building goes up in smoke.

Swallow Defends The Nest

Cost: 1m/arrow Type: Simple (Speed 6, DV -1)

Duration: Instant

Keywords: Combo-OK, Obvious

Mins: Archery 3, Essence 2 Prereqs: (Any) Archery Excellency

The Exalt draws his bow and uses Essence to enhance it, allowing him to pull and fire arrows (or notch and fire multiple arrows at once) with inhuman speed. The character takes a single action and fires one arrow for each mote spent, up to his permanent Essence in arrows. Resolve this as a single attack against a single target, applying offensive and defensive Charms only once. However, if the attack hits it does damage a number of times equal to the number of arrows fired.

This Charm can only be used with bows, and only those made out of wood or Jade. It has no effect on any other weapon, even if that weapon is normally operated with the Archery ability.

Dragonfly Finds Mate

Cost: 3m Type: Reflexive (Step 2)

Duration: Instant

Keywords: Combo-OK

Mins: Archery 3, Essence 2 Prereqs: (Any) Archery Excellency

Using this Charm, the Exalt develops a preternatural sense for ranged attacks. He can nock, draw and fire an arrow with amazing speed, knocking attacks out of the air. Purchasing this Charm creates a special Parry DV equal to the Exalt's (Dexterity + Archery + Essence)/2. The character can apply this Parry DV to any ranged attack made against himself or any ally within his line of sight provided his bow can reach that far (note: if you apply this DV at enough distance to involve an attack roll penalty that penalty also applies to your DV) at a cost of 3m. The victim of the attack can choose to take the benefits of this DV or his own DVs, whichever are higher, but not both. This DV is not subject to multiple action or onslaught penalties (but is to coordinated attack penalties). The character must expend one arrow each time he uses this Charm. This Charm can only be used in response to ranged attacks and may be enhanced with Archery excellencies.

Seven Year Swarm Volley

Cost: 3m,1wp Type: Simple (Speed 6, DV -0)

Duration: One Action

Keywords: Combo-OK, Obvious, Cooperative, War

Mins: Archery 5, Essence 2 Prereqs: Dragonfly Finds Mate

The Exalt draws back his bow and unleashes a swarm of arrows into the sky, forming a mobile shield over himself and his allies. He grants the benefits of Dragonfly Finds Mate to a number of allies equivalent to a Magnitude 1 Unit. Using this Charm requires 10 arrows be available and they are expended over the course of the action. If used Cooperatively the Dragonblooded can protect a unit of size equal to the number of Dragonblooded participants.

In War this Charm can be evoked by a Sorcerer unit on his action. The unit may then use its Ranged Attack Rating rather than its Close Combat Rating to determine its DV versus ranged attacks.

Block The Sun

Cost: 5m,1wp Type: Supplemental

Duration: Instant

Keywords: Combo-OK, Cooperative, War

Mins: Archery 5, Essence 3 Prereqs: Swallow Defends The Nest, Seven Year Swarm Volley

The Exalt signals his allies, and as one they raise their bows, unleashing a wave of arrows that can block the sun's light to creation before falling down on their enemies. This Charm enhances a ranged attack made by the Exalt and a number of allies equal to his permanent Essence. If the attacks are made on the same tick against the same target the attack is automatically considered a coordinated attack inflicting the maximum penalty for the number of participants.

If multiple Dragonblooded know this Charm they can use it to create a chain. Each Dragonblooded adds a number of participants to the attack equal to their permanent Essence.

In War the Exalt can use this Charm to enhance an archery volley. A sorcerer can use this Charm to gain the normal Mass Combat bonus for his unit on his attack.

In the First Age this Charm was known as Cast the Sun's Shadow.

Metal Piercing Barb

Cost: 1m Type: Supplemental

Duration: Instant

Keywords: Combo-OK

Mins: Archery 3, Essence 1 Prereqs: None

This Charm enhances a wooden arrow the moment it flies free. The arrow becomes as hard as jade and pierces through armour like paper. An attack enhanced with this Charm ignores Hardness.

Life Swelling Sap

Cost: 1m Type: Supplemental

Duration: Instant

Keywords: Combo-OK, Holy

Mins: Archery 5, Essence 2 Prereqs: Metal Piercing Barb

This Charm enhances a wooden arrow the moment it flies free. Like the roots of the great trees, it converts death back into life. This arrow has no special effects against the living, but when used against the dead it has special effects.

If used against a zombie or other necromantically animated construct this Charm makes any hit by the arrow almost invariably lethal. If even a single die of post soak damage is rolled, the arrow bulges and thick roots spread through the zombie's body as leaves sprout from the arrow shaft. Consider any hit against a mindless undead or hungry ghost to instantly destroy it if this Charm is involved. Against larger horrors such as spine chains, this Charm converts all post soak damage dice into automatic successes.

If used against a ghost, this Charm inflicts the ghost with a magical illness. This illness manifests as a gradual transformation of the ghost's corpus, flesh transforms into flowering petals which detach and drift away, dissolving into white light. Eventually the ghost fades away entirely. Ghosts "killed" by this illness are returned to Lethe for reincarnation. Treat this as a Sickness with Virulence: N/A, Difficulty to Treat: N/A or 5 with Magic, Morbidity: 10 and Treated Morbidity: 5.

Awareness

All Encompassing (Element) Sense

Cost: 3m Type: Simple (Speed 5, DV-2)

Duration: One Scene

Keywords: Elemental

Mins: Awareness 2, Essence 2 Prereqs: (Any) Awareness Excellency

Through use of this, Charm the character gains an innate sense he can turn on or off with a few seconds concentration. The exact nature of this sense varies from Aspect to Aspect. Unless mentioned otherwise, the range of this Awareness is Essence x 50 yards. This Charm automatically foils attempts to re-establish surprise as long as it applies.

