

PDQ-EXALTED: THE DRAGON- BLOODED





CHAPTER 1: CHARACTER CREATION

STEP 1: BACKGROUND

Step one is basic background: name, appearance, homeland and a brief description of your character concept.

Keep in mind how your background can influence your character. Dragon-blooded from the Realm are treated as nobles and warriors and expected to behave as such (with at least some basic combat training and etiquette). Lookshy dragon-bloods are likewise expected to have some familiarity with combat and with the operation of magitech. Of course Lost eggs have no such requirements.

Mechanically, dragonblooded from any source are treated the same, there is no minimum required training for any particular origin, nor any special advantage.

STEP 2: SELECTING QUALITIES

Each Dragon-blood starts with several Core Elements. These are the bare minimum for a complete character.

Caste: Dragonbloods receive an Aspect Quality at Good [+2] Rank related to her element. The Aspect Quality determines the strength of the Exalt's anima banner and their anima abilities.

Favored Quality: Select a single Quality at Good [+2] Rank that is considered a *Favored Quality*. Favored Qualities are those that have exceptional importance to the character or something with which they have particular talent. Caste Qualities receive the same benefit as Aspect Qualities so make sure you don't pick a Quality that overlaps.

Motivation: Choose a Quality at Good [+2] Rank which is related to your character's Motivation. For Exalted the motivation should be suitably epic in scope and still be something that the character could feasibly accomplish.

Past: Choose a Quality at Good [+2] Rank related to your character's past or background in some way. Since Dragonbloods exalt at a young age their past usually deals with their upbringing or family.

Flaw: Each dragonblood also should select one Flaw. Flaws are some aspect of the character that has a negative impact and provides an opportunity for interesting failures or complications. A Flaw might be a physical or mental weakness, a duty, habit or just plain bad luck. A Flaw can also be a normally positive trait that tends to get a character into trouble such as compulsive generosity or intense loyalty to a cause that might influence his actions. If a Flaw needs to be rolled against then treat it as Poor [-2] Rank to determine it's effective MOD or difficulty rank.

Breeding

Breeding is a common Quality among the Dragon-Blooded representing the strength of their bloodline. Powerful Breeding represents the strength of the Exalt's bloodline. High breeding also marks the Exalt more deeply with his elemental aspect. The Breeding Quality increases the Exalt's essence pool (see step 3) and also add's it's MOD to rolls related to purity of bloodline.

In addition to their Core Elements each character also receives 12 Ranks which can be used to improve their Core Qualities or to select new Qualities. Each Rank spent can improve an existing Quality by one Rank (to a maximum of Master [+6]) or purchase a new Quality at Good [+2] Rank. It's important to note which

Qualities are treated as Caste Qualities (typically by marking them with a *).

STEP 3: ESSENCE AND CHARMS



Each character should record their starting Essence (Dragonbloods begin with 2). The next step is to calculate the Exalt's essence pools. Each Exalt has two essence pools: Personal and Peripheral Essence.

Peripheral Essence measures how many motes they may channel from the surrounding essence before they must dig deeper and draw upon their personal energies. It is calculated by the following formula: (Essence + Aspect MOD + Breeding MOD + 5)

Personal Essence is the inner core of power that the Exalt may draw upon once his other reserves are tapped. It is incredibly potent but also tied directly with the Exalt's elemental nature causing a dangerous torrent of elemental power. To calculate your Personal Essence use the following formula: (Essence x4) + (2x Aspect MOD) + (2x Breeding) +10.

In addition, each character receives 8 charms half of which must be linked to Aspect or Favored Qualities. Each charm must be linked to one of a character's existing Qualities and they should mesh thematically with that Quality. Charms may only be linked to Qualities that are integral to the character (those that representing a character's personal abilities or skills) as opposed to external Qualities (those that represent things like relationships, allies, equipment or status). The Quality the charm is dependent on is referred to as the Linked Quality for the charm.

STEP 4: BONUS POINTS

Each character receives bonus points to help flesh out their character which can be spent just like experience points gained later in the game. Numbers in parenthesis are the costs for Caste or Favored Qualities. Each Dragonblood receives 25 bonus points. The experience costs are identical to Solars but Essence costs (Current Rating x 12) to improve.

Character Creation Summary

Step 1: Concept

Pick a name, a concept and any other details you feel necessary.

Step 2: Qualities

Select Core Elements

- Good [+2] Aspect
- Good [+2] Past
- Good [+2] Motivation
- Good [+2] Favored Quality
- Poor [-2] Flaw

In addition, dragonblooded receive 12 Quality Ranks to improve existing Qualities or purchase new Qualities.

Step 3: Essence and Charms

Record Essence (2). Calculate Peripheral essence (Essence + Breeding + Aspect +5), calculate peripheral essence (Essence x4 + Aspectx2 + Breedingx2 +5). Choose 8 charms, half of which must be linked to Favored Qualities.

Step 4: Bonus Points

Characters receive 25 bonus points.

CHAPTER 2: ASPECTS AND ANIMA

AIR ASPECT

The aspect of air is known for swiftness and subtlety, both in thought and deed. They are the foremost intellects, sorcerers and artificers of the Dragon-Blooded.

Aspect Markings: Air aspects are typically thin, with a blue or whitish tint to their skin. Those with potent Essence or high breeding are often surrounded by a gently swirling breeze, and extremely potent Air aspects have icy skin or carry a scent of ozone and a static charge.

Aspect Anima: Air-pected Dragon-Blood's anima radiates an aura of pale blue and white in the form of clouds or wind gusts. Powerful expenditures of essence call bursts of lightning, phantasmal air dragons, or whirlwinds.

By spending five motes the Air Aspect can surround himself in a swirling vortex of air. This allows the dragonblood to add his Aspect Quality to any rolls to leap or run at great speeds. He takes no damage from falling and adds his Aspect MOD to defensive rolls against projectiles that can be blown aside or deflected by wind.

Anima Qualities: Air Aspects favor Qualities that allow subtle movement or speech, those related to memory, learning or mysticism and the use of ranged weapons that are guided by the air.

EARTH ASPECT

The aspects of earth are the most stable and reliable of the Dragon-blooded, the solid foundation of the Realm. They value consistency and tradition as well as possessing great physical ability.

Aspect Markings: The earth aspects are usually compact and stocky or massively powerful. Their skin is often the color of stone or earth. The older and more powerful they are the rougher and denser their skin

becomes and the eldest practically grind when they move.

Aspect Anima: The anima of the earth aspect is a steady glow of white or yellow light, glittering like a gem or like shifting sand on the wind. Powerful expenditures of essence cause tremors or rumbling as well as phantasmal constructs of stone.

By spending five motes a dragon-blood can infuse their body with earth aspected essence. For the remainder of the scene the Exalt may add his Aspect Quality to defensive reactions due to impressive durability and rocklike skin. He may also add the Aspect MOD to any rolls to resist being knocked to the ground or thrown off his feet. He may also use it for any rolls related to stamina and endurance so long as his feet rests on solid ground.

