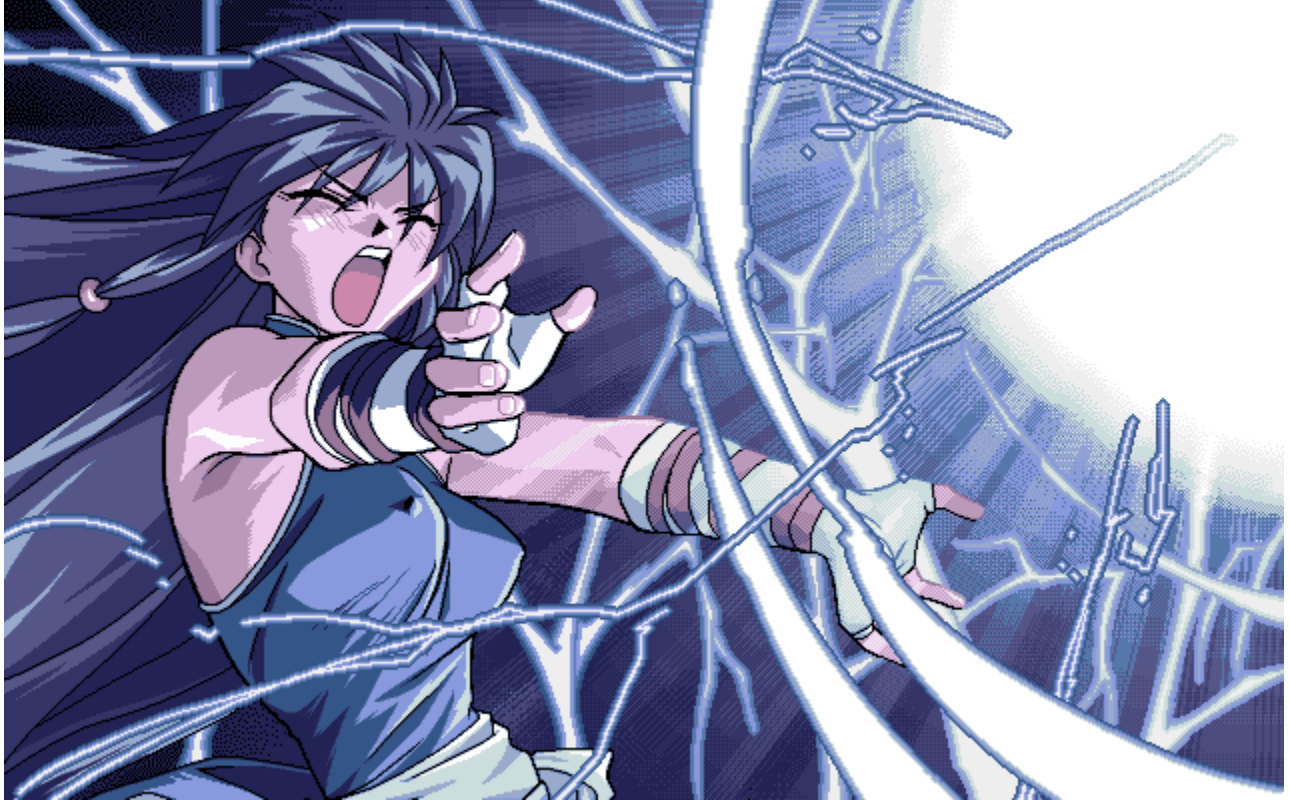


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## ***GIFTS FROM THE GODS***

***LAST UPDATED :  
22ND DAY OF THE RESPLENDENT AIR, REALM YEAR 768  
2ND DECEMBER 2001***

***DOCUMENT MAINTAINED BY SILESIA DEUMACHINUS***

***LAST CHARM ADDED : ARMOR SHREDDING ATTACK***

## Athletics Aptitude Charms

### Wind Leaping Technique (Dragon-Blooded)

write by DinosaurBlooded

Element: Air

Cost: 2

Duration: Instant

Type: Reflexive

Minimum Athletics: 2

Minimum Essence: 1

Following Charms: Air Body Method

By attuning herself to the essence currents flowing through the wind the character is able to make leaps while in midair (see Exalted page 252 for more information on Leaping) Dragon blooded using this charm have been known to stay up in the air for several rounds or to cross vast chasms in a series of jumps, Although some have run out of essence and dropped to their untimely demise.

### Air Body Method (Dragon-Blooded)

write by DinosaurBlooded

Element: Air

Cost: 2 motes

Duration: Instant

Type: Reflexive

Minimum Athletics: 3

Minimum Essence: 1

Prerequisite Charms: Wind Leaping Technique

The Dragon Blooded using this charm becomes as light as air while jumping and may leaps of up to her Strength x 10 feet vertically or twice that distance horizontally instead of her movement action. Unlike similar Solar charms this can be a difficult manoeuvre, requiring a reflexive Dexterity Athletics roll difficulty dependant on the wind conditions in the area. Leaps made in relatively still air would be standard difficulty while leaps made on a windy day would be difficulty 3 and leaps during a hurricane would be difficulty 5. Failure to make this roll means the character doesn't go where he wanted to or is blown off course and may sustain damage.

### Safety Tumbling Technique (Solar)

write by Spider

Cost: 2 motes

Duration: Instant

Type: Reflexive

Minimum Athletics: 3

Minimum Essence: 2

Prerequisite Charms: Lightning Speed

Following Charms: Solar Fortitude Break-fall

Once a character is trained in this charm he need no longer fear falling, if it is at all possible to ride out the impact of a fall such as tumbling or swinging around a tree branch the

character takes no damage from falling. In the event that the character has no way to break, slow, or ride out the fall they take damage as normal. This charm also applies to damage that would be taken from being knocked backwards into things. While a character would take damage from being hit by a giants club they might be able to avoid the damage from hitting the tree behind them by say swinging around it.

### Solar Fortitude Break-fall (Solar)

write by Spider

Cost: 5 motes

Duration: Instant

Type: Reflexive

Minimum Athletics: 5

Minimum Essence: 3

Prerequisite Charms: Safety Tumbling Technique, Increasing Strength Exercise

With this charm the character has learned to focus his strength into his muscles, suffusing them with essence to such a point that he takes no damage from falls, a character und the effects of this charm may cause significant collateral damage from his impact such as leaving a crater after a 7 story fall but would take no damage himself. As with the previous charm Break-Fall this also applies to any extra damage a character might have taken from being knocked into something like a building. Unlike the previous charm a character activating this one need not be able to tumble or somehow break his fall.

### Increasing Dexterity Practice (Solar)

write by Luke

Cost: 3 motes per dot

Duration: One scene

Type: Simple

Minimum Athletics: 3

Minimum Essence: 2

Similar in effect to Increasing Strengh Exercise, this Charm allows a character to increase her Dexterity tremendously for short periods of time.

For every 3 motes of Essence the character spends, her Dexterity increases by 1. A character cannot increase her Dexterity by more than her Essence rating through the use of this Charm.

### Increasing Stamina Training (Solar)

write by Luke

Cost: 3 motes per dot

Duration: One scene

Type: Simple

Minimum Athletics: 3

Minimum Essence: 2

Similar in effect to Increasing Strengh Exercise, this Charm allows a character to increase her Stamina tremendously for short periods of time.

For every 3 motes of Essence the character spends, her Stamina increases by 1. A character cannot increase her Stamina by more than her Essence rating through the use of this Charm.

## Awareness Aptitude Charms

### Death's Door (Abyssal)

write by MisterMcDonn

Cost: 5

Duration: Instant

Type: Supplemental

Minimum Awareness: 2

Minimum Essence: 1

Following Charms: Soul Sin,

Rend Soul

By use of this charm the Death Lord or Abyssal Exalted is able to look into the eyes of a passerby and see how close to death they are. This can either be a simple understanding or the charm can be grotesque allowing the Exalted to see the person wither and die or see the method of their death as well. Adding olfactory and audio schematics as well can also further enhance the charm itself. The dead does tend to stink of rot and make squishy noises when moved. This will not allow the Exalted to see the moment of their death by will provide a time until that person passes on in hours, days, months or years depending on the time. This charm is useful because an Exalted of the dead will be able to know when that soul is available for summoning. It will also lower the resistance that the soul will put up later when the Exalted summons them for service.