Air - The character can feel the subtlest shifts and distortions in the air. In this manner he can distinguish movement through an area. This allows him to negate penalties for poor vision (or blindness) in combat. However, this Charm has no effect on any subject which is not moving and thus makes a poor method for navigating in the dark, or for finding anyone that is standing still.

Earth - The character can sense the Earth through his feet and through that Earth anything connected to it. So long as both he and the object are touching the Earth, the character can sense it. He can discern objects from people and navigate in complete darkness (a useful ability underground) with ease. This Charm can even sense people in trees or in buildings, so long as there is an uninterrupted path between the Exalt and the target that passes through the Earth. This Charm has no effect on a ship on the water, nor can it sense objects suspended above the Earth. A jumping target that you can only sense through this Charm is treated as if seen through poor vision (-1 external penalty to all rolls).

Fire - The character can sense heat, including body heat. While this makes it hard to navigate without sight the character can fight most opponents blindfolded by sensing the shifts in their body heat as they fight. This

works for almost all living beings, and even most magitech automaton (who tend to produce heat from their inner workings). It fails against creatures with no actual body heat (such as walking dead).

Water - This Charm works exactly like Earth except it works through the medium of water. Also, unlike Earth Sense, to sense an object it must be directly touching or submerged in water. So, using this Charm, one could sense a boat moving through the water but not how many crews were in it.

Wood - This Charm allows the character to sense plants and any plant products and discern between them. This includes most poisons, food, and it is rare to meet a person who does not have some plant based products on them... even if it's the food digesting in their belly! Because this Charm rarely can detect people directly, the character suffers a -1 external penalty due to poor sensory acuity if forced to rely on it in combat. Creative and prepared opponents can make themselves effectively invisible if they work at it.

Zone of Awareness

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Awareness 5, Essence 3 Prereqs: Elemental Awareness

The Dragonblooded's elemental awareness is refined to include his own anima and anything that interacts with it. This Charm allows the character to sense anything that interacts with his anima automatically; the range is determined by his anima banner. 1 yard or less at 1+ motes, 2 yards at 7+, and 5 yards at 11+ motes of peripheral Essence spent. The character can fight any opponent in this range without penalties for poor vision, and automatically becomes aware and able to respond to Unexpected Attacks that must travel through his anima to strike him.

Sudden Insight Epiphany

Cost: 5m Type: Reflexive

Duration: Indefinite

Keywords: None

Mins: Awareness 3, Essence 2 Prereqs: (Any) Awareness Excellency

The Dragonblooded does not just receive insight from his eyes and ears, but from his greater connection to the world as a whole. This Charm allows the character to supernaturally reinforce either an Awareness or Investigation specialty he has. As long as the motes remain committed, the character succeeds instantly on all valid rolls to sense things related to that particular specialty.

This Charm can only apply to rolls which have a binary answer. It specifically does not include Join Battle or Join Debate rolls. Examples of valid specialties include stuff like "Guilt" or "Arson" or "Demons". If this Charm is ever evoked in a contest against a Charm that perfectly conceals something, this Charm always loses the roll off to detect things. The character must have the specialty before he can evoke this Charm.

Combat Intuition

Cost: 1m/tick Type: Reflexive

Duration: Instant

Keywords: Combo-OK

Mins: Awareness 4, Essence 2 Prereqs: Sudden Insight Epiphany

By use of this Charm, the Exalt will rarely be caught unprepared for a fight. This Charm can be evoked after making a Join Battle roll. If the character scored the highest value on the opposed roll, this Charm has no effect. If he acts one tick or later in the combat, he may spend 1m to subtract one tick from his moment of first action, to a minimum of acting on tick zero. So, if the character is forced to act on tick 6 due to a poor roll, he can spend 6m and act on tick zero instead.

This Charm can only be evoked if the character makes a Join Battle roll at the beginning of the combat, it has no effect if the character joins an existing fight or must make another Join Battle roll for some reason (such as after making a Cast Sorcery action).

Sense Sharing Meditation

Cost: 3m,1wp Type: Simple (Speed 5, DV -1)

Duration: One Scene

Keywords: Cooperative

Mins: Awareness 3, Essence 2 Prereqs: Sudden Insight Epiphany

The Exalt understands that all things in Creation come from and go to the same place, they are one. He can share this insight with others and in doing so share his experiences with them as well. The Exalt can use this Charm to share his senses with a number of allies equivalent to a Magnitude 1 mass combat unit. Everybody in the unit can see through the character's eyes and hear through his ears. If the Exalt has (or activates) any more exotic senses such as Elemental Awareness all of the subjects gain the benefits. While the character must activate this Charm in the presence of his allies, he can leave the unit and scout ahead, instantly relaying information to his unit. In this way he can serve as a forward observer for certain siege weaponry. Subjects of this Charm who try to concentrate on two separate sensory inputs suffer a -2 internal penalty to all actions from the confusion. This explicitly does not include combat unless the Exalt moves far enough away from the group that his sensory input significantly differs from theirs (i.e., he is at least no longer able to see any of his allies). Outside of combat, this Charm lasts about one hour. This Charm ends immediately if the character enters an area shielded against magical scrying, such as a Private Plaza of Downcast Eyes.

Multiple Dragonblooded can cooperate when evoking this Charm, expanding the number of people affected to a maximum Magnitude equal to the total participants. All subjects gain all the Dragonblooded's senses at the same time. However, creating confusing sensory impressions is even easier the more people are involved.