Aspect Qualities: Earth Aspects carry the strength of the earth and favor any qualities related to physical endurance and strength, whether mind or body. Their nature also gives them a keen mind for detail, favoring Qualities related to both perception and craftsmanship.

FIRE ASPECT

Passionate and intense, the Fire Aspects are among the most dangerous and unpredictable of all the Dragon-blooded. Whether they're wielding a blade or inciting an audience with their words alone, they are deadly.

Aspect Markings: The skin of fire aspects are typically red-tinted with hair of a similar color. The most powerful appear to be deep crimson and are known to exhale smoke and sparks as they speak. When feeling intense emotion their skin can grow extremely hot to the touch.

Aspect Anima: The anima of the fire-aspect is a blazing flame, surrounding them in a bonfire. Essence use is followed by eruptions of flame or swirling shapes within the fire.

By spending five motes of essence the fire aspected dragon-blooded can cause their anima to erupt in a blaze of flame. They can use their Aspect Quality to resist injury due to heat and flame. In addition, his burning touch adds his Aspect MOD to the damage inflicted by a bare handed or grappling attack and anyone making such an attack against him must resist a Hazard with a TN based on the Exalt's Aspect Quality.

Aspect Qualities: Fire Aspects are creatures of motion, energy and intensity. They favor physical qualities that relate to speed, reflexes, agility and combat prowess. In addition they favor Qualities that are related to intense emotion, whether their own or inspiring such emotions in others.



More than any other Aspect, wood embodies life and attunement with nature. Wood aspects tend to be philosophers with a tendency to live in the now.

Aspect Markings: Aspects of Wood usually have a greenish tint to their skin and their hair can be a deep brown or a bright green. The tone of their skin darkens as their power gets closer to their element, even sprouting small flowers or vines along their hair and arms. They also have a natural scent of flowers, green wood, or pine needles.

Aspect Anima: The anima banner of a wood aspect is a bloom of bright green energy which flexes and waves. Where it touches plants twitch and sprout, while powerful essence expenditures create sprays of foliage, twisting thorns or similar phantasmal effects.

For five motes the Wood aspect can infuse their bodies with living energy, rendering them immune to plant based toxins. In fact, for the rest of the scene the exalt becomes toxic himself and if he makes skin-to-skin contact with someone they must resist a Hazard with a TN based on the aspect Quality for a number of rounds equal to the Exalt's Essence (in hand to hand combat this requires an unarmed attack with a downshift).

Finally, the wood aspect may add their aspect MOD to any defensive rolls against weapons crafted mostly from wood.

Aspect Qualities: Wood-aspected exalts favor any Qualities that allow them to make use of their natural understanding and connection to living things. This includes dealing with animals, plants, surviving in the wilderness, medicine and brewing toxins or poisons. They are also adept at crafting or using objects made from wood.

WATER ASPECT

The water aspected dragon-blooded are the masters of adaptation and change. Of all dragon-blooded they are the greatest masters of their own inner selves.

Aspect Markings: The water aspects tend to have a blue-green tint to their hair and skin which deepens towards black with age and power. They often smell of water and moisture fills the air around them.

Aspect Anima: The water aspect's anima banner is a rippling halo of blue and green. As the aspect's power increases in strength his anima becomes mixed with white waves, whirlpools and crashing tsunamis.

By spending five motes the Exalt may move freely within water for a full day: breathing water freely and swimming as agilely as a fish. In addition the Exalt suffers no penalty due to acting underwater and can even perform normally impossible actions like firing a bow through hundreds of yards of water. He can also walk across water as though it were dry land.

Finally, if the Exalt is fighting in a watery environment with someone without their own aquatic adaptation the Exalt may add his Aspect Quality to any combat related rolls.

Aspect Abilities: The water aspects are masters of improvisation and understanding complex situations. They favor Qualities that relate to long, complex tasks or any Qualities relate to acting in, on or with water and the sea. Finally, their adaptability and control over their own bodies grant them exceptional abilities with unarmed combat.

WOOD ASPECT

ANIMA FLUX

While the terrestrial's anima banner flares like any other exalt's it's also much more physically destructive. When it's at the 8-10 mote level it becomes a TN 9 Hazard affecting anyone Close to the Exalt (at this level most fragile materials around the Exalt begin to get destroyed or torn apart by the flux).

At 11-15 motes the anima banner is a TN 11 Hazard which is capable of demolishing light furniture in a matter of rounds.

At 16+ the anima banner is a TN 13 Hazard and most objects not made of stone or metal are likely to be badly damaged or destroyed.



CHAPTER 3: CHARMS

DRAGONBLOODED CHARMS

The dragonblood's charms are almost always weaker than solar counterparts, but usually more cost efficient. In PDQ-Exalted there is no distinction between reflexive and non-reflexive charms so dragonbloods have no special capabilities in that regard. However, some attempt has been made to make their abilities more potent to increase both their challenge as opponents and to improve their abilities as potential PCs.

Dragon-blooded are still forced to pay an additional cost for charms of an opposing element (although the more flexible nature of Qualities broadens the number of Qualities that might be fit into a given aspect). Any time the exalt uses a charm of another element he must pay one extra mote for the first time he uses that charm in a round.

GENERAL CHARMS

Terrestrial Excellency

Cost: 1m per upshift or boost

Duration: instant

Just like the solar excellency this is the most basic dragon-blooded charm, attuning their anima with a particular skill or ability and empowering themselves with essence. The dragonblooded may purchase an upshift to a roll at a cost of 1m per upshift but the bonus may not exceed the MOD of the Quality (so a dragon-blooded with Expert [+4] Crack Archer cannot purchase more than 2 upshifts).

However, once a dragonblood has reached the maximum number of upshifts he may use this charm to purchase Boosts. He may not have more Boosts than those he is already receiving to the roll but he may count Boosts from any source (most commonly Techniques and cooperative actions).

If the Exalt purchases this charm a second time for the same ability then they may use it to improve the

abilities of their allies. By linking hands with the ally or allies then the Exalt may transfer some of his talents to them. Each ally to be affected costs 1 mote, and each upshift granted costs 1 mote. These upshifts last for the remainder of the scene but the ally's (MOD + bonus) cannot exceed the Exalt's MOD in the Quality improved. Qualities improved do not have to match precisely (so a Dragon-blooded Expert [+4] Swordsman can still use this charm to improve the abilities of a mortal who is merely a Good [+2] Soldier).

ELEMENTAL MANIPULATION CHARMS

Most dragon-blooded charms call upon the spiritual nature of their element to improve abilities related to it's nature. However, these charms are those that allow the dragon-blooded to manipulate the elements in their rawest, most basic form.

In the original rules, these charms were part of other Abilities, but in PDQ-Exalted these charms are in fact linked to the Dragon-blood's Aspect Quality. This also means that they are not ever treated as Favored, but also that they are only charged the out of element surcharge if you purchase a version to manipulate a different element. Because there is no equivalent Excellency, tier one charms have no prerequisites.