Game Mechanics this means that by spending 5 motes an Abyssal Exalted or Death Lord may see the time of the person's death as well as lower their raising requirement by 5 motes in the future. This summoning may be in the form of spiritual or physical.

### Soul Sin (Abyssal)

write by Mister McD

Cost: 5 motes, 1 willpower

Duration: Instant

Type: Simple

Minimum Awareness: 3

Minimum Essence: 2

Prerequisite Charms: Death's Door

Following Charms: Rend Soul

By use of this Charm an Abyssal or Death Lord may look into the heart of an enemy and see the sins of the soul. This allows the Abyssal to view all the damning actions that their opponent has made and how their soul will weigh in the future. By performing this charm an Exalted will see what type of Risen the Death Lord can turn them into in the future. If a person has a hellish soul that is full of sin they are ripe for

use as the most fiendish of dead. If a person is only lightly sinful than they may not even be available for manipulation after death. As with the Deaths Door this ability is more perception driven so an Exalted viewing a victim might see their sins as levels of decay or see them as the creature they are fit to be. This effect can vary from as the Storyteller sees fit.

Game Mechanics will require an Exalted to spend 5 motes and 1 willpower to see into the soul of their enemy. Of course this power is mostly for use in the future events and is not immediately useful to the Abyssal. There is one exception to this however, if the Death Lord is able to discuss with the opponent how sinful they are and how damned their soul is a person can find themselves in the deepest pit of Hell accompanied by the spawns of evil themselves. This effect is more role-played than actual however to support it in mechanics a Storyteller should roll Manipulation + Essence targeting the opponents Temperance. A success means that the person begins to feel remorse and sorrow for the sins they have created in the past. If the Death Lord get double the opponents Temperance than the person is completely overwhelmed with remorse and cannot act while in the presence of their persecutor. This power would be perfect for a combination with Deaths Door.

### Rend Soul (Abyssal)

write by Mister McD

Cost: 20 motes, 2 willpower

Duration: Permanent

Type: Simple

Minimum Occult: 5

Minimum Essence: 1

Prerequisite Charms: Soul Sin,

Death's Door

To further the cause of death and enhance their armies the Abyssal and Death Lords have become very skilled in the ability to pull souls from the recently dead. This ability is the reason that a perceptive Death Lord will follow a sinful victim that is near death around for days. Either a Death Lord or his minions for the purpose of stealing a fresh powerful soul as soon as it crosses will commonly stalk an opponent who has fallen into deep sin and is nearest to death. By means of the ability the Death Lord may pull the soul out of the dying and based on its level of sin create it into something monstrous to serve in his armies. Under most circumstances a Death Lord will only personally follow a person of unsurpassed evil and will sometimes ignore the lightly sinful.

Game Mechanics a Death Lord will spend 20 motes and 2 willpower to pull fourth the soul of a recently dead sinner. This soul will follow the Exalted's every command and will have statistics and abilities based on their level of sin. The Exalted must roll Essence + Willpower targeting the Willpower of the recently dead to pull the soul out of the dying. Of course this action finishes off the victim and they immediately suffer from decay and rigamortis once the soul is

removed. The soul removed will also be unspeakably misshapen and disgusting after being removed in such a horrible fashion. Unless the level of sin is previously known a Storyteller must determine the level of the sinner. To do this simply roll a d10 the higher the roll the more powerful the sinner and therefore the more powerful the spirit taken. Of course the power level used will vary from game to game so this power should not be randomly enforced, and should be used as more of a plot point.

## Brawl Aptitude Charms

### Air Body Method (Dragon Blooded)

write by DinosaurBlooded

Element: Air

Cost: 2 motes

Duration: Instant

Type: Reflexive

Minimum Athletics: 3

Minimum Essence: 1

Prerequisite Charms: Wind Leaping Technique

The Dragon Blooded using this charm becomes as light as air while jumping and may leap up to her Strength x 10 feet vertically or twice that distance horizontally instead of her movement action. Unlike similar Solar charms this can be a difficult manoeuvre, requiring a reflexive Dexterity Athletics roll difficulty dependant on the wind conditions in the area. Leaps made in relatively still air would be standard difficulty while leaps made on a windy day would be difficulty 3 and leaps during a hurricane would be difficulty 5. Failure to make this roll means the character doesn't go where he wanted to or is blown off course and may sustain damage.

## Brawl Aptitude Charms (Solar)

### Smeltering Fist of Outrage (Solar)

write by Winter\_Heart

Cost: 3, 1 willpower

Duration: Instant

Type: Supplemental

Minimum Brawl: 3

Minimum Essence: 2

Prerequisite Charms: Fist of Iron Technique

Following Charms: Burning Knuckles of Retribution

The character let out a powerful scream, focusing all his anger and worry out of his heart and mind and into his fist. The outrage manifest as heat around the character's fist and make his attack much more damaging.

On a successful attack, the character may add his Conviction Virtue to his Damage Pool. Releasing one's anger this way is also very cathartic experience, the character may roll his

Conviction at a 1 Difficulty, success allow him to regain 1 willpower point. This roll cannot be botched.

Note: Character with a Compassion of 3 or higher who use this charm automatically gain a Limit Break point.

### Burning Knuckles of Retribution (Solar)

write by Winter\_Heart

Cost: 6 motes, 1 willpower

Duration: Instant

Type: Supplemental

Minimum Brawl: 5

Minimum Essence: 2

Prerequisite Charms: Smeltering Fist of Outrage

Following Charms: Phoenix's Fatal Fury

This charm bestow the Solar even more power when he focuses his anger into his fist. As the torrent of outrage is released, the Solar's anima banner flares up and become even more radiant around his fist, as the flame of his anima become all too real.

On a successful attack, the character may add the total of his (Conviction Virtue Essence) to his Damage Pool. This damage is considered Lethal and flammable objects may also burst into flame at the Storyteller's discretion. Releasing one's anger this way is also very cathartic experience, the character may roll his Conviction at normal Difficulty, success allow him to regain 1 willpower point (thus cancelling the willpower cost). This roll cannot be botched.

Note: Character with a Compassion of 3 or higher who use this charm automatically gain a Limit Break point.

### Phoenix's Fatal Fury (Solar)

write by Winter\_Heart

Cost: 10 motes, 1 willpower

Duration: Instant

Type: Simple

Minimum Brawl: 5

Minimum Essence: 3

Prerequisite Charms: Burning Knuckles of Retribution

The ultimate release of the Solar's anger, only the mightiest warriors can take this attack and walk away from it. The Solar's anger pour out of him and into his aura, making it flares up like a bonfire, he then launches himself, fist forward, to strike his target. The Solar Fire becomes even deadlier to enemy of the Unconquered Sun.

The Solar roll his dexterity brawl normally. If the attack is directed toward an Undead, an Abyssal Exalted or other creature of the Night, he may add his Permanent Essence to his Accuracy.

On a successful attack, the character adds the total of his [Conviction Virtue Essence] as automatic\_health\_level\_of\_damage. The automatic damage is soaked first, followed by the dices. This damage is considered Lethal and flammable objects may also burst into flame at the Storyteller's discretion.

If the Phoenix' Fatal Fury strikes an Undead, an Abyssal Exalted or other creature of the Night, the damage is considered Aggravated.

Following the use of this charm, the character may not attack or otherwise do any offensive action (he may still defend himself) for a number of turn equal to the character's Essence, his fire and drive are gone and he must wait for them to be reborn.

### **Iron Claw (Lunar)**

write by Yoshi

Cost: 2 motes

Duration: One turn

Type: Supplemental

Minimum Brawl: 3

Minimum Essence: 3

The lunar are always living in the Wyld, they use to have at least non-aggressive contact with the other inhabitant of this chaotic region. But when a pretentious fairy lord want to hunt a Lunar instead of his common monstrosities, the lunar use this Charms to make him understand his mistake.