Sense Riding Technique

Cost: 5m,1wp Type: Simple (Speed 5, DV-1)

Duration: Indefinite

Keywords: Combo-Basic

Mins: Awareness 4, Essence 3 Prereqs: Sense Sharing Meditation

Instead of sharing his senses, the Dragonblooded can hijack another's. To use this Charm, the character must know the exact location of his subject, either via a direct line of sight or via use of Spells such as Coin of Distant Vision. The character can also explicitly evoke this Charm on anyone he has tagged via use of Still Pond Reflection. The character rolls his Manipulation + Awareness, subtracting an External Penalty equal to the target's permanent Essence. If successful the Dragonblooded sees and experiences everything the subject does, including physical sensations such as pleasure and pain. If the subject has enlightened Essence, he may roll Perception + Awareness, subtracting a penalty equal to the Dragonblooded's Essence to become aware that someone is riding his senses. If he fails this roll he is unaware. Charms such as All Encompassing Sorcerer's Sight always reveal the use of this Charm. This Charm ends immediately if either party enters an area warded against scrying, such as a Private Plaza of Downcast Eyes.

While sense-riding another, the Dragonblooded is utterly unaware of his surroundings and must sit in quiet meditation. If injured or forced to take any action, the effect of this Charm ends. This meditation is similar to the focus needed to Shape Sorcery and should be treated similarly.

Sense Destroying Attack

Cost: 3m Type: Simple (Speed 7)

Duration: Instant

Keywords: Crippling, Combo-Basic

Mins: Awareness 5, Essence 3 Prereqs: Sense Riding Technique

This Charm may only be used on a subject you are currently using Sense Riding Technique on. At any time, the character can focus and make a Manipulation + Awareness roll, applying the target's (Perception + Resistance + Essence)/2 as an external penalty. If successful, this Charm nullifies one of the subject's senses, either vision or smell and taste or hearing & touch. The Exalt picks one to apply each time this Charm is applied and may nullify all three senses by successive uses of the Charm.

Against mortals, this Charm's effects are permanent. Against Exalts and other beings that heal like Exalts the effects last one day.

Essence Disrupting Attack

Cost: 6m, 1wp Type: Simple (Speed 7)

Duration: Instant

Keywords: Crippling, Combo-Basic

Mins: Awareness 5, Essence 4 Prereqs: Sense Destroying Attack

This Charm may only be used on a subject you are currently using Sense Riding Technique on. Like Sense Destroying Attack, the Exalt rolls Manipulation + Awareness versus a DV equal to the subject's (Perception + Resistance + Essence)/2. However, if successful this Charm disrupts the subject's very ability to use Essence. For every threshold success, the opponent's ability to channel Essence is disrupted for one tick (i.e. if you roll three successes the opponent can't spend motes for 3 ticks). This Charm has no effect on activated Charms, committed artifacts or hearthstones, only affects that cost at least 1m or more to effect.

Medicine

Perfected Midwife Blessing

Cost: 1m Type: Simple

Duration: Indefinite

Keywords: Touch

Mins: Medicine 2, Essence 1 Prereqs: (Any) Medicine Excellency

No Exalted is as tied to the cycle of life and death as the Terrestrial Exalted, whose very power passes through the blood from parent to child and on and on. Thus, it is that the Dragonblooded were gifted with the ability to protect children, especially the unborn, so as to secure their legacy.

To use this Charm the character touches a pregnant woman and commits a single mote of Essence. This Charm perfectly protects the foetus from any harm that may befall the mother. No act of violence, no disease, no poison or harsh conditions, no malnutrition shall prevent the child from being born healthy. The child will survive anything short of the death of the mother and, with prompt medical attention, even that will not significantly harm a child late enough into the pregnancy (approximately eight months). This Charm even provides the mother with a limited sort of immunity to disease and poison. So long as the pregnancy (and this Charm) endures, the mother cannot die of poison or disease: once the mother is reduced to Incapacitated by a Sickness or Poison effect, set aside all other damage until the end of the pregnancy. The mother slips into a coma, and once the child is born all accumulated damage is applied at once. Any attempt to heal the mother must not only remove the disease, but also cure any accumulated damage as well. If the mother is undamaged, this Charm assures a clean, painless, quick and complication-free birth.

This Charm does not retroactively heal harm to the foetus. Even so, a Dragonblooded with this Charm is practically guaranteed a reasonable living anywhere in Creation.

Dread Sterility Infliction

Cost: 3m Type: Simple (Speed 5, DV -1)

Duration: Instant

Keywords: Touch, Crippling, Obvious

Mins: Medicine 4, Essence 2 Prereqs: Perfected Midwife Blessing

Even knowledge of this Charm is considered a crime in the Realm, and its actual use is severely punished (often fatally if used on a Dynast). This Charm allows the Dragonblooded to, with a light touch, inflict permanent infertility on a subject. Against an unwilling target, this requires a martial arts attack. Successful use of this Charm renders the target infertile, and it will also abort a pregnancy in mid-term.

This Charm saw widespread use during the Shogunate as a way of dealing with certain leftover Solar-created artificial lifeforms that proved too difficult to kill off enmasse in the traditional method.

Infection Banishing Gesture

Cost: 2m Type: Simple (Speed 7, DV -1)

Duration: Instant

Keywords: Combo-Basic, Touch, Obvious

Mins: Medicine 3, Essence 2 Prereqs: (Any) Medicine Excellency

The Exalt can quickly clean and close wounds with a touch and a flare of Essence. This Charm allows a Exalt to prevent any wound from becoming infected. The Exalt simply touches the wounded person and spends the motes, which causes a flare of appropriate elemental effects. Fire aspects may cauterize wounds, wood may produce a healing salve while Earth may create a bandage of sterile stone over all wounds. Whatever the special effects, use of this Charm guarantees that the subjects wounds will not degenerate due to infection. This Charm also halts all bleeding.

This Charm only protects against pre-existing wounds. If the subject is wounded again, those new wounds are not protected by this Charm.