Tier One

(Elemental) Bolt Attack*

Cost: 1m or 3m

Duration: instant

Sometimes referred to as "The Dragon's Claw" this charm allows the Exalt to launch a projectile formed from raw elemental material at their foes. The bolt is an attack using the dragon-blood's Aspect Quality plus their Breeding Quality (if any) which can be launched up to Far range (at Essence 6 this increases to Too Far).

By paying two additional motes the elemental bolt gains an additional side effect (see sidebar below).

Multiple dragon-bloods with this charm can combine their powers to generate a powerful bolt. One Exalt serves as the focus (rolling the dice) with each additional dragon-blooded granting an upshift to the attack. In addition, each dragon-blood who pays the additional two mote charge can generate their own elemental side effect (if using a different effect) or improve the effectiveness of the focus' side effect (increasing the TN of any effect by 2).

If the Exalt purchases the charm a second time then they may spend two additional motes to create an explosive torrent of elemental power that affects everyone within Middling Range of the target.

Tier Two

Elemental Armor Technique*

Cost: 3m +

Duration: one scene

The Dragon-Blood can surround himself in a spinning vortex of elemental material. This mystical armor allows the Dragon-Blooded to gain an upshift to rolls to resist physical injury deflected by the swirling element. This armor also has additional effects based on the element it's composed of.

Air and **Earth** armor consists of a swirling mass of ice crystals that knock aside ranged attack providing a number of Boosts to resist such effects equal to the Exalt's Essence. **Fire** armor fills the air around the exalt with red hot embers which function identically to the fire aspect's anima ability or increase the effective Aspect Quality by a rank for purposes of determining



the anima effect. **Water** armor provides a cushion that can be directed to cushion the worst blows, reducing all damage from a successful attack by 1. **Wood** armor surrounds the dragon-blood in a choking cloud of pollen which creates an effect identical to the wood aspect's plant toxin to all within Close range, if the Dragon-Blood's anima is already active then the TN of the toxin increases by 2.

By spending 2 additional motes per person the dragon-blood can extend the benefits of the charm to others (although it cannot protect a dragon-blood of a different aspect and no one can be subject to more than one version of the charm at a time).

Terrifying (Element) Dragon Roar*

Cost: 4m

Duration: instant

This charm focuses the awesome power of the dragons into a terrifying yell that strikes with the fury of an angry god against a single target within Far range. The exact effect depends on the elemental nature of the charm.

Air is an incredible sonic blast that shatters glass and will deafen and hurl back anyone targeted up to Middling Range (this is a TN 11 + Aspect + Breeding Challenge to resist). If the victim strikes a solid object this is an attack with the Dragon-Blood's Aspect Quality.

Earth The shout is a direct attack against stone objects or structures (using twice the Dragon-Blood's Aspect MOD) or it can be used to explode the ground beneath their feet, making an attack with the dragon-blood's Aspect Quality.

Elemental Side Effects

The effects of charms like Elemental Bolt attack and Elemental Burst technique can inflict a variety of elemental hindrances on the character. When choosing their charm pick a side effect appropriate to the element.

Knockdown: The victim must resist a Challenge (TN 13 + Aspect + Breeding) or be knocked from their feet and several yards away. This can affect what Qualities they may use and possibly knock them into danger. This effect is appropriate for powerful blasts of air and water or tremors in the earth.

Hazard: The target must resist a Hazard (TN 9 + Aspect + breeding) at the start of their next turn, suffering Wound Ranks if they fail. This is appropriate for setting the target ablaze, filling their lungs with water, or deadly toxins.

Entangle: The victim becomes mired and cannot perform acts that would require a significant deal of movement unless they can overcome a Challenge with a TN of (9 + Aspect + Breeding). This is appropriate to sucking clinging earth and vines or imprisoning extremities in ice.

Stun: The target is disoriented or knocked off balance. They have to overcome a Challenge (TN 11 + Aspect + Breeding) or suffer a Downshift to all their actions and reactions for one round. This could be the result of disorienting venom, numbing cold, or painful burns.

Fire will ignite any flammable objects. It won't burn flesh directly but will ignite clothing or fur and create a Hazard (TN 11 + Aspect) until the target spends an action to put out the fire.



AIR

LANGUAGE, WRITING AND WORDCRAFT

Water will strike the victim with a blast of powerful water. This is an attack with the Dragon-Blood's Aspect Quality but inflicts only failure ranks and can knock the victim off their feet if they suffer damage.

Wood can shatter wood (an Aspect-based attack against wooden object) and may shatter bows, arrows or other wooden weapons.

There is a separate charm for each element and the Dragon-blood may purchase multiple versions but they must purchase the charm for their element first.

Tier Three

Dragon-Seared Battlefield *

Cost: 8m

Duration: One Scene

This charm allows the dragon-blood to expand their anima explosively, spreading the elemental effects across an area, affecting anyone within a range of Too Far centered on any area within the Dragon-Bloods line of sight. This imposes two downshifts to all actions within the area as they are subjected to high winds, trembling earth, clouds of smoke, or similar effects.

Dragon-blood whose aspect matches the Exalt's are immune to this effect as is any dragon-blood's whose anima is active at the 8 mote or higher level.

If multiple terrestrials work together to activate the charm then the area of effect increases to Extreme (for 3 or more Exalts) or 750 yards (for 5 or more Exalts). Each additional Exalt (up to the permanent essence of the focus) imposes an additional downshift to everyone within the area.

If the Dragon-Blood purchases this charm a second time at Essence 5 the Exalt can choose to spend 20 motes to make the elemental miasma deadly. Once the charm is activated the Exalt can use the charm to injure his enemies. It creates a Hazard with a TN of (11 + Aspect MOD + Breeding MOD) which everyone within the area must resist at the start of their turn. Because of the all-encompassing nature of the effect it's impossible to avoid the Hazard simply through deflection or evasion (without perfect defenses at least). If several Exalts cooperate on this version of the charm then the TN of the hazard increases by 2 for each additional Exalt involved.

Tier One

Language Learning Technique

Cost: 5m

Duration: One Week

By spending an hour meditating and listening to a foreign language being spoken he can absorb the language and become completely fluent in both it's written and spoken forms. The effects of the charm last for one week when the supernatural skill fades from the exalt's mind.

Cipher Missive

Cost: 3m

Duration: instant

This is a form of supernatural cryptography, allowing the Exalt to hide information within a complex code. The exalt must write the document himself. The TN to crack the code is equal to (11 + twice the Dragon-Blood's Essence) plus the linked Quality MOD as well as any other relevant Qualities used to create the code. Attempting to crack the code without supernatural methods requires a number of days equal to the dragon-blood's essence.

The character who creates the document may designate a number of individuals equal to twice his essence that may read the document without difficulty. Alternatively he can identify a single class of individuals (which must be limited and specific) who can freely read the document.