This charm allows the Lunar to transform is natural claw in pure Iron, making aggravated damage to Fair Folk.

## **Conviction Aptitude Charms**

### **See the past hero (Spirit)**

write by Earthbinder

Cost: 5 motes, 1 willpower

Duration: Instant

Type: Simple

Minimum Conviction: 3

Minimum Essence: 3

this charm allows the spirit to gaze upon the anima of an exalted and know it incarnations back to the first time the essence was instilled in a mortal  
the spirit makes a willpower and essence roll with the number of successes showing how many incarnations the "soul" has had that the spirit can see  
many powerful exalted have been "exalted" as many times as their permanent essence score, some have been abd gone since the beginning of the war against the primordials. for a few it is their first time (ST call)

## **Craft Aptitude Charms**

### **Swiftiness of Creation Technique (Solar)**

write by nadrakas

Cost: 6 motes, 1 willpower

Duration: One scene

Type: Simple

Minimum Craft: 3

Minimum Essence: 2

Prerequisite Charms: Flawless Handiwork Method

Following Charms: Whirlwind Creation

The character can create items of her chosen work with speed far surpassing what is normal. While Swiftiness of Creation Technique does not allow the character to create works with any greater skill, it does allow the work to be completed in a fraction of the time. The normal amount of material and fuel, if any, are used during the creation process. When determining the effectiveness of Swiftiness of Creation Technique count Years as Months, Months as Weeks, Weeks as Days, Days as Hours and Hours as Minutes. The Essence is considered to be committed and cannot be recovered until the product is complete.

EXAMPLE: If a suite of Armour would normally take two months to create, a Character using Swiftiness of Creation Technique could make it in a mere two weeks.

### **Example of Creation Times**

Cutting a Gem: 1 day to 1 week

Cooking

> Simple Meal: 10 minutes

> Average Meal: 1 hour

> Banquet Feast: 8 hours

Farming

> Plowing a Small Field: 2 hours

> Plowing a Large Field: 8 hours

Smithing:

- Weapons

--- Arrows & Bolts: 1 day to make 50

--- Small Weapon: 1 day

--- Medium Weapon: 1 to 7 days

--- Large Weapon: 2 to 4 weeks

- Armour

--- Light Armour: 1 week

--- Medium Armour: 2 to 4 weeks

--- Heavy Armour: 1 to 3 months

--- Superheavy Armour: 4 to 6 months

- Shield

--- Buckler: 1 to 2 days

--- Target: 3 to 5 days

--- Tower: 1 week

Structure:

--- Small: 2 Weeks

--- Medium: 2 Months  
--- Large: 6 Months  
--- Huge: 1 Year  
--- Small Keep: 2 years  
--- Medium Keep: 4 years  
--- Large Keep: 8 years

Notes : Duration lasts until the Product is finished. The Essence is committed until then. And for truly exceptional products the times should be increased anywhere from 2 to 10 times. Storyteller discretion applies.

### **Whirlwind Creation (Solar)**

write by nadrakas  
Cost: 6 motes per product, 2 willpower  
Duration: One scene  
Type: Simple  
Minimum Craft: 5  
Minimum Essence: 3  
Prerequisite Charms: Swiftens of Creation Technique

The character builds upon her ability to quickly create products. But with Whirlwind Creation she takes it one step further, gaining the ability to rapidly create multiple products. The character decides how many products she wants to create, spends six Motes per product and 3 total Willpower and goes to work. Like Swiftens of Creation Technique, Whirlwind Creation does not enhance the characters ability to make the product, it only speeds up the creation process itself. The times remain the same as for Speed the Work, with each product being created within the allotted time. The Essence is considered to be committed and cannot be recovered until the products are created.

EXAMPLE: A character decides to create 5 suites of Armour, each of which would normally take 2 months to make. Spending the 30 Essence and 3 Willpower, the character begins the creation process. Two weeks later, after the Crafts roll, the 5 suites of Armour are completed.

Notes : Duration lasts until the Product is finished. The Essence is committed until then.

### **Mantra of Instant Repair (Solar)**

write by Singing\_Wind  
Cost: 15 motes, 1 health level, 1 willpower  
Duration: Instant  
Type: Reflexive  
Minimum Craft: 5  
Minimum Essence: 4  
Prerequisite Charms: Crack-Mending Technique

Weapons can shatter in one's hand in the heat of battle; tools can be destroyed when working with magical materials; precious artifacts might be smashed just by dropping them. It

is for these, and similar situations, that this Charm was devised.

By channeling her Essence at the moment of an item's destruction, she can mend it to the state it was in just prior, instantaneously. The object must be, or have just left her possession, and it must be something the Exalt has familiarized herself with to the extent she can picture it in her mind without effort. The item can be as large as anything the Exalt can carry, but it must be a physical object. As with Crack-Mending Technique, Mantra of Instant Repair cannot restore magic to items that have lost their enchantment.

### **Armor shredding attack (Solar)**

write by Karl  
Cost: 6  
Duration: Instant  
Type: Reflexive  
Minimum Craft: 4  
Minimum Essence: 2  
Prerequisite Charms: Shattering Grasp

Using his knowledge of how armour are made, the craftsman knows how to diable a set of armour.

If the craftsman are using a blade, or other cutting weapon he cutts into the joints of the armour, or the bucles that hold the armour together.

If using an hammer or other bludgeoning weapon, he would bash in any larger surface.

The end result is, that the armour no longer soaks damage in the same way, and as it falls apart, it will hinder its wearer even more.

To use, this is an extended action, the craftsman must make a number of successes, from the perception + craft dice pool, equal to the armours soak. So far he has not expended any motes, and he may fight normally while he studies the opponents armour.

Attack: using the dexterity + craft pool, he attacks the armour itself. Damage, whitch can not be soaked, aplies to the armours soak. Each sucesfull attack will also give the armour a -1 movement penalty. Both loss of soak, and movement penalty aplies untill the armour has been repaired by a craftsman.

Note, bukles and such are not allways easily obtainable in the wild. One can however probably improvise using parts from other suits of armour.

Also, at the storytellers discretion, as faeries dream themselves unto the world, their armour just might not have the same "bugs" for a cratsman to use....

## **Endurance Aptitude Charms**

### **Solar Flare Retribution Technique (Solar)**

write by Winteredge

Cost: 3  
Duration: One turn  
Type: Reflexive  
Minimum Endurance: 3  
Minimum Essence: 2  
Prerequisite Charms: Willpower-Enhancing Spirit

The draws upon inner rage and pain allowing it to burst forth as a burst of solar light. Each strike against the Solar who has activated this charm causes a burst of bright golden light to flare.

When this charm is applied, for every die of damage rolled against the Solar after soak has been applied, the character may roll one die.

These dice represent an incredibly bright instantaneous flash of light emanating from the solar, and likely blinding all opponents engaged in direct melee combat against the solar.

The resulting successes are resisted by each attacker's Endurance Resistance. The net successes still remaining are reduced from all die pools of the opponent for a number of turns equal to the Solar's Essence score.

This effect can, at the storyteller's discretion, effect nearby bystanders or others who are closely watching the Solar Exalted who uses the charm.

Blind attackers, automata, attackers wearing goggles of smoked glass, or using other methods to protect their eyes from this charm may be able to ignore this charm.

Zombies, unclean spirits, demons, and undead creatures may only use their Essence scores to resist this effect.

### **Mountain Goat Technique (Solar)**

write by Winteredge  
Cost: 6 motes  
Duration: One day  
Type: Simple  
Minimum Endurance: 2  
Minimum Essence: 2  
Prerequisite Charms: Veteran's March Technique  
Following Charms: Iron Runner Technique

The character is able to perform any strenuous activity such as hiking over steep terrain, mountain climbing, or jogging for the full day without tiring or suffering any negative effects.