Grievous Wound Alteration Energy

Cost: 5m, 1wp Type: Simple

Duration: Indefinite

Keywords: Touch, Obvious, Cooperative

Mins: Medicine 4, Essence 2 Prereqs: Infection Banishing Gesture

The Realm cannot afford to have its heroes laid up with injury for long. The Dragonblooded moves among his patients, allowing his aura of healing to envelope them. While this Charm is active, all the patients heal lethal wounds at the same speed they would heal Bashing wounds.

A single Dragonblooded medic can apply this Charm to a magnitude 1 unit. Each additional Dragonblooded healer increases the magnitude of the unit by 1.

Emergency Triage Grasp

Cost: 5m (or 1hl) Type: Simple (Special)

Duration: One Minute

Keywords: Combo-Basic, Touch, Obvious

Mins: Medicine 5, Essence 3 Prereqs: Grievous Wound Alteration Energy, Perfected Midwife Blessing

While many consider the Dragonblooded disposable, this is not true. Replacing an existing Dragonblooded officer is a matter of decades for a child to mature, Exalt and receive even the minimum training. Not to mention the major setback of losing a veteran officer. This Charm was developed to prevent that.

This Charm prevents death. To use this Charm, the Dragonblooded grabs a hold of a person and spends the motes. If the subject has been reduced to Incapacitated or worse by lethal or aggravated damage, this Charm prevents his condition from degenerating for one minute. Not even deliberate action from outside parties can kill the patient, unless said action kills the Exalted medic first and ends this Charm. At the end of that minute, the Exalt can reactivate this Charm, preventing damage for another minute and so on. If the Exalt ever runs out of motes he can spend 1hl to maintain (but not initiate) this Charm for each minute. While maintaining someone with this Charm, the Dragonblooded must concentrate all his attention on the patient, rendering him Inactive in combat. This Charm serves as a useful stopgap, but ultimately only as a stopgap. Since he can't do anything but maintain this Charm, the Exalt is left waiting for help to arrive that can stabilize the patient.

Exquisite Nurse Attitude

Cost: None Type: Permanent

Duration: Permanent

Keywords: None

Mins: Medicine 3, Essence 2 Prereqs: Third Medicine Excellency

The Dragonblooded may not be master healers, but their able assistance can prevent even the greatest doctor from performing a medical disaster. So long as the Exalt is participating in a medical procedure, he may evoke his Third Medicine Excellency to assist any other person in the procedure. This Charm merely allows the Exalt to evoke his excellency for others, it has no effect on the Charm timing rules or compatibility and timing issues of the Third Excellency.

Well Organized Trauma Team Prana

Cost: 7m, 1wp Type: Reflexive

Duration: Instant

Keywords: Cooperative, Combo-OK

Mins: Medicine 5, Essence 3 Prereqs: Grievous Wound Alteration Energy, Exquisite Nurse Attitude

While no one can match the Solar Exalted and their ability to heal, not even the Solars can treat as many patients as quickly as a team of Dragonblooded. Using this Charm, the Exalt selects a single doctor to act as the primary medic (this can include the Dragonblooded himself). The Exalt then uses a combination of elemental telekinesis and Exalted efficiency to quickly spread the doctor's treatments among the populace.

Using this Charm, a single roll can be made to affect a unit of Magnitude equal to 1. Each additional Dragonblooded further increases the Magnitude of the unit that can be treated by 1. This treatment is guided entirely by the primary doctor, the various Dragonblooded enter a trance-like state where they become extensions of the doctor's will. The treatment takes exactly as long as it would take the doctor to perform it if he was using it on a single patient and it has exactly the same effects (including any Charms) the doctor might have used.

This Charm has no effect on treatment actions that don't require medicine rolls. Using this Charm, the Exalted armies would often surprise Primordials who thought they had crippled their enemies with "incurable" diseases.

Healer's Oath

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Medicine 1, Essence 1 Prereqs: None

While this Charm was developed by dedicated Dragonblooded doctors, its use is still relatively rare. When a character develops this Charm, his anima banner will never again hurt a living human being or animal, under any circumstances. This includes any anima Charms which serve as direct damage attacks such as Elemental Bolt or Refining the Inner Blade and the anima powers of Fire and Wood-pected Terrestrials. Even the most compassionate Dragonblooded doctor thinks long and hard before taking the Healer's Oath.

Sterilizing Aura

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Medicine 2, Essence 2 Prereqs: None

The Dragonblooded refines his anima, so that it does not merely harm people and things, it also harms the spirits and germs that carry disease. Exposure to the Dragonblooded's anima at the 7+ motes level perfectly sterilizes objects and places of any mundane (non-supernatural) disease that might be lingering, even in the foulest offal or brackish water. Further, for the cost of 1m the Dragonblooded can sterilize any tool he can hold in his hand, making it safe to perform surgery without fear of contagion.

Hideous Elemental Venom

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Poison, Elemental

Mins: Medicine 4, Essence 3 Prereqs: Sterilizing Aura

They say that all things bitten by the Elemental Dragon of Wood die, only to be reborn again into new life. The Dragonblooded learns to emulate this quality, infusing his anima with the elemental poison of the five dragons. Those affected by this poison suffer a terrifying and painful death, as their body is converted into pure elemental energy from the inside out. The Dragonblooded can concentrate this poison into his blood, creating one dose by spending 5m and losing 1 lethal health level worth of blood. In combat, the character can transform his opponent's blood into the poison. This is a reflexive action that cost five motes and must supplement an attack made against a target within the Dragonblooded's anima (1 yard at 7+ level, five yards at the 11+ level). Anyone exposed to the poison successfully (through ingestion of the blood poison, or an augmented attack that does at least one lethal health level) must resist the poison. The victim rolls Stamina + Resistance against a difficulty equal to the Dragonblooded's Essence. This roll is made once per tick until the victim succeeds at three consecutive rolls (in which case the poison ceases to affect them) or they die.