Thousand Tongues Meditation

Cost: 4m

Duration: One Scene

While language learning technique grants a deeper and more complete understanding this charm is an excellent quick-and-dirty method for understanding language. For the rest of the scene the Exalt understands and can make himself understood in any language someone speaks in his presence, although he cannot read or write in it. His fluency is also incomplete and thus he suffers two downshifts to any social or communication rolls made in a language he doesn't speak (this is reduced to one downshift at Essence 4 and no penalty at Essence 6).

Wind-Carried Words Technique

Cost: 1m per message, plus distance

Duration: Instant

The exalt can use this charm to infuse their breath with essence and allow it to carry on the wind. He can whisper his words and for a single mote he may convey the message to anyone within range. The base range of the charm is Far (100 yards) but each additional mote spent increases this range by a factor of 10. The message can be no longer than 25 words in length. The sender does not need to know the exact location of the recipient but must know his general location.

Tier Two

Craft Icon

Cost: 2m

Duration: Instant

This charm allows the dragon-blood to compress a great deal of information into simple pictograms or drawings. When the Exalt creates the pictogram he must overcome a Challenge with the TN based on the level of information that can be contained within the pictogram. For example, a Poor [9] Challenge is enough to contain a sentence or two, an Average [11] Challenge might contain as much information as a note or short letter while a Master [17] Challenge would allow the equivalent of a booklet of detailed instructions and a Legendary [21] Challenge might contain the equivalent of a tome of information into a single image.

The pictogram is about 4 square inches across and cannot be copied without losing this information (at least not without using this charm a second time).

Poisoned Tongue Technique

Cost: 5m

Duration: Concentration

The Exalt can use this charm to manipulate a conversation they can hear. The Dragon-Blood can make other's hear what he wishes rather than what is actually said. The Exalt must be able to hear the conversation whether through natural or supernatural means so long as all subjects are within Too Far range. A Challenge using the linked Quality determines the Exalt's ability to manipulate the conversation. An Average [11] success only allows the Exalt to manipulate minor details, an Expert [15] success to alter significant details or an Epic [19] success allows complete control.



Anyone participating in the conversation may make a Challenge to try and determine that their words are being controlled. The TN is (13 + twice the Exalt's Essence).

Voice of Mastery

Cost: 5+m

Duration: One Scene

The Dragon-Bloods can use this charm to infuse their words with incredible precision and charisma. For the duration of the charm the Exalt receives a number of Boosts equal to his Essence on any rolls involving speech, whether seduction, persuasion, or intimidation. The charm normally can only affect a single listener at a time but each extra mote spent doubles the number of listeners who can be affected.

Voices on the Wind

Cost: 3m +

Duration: One Minute

This charm allows the Exalt to bring the words of others to him on the wind. The cost of the charm is based on the distance from the conversation (or other sounds) the Exalt wishes to hear. For the base cost the Exalt can clearly hear something as loud as normal speech originating from anywhere within 100 yards, as well as pinpointing the approximate location of the speaker. Each additional mote of essence spent increases the range by a factor of 10.

The dragon-blood does need to specify which speaker he desires to spy on or an exact location. Due to the nature of the charm the Exalts cannot hear conversations from within airtight rooms and it may also be defeated by supernatural warding effects. This charm requires total concentration and the listener cannot perform any other actions while using this charm.

Speech Without Words

Cost: 2m + 1m/ally

Cost: One Scene

This charm allows the exalt and those allies he designates to communicate complex information silently, using only hand gestures or other signals. The Exalt can use this charm to affect a number of people (other than themselves) equal to (2x linked MOD). Everyone involved must be able to see one another in order to communicate effectively. Although the communication is silent and understood only by those targeted by the charm it is still obvious that they're engaging in some form of communication to anyone who can see them.

With One Mind

Cost: 2m per Boost

Duration: One Scene

This charm allows a group of dragon-blooded to link their minds in such a way that they no longer require verbal communication: what one sees, all see and all commands, warnings and thoughts can be conveyed silently.

Finally, their linkage is so precise that the charm grants Boosts to rolls related to hand-to-hand combat, perception and reflexes. This costs 2 motes per ally for each Boost granted. The Exalt can grant a number of Boosts equal to their linked MOD.

LEARNING, EDUCATION AND LORE

Elemental Concentration Trance

Cost: 8m

Duration: One Day

By meditating on the element the Exalt is aligned with he may expand his ability to absorb information. Provided the Exalt has any necessary research materials available he can conduct a week's worth of study in one day.

Tier Two

Eternal Mind Meditation

Cost: 5m

Duration: instant

This charm can be used to gain perfect recall of any event he has experienced or anything he has ever read or heard. After spending the required Essence the exalt must spend a moment in contemplation.

Elemental Empowerment Meditation

Cost: 1 + Wound Rank

Duration: instant

The Terrestrial Exalts can use their connection with the elemental dragons to draw mystic energy directly from elemental sources. The dragon-blood must have access to a source of their aspected element and they spend Wound Ranks and regain a number of motes equal to twice the linked MOD. If the Exalt has access to a mystically potent source of his element such as the flames that dance around a fire-aspected manse or the winds of the elemental pole of air then he regains an additional mote for each Wound Rank spent.

Elemental Succor Method



Cost: 5m + 2 or 3m Damage Rank.

The Exalt may immerse himself in his element and absorb it's power to heal himself. Every 2 motes spent by the Exalt allows him to regain a Failure Rank or 3 motes can be spent to regain a Wound Rank.

MYSTICISM, SPIRITUALISM AND OCCULT

Tier One

Fivefold Resonance Sense

Cost: 2m

Duration: One Scene

The Exalt can attune himself to the unique essence of jade, allowing him to detect jade (whether raw or refined) within (Essence x 200) yards. If the jade is of the same aspect as the dragon-blooded then no roll is required, otherwise it is a Challenge with a TN of at least TN 15.

At Essence 3 the Exalt can sense other magical materials although this has a range of only Essence x 50 yards. The Resonance Sense cannot detect materials that have already been attuned to another essence user, or that are being concealed through the use of sorcery.

Harmonious Wind-Luring Technique

Cost: 5m

Duration: One Hour

By calling upon their connection with the elemental courts of air the Exalt may call up a wind that is strong enough to interfere with ranged attacks (a downshift to all ranged attacks) and can grant an upshift or downshift to sailing related rolls as the spirits interfere with the winds at the Exalt's direction.

The Exalt must spend five minutes summoning the air spirits and while the exalt wants to control them he must spend the equivalent of an action to change the wind in any manner.

Spirit-Detecting Mirror Technique

Cost: 2m

Duration: One Scene

The Dragon-blood use this charm to see the reflection of unmanifested spirits in any reflective surface such as a mirror or pool of water. The Dragon-Blood can also hear the voices of any such spirits.