### **Iron Runner Technique (Solar)**

write by Winteredge  
Cost: 7 motes  
Duration: One day  
Type: Simple

Minimum Endurance: 4  
Minimum Essence: 3  
Prerequisite Charms: Mountain Goat Technique

This charm allows the character to draw upon untold reserves, providing them with unflagging endurance with regards to prolonged strenuous activities. Characters may sprint, swim against the current, climb impossibly steep mountains, etc. with no discernable hint of tiring. As with Veteran's March Technique and the Mountain Goat Technique, the effects of this charm last for the entire day.

## **Martial Arts Aptitude Charms**

### **Poisoned Palm Strike (Solar)**

write by Winteredge  
Cost: 3  
Duration: Instant  
Type: Simple  
Minimum Martial Arts: 5  
Minimum Essence: 2  
Prerequisite Charms: Crippling Pressure-Point Strike  
Following Charms: Delayed Poison Palm Strike

This Solar Exalted Charm allows a martial artist to focus their essence in such a way that when they strike an opponent, that enemy's body reacts as though it had been poisoned by a dangerously lethal venom.

The amount of damage that is done to the character by the initial blow is unimportant. It could be something as small as a strike upon the cheek, or even a simple poke in the ribs that delivers the charm.

When it does occur, however, the victim will immediately roll their Stamina plus Resistance at a difficulty equal to the Solar Exalted's Essence trait.

If the victim succeeds in this roll, they take two additional levels of levels of damage automatically.

If the victim fails their roll, however, they take this amount of damage and lose one additional die from each of their dice pools for every success they were short on the resistance roll for the next two hours. Unexalted characters who fail this roll die instantly in agonizing spasms.

### **Delayed Poison Palm Strike (Solar)**

write by Winteredge  
Cost: 5, 1 willpower  
Duration: Instant  
Type: Simple  
Minimum Martial Arts: 5  
Minimum Essence: 3  
Prerequisite Charms: Poisoned Palm Strike

The Solar Exalted focuses essence into a deadly venom. With but a touch they are able to infuse an enemy with poison which will lie dormant for a number of days determined by the Solar Exalted. This appointed time may not occur sooner than one hour after the strike was made, or later than the Solar's Essence trait in weeks. The exact appointed day must be decided prior to the attack being made.

The attack must make skin to skin contact, or do actual damage after any protecting soak is applied.

When the appointed time comes to pass, the victim must make a Stamina plus Resistance roll scoring a number of successes equal to the attacker's Essence score at the time of the attack.

If the victim succeeds they suffer 2 unsoakable health levels of lethal damage.

If the victim fails, they suffer a number of health levels of lethal damage (soakable with stamina only) equal to the Solar Exalted's Essence trait times 2. This damage is automatic (after soak), and is not rolled.

Often the victim will be completely unaware that they have been poisoned. The victim is likely, however, to notice various aches and a general stiffness until the charm's effects are triggered. A successful Perception + Medicine roll at a difficulty equal to the Solar Exalted's Essence trait allows a physician to diagnose the poisoning.

There are two known cures for the Delayed Poison Palm strike, one is for the attacker to make a second Delayed Poison Palm Strike on the same victim, nullifying both. The second is for a potion to be brewed using numerous extremely potent and expensive poisons. Such a concoction is incredibly difficult, requiring at least a number of successes equal to the Solar Exalted's Essence trait.

### **Wolf Claw Strike (Solar)**

write by Yoshi

Cost: 3 motes

Duration: Instant

Type: Supplemental

Minimum Martial Arts: 2

Minimum Essence: 1

Following Charms: Feral Bite Technique

The character infuses her form with essence, his strike becoming powerful and violent blow, mimicking the savagery of the wolf. He adds her Martial Arts score to her damage total.

### **Feral Bite Technique (Solar)**

write by Yoshi

Cost: 3 motes

Duration: Instant

Type: Supplemental

Minimum Martial Arts: 3

Minimum Essence: 1

Prerequisite Charms: Wolf Claw Strike

Following Charms: Wolf Form

The character charges his fists and feet with essence to strike with a deadly accuracy, each of his attack becoming as deadly as a wolf jaw. The character adds her Martial Arts score to her accuracy total.

### **Wolf Form (Solar)**

write by Yoshi

Cost: 5 motes

Duration: One scene

Type: Simple

Minimum Martial Arts: 4

Minimum Essence: 2

Prerequisite Charms: Feral Bite Technique

Following Charms: Essence Wolf Claw,

Pain Breathing Method,

Primal Survival Intuition

The Exalted takes the posture of a ferocious wolf, standing nearly on four feet, his back curved, his two hands static ready to strike violently at any time. For the rest of the scene, he adds his Martial Arts to his damage and initiative totals.

More the character eyes and body infuse with essence have movement similar to a hunting wolf, and his yellow glowing eyes instils fear in the heart and soul of his victim. His opponent becomes unable to flee or defend himself, he adds the character's Martial Arts score to all his difficult to parry, dodge or flee. If the opponent has a valor score superior to the character's essence he can make a willpower roll difficulty equal to the character essence to be immune to the charm effect for one scene. If the character has several opponent divide the character Martial Art among them beginning by the one with the lowest willpower.

### **Essence Wolf Claw (Solar)**

write by Yoshi

Cost: 6 motes

Duration: Instant

Type: Supplemental

Minimum Martial Arts: 5

Minimum Essence: 2

Prerequisite Charms: Wolf Form

Following Charms: Furious Predator Prana

The character expands his anima to his hands, forging essence made claw around his finger. He adds her Martial Arts score to her damage and his strike do lethal damage.

### **Pain Breathing Method (Solar)**

write by Yoshi

Cost: 3 motes  
Duration: Instant  
Type: Simple  
Minimum Martial Arts: 5  
Minimum Essence: 2  
Prerequisite Charms: Wolf Form  
Following Charms: Jaw Lock Technique

The character strikes his opponent at a neck pressure point, making him unable to breath correctly. He makes a normal attack but instead of dealing damage, he blocks the respiration of his victims for a number of turn equal to his Martial Arts score, to act during this turn the opponent have to successfully make a temperance roll difficulty equal to the character essence.

### **Primal Survival Intuition (Solar)**

write by Yoshi  
Cost: 4 motes  
Duration: Instant  
Type: Reflexive  
Minimum Martial Arts: 4  
Minimum Essence: 2  
Prerequisite Charms: Wolf Form  
Following Charms: Hunter Instinct

The character concentration becomes total, his sense all his environment and himself as a whole. He add his Martial Arts score to his dodge and parry rolls, and to all perception rolls to catch a surprise attack, and can also dodge a single attack with his full dice pool.

### **Furious Predator Prana (Solar)**

write by Yoshi  
Cost: 6 motes, 1 willpower  
Duration: Instant  
Type: Extra Action  
Minimum Martial Arts: 5  
Minimum Essence: 3  
Prerequisite Charms: Essence Wolf Claw  
Following Charms: Prey Death Sentence Method

The character motion develop into a fast and enraged fury of strike, his essence surround him and turn all his movement into deadly gesture. The player roll the Exalted's Martial Arts, for each success, she may take an extra attack and ignore one wound or fatigue penalty during the turn.

### **Hunter Instinct (Solar)**

write by Yoshi  
Cost: 6 motes, 1 willpower  
Duration: Instant  
Type: Supplemental  
Minimum Martial Arts: 5  
Minimum Essence: 3  
Prerequisite Charms: Primal Survival Intuition

### **Following Charms: Prey Death Sentence Method**

The character instinct become the one of a wolf, he become able to sense his enemy fear and do not need to rely on human perception. The player rolls the Exalted's Perception + Martial Arts roll difficulty equal to the temperance of his prey. If successful, he don't longer needs to use his sight or hearing to locate him and can do it only by feeling his fear; more he can now by instinct the weak point of his opponent and reducing the armor rating of his opponent by his Martial Arts score.