Air Aspect poison appears as a clear flavourless and odorless substance, very hard to detect when applied to food or drink (difficulty up by +2). Victims freeze solid internally, eventually transforming into frozen statues which shatter seconds later and evaporate into a puff of frigid breeze. The victim is at a -3 internal penalty from the pain and takes one lethal health level (level, not dice) of damage for each failed roll. Additionally, each health level inflicted reduces the character natural soak against bashing and lethal damage by one, to a minimum of zero.

Earth Aspect poison appears very similar to arsenic. It can easily be ground into a powder which can then be blow into the face of enemies. Earth poison takes effect even if it only achieves skin contact. Victims begin to experience a slow petrification as first their skin, then their muscles and finally their internal organs and brain change to stone. Victims of this poison leave behind particularly gruesome statues. The victim suffers a -3 internal penalty from the pain and adds one to the Speed of all actions. Every failed roll inflicts one lethal health level of damage, and that roll is penalized to 0 before applying Charms if the victim is in direct contact with the Earth. As a mild bonus, the victims Bashing and lethal soak increase by one for every health level of damage inflicted.

Fire Aspect poison kills quickest of all. It appears as a smoky liquid that sizzles if exposed to organic substances. Exposure to the flesh will not poison an individual, but the poison burns like acid (1L/tick, trauma 2) until washed off with plenty of clean water. Victims rapidly immolate as their body burns to death from the inside out. The pain is crippling, at -5 to all rolls. Victims take 2L damage for every failed roll.

Water Aspect poison appears like water, utterly indistinguishable from regular water by anything other than magic (reduce dice pools to detect the poison to zero before Charms are applied). Victims of this poison might not even realise they are sick. This poison inflicts no penalty due to pain. Instead it slowly breaks down the bonds in the person's body, eventually reducing them to a disgusting ooze. The victim takes one bashing damage per failed roll and must succeed on a Perception + Awareness roll (difficulty = Dragonblooded's Essence) to realise they are poisoned before they are reduced to incapacitated. Once lulled into a coma the victim degrades faster (bashing damage rolls over into lethal) until his body dissolves.

Wood Aspect poison is the most virulent. It appears as a single drop of glowing green liquid. When exposed, the victim is wracked with pain as his veins slowly turn green and bulge across his body. The skin ruptures and flowering plants emerge. When its work is done the victim has been reduced to a small pile of beautiful flowering plants. The victim suffers a -2 internal penalty due to pain and takes one lethal damage for every failed roll. However, reduce the Stamina + Resistance pool to zero before applying Charms.

Any of these poisons are almost certainly instantly fatal to mortals (especially extras) unless they receive immediate care from powerful magic. Because of the magical nature of these poisons, they may affect spirits, walking dead, Fair Folk and other things which are normally immune to poisons.

Ride

Great Heart Companion

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Ride 1, Essence 1 Prereqs: None

When the Dragonblooded purchases this Charm, he selects one animal that he has ridden on at least for one hour. This animal is almost always a Familiar, but it need not be. Once purchased, this Charm renders the animal immune to the Dragonblooded's Anima Flux damage. It also grants the animal a number of Improvement Points equal to the Dragonblooded's Essence. These points may be spent on a one for one basis to add: 1 dot to Strength and Stamina, 1 dot to Dexterity, 1 dot to Wits, 1 dot to Perception or 1 -0 Health Level. These bonuses increase as the Dragonblooded's Essence increases. The animal will also not die of old age as long as the Dragonblooded lives but will die if the Dragonblooded dies for any reason.

This Charm can only be purchased once, even if the Great Heart Companion dies. In that case, only in that case, the Dragonblooded may spend 3XP to choose a new Great heart Companion from among his former companion's direct descendants.

Elemental Halo Meditation

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Elemental

Mins: Ride 3, Essence 2 Prereqs: Great Heart Companion

This Charm improves Great Heart Companion. So long as the Dragonblooded is riding his chosen steed and his anima is flaring at the 1+ motes level, his mount gains special abilities dependant on the character's Aspect.

Air Aspects grant their mounts improved aerial movement. For land or sea animals add the Dragonblooded's (Essence x2) to its leaping distance even for creatures who normally can't jump, such as Yeddim. Flying mounts add the Dragonblooded's (Essence x2) to their movement in yards/tick.

Earth Aspects grant their mounts improved durability. The mount's Stamina increases by the Dragonblooded's Essence, and it may soak lethal damage with its full Stamina.

Fire Aspects grant their mounts blazing speed. Add half of the Exalt's Essence (round up) to the mount's Dexterity for all purposes.

Water Aspects mounts can travel on water as if it were solid ground and add the Dragonblooded's (Essence x2) in yards/tick to their movement rates if moving across or under water.

Wood Aspects grant their mounts enhanced strength. Add the Dragonblooded's Essence to the mount's Strength. If its natural attacks don't normally do lethal damage, they do as long as they are affected by this power.

Mount Summoning Ritual

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Ride 5, Essence 3 Prereqs: Elemental Halo Meditation

Through use of this ritual, the Dragonblooded need never leave his Great Heart Companion behind. This anima power is a one hour long ritual that greatly resembles the Summon Elemental spell in some respects. The Dragonblooded spends 15 motes at the culmination of the ritual, at which point the Great Heart Companion appears in a swirl of elemental Essence, magically transported from anywhere in Creation to the character's side.

Compassionate Master's Defence

Cost: 1m Type: Reflexive (Step 1)

Duration: Instant

Keywords: Combo-OK

Mins: Ride 2, Essence 1 Prereqs: (Any) Ride Excellency

While they do not often ride to war, those Dragonblooded who do show a concern for their steeds that far exceeds those of their fellows. This Charm can be activated in response to an attack against an animal the Dragonblooded is riding. When activated, the Dragonblooded becomes the target for the attack. He defends against the attack as normal.