Tier Two

Seeing The Maker's Hand

Cost: 4m

Duration: instant

By spending time handling an examining an artifact and making a Challenge using the linked Quality and perception related Qualities against a TN based on the artifact's Rank (although this could be higher for complex artifacts or ones that are intentionally difficult to understand).

Success gives the Exalt an idea of the artifact's Rank and intended purpose and an exceptional success might provide further insight.

Spirit-Grounding Shout

Cost: 5m

Duration: instant

This charm allows the dragon-blood to defend themselves and others against spirits and ghosts. With this shout the Exalt makes an attack on the spirit using his linked Quality (defended using Qualities related to willpower). The attack inflicts Failure Ranks and forces the spirit to materialize and remain corporeal for a minimum of (Essence in minutes). The cost of the materialization is spent by the spirit first but if they do not have the essence then the dragon-blood must pay himself. If the two do not have enough between each other then the charm fails.

This charm automatically fails against any spirit with an Essence higher than the Dragon-blood's, although dragon-blooded activating the charm together can combine their effective Essence and use the normal rules for combined effort for the initial attack.

Spirit-Chaining Strike

Cost: 5m

Duration: five minutes

The dragon-blooded can use this charm to temporarily immobilize a spirit. First the dragon-blood has to successfully strike the spirit and then the Exalt makes a secondary attack using his linked Quality against Qualities the spirit possesses related to willpower. The attack inflicts Failure Ranks and if it inflicts more than the spirit's Essence in Failure Ranks then spirit becomes completely immobilized and instantly suffers enough Failure Ranks to drop to Absolute Zero.

Spirit-Shredding Attack

Cost: 4m

Duration: instant

If the exalt can strike a spirit with an attack they may activate this charm to devastate the being's essence and body. This is an attack using the Exalt's linked



Quality against the spirit's willpower, inflicting Wound Ranks if successful. In addition, every Wound Rank inflicted causes the spirit to lose a number of motes of essence equal to the Exalt's Essence rating.

Any spirit slain by this attack dies permanently.

~~STEALTH AND CONCEALMENT~~

Tier One

Distracting Breeze Meditation

Cost: 1m+

Duration: One Scene

This charm manipulates the air to produce minor environmental effects that will distract those around him to aid in the Exalt's attempts at stealth. This charm costs 1 mote to activate and throughout the scene the Exalt may spend an additional mote to inflict a downshifts to a single perception related challenge made by the victim (he may affect multiple victims by spending the appropriate amount of motes). This can be done at any time during the scene and does not count as charm use.

Trackless Passage Style

Cost: 2m per person per mile

Duration: instant

This charm affects the Exalt and any allies the charm extends to. They will leave no tracks, no scene and no other signs of passage. All non-supernatural tracking attempts fail automatically and the charm cancels out (and is canceled) by any supernatural tracking effects.

Tier Two

Soundless Action Prana

Cost: 1m/minute

Duration: varies

This charm allows the Exalt to move in perfect harmony with the air around her and suppressing the sound of her movement. This lasts for one minute per mote spent and the Dragon-blood eliminates any noise she directly produces. Sounds not directly caused by the dragon-blood are not affected (so knocking into a vase would cause no sound, but the vase hitting the ground still would).

This provides no direct bonus to stealth rolls but will remove the need for a roll entirely in many cases.

One side-effect of the charm is that the exalt is unable to speak while under the effect of the charm.

Purchasing this charm a second time at Essence 3 allows the Exalt to extend the effect to mute all sounds within Middling Range. This doubles the cost.



Tier Three

Dragon Shroud Technique

Cost: 3m +

Duration: one scene

This charm allows the dragon-blood to become nearly invisible, detectable only as a slight hazy blur. The charm also muffles sound, scent and body heat. The dragon-blood is impossible to identify and the dragon-blood gains an upshift to any Stealth related rolls for every 3 motes.

THROWING AND OTHER RANGED WEAPONS

Tier One

Dragon-Graced Weapon*

Cost: 1m

Duration: Instant

Identical to the hand-to-hand combat version but it affects a single shot with a ranged attack.

Dragonfly Finds Mate

Cost: 1m

Duration: Instant

The Exalt can use a defensive reaction with his linked Quality and other relevant Qualities to knock an arrow or other ranged weapon out of the air. The Exalt receives a number of Boosts to this roll equal to his Essence.

Loyal Weapon*

Cost: 1m

Duration: instant

The dragon-blood may use his control of the winds and his affinity with his weapon to call back a throwing weapon to his hand on an invisible ribbon of air.

Persistent Hornet Attack*

Cost: 3m

Duration: (Essence) Actions

This charm can be used on a handheld thrown weapon, allowing it to move on it's own and make additional attacks. After throwing the weapon and making an attack the weapon will continue to attack on it's own for a number of rounds equal to the Exalt's essence. The weapon will make one attack each round and uses the same Quality MODs that the exalt used when he first hurled it. The Exalt is free to take any actions he wishes while the weapon fights on it's own.

Attempting to strike the weapon out of the air is a Challenge with a TN based on the Exalt's linked Quality, a success knocks the weapon to the ground where it will remain. Otherwise it will return to the thrower after it is done.

This charm can be combined with other charms, allowing the weapon to use the charms in it's future attacks but the dragon-blooded must pay the essence every time the other charms are used.

Swallows Defend The Nest

Cost: 1m per arrow

Duration: Instant

This charm allows the Exalt to launch multiple attacks as part of a single action. Each arrow fired or weapon hurled costs a single mote of essence, up to a maximum number of attacks equal to the Dragon-Blood's Essence.

Whirlwind Shield Form

Cost: 3m + 1 per ally protected

Duration: One Scene

With a well placed shot the dragon-blooded can knock aside another ranged weapon directed at himself or an ally. While the charm is in effect the dragon-blood grants anyone subject to a ranged attack protected by this charm a number of Boosts to their defensive roll equal to the Exalt's Essence.

This does not require actual weapons: all the tools the exalt needs is the air itself. Any allies protected must be within Close Range.

By purchasing this charm a second time at Essence 3 allows the Exalt to reflect incoming ranged attacks back at the attacker. If the attack's miss then the weapon veers back towards the attacker, this is an attack using the Exalt's linked Quality plus any bonuses from the weapon itself.

Tier Two

Deadly Blades of the Five Dragons*

Cost: 3m/weapons

Duration: instant

The dragonblooded can fashion arrows or throwing weapons out of thin air and his aspected element. The dragon-blood can create a number of weapons equal to his Essence at a time and they each grant a Boost to any offensive rolls using the weapons.

In addition, each of the elemental weapons has one of the elemental Side Effects listed under Elemental Bolt Technique.

Invisibly Hidden Chakram Method

Cost: 10m/weapon

Duration: instant

The dragon-blood can conceal any number of thrown weapons Elsewhere and store them for later use. The weapons can be summoned at any time and can make an attack with each weapon (he can choose to summon only some of the weapons concealed). Summoning the weapons does not count as charm use. The dragon-blood may summon no more weapons than twice his Essence.