### **Jaw Lock Technique (Solar)**

write by Yoshi  
Cost: 8 motes, 1 willpower  
Duration: Instant  
Type: Simple  
Minimum Martial Arts: 5  
Minimum Essence: 3  
Prerequisite Charms: Pain Breathing Method  
Following Charms: Prey Death Sentence Method

The fighter locks his opponent's neck in a vicious hold, paralysing him like wolf holding his prey in his jaw. He makes a Dexterity + Martial Arts rolls to grab his opponent, if successful his victims his paralyse and take the character Martial Arts score lethal damage for each turn trying when he try to free himself.

### **Prey Death Sentence Method (Solar)**

write by Yoshi  
Cost: 10 motes, 1 health level, 1 willpower  
Duration: Instant  
Type: Simple  
Minimum Martial Arts: 5  
Minimum Essence: 3  
Prerequisite Charms: Jaw Lock Technique, Hunter Instinct, Furious Predator Prana

The character concentrates all his essence in his hands, making them sharper and stronger than a sword, able to pierce skin and almost any armor. The character makes a normal Martial Arts attack, with aggravated damage. If this damage are equal or higher than the opponent's stamina + resistance, he is immediately dead, if they are equal or higher than the half opponent's stamina + resistance, he falls incapacitate and will be dead in a opponent's stamina + resistance minutes if not carefully healed.

### **Standing Mammoth Technique (Solar)**

write by azzeder  
Cost: 3  
Duration: Instant  
Type: Reflexive  
Minimum Martial Arts: 2  
Minimum Essence: 1

#### Following Charms: Mighty Mammoth Charge

The character infuses his body with Essence to temporarily increase his ability to withstand damage. When activated, the character adds his Martial Arts score to his Bashing soak and half of it (rounded up) to his Lethal soak against a single attack.

#### **Mighty Mammoth Charge (Solar)**

write by azzeder

Cost: 3

Duration: Instant

Type: Supplemental

Minimum Martial Arts: 3

Minimum Essence: 1

Prerequisite Charms: Standing Mammoth Technique

Following Charms: Deadly Trample Cadence,

Grasp of the Colossus,

Mammoth Form

The character channels essence into his body to increase the might of a tackle attack. To use this charm, the character must first do a normal Tackle maneuver (p. 240) using his Dexterity + Martial Arts and subtracting one success from the roll. If successful, the attack does Strength + Essence + 2 damage, and the exalt doesn't need to roll a reflexive Stamina + Athletics roll to see if he is knocked down. His target, however, must still make that reflexive Stamina + Athletics roll, but the difficulty is 3 or the tackler's Essence, whichever is higher.

#### **Deadly Trample Cadence (Solar)**

write by azzeder

Cost: 3

Duration: Instant

Type: Supplemental

Minimum Martial Arts: 3

Minimum Essence: 2

Prerequisite Charms: Mighty Mammoth Charge

Following Charms: Towering Tusk Technique

The character using this charm can pound one opponent with a series of powerful heavy blows that act as one devastating single attack. To do so, the character only needs to do a regular Martial Arts attack against a single opponent. If the attack is successful, the amount of successes is multiplied by the attacker's Essence score.

#### **Grasp of the Colossus (Solar)**

write by azzeder

Cost: 3

Duration: One scene

Type: Simple

Minimum Martial Arts: 3

Minimum Essence: 2

Prerequisite Charms: Mighty Mammoth Charge

#### Following Charms: Towering Tusk Technique

The character's arms and hands become as strong as a mammoth's trunk, increasing the amount of weight the character can lift, hold or grab. Thus, the character can add his Martial Arts score to his Strength + Athletics for the purpose of lifting objects. This bonus can also be added to any roll you get to stop your opponent from escaping your grasp during the Clinch and Hold maneuvers (pp. 239-240) or any other similar situation.

#### **Mammoth Form (Solar)**

write by azzeder

Cost: 5

Duration: One scene

Type: Simple

Minimum Martial Arts: 4

Minimum Essence: 2

Prerequisite Charms: Mighty Mammoth Charge

Following Charms: Towering Tusk Technique

The Exalted adopts a slow but incredibly strong method of combat. When activated, the character adds his Martial Arts score to his Bashing and Lethal soak. Furthermore, the character cannot be knocked down by any means unless his feet leave the ground. Also, for every attack the character makes, you can add his Essence score to the raw damage pool.

#### **Towering Tusk Technique (Solar)**

write by azzeder

Cost: 4

Duration: Instant

Type: Supplemental

Minimum Martial Arts: 5

Minimum Essence: 3

Prerequisite Charms: Mammoth Form,

Deadly Trample Cadence,

Grasp of the Colossus

The Exalted can imbue one of his unarmed strikes with so much force and brutal energy that it deals Lethal damage instead of Bashing damage. Furthermore, if the attack successfully hits a target, you do not need to make a damage roll as every die is considered an automatic success.

#### **Tiny Talons (Solar)**

write by Khaizard

Cost: 1

Duration: Exalted's essence turn

Type: Supplemental

Minimum Martial Arts: 1

Minimum Essence: 1

Following Charms: Scouring Claw

Stylists who practice the Monkey style of martial arts often grow their nails long. While these normally would present no

problem, one of the most basic skills practitioners learn is to channel Essence into these fingernails to better deal damage to their opponents. The fingernails become razor-sharp and capable of tearing cloth and even light armors, though metal or stone will easily turn the attack aside.

Basically, the martial artist's attack damage becomes 2L. Strength is not added to the damage, but extra successes are. Although the martial artist can damage things as tough as normal wood with this attack, items of metal or stone are inviolate. If an opponent is wearing medium or heavy armor, the opponent's soak may reduce damage to zero. Light armors are either not protective enough (Breastplate and Chain Shirt) or not tough enough (Buff Coat) to completely turn away damage.

This is one of the first steps of MONKEY STYLE martial arts

### **Scourging Claw (Solar)**

write by Khaizard

Cost: 3

Duration: Exalted's essence turn

Type: Supplemental

Minimum Martial Arts: 2

Minimum Essence: 1

Prerequisite Charms: Tiny Talons

A testament to the quick and deceptive antics of the Monkey stylist, this technique aims to disable an opponent by blinding them, both physically and with pain. The practitioner curls his fingers into a claw, and makes a quick raking strike at the opponent's face. The result may well incapacitate the target!

The practitioner rolls as normal, but if successful, the opponent suffers under the following penalty. The opponent is minus a number of dice to all rolls equal to the number of net successes rolled. This penalty lasts for a number of turns equal to the martial artist's Essence (starting with the target's next action). Each round, the opponent may try to ignore the pain and force himself to use his blurred vision. The opponent must either spend a Willpower point or make a Stamina + Resistance roll (at the typical multiple action penalty) at a difficulty equal to the number of remaining rounds (including the current one). If successful, the penalty is halved (round down), but cannot be less than 1 die.

This is another step for MONKEY STYLE martial arts

### **Monkey Flip (Solar)**

write by Khaizard

Cost: 2

Duration: Exalted's essence turn

Type: Supplemental

Minimum Martial Arts: 2

Minimum Essence: 1

This ability allows the stylist to perform an acrobatic flip or roll over the opponent, ending in a throw. The throw, because of the extra motion, has extra momentum, throwing the opponent further. The Exalted can decide to either throw the

target away or up. If the target is thrown away, the distance is Strength + Successes in yards. If the target is thrown up, the distance is Strength + Successes in feet. Should the target hit something before completing its journey, it takes a number of extra dice of damage equivalent to the remainder of the distance to be traveled.

## **Medicine Aptitude Charms**

### **Purifying Flame Prana (Dragon-Blooded)**

write by Khaizard

Element: Fire

Cost: 4 motes

Duration: Instant

Type: Supplemental

Minimum Medicine: 3

Minimum Essence: 2

Following Charms: Burning Healing Method

Flame is said to burn away impurities and in the case of fire Dynasts, this is accurate. However, this cure may well be as bad (if not worse) than the disease. This cure can be used on others, but non-Exalted are not likely to survive the ordeal. The subject need not be restrained for this charm to work, but it may be a good idea. This charm only works on an individual who has a disease or poison in his system.