Breaking The Dragon's Back

Cost: 1m+, 1wp Type: Simple (Speed 5, DV-1)

Duration: Instant

Keywords: Combo-Ok, Obvious

Mins: Ride 4, Essence 2 Prereqs: Compassionate Master's Defence

This Charm allows an Exalt to instantly take control of any mount by leaping onto its back and creating a bridle of Essence which breaks its will to serve the Exalt. The Exalt spends 1m for every permanent Willpower dot the potential mount has plus one willpower, then rolls his Charisma + Ride against its Dodge MDV. If successful, he immediately mounts the animal in a single fluid motion and the mount will accept him as its master from that point forward. Its control rating is effectively 1 for the purpose of the Exalt (and only the Exalt) who used this Charm. After use the bridle of Essence vanishes.

Usually use of this Charm is wasted on normal riding mounts, but this Charm also effects mounts trained to accept only one type of rider, normally dangerous or "untrainable" animals that would never accept a rider (such as Tyrant Lizards) or even intelligent creatures which have enough in common with mounts for them to qualify (Storyteller's call but Agata certainly qualify, as would God-blooded horses). Only Familiars and other animals with magic-backed loyalty are immune to this Charm.

The Dragonblooded can also use this Charm to benefit others. He makes the roll as normal, but if he succeeds, he passes the Essence bridle to another who then becomes the animal's master. He must make the roll even if he has already broken the mount for himself. Any use of this Charm erases any previous use, so an animal may only be enchanted by one version of this Charm at a time.

Horse Whisperer's Encouragement

Cost: None Type: Permanent

Duration: Permanent

Keywords: None

Mins: Ride 3, Essence 2 Prereqs: Third Ride Excellency

Bending over and whispering encouragement into his steed's ear, the Dragonblooded gives it supernatural steadiness which prevents it from failing at any task. This Charm can be used to affect any roll made by a mount the character is currently riding, allowing him to evoke his Third Ride Excellency to benefit the mounts actions. This Charm can affect any Ability roll made by the mount, but only if the Dragonblooded is riding it at the time. This Charm does not change the timing and compatibility issues of the Third Excellency by itself, merely allows the Dragonblooded to evoke it to benefit his mount.

Terrain Traveling Method

Cost: 3m,1wp Type: Simple

Duration: One Day

Keywords: Cooperative, Elemental, War

Mins: Ride 4, Essence 2 Prereqs: Horse Whisperer's Encouragement

Using this Charm, the Dragonblooded is able to allow his mount, and a number of additional mounts suitable to seat a unit of Magnitude 1, travel at great speed through even the harshest of climates or terrains... provided the Dragonblooded has affinity for that area.

This Charm treats all travel times for the unit as if the unit was traveling on a clear, well maintained road provided the unit is traveling through aspect compatible terrain. Air aspects ignore penalties to their travel

time from ice, snow, blizzards and cold. Earth aspects treat mountains, regardless of steepness, as level terrain. Fire aspects move at normal speed through deserts, in sandstorms or in blistering heat. Water aspects can ford and portage rivers so quickly that unless the body of water is at least five miles across they treat it as no barrier at all; similarly, they ignore travel time penalties from swamps. Wood aspects move through even the thickest forest or most overgrown jungle with equal speed.

Note that this Charm does not prevent environmental damage, nor does it drive off insects and other vermin or provide the unit with provisions. In War, a unit effected by this Charm does ignore the limitations on available formations and magnitude imposed by the environment (which is particularly handy in the East, see the Scroll of Kings pg. 84 for more details).

If multiple Dragonblooded use this Charm cooperatively the size of the unit that can be affected is equal to the total number of Dragonblooded using this Charm. Additionally, the unit gains the benefits of all relevant environmental immunities (so a Magnitude 3 unit of two Fire and one Earth could effortlessly travel at full speed through a range of highly volcanic mountains, even if they risk damaging their unit by doing so).

Charge of the One Hundred Generals

Cost: 5m,1wp Type: Extra Action

Duration: Instant

Keywords: Combo-OK, War, Cooperative

Mins: Ride 5, Essence 3 Prereqs: Terrain Traveling Method

Few things in Creation are as feared as this Charm. Using it, the Exalted rallies a single unit mounted on cavalry to his voice and leads them forward, a thundering wave of hooves and steel that overrun everything. This Charm fills the mounts of all the unit with supernatural speed and synchronizes their attack to maximum possible effect.

To use this Charm, the Dragonblooded must be a member of the Unit. If the commander, he uses this Charm as his normal action, bringing the entire unit along with him. He then spends the motes and charges an opponent. This Charm allows the cavalry unit to move twice its normal Dash movement on the tick in which it makes this attack, but only in a straight line. It can attack an enemy unit at any point along this line.

This Charm allows the unit to make one attack for every point of Magnitude it has. The player can make all these attacks against a single unit or splits them up among any number of units along the unit's path of movement in any way the Exalt pleases. Once it makes an attack, the unit affected by this Charm may disengage automatically and continue its movement if it hasn't yet used up its full movement this tick.

In addition to being damaged by the attack, any unit attacked by this Charm adds +1 difficulty to the Morale roll to resist rout after being attacked by this Charm. Any unit that takes any damage from this Charm immediately falls into an Unordered Formation as the cavalry cuts straight through their formation and sends troops flying in all directions.

A Dragonblooded Hero, Sorcerer or Relay in the unit can activate this Charm in response to a charge made by the unit's Commander. It doesn't grant the speed bonus or inflict Morale or Formation penalties but does grant an Extra Attack made with the units normal attack bonuses. Multiple Dragonblooded can activate this Charm, granting the unit a single Extra Attack per Dragonblooded willing to activate this Charm.