Unobstructed Hunter's Aim*

Cost: 1m or 2m

Duration: Instant

The Dragon-blood's arrow or thrown weapon can ignore obstacles in it's path. For one mote the dragon-blood's weapon will simply pass through wooden obstacles or barriers (including shields or walls made of wood), ignoring any downshifts or defensive benefits provided. For two motes the weapon will curve around those obstacles it cannot pass through (so long as the weapon can at least get around the object to reach the target).

This is considered a Wood-aspected charm for purposes of paying the out-of-aspect charge.

Life-Swelling Sap Strike*

Cost: 1m

Duration: Instant

This charm requires that the Exalt strike the victim with a weapon with a large amount of wood such as an arrow or a spear. When the weapon is launched it bursts into leaves and erupts into full bloom when it hits and ensnares the undead in crushing vines. As a result this arrow inflicts a additional damage equal to the Exalt's Essence if the attack is successful. This has no effect on Abyssals or the living.

This charm is considered wood-aspected for purposes of the surcharge.



Ravenous Thorn Technique*

Cost: 3m

Duration: Instant

This charm causes a weapon composed mostly of wood (such as an arrow or spear) to burst into life as the exalt launches his attack and begin to burrow vines into the wound it makes. This creates a Hazard that the target must resist at the start of their next turn and each turn thereafter. The TN of the Hazard is (13 + Linked MOD) and it continues a number of turns equal to the Exalts Essence. The victim can attempt to yank the arrow free but this is a Challenge with the same TN.

This is considered a wood-aspected charm for the purposes of paying an additional mote.

EARTH

AWARENESS AND PERCEPTION

All-Encompassing Earth Sense

Cost: 2m

Duration: One Scene

While this charm is in effect the dragon-blooded cannot be surprised by any means The charm relies on the connection between the earth and the dragon-blood, so in order to use this charm the Exalt's feet must be resting on the ground to receive any benefits.

The exalt may still fail to perceive others (so it's possible to sneak past him) but he will always notice any attempt to attack, steal or otherwise take advantage of the exalt's ignorance directly. The exalt may extend this protection to others at the cost of 2 motes per person with a maximum number of people equal to his Essence.

Feeling The Air Technique

Cost: 3m

Duration: One Scene

The Exalt can perceive his environment by reading the air around him. He has total spatial awareness and reduces penalties for darkness by one downshift. The Exalt cannot read or perceive color. This charm is considered Air-aspected.

Feeling The Dragon's Bones

Cost: 2m

Duration: instant

With this charm the Exalt becomes aware of everything resting on the ground in an area of up to Far range.

Entombed Mind Technique

Cost: 5m

Duration: five minutes

The exalt can infuse a person with the stasis of stone, forcing them to sleep. The Exalt must take an action that invokes the essential character of the earth: catching the victim's attention with a glittering jewel or speaking in a low droning voice similar to the song's of the earth elementals. The Exalt must catch the subject's attention for five minutes and keep him still for the duration. This is Conflict with the target using the exalt's linked Quality (with a number of Boosts equal to the Exalt's essence) versus any relevant Qualities for defense. The subject isn't necessarily aware that the conflict is taking place, he just realizes he's getting drowsy. If the subject is forced to Absolute Zero then they sleep deeply for a number of hours equal to the Exalt's Essence. The subject cannot be awakened in that time and while asleep will dream of underground caverns, sometime allowing them special insight into the location of something buried in the area.

Sense -Riding Technique

Cost: 5m

Duration: until disrupted

With this charm a Dragon-Blood can ride the senses of another being who must be within line-of-sight when the charm is activated. From that point the exalt shares all of the target's senses so long as the subject remains within a number of miles equal to the Exalt's Essence. This requires a Challenge with the linked Quality against a TN of (11 + Essence).

If the victim is an Exalt and the Dragon-Blood fails to hijack their senses then the Exalt may make a Challenge himself (TN based on the linked Quality) to sense this attempt.

The Dragon-Blood must maintain concentration to keep the charm going and even the most peaceful actions can impose downshifts on perception rolls through the victim's senses. The Exalt cannot use his own charms through the subject but does gain access to any supernatural senses the subject is making use of.

Tier Two

Sense Destroying Method

Cost: 7m

Duration: One action per point of Essence

Using his understanding of the senses the Exalt can close off these channels of essence in his victims to cut off their own perceptions. The target must be within a direct line of sight. The Dragon-Blooded must over-



come a Challenge with a TN based on the victim's own perception abilities. This allows the Exalt to shut down a single sense for the duration of the charm.

Other than the obvious advantages of cutting off an enemy's sight or hearing this charm allows the Exalt to deny the victim's sense of touch, removing the effect of Wound Ranks until the victim has reached Absolute Zero.

Tier Three

Essence Disruption Attack

Cost: 5m +

Duration: One turn per Essence

By manipulating the victim's inner perceptions the Exalt can shut down the victim's perception of Essence, cutting off his ability to use it entirely. The Dragon-Blood must pay at least 5 motes and may spend additional motes up to his permanent Essence.

This can target a victim within Middling range and must succeed at an attack using his linked Quality against the victim's willpower and caste/aspect Qualities. This attack inflicts failure Ranks as it deadens their connection with essence and the cost of all the victim's charms increase by 1 + 1 for each additional mote the Exalt spends.

CRAFTSMANSHIP

Shaping Hand Style

Cost: 2m

Duration: One Hour

The Exalt surrounds one of his hands in an invisible envelope of essence that allows him to use it to perform the functions of a simple tool: a pick-axe, hammer, hatchet, knife, etc. The hand is still fully functional taking on these properties only when the Exalt wishes. This grants a boost to crafting rolls with the hand and can also be used as a basic Sharp weapon.

Stone-Carving Fingers Form*

Cost: 1m/ cubic foot

Duration: instant

By spending a minute striking a quantity of stone the exalt infuses it with shaped essence. Striking the final blow the stone shatters and leaves behind whatever form the dragon-blood wanted to fashion. This still requires a crafting Challenge (although doing something simple like making a clean stone block or

breaking a hole in a stone wall is no more than a TN 9 Challenge).



Flaw-Finding Examination

Cost: 1m for touch or 3m for sight + 2m to repair

Duration: One Minute

This charm allows the dragon-blood to find the weak spot in some object. If used to eliminate this flaw the dragon-blood spends two extra motes and damage to the item is instantly repaired (although extreme damage might require multiple repair attempts). This charm can also be used to take advantage of these flaws. The Exalt can use this as an attack against the object adding the Linked Quality to the attack attempt.

Using this charm requires the Dragon-Blood to spend at least one minute examining the item to be destroyed or repaired. The cost is increased to 3 motes if he cannot touch the object.

Tier Two

Charm of Lesser Unmaking*

Cost: 5m

Duration: instant

This charm can reduce a crafted object to it's component parts, arranged neatly in a pile. This does affect an object that consists of a single piece. An enchanted object can also be unmade and is rendered inert but once it is reconstructed the magic is restored, although it can't affect objects with a Rank higher than Good [+2] or those composed entirely of the magical materials.