The Dragon-Blooded grips the afflicted person tightly and channels Essence into their system, which burns away impurities. Roll the Dynast's Intelligence Medicine. The target number is either the poison's failure damage (see p 243 in the Exalted book) or the disease's difficulty (p 319-321). If the roll is successful (equal to or more), then the treatment is entirely successful. If the roll is unsuccessful, the impurity is unaffected. Whether or not the subject is cured, he takes 1 Health Level of lethal damage per success rolled. Exalted may subtract soak as normal. Though this may seem harsh, it is far better than suffering for extended periods; This way, all the damage is done at once.

### **Burning Healing Method (Dragon-Blooded)**

write by Yoshi

Element: Fire

Cost: 10 motes, 1 willpower

Duration: One day

Type: Simple

Minimum Medicine: 4

Minimum Essence: 3

Prerequisite Charms: Purifying Flame Prana

By channelling fire essence in the body of recently hurt person, the Dragon-Blooded can make his wounds burn from inside and close rapidly, effectively healing him (or at the least, cauterizing the wound and preventing infection).

The Dragon-Blooded makes a medicine roll. The number of health levels healed is equal to the dragon-blooded's essence score, plus the success of the roll.

However, this method can be very dangerous, the pain is so intense that the patient must succeed in making a willpower roll, difficulty 2 to stay conscious. If he botches he risks a heart attack.

## Melee Aptitude Charms

### Merciful Weapon Technique (Solar)

write by Winteredge

Cost: 1

Duration: Instant

Type: Reflexive

Minimum Melee: 2

Minimum Essence: 1

Prerequisite Charms: Excellent Strike

The character focuses her essence into and around her weapon forcing it to preserve the life of its victims.

If the charm is activated on an attack that would normally kill an opponent, the opponent takes no more damage than the incapacitated health level.

This allows the Solar to duel with a friend or someone else considered valuable to the character without holding back.

In the first age, many exalted learned their deadliest combos with this technique included so that they could train others.

Note, if a character does not use this charm when they make a strike that would kill an opponent, the opponent dies normally. This charm only has any effect when used on a strike that will itself kill an opponent. Subsequent strikes will likely kill an opponent normally.

### Improvisational Weapon Technique (Solar)

write by Winteredge

Cost: 5

Duration: One scene

Type: Simple

Minimum Melee: 3

Minimum Essence: 1

Prerequisite Charms: Excellent Strike

Note: This charm requires a large amount of storyteller participation. Storytellers should consider this prior to allowing the purchase of this charm.

This charm allows the character to focus essence into an object that would not normally be a viable weapon. Examples

include towels, toothpicks, coiled up bed-linens, rope, or even chopsticks.

Such weapons generally do lethal damage, though some few items may only be viable as bashing weapons.

Most such weapons become destroyed at the end of the turn in which they are used.

When activated the storyteller may apply the Solar Exalted's Essence trait as weapon bonuses applied as they see fit.

Ex. Robert has an essence score of 4. At the beginning of a battle he picks up a hand-held fan which he wishes to use in combat. The storyteller grants the fan the following stats: Speed: 2, Accuracy -1, Damage 0L, Defense 3. Robert has no idea what the stats of a particular weapon are going to be until he initiates the charm. He is pleased at the Fan's defense value, and uses it to parry many strikes until he is able to retreat through an open window.

This charm does not increase a weapon's balance for purposes of throw attacks.

### Sun and Water Strike Technique (Solar)

write by Winteredge

Cost: 3

Duration: Instant

Type: Reflexive

Minimum Melee: 4

Minimum Essence: 2

Prerequisite Charms: Hungry Tiger Technique

Following Charms: Unblockable Strike Technique,

Vicious Piercing Strike Technique

The character, weapon moving like liquid sunlight, makes an attack which bypasses all but the most potent defenses. The attack ignores a number of parry successes by an opponent equal to the attacking character's essence trait.

### Unblockable Strike Technique (Solar)

write by Winteredge

Cost: 5

Duration: Instant

Type: Reflexive

Minimum Melee: 4

Minimum Essence: 3

Prerequisite Charms: Sun and Water Strike Technique

The character expends essence transforming their weapon into pure essence that flows like liquid sunlight around all obstacles save armor and flesh and bone.

When activated the Solar's attack cannot be parried, and may only be dodged or similarly avoided.

### **Vicious Piercing Strike Technique (Solar)**

write by Winteredge

Cost: special

Duration: Instant

Type: Reflexive

Minimum Melee: 3

Minimum Essence: 3

Prerequisite Charms: Sun and Water Strike Technique

The Solar Exalted focuses their essence around a single piercing point of their strike, allowing them to lessen armor's protection in that location.

When this technique is triggered the Solar's attack ignores some of the opponent's armored soak. The character spends 3 points of essence to trigger the charm, which reduces the target's soak by an amount equal to the Solar's Essence trait. The Solar may expend additional points of essence reducing the soak further on a point per soak level basis.

### **Warrior (Solar)**

write by KalidanIsis

Cost: 8, +3 per extra damage die, 1 willpower

Duration: One scene

Type: Simple

Minimum Melee: 4

Minimum Essence: 3

Prerequisite Charms: Glorious Solar Saber,  
Call the Blade,

Retrieve Fallen Weapon

This charm creates a Daiklaive of pure Essence from the Unconquered Sun itself. Thus keeping the warrior armed at all times, even when steel is unavailable. The summoned blade has all the stats as a normal Daiklaive save for the damage. Damage is equal to Strength plus 1.5 times your essence(round up). By expending more essence you can increase the weapons damage by one die per 3 motes of Essence. Each blade is personalized to the individual, unlike a Daiklaive, you cannot insert a hearthstone into it.

### **Feather Light Strike (Dragon Blooded)**

write by Winter\_Heart

Element: Air

Cost: 2 per 'effect level'

Duration: Instant

Type: Supplemental

Minimum Melee: 2

Minimum Essence: 1

Following Charms: Clashing Spark

Air weights nothing and the raging wind is the fastest of the 5 elements.

With this charm, the Dragon-Blooded can impart those qualities to his weapon, allowing blinding speed at the cost of some power.

For every point of mote spent, the current weapon the Terrestrial Exalted use gain 2 point of speed, but loses 1 point of damage as it lose weight, for the next strike.

A weapon damage bonus cannot be made negative through the use of this charm and the Terrestrial cannot spend more motes then his Melee (rounded up - At melee 3: one can spend 4, at 5: one can spend 6) rating on a single strike.

### **Clashing Spark (Dragon Blooded)**

write by Winter\_Heart

Element: Air

Cost: 5

Duration: Instant

Type: Supplemental

Minimum Melee: 3

Minimum Essence: 2

Prerequisite Charms: Feather Light Strike,  
Elemental Blow Technique

A more powerful version of the elemental blow technique, the Air Aspect exalted summon the might of lightning into his blade. The weapon his surrounded by an aura of crackling electricity that discharge within any opponent the Dragon Blooded strike.

The Terrestrial Exalted may add his Permanent Essence rating to his raw damage. When fighting opponent wearing metal armor, made of metal (this included sorcerers who turn their body into metal) or somehow surrounded by metal, he also add +1 to his Accuracy Dicepool and reduce his opponent's soak by his Permanent Essence rating.

### **Mind Over Body (Solar)**

write by Artemis

Cost: 2, 1 willpower

Duration: One scene

Type: Simple

Minimum Melee: 2

Minimum Essence: 2

This charm creates an invisible essence flow between a Solar Exalted and their weapon. It creates a unity between thought and action that blurs the distinction of body and weapon. After activating the charm you roll 2 dice for innitiative and take the better one.

### **Fatal Weakness Strike (Abyssal)**

write by Yoshi

Cost: 1 motes per sucess

Duration: Instant

Type: Supplemental

Minimum Melee: 1  
Minimum Essence: 1

The abyssal is capable to see the weakness in the body or the armor of the opponent. When using this charm, the Exalted make a standard Dexterity Melee, each success subtract one from the opponent soak (stamina and armor), the success can not be higher than the character essence.