This Charm may be explicitly be used in a Combo with Charms of other Abilities.

Breeding the Ideal Partner

Cost: 15m,1wp Type: Simple (Dramatic Action)

Duration: Special

Keywords: Training

Mins: Ride 5, Essence 3 Prereqs: Breaking the Dragon's Back

NOTE: This Charm assumes you are using my Mutation-Based Alternate Familiar Background (which can be located on the Fixalted Wiki). If you are not using those rules, delete this Charm from the set.

This Charm is a dramatic action to breed together two animals, which need not necessarily be of the same species! This Charm can only be performed in an uncapped demesne (five uncapped demesnes on the Blessed Isle are maintained solely for the use of this Charm). Use of this Charm ensures that the breeding will succeed and produce viable offspring, no matter how incompatible the two animals may be.

The offspring born of this union will be of the same type as its mother but retain a number of beneficial qualities from its father. These are represented by Mutation Points. The offspring has as many mutation points as a level 2 Familiar and the mutations selected should reflect its father's qualities or qualities related to the demesne they were raised in (a Water demesne might result in an animal with gills or Water Adaptation for example). The motes for this Charm must be committed for the duration of the pregnancy, which always lasts one season.

If the breeder is not yet happy with the offspring he may further breed that offspring with another animal, taking another year but increasing the resultant animal's effective Familiar rating to three, and this may be repeated twice more to create up to a level 5 Familiar. The breeder must keep the motes committed for the entire process.

Once the breeder is satisfied, he is left with a Familiar. He then may give this Familiar to another Exalt or an Enlightened Mortal as a Training effect, effectively bestowing the Familiar on the other at its current level. If the ST charges XP for Backgrounds the character with the new familiar goes into XP debt, but this debt is only 1XP per dot of Familiar, not 3XP per dot. Needless to say, this cannot increase the maximum amount of familiars that a character can have.

If the familiar is not attuned to a master within one season or the breeder ceases to commit Essence to it, the animal becomes a free animal. It must be won over in the normal fashion of animals, and animals bred this way are often extraordinarily obstinate. These animals created by this Charm may breed, but the mutations granted do not breed true. Only singular familiars may be produced.

Survival

Excellent Surveyor's Insight

Cost: 3m Type: Simple (Dramatic Action)

Duration: Indefinite

Keywords: Stackable

Mins: Survival 3, Essence 2 Prereqs: (Any) Survival Excellency

The Exalt can quickly acquaint himself with a region. This Charm is a dramatic action that involves exploring a region. The amount of time this takes varies, but the longer the Exalt explores the more territory this Charm will cover (one hour of exploration might survey a single small forest while the entire Eastern Direction would take a thousand years to explore in full). Once completed, the character spends 3m and gains a one die specialty to all Survival rolls while in that territory, as he has identified all the best paths, where to find food and shelter and so on. This specialty may be gained multiple times by taking more time to explore the area and spend the motes repeatedly but as usual the maximum specialty bonus is +3 from any combination.

Perfect Cartographer Understanding

Cost: 5m, 1wp Type: Simple (Dramatic Action)

Duration: Instant

Keywords: Stackable

Mins: Survival 5, Essence 3 Prereqs: Instant Survival Refinement, Excellent Surveyor's Insight

This Charm is a dramatic action to create a detailed map with which a character is familiar (enough to have a specialty related to that area). The Exalt rolls Intelligence + Survival, subtracting a number of successes based on the size of the area he is making the map for (from one for a single forest to five for the entire south-western jungle) and one success for each die of Specialty the character has for the area (making the minimum difficulty of this roll two).

If the Exalt is successful, he creates an extremely detailed and useful map. Anybody who consults this map gains an effective specialty in the region on all their Survival rolls (from +1 to +3 depending on the Exalt's specialty and how well he rolled) in the region. In order to take advantage of this map the user must be sufficiently familiar with such things (either Lore 1 or Survival 1). The map created by this Charm is an actual permanent object, the motes used to create it are not committed. Even if the Exalt later loses the specialties that allowed him to create the map, the usefulness of the map does not degrade. However significant magical changes to the location (Solar Circle Sorcery, Neighbourhood Relocation Scheme, the opening and closing of shadowlands etc) can render the map useless. Similarly, enough time passing can make the map less useful: the map's effective bonus drops by one die at ten, one hundred and one thousand years respectively.

EG: A map of the Noss Fens created with this Charm has a +3 bonus from the cartographer's relevant Specialty. However, it is over five hundred years old, so the natural course of changes in the area has reduced the effective specialty provided by the map to only +1.

Terrestrial Administration Plan

Cost: 3m, 1wp Type: Simple (Dramatic Action)

Duration: One Growing Season

Keywords: None

Mins: Survival 2, Essence 2 Prereqs: Third Survival Excellency

This Charm is a dramatic action to come up with a plan for how to gain the best yield out of a particular farmland. The player makes an Intelligence + Survival roll against a difficulty equal to the Magnitude of the social unit that is needed to farm a particular area. He must have basic information regarding the area's climate, soil, crops and workers, which can be gathered in about an hour of effort. The plan created will last for about a season.

If he is successful, this Charm creates a plan for how to administer the land. Provided the Terrestrial Administration Plan is applied to the land, the area will produce its maximum yield of crops this season, suffering no losses due to poor weather, pests, drought or any mundane, non-magically imposed penalty. Following this plan does not deplete the area of resources faster than the usual act of farming the land, so it is safe to use this Charm season after season with no fear of ruining the land.

This Charm fails if the area is subjected to any magical enchantments outside the normal actions of the least gods and the Bureau of Nature and Seasons. Thus, its effects do not stack with most sorcery spells, Fair Folk glamours and so on. This Charm has no effect outside Creation (i.e., in the Underworld, Malfeas or the Bordermarches or worse of the Wyld).