Unmaking an object is a Challenge based on the sturdiness and complexity of an object (TN 9 for simple tools or a mud hut to TN 17 for clockwork objects or a delicately crafted piece of jewelry). This takes at least a minute of handling the object.

If the Exalt purchases this charm a second time at Essence 4 then he can make the effects far more dramatic by increasing the cost to 12 motes. Rather than simply falling into it's component parts the Exalt can break the item down into it's raw, unfinished materials. A steel sword would break down into lumps of wood, strips of uncured leather and raw iron. This version of the charm can break down artifacts whose rank MOD does not exceed her Essence and may not affect objects with more cubic yards than the Exalt's Essence.

WILLPOWER, INTEGRITY AND LOYALTY

Tier One

Chaos-Warding Prana

Cost: 7m

Duration: One Scene

For the remainder of the scene after invoking this charm the Dragon-Blood can ignore shaping effects such as the mutating effects of the Wyld or the glamour of the fair folk. This only effects the forces of the Wyld, not shaping effects of sorcery or sidereal astrology. By paying the cost for each person this charm's effects can be spread to any number of additional allies.

Inviolate Dragon Spirit

Cost: 12m

Duration: instant

The dragon-blooded using this charm can instantly overcome the effects of any natural or unnatural compulsion, from narcotic addictions to mind control charms. This can also be used as a perfect defense against any social attack. However this charm has no effect on the charms of beings with an Essence higher than the dragon-bloods or the effects of Celestial or Solar circle sorcery.

Oath of Ten-Thousand Dragons

Cost:--

Duration: Permanent

The devotion of the Dragon-Blooded is unshakable. This charm enhances the loyalty the Dragon-Blood feels towards a particular group of people. The group may be any specific group or population, but once it is chosen it may not be changed.

In any situations where someone is attempting to force the Exalt to betray the group he is loyal to then he receives a number of Boosts equal to his Essence to resist the effect. However, due to the nature of the loyalty he must also overcome a Challenge with a TN based on his linked Quality if he wishes to act against a member of this group for any reason.

Ten-Thousand Dragons Fight As One

Cost: 4m

Duration: One Scene

By using this charm the Dragon-Blood can instantly dedicate himself to a new motivation: loyalty to another Dragon-Blood in his immediate vicinity. The motivation's rank remains unchanged but it now applies to defending his newfound brother and resisting any effect that would force him to betray him. This charm can be activated more than once in a scene, expanding

the motivation to include the new dragon-blood or switching the motivation completely.



anathema (any celestial exalted) as well providing defense against any mental or social attacks made by the Anathema.

Unsleeping Earth Meditation

Cost: 1m

Duration: One Day

By enhancing her body and spirit with essence the Dragon-Blood can go without sleep for 24 hours with no ill effect. The dragon-blood can use this charm no more than (Essence + linked MOD) days without requiring some natural sleep, or they gain 2 Failure Ranks that will remain until the Exalt sleeps at least 24 uninterrupted hours.

Untiring Earth Meditation

Cost: 8m

Duration: One Day

With this Charm the Exalt can remain as unflagging and strong as the imperial mountain. While the Exalt's feet remain touching the ground he suffers no penalties or Failure Ranks due to fatigue or exhaustion. This does not remove Failure Ranks the exalt has already suffered but he won't gain any more until the charm ends or his feet leave the ground.

In addition the Dragon-Blood can ignore a number of Damage Ranks equal to twice his Essence. This can either cancel existing Damage Ranks (which return once the charm ends) or delay damage ranks suffered while the charm is in effect until the duration ends.

Tier Two

Granite Curtain of Serenity

Cost: 7m

Duration: One Scene

This charm transforms the exalt into an unassailable tower of mental will. For the rest of the scene the Dragon-Blood may add a number of Boosts equal to his Essence to resist any supernatural attempt to sway the Exalt's emotions, control his mind or induce madness.

A Wood aspected version of this charm exists using medical or meditation related Qualities but which is otherwise identical.

Tier Three

Defense-From-Anathema Method

Cost: 10m

Duration: One Scene

For the remainder of the scene the Dragon-blood may add a number of Boosts equal to his essence against any physical defenses against attacks made by

Unflagging Vengeance Meditation

Cost: 7m

Duration: Until Satisfied

By focusing on a need for vengeance the dragon-blood can use this Charm while speaking aloud the terms of his vendetta which he'll commit himself to. The goal must be a simply stated purpose such as "Avenge my father's death" or "humble the Solar warlord of the Black Mountains"

Swearing this oath provides the dragon-blooded with several benefits. First this grants the character a second motivation Quality at the same rank as his current motivation related to fulfilling his vengeance. If this is already his motivation then the dragon-blood can double the MOD of the Quality for the duration of the charm. Second, he becomes immune to any effect, magical or otherwise that would try and convince him to abandon his vengeance. Third, until the exalt fulfills the vengeance or abandons it then the Exalt does not need to eat, sleep or rest as long as he remains in pursuit of his vengeance. He can also ignore any Failure Ranks due to fatigue or exhaustion and adds his linked MOD to physical defense rolls. When the charm is activated a number of characters equal to the Exalt's essence can join him which costs the dragon-blood an additional 2 motes of essence for each individual.

The unflagging vengeance meditation can be sustained for a number of days equal to the Exalt's Essence without any penalties but after that point the Exalt suffers a Wound Rank every day.

If the Dragon-Blood or anyone who joins in the charm ends it prematurely he suffers Wound Ranks equal to the sum of all the character's Essence scores.

ENDURANCE AND TOUGHNESS

Armor-Hardening Concentration

Cost: 2m/person

Duration: One Scene

By invoking the strength of the earth the Exalt can increase the durability of his own armor and those of his allies within Middling Range. This grants the armor the ability to automatically ignore a certain amount of damage based on it's durability: Mortal armor ignores 1 point from all damage, artifact armor increases it to two points, and white jade armor ignores 3 points.

Strength of Stone Technique

Cost: 2m per person

Duration: one Scene

The Dragon-blood must meditate for a moment on some piece of earth such as a pebble or a rock. For a scene the Dragon-Blood receives an upshift to all rolls related to strength and endurance and can grant this effect to a number of allies equal to his Essence so long as they are holding hands when the charm is activated.

Mountain Toppling Method

Cost: 2m

Duration: one action

With this charm the Exalt can call upon incredible strength. For the duration of a single action the Exalt may add 4 upshifts to a single roll related to physical strength or power but only for the purpose of lifting, hurling, or striking with stone or earthen objects. For the purposes of this charm jade and jade-allowed objects are considered stone.

Impervious Skin of Stone Meditation

Cost: 3m

Duration: One Scene

The Dragon-Blood's skin gains the toughness of stone and he may use the linked Quality as an Armor (+) Quality for the remainder of the scene. However this charm is weak against magic and cannot apply its soak if the attack is made by sorcery or charm-enhanced attacks.