### **Darkling Essence Slash (Abyssal)**

write by Awaikaze  
Cost: 1 mote per die penalty  
Duration: Instant  
Type: Supplemental  
Minimum Melee: 1  
Minimum Essence: 1  
Following Charms: Unstoppable Blade Technique

With this Charm, the strike of the Abyssal Exalted are preternaturally accurate and swift, and exceedingly hard to dodge or parry. For every mote of Essence spent, the target of a single strike suffers an equal die penalty on any attempts to dodge or block.

An Abyssal striking with a 5 mote Darkling Essence Slash would thusly impose a 5 die penalty on any attempts to dodge or parry the attack. It should be noted that the use of this Charm is a gamble. If the target of the attack decides not to defend at all, then the Abyssal has wasted the Essence.

### **Unstoppable Blade Technique (Abyssal)**

write by Awaikaze  
Cost: 3 motes per success canceled  
Duration: Instant  
Type: Reflexive  
Minimum Melee: 2  
Minimum Essence: 1  
Prerequisite Charms: Darkling Essence Slash

An Abyssal with this technique is fearsome indeed. His weapon cannot be halted by even the bravest defense, guided by the death-wish upon the blade.

For every three motes spent, a block or dodge success is canceled. This is spent as a reflexive, not supplemental, thus, it is only used after the block or dodge attempt is made.

## **Occult Aptitude Charms**

### **Soul's Essence Gathering Technique (Solar)**

write by Winteredge  
Cost: 3 motes, 1 willpower  
Duration: Instant  
Type: Simple  
Minimum Occult: 2

Minimum Essence: 1  
Prerequisite Charms: Spirit-Detecting Glance

The Solar Exalted makes contact with another, drawing on their own essence to merge with another's temporarily, and to withdraw it suddenly pulling a tiny bit of that person's essence from that person, and forcing it to take solid form.

When the charm has been successfully performed, the Solar will find a single round stone within their fist the color of that person's anima (or grey if performed on an unexalted). If a character has no essence pool, they take a single level of unsoakable lethal damage instead. The Solar Exalted makes a Manipulation plus Occult roll to perform this charm. Each success equals a day that the stone will continue to exist without fading into nothingness.

Once done, the essence gem grants the holder an innate understanding of the person from whom it came. All rolls made by the holder of the essence stone to better understand the physical, mental, or spiritual condition of the person from whom the stone came are made with an automatic two successes applied to each such roll.

The target must either be willing, or unconscious for this charm to work at all.

The point of essence used to create the stone is considered committed until it disappears. If the person from whom the gem was pulled touches the stone, it is automatically reabsorbed returning to that individual's essence pool, or healing the level of lethal damage.

A Soul Essence Stone will always shine brightest on the side closest to the person associated with it. In this manner it may be used to show the relative direction of that person to the holder.

It is said that the Twilight Caste used to have many spells used to glean additional information from a Soul Essence Stone, and knew sorceries allowing them to last indefinitely.

Only one soul essence stone may ever be drawn from a person at one time.

If a person dies, a soul essence stone associated with them instantly shatters.

### **Stench of Death (Abyssal)**

write by Mister McD  
Cost: 4 motes/Essence level  
Duration: One scene  
Type: Simple  
Minimum Occult: 2  
Minimum Essence: 2  
Following Charms: Decay,

## Rigamortis, Animate Dead Flesh

The odor of death is strong and many heroic souls find themselves expelling their lunch at the very waft of the scent of death. This Abyssal ability allows the Exalted to cover themselves with this stench and enjoy the effect that it has on the weak stomachs of his enemies. By focusing his essence an Exalted may exude this scent covering an area as small as a five-foot radius around him to an entire city or battlefield. This is of course useful since most dead don't feel the effects of the horrid smell and any weakness to play upon your enemy's souls will enhance your chances of success.

Game Mechanics wise this means that an Exalted may spend 4 motes per Essence level to create a noxious gas that will raise his enemies targets by 2 in all manor unless the opponent is missing the ability to smell. The radius of this ability is based on the Essence level used. A one level essence will only cover the Exalted and a five-foot radius. A two-essence level will cover a 15-foot radius. A three level essence cost will cover a city block. A four level essence radius will effect a small town. And a five level essence radius will effect a city or large field. Another effect of this odor is the loss of lunch caused by nausea. If the enemy of the Abyssal has a lower Stamina than the Essence level used the person must make a Stamina + Endurance roll with the target number of the Essence level used.

Cost: 4 motes/ Essence Level desired

### **Decay (Abyssal)**

write by Mister McD

Cost: 8 motes/Essence Level

Duration: Instant

Type: Supplemental

Minimum Medicine: 3

Minimum Essence: 2

Prerequisite Charms: Stench of Death

Following Charms: Rigamortis,

Animate Dead Flesh

As manipulators of the dead the Death Lords and Abyssal Exalted can force their will on the living as well. The Exalted may use their will and force a healthy living being to suffer the effects of rot and decay as if their bodies were already dead. This is a disgustingly fearsome power as the enemy not only suffers pain and health loss but also sees their flesh turn gray, stiff and start to stink. Many have cried in fear at the sight of their own bodies dying before their time. The damage inflicted by this attack is aggravated since normal healing will not bring back what is already dead.

Game Mechanics requires an Abyssal to expend 8 points per level of Essence used to attack his opponent. For every level of Essence used the Abyssal causes that much direct damage to the opponent ignoring armor and all forms of non-magical protection. A person may try to fight this off by rolling their willpower targeting the Exalted's Essence level used. For

every success beyond the target number a person lowers the damage taken by one. This charm can also be defended against by using charms or magic, as stated before however this damage is aggravated. Another sick effect of this charm is that a weak willed person will flee in terror or simply break down and cry. A hero who wishes to ignore the awful sight before them must roll Temperance + Willpower target of the Essence level spent to not suffer from the terrible sight of their own body rotting away. If the person fails the target roll they will suffer a -1 to all further actions. If the person botches the roll they will simply break mentally and cry as the Abyssal finishes his task.

### **Rigamortis (Abyssal)**

write by Mister McD

Cost: 15 motes, 1 willpower

Duration: Special

Type: Simple

Minimum Medicine: 4

Minimum Essence: 3

Prerequisite Charms: Decay,

Stench of Death

Following Charms: Animate Dead Flesh

By means of this ability the Abyssal Exalted may further push the living into the grave. With the dead many hours after passing stiffness of the limbs begins to set in caused by lack of blood flow. A Death Lord may force a person's blood to stop flowing to a limb and immediately make them feel the effects of this terrible occurrence while they are still living. Again facing this terror is metal draining and many strong willed people have found that with one foot in the grave they quickly become weak servants of the Exalted.

Game Mechanics to work this charm requires an Abyssal to spend 15 motes and 1 willpower point to cause an opponent to suffer the effects of rigamortis. The Exalted rolls their Essence total targeting the opponents Stamina. If successful the Death Lord may choose which limb to stiffen this of course can not be someone's head. The opponent then loses the ability to use that limb and finds themselves either unable to wield a weapon or to run with much speed. Charms that enhance a person's movement will be at half ability if the person's leg is the target of this charm. Also as with the other Abyssal charms an opponent so effected must roll Temperance + Willpower target the Essence level of the Abyssal not to panic and receive a -1 to all future actions. Another secondary effect of this charm is that the limb is permanently dead. Unless magically healed it will fall off the body within one week, the whole time being useless and painful. The hero suffers from a permanent bruised level until they are healed or the limb is removed. If the opponent realizes they are under attack by this form of charm they may spend one willpower point and raise their own target number by the amount of temperance they have.

### **Animate Dead Flesh (Abyssal)**

write by MisterMcD  
Cost: 5 motes/varies on size  
Duration: Permanent  
Type: Simple  
Minimum Occult: 5  
Minimum Essence: 1  
Prerequisite Charms: Decay,  
Rigamortis,  
Stench of Death

By means of this ability the Abyssal or Death Lord can animate the dead flesh of any sort. This can range from the recently deceased mostly completed dead to a very decayed skeleton. The statistics themselves can be found in the main book however this form of animation is far more gruesome, disgusting and useful than the version in the Compendium. By use of this charm a Death Lord can animate any dead the only hindrance is the size of the creature and the amount of drain caused by such a task. Of course the larger creatures will require a much large drain on the Death Lords ability however a skilled and patient villain can amass quite an army in a short time.