Taint of Blighted Land

Cost: 7m, 1wp Type: Simple (Dramatic Action)

Duration: Instant

Keywords: Obvious, Cooperative

Mins: Survival 5, Essence 3 Prereqs: Terrestrial Administration Plan

On occasion it is better to destroy an enemy through starvation rather than force of arms. This Charm blights a land, cutting it off from the flow of Wood Essence which allows all things to grow. This Charm affects an area the Exalt's Essence in miles across. The taint visibly spreads through the ground as a darkening shadow that is very easy to track to its source. Using this Charm takes about five minutes (five long ticks), and if the Exalt is forced to abandon this Charm before then, the effects do not take hold.

The blighted land created by this Charm is unable to grow plants of any kind. Any existing plants in the region wither and die over the course of the next day. The blight remains for one year and shrinks at the rate of one mile per year thereafter. No known Dragonblooded Charm can speed up this recovery, so use of this Charm is considered a last resort (and has not been approved at all since the Mask of Winters sacked Thorns).

If multiple Dragonblooded use this Charm cooperatively, then land blighted is equal to the participating Dragonbloodeds' total Essence.

Demesne Farming Prana

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Survival 3, Essence 2 Prereqs: Terrestrial Administration Plan

Using this Charm, the character can enter one of Creation's demesnes and exit with food. This process takes about one hour, and the character must spend 10m. At the end of this hour he produces a nutritious but not very appealing food appropriate to the demesne's aspect (herbs from a Wood demesne, rock candy from an Earth one, golden loaves of bread from a Solar demesne and so on). The food produced is enough to supply a social unit of magnitude equal to the demesnes rating for one day.

Use of this Charm more than once per day reduces the demesne's effective rating by one each time. This "damage" is healed at the rate of one rating point per week.

Cleanse the Tainted Water

Cost: 5m Type: Simple (Speed 5, DV -1)

Duration: Instant

Keywords: Cooperative

Mins: Survival 3, Essence 2 Prereqs: (Any) Survival Excellency

This Charm allows the Exalt to produce clean water from any water source, no matter how fouled or undrinkable. The Dragonblooded touches the water and it becomes drinkable after he spends the motes. The effects of this Charm vary depending on the Exalt's aspect (Fire boils water free of impurities, Wood creates seeds that bloom into plants that absorb all the taint through their roots and so on). Mechanically this makes any source of water drinkable. All Sickness and Poison (both magical and mundane) effects lingering in the water are removed. This Charm even affects saltwater, and can affect any drink made out of water (though it turns such drinks into flavourless water in the process).

A single Dragonblooded can affect enough water to provide for a Magnitude 1 unit for one day. However, this is limited by the available water and containers. Simply touching the ocean and evoking this Charm will create a pocket of cleansed water... for about the five second it will last before the current mixes it with the rest of the saltwater. Multiple Dragonblooded can affect more water, enough to provide for a unit whose Magnitude is equal to the total Dragonblooded. Note that in especially dry, hot weather the amount of water a unit will need is considerably higher, and this Charm may need to be evoked two or three times per day... provided enough water is available!

Creation Knows Its Own

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima

Mins: Survival 3, Essence 2 Prereqs: (Any) Survival Excellency

When the Dragonblooded does not want to be followed, he cannot be followed. This Charm takes effect so long as the Dragonblooded's anima banner is manifesting at the 1+ mote level. When he moves through a natural area of Creation, the environment moves to conceal his passage: erasing his footsteps, nullifying his scent and so on. Any attempt to track the Exalt through the wilderness has the dice pool reduced to 0 before applying Charms. This Charm has no effect outside of Creation (in Malfeas, the Underworld or the Deep Wyld) nor does it work in Yu Shan, whose environment is under the control of Celestial rather than terrestrial authorities.

(Direction) Adapting Evolution

Cost: None Type: Permanent

Duration: Permanent

Keywords: Anima, Elemental, Cooperative, Training

Mins: Survival 5, Essence 3 Prereqs: Creation Knows Its Own

This Charm allows a Dragonblooded to adapt any living thing to the directions of Creation. The character chooses a social unit with a magnitude of 1, gathers them into a circle holding hands and spends 7 motes. Every member of that social unit becomes infused with the Dragonblooded's anima, gaining the equivalent of the (Elemental) Adaptation pox (CoCD: The Wyld pg. 145) appropriate to the Exalt (i.e. Fire Aspects grants Fire Adaptation, Water Aspects grant Water Adaptation). This transformation is painful to the subjects, all of them lose one willpower point and may take damage unless they are protected against Anima Flux damage.

The effects of this power persist for one week, at which point they have to be employed again. If performed by a Dragonblooded in a demesne this Charm becomes a Training effect, allowing the subject to purchase the Pox for 4XP (or go into XP Debt if they don't have enough). This mutation does not count against the maximum mutation points the subject can have and still be viable in Creation, since it is harmonized with the power of the five elements. Even so, the Immaculate Order considers granting human beings permanent mutations via this Charm a heresy, far too close to the hubris of the Anathema at the height of their power. Still, rumours persist of outcaste Dragonblooded with access to higher Essence versions of this Charm capable of far more than just elemental adaptation.

If used cooperatively, this Charm affects a unit of Magnitude equal to the number of Dragonblooded participants, However it can only grant one Pox at a time, chosen from among the aspects available. Granting additional aspects requires multiple invocations.

New Pox Earth Adaptation - Common only to people affected by this Charm, Earth Adaptation makes the character well suited to survival under the Earth. The character can breathe any air, no matter how stagnant or foul it has become provided it has not actually been poisoned by deliberate effort. He also can climb and crawl through caves with extra ease, reducing the difficulty of any Athletics or Larceny rolls to climb on stone or squeeze through tight spaces by one (to a minimum of one).