Game Mechanics as stated above this charm is based heavily on size. For ever one foot of animated dead by volume the Death Lord must spend 5 motes. At this basic level for example a skeletal hand may be brought back to life and under the control of the Abyss's will. To further the example this means that a human would cost 15 motes to bring to life. These costs may be lowered at a rate of 5 motes to 1 willpower spent. For example this means that using the human example above a Death Lord may animate the human for the cost of 10 motes and 1 willpower or even 5 motes and 2 willpower. The Death Lord may not however completely remove the mote cost however so the minimum cost will always be 5 motes. Another aspect of this animation is that the creature retains abilities that it possessed during its life. These abilities must be based on the form of the creature and not on magical enhancements. There for a giant snake that spits venom will have all those powers upon reanimation but if they had magical protection from harm this power would not be present. Many a crafty Death Lord has used this reanimation to summon animal spies or message carriers.

## Presence Aptitude Charms

### Heavenly General Presence (Solar)

write by Winter\_Heart  
Cost: 10 motes, 1 willpower  
Duration: One day  
Type: Simple  
Minimum Presence: 5  
Minimum Essence: 3  
Prerequisite Charms: Majestic Radiant Presence

This charm allows a Solar who leads by example to be a most skilled general.

Any friendly troops within (Essence \* 100 yards) are affected by the charm's power and will remain so for a day. If the Solar is overtaken by fear, whether normal or magical, the effect stops and the points paid for the charm are lost.

All troops affected by this charm never fail a valor roll and also gain a 'temporary Willpower pool' equal to the Solar's essence. Those point may exceed the character's normal willpower pool and may be spent normally. They cannot be regained in anyway however and any left over point disappear after the charm stop working. The storyteller should probably come up with the outcome of any major scale conflict, but this charm should have considerable influence.

Although this charm grant no direct benefits to the character using it, it does grant its benefits to friendly player characters that are within its range.

## Sail Aptitude Charms

### Cold Wind

write by Christopher  
Cost: 1 mote per 2 dice  
Duration: One scene  
Type: Supplemental  
Minimum Sail: 1  
Minimum Essence: 2

By calling on the powers of the those who died at sea, the Abyssal forms his essence in to a stangant wind that stops all ships but his in their tracks:

When this charm has been activated the target vessel (which must be within line of sight) subtarcts a number of dice from their sail dice pool equal to the number of successes rolled on this charm.

## Survival Aptitude Charms

### Beast Speech (Lunar)

write by Winter\_Heart  
Cost: 3 motes  
Duration: One scene  
Type: Simple  
Minimum Survival: 2  
Minimum Essence: 2  
Following Charms: Kinship to the Beast

This charm allows a Lunar to speak to and understand any animal and/or Wyld beast.

The ability to speak to an animal does not automatically grant power over it. An hungry tiger will still be hungry and a scared rabbit will most likely flee... talking lunar or not.

It's up to the Storyteller just how much he is willing to allow with this Charms conversation wise... after all, animals have animals needs and thoughts, this isn't Dr. Dolittle, this Charm does not make them 'smarter'.

### **Kinship to the Beast (Lunar)**

write by Winter\_Heart

Cost: 6 motes

Duration: One day

Type: Simple

Minimum Survival: 3

Minimum Essence: 2

Prerequisite Charms: Beast Speech

Following Charms: Call of the Wyld,

Scent of the Hunter

This charms allows the Lunar to pass himself as a member of any animal or wyld beast's specie. While his appearance does not change, animals who see him will see a normal member of their kind.

A Lunar may thus freely run among a heard of Elk, join a pack of Wolf (and possibly become it's Alpha) or otherwise fit in the background.

Do note that some of the more complicated feats (like becoming the leader of a pack) will be rather difficult if the Lunar does not also use the 'Beast Speech' Charm.

This charm still carry many risks, many animals are extremely territorial (Lions, Wolverine, Wolves, etc) and may not be thrilled with a stranger on their 'territory' (The lunar will have to find a way to fit in like any other new animal would). Only the most insane Lunar would wish to use this charm near a Tyrant Lizard (or other mighty beast) during mating season.

### **Call of the Wyld (Lunar)**

write by Winter\_Heart

Cost: 8 motes

Duration: One scene

Type: Simple

Minimum Survival: 5

Minimum Essence: 2

Prerequisite Charms: Kinship to the Beast

Following Charms: Emperor of the Beast Court

The Lunar release a powerful call at the top of his lung, while nothing more then a cacophony of noises to sentient beings, it is an irresistible summon to animals.

The Lunar must roll his Charisma Survival, each success will make one animal come to his side. The animals will be

inclined to help the Exalted and will not be afraid of him. The Lunar can also freely communicate with the animals he summoned (as if using Beast Speech, but only on them).

The Storyteller should use his judgement and the the type of terrain to determine what animals are summoned. Do keep in mind that the animal summoned are always animals appropriate for the task at hand... if the Lunar need help in a fight, he will not summon Sparrows and Mices.

More common animals (Tiger, Wolves, Horse, Rabbits) are also much more likely to answer the call then the more unusual beasts of the realm (Mammoths, Tyrant Lizards, etc)

### **Scent of the Hunter (Lunar)**

write by Winter\_Heart

Cost: 8 motes

Duration: One scene

Type: Simple

Minimum Survival: 5

Minimum Essence: 2

Prerequisite Charms: Kinship to the Beast

Following Charms: Emperor of the Beast Court

A Lunar with this charm may scare beasts away, weither for his own protection or for theirs, by releasing the powerful scent of a mighty and terrible hunter.

The scent covers an area of (Essence \* 15 yards) around the Lunar. Any prey animals who smells it will flee away from the scent as if it detected its main predator. Predators aren't as affected, but they too feel the scent is the one of a hunter more dangerous and powerful then they are. Unless otherwise motivated to stay (i.e. Starved, Berserk, Wounded, Controlled by magick) predators will leave as well.

Anybody riding an animal must make a Riding roll not to lose control of their mount. In most case, mounts are prey animals, and the rider's difficulty roll is made at (Lunar's Essence \*2) difficulty. In the rare case where the riders have managed to tame a predator as a mount, the difficulty is simply (Lunar's Essence).

A Lunar cannot use Call of the Wyld and Scent of the Hunter at the same time (both charms cancel each other out and the points are wasted). If those two charms come in conflict with one another other, the Lunar using them must do a resisted Essence roll each turn until there is a winner, the winner's charm take effect over the loser's (I.e. The summoned animal will stay or leave depending on who wins). In the case of a tie, the summoned animals are confused and unable to act for the turn.

### **Emperor of the Beast Court (Lunar)**

write by Winter\_Heart

Cost: 10 motes & 1 Health Level, 1 willpower

Duration: One day  
Type: Simple  
Minimum Survival: 5  
Minimum Essence: 3  
Prerequisite Charms: Scent of the Hunter,  
Call of the Wyld

This charm grants the Lunar ultimate authority over all beasts by giving them a shard of his mind.

For as long as the charm last, he may give any order to any number of beast and have it obeyed on the spot. Even if the command means suicide and even if the Beast has been warped by the Wyld forces.

Beasts under this charm may do complicated tasks that they wouldn't normally be able to fathom - The beast does what the Lunar wants, not what he asks. It must still be physically possible for the animal to do so however: A wild Tiger still cannot fly. If a tiger was asked "Bring me the book of my Master", he would enter a house, use his paw to open a door, and leave with a precious book in his mouth without touching anything else as well as use an uncanny intelligence (They are, for all intent and purpose, as smart as the player character) to solve any problem in his way.

Note that huge beasts (Those with a Stamina over 7) may roll their willpower at a difficulty of the Exalted's essence to resist the orders, but in time, even the mightiest beast will bow down to the King.