(Element) Protection Form*

Cost: 2m or 3m

Duration: one scene

This is actually five separate charms, one for each element. While it is in effect the Dragon-blood's skin changes color to match that of whatever form of jade is associated with the element invoked. This grants the exalt a number of Boosts equal to his Essence against damage that is associated with the element for the remainder of the scene.

Air: Defends against ranged attacks as well as powerful or deadly gusts of air and blue-jade weapons. Lightning and cold attacks are also defended against.

Earth grants a bonus against attacks with metal, stone or white jade weapons. This includes indirect damage such as rockslides or falling from a great height onto stone or dirt. It also improves the exalt's rolls to resist suffocation when buried alive.



Fire provides resistance to any flame or heat based attack as well as weapons of red jade.

Water grants a bonus against blue jade weapons and attacks using water as a weapon. The bonus also applies against all attacks so long as the exalt is fully submerged in water. Also grants a bonus to holding his breath underwater.

Wood: Provides a bonus against any weapons made primarily of wood or green jade as well as any attacks made without weapons such as fists or claws. Also defends against poison.

The bonus granted by the charm does not apply against charm enhanced attacks or Celestial Circle or higher sorcery. It will defend against charms that make use of raw elemental forces though such as Elemental Bolt Attack or Dragon's Suspire. Artifacts other than the specific form of jade also ignore the effect.

The charm normally costs 2 motes if it is of the same aspect as the dragon-blood, or 3 if it is of a different aspect. It is possible to purchase (and activate) more than one version of charm.

Purchasing the same elemental version of the charm a second time at Essence 3 allows the Exalt to ignore the limitations due to charms or the magical materials and it can affect Celestial (but not Solar) circle sorcery.

Uneating Earth Meditation

Cost: 2m

Duration: one day

The exalt needs no food or water and suffers no effects from hunger and thirst. If the dragon-blood uses this charm for a number of days greater than (Essence + linked Quality MOD) then each additional day inflicts 2 Failure Ranks which will not recover until the exalt has a big meal.

Tier Two

Unbreathing Earth Meditation

Cost: 2m

Duration: one scene

For the rest of the scene the dragon-blood does not need to breath. However, not only does he not need to breath, but he cannot breath so speech becomes impossible. The exalt can extend this effect to others by touching them and spending 2 motes, so long as they are willing.

Tier Three

Unfeeling Earth Meditation

Cost: 7m

Duration: One Scene

For the duration of the scene the Exalt can ignore the effects of any physical injury or the effects of fatigue or strain. The Exalt still suffers and assigns Damage Ranks from these sources but they have no effect on his MODs (even if they zero out). He will still suffer the effects of reaching Absolute Zero however.



Tireless Footfalls Cadence

Cost: 2m per unit rank

Duration: Varies

With this charm one or more dragon-bloods begins a rhythmic cadence of some kind, such as a chant or drumbeat. Those affected have their morale improve and their burdens lightened. As long as the Exalt maintains the charm he may add his linked Quality MOD to any rolls made by the unit to overcome fatigue or move swiftly overland.

This charm normally affects a unit of Average [0] Rank Magnitude but every 2 motes can increase this by one Rank. Multiple Exalts working together will provide the effects of combined effort (with each additional exalt providing a Boost for every Rank).

TACTICS AND MASS COMBAT

Blazing Courageous Swordsmen Inspiration

Cost: Varies

Duration: One Scene

The Dragon-blood can use this charm to aid in the defense of his troops. If used on a combat unit the unit gains an upshift to any defensive rolls for the remainder of the scene. The cost is equal to the magnitude MOD of the unit to be affected.

Enfolded In The Dragon's Wings

Cost: 1m per ally or 4m

Duration: One Day

This charm protects mortals who are under the command of the dragon-blooded (thus it cannot protect bystanders or other exalted) from the effects of the dragon-blood's elemental anima or similar effects (such as dragon-shrouded battlefield). This grants the mortal a number of Boosts equal to the Dragon-blood's Essence to resist effects of that element.

By spending a flat 4 motes the Exalt can protect a unit whose magnitude Quality is no greater than the dragon-blood's essence.

Phantom-Warrior Horde*

Cost: 2m

Duration: Instant

This charm creates a horde of phantom warriors crafted from the exalt's element. Although these phantoms have no substance or ability to attack they are fearsome. If used as part of an attack by the dragon-blooded then he may make a morale based attack on any unit he's fighting using his linked Quality as well as the magnitude Quality of his own unit. If used as part of a defensive reaction then the Exalt can increase the effective Magnitude Rank of his troops by 1 rank per 2 points of Essence for the purposes of defensive rolls (although it cannot be used if the Magnitude rank is downshifted).

Tier Two

Ramparts of Obedient Earth*

Cost: 2m per cubic yard

Duration: instant

With this charm the dragon-blooded may shape the battlefield to his liking. By stamping his foot or smiting the ground with his fist then up to a cubic yard of dirt or similar earthy material can be shaped to the dragon-blood's will. The most common use is to provide a crude barrier but the uses are many, including creating sinkholes beneath an enemy's feet or rough terrain. In normal combat this is generally only a Combat Challenge using the Exalt's linked Quality (although depending on the situation it may be more deadly or useful). In mass combat the Exalt may make an attack action using his linked Quality or add his linked Quality MOD to a defensive reaction. If the effect the exalt produces can be taken advantage of or cannot be avoided by the enemy then it could provide a continuing upshift or downshift for the remainder of the battle.

This charm can also be used to make tunnels but it cannot effect solid stone.

FIRE

ATHLETICS, ACROBATICS AND EVASION

Bellows-Pumping Stride*

Cost: 1m +

Duration: One Scene

For the rest of the scene the dragon-blood can double his effective MOD for the purpose of running or rolls related to speed. He leaves a trail of burning footprints behind him as he runs. If the Exalt has essence 3 then he can extend this effect to others with a cost of 2 motes per person.



roll (as does anyone who takes advantage of the handholds he makes in the stone).

This is considered Earth aspected and only functions on stone surfaces. There's a Wood-aspected version that functions on wooden surfaces.

Effortlessly Rising Flame*

Cost: 1m

Duration: Instant

The dragon-blooded propels himself from the ground with a burst of fiery energy. This grants a number of boosts equal to Essence on any attempt to jump, leap or rise from prone.

Falling Star Maneuver

Cost: 2m

Duration: instant

The Exalt's speed and agility allows for charges of incredible power or swift flanking maneuvers to come at an opponent from an unexpected angle. This allows the Exalt to add his linked MOD to any physical attack he's making.

Hopping Firecracker Evasion

Cost: 2m

Duration: instant

When the dragon-blood successfully evades an attack he can activate the charm to fling himself away from the attacker. This lets him attempt a movement challenge to move himself out of range of further attacks or out of reach.

Incense Smoke Ladder*

Cost: 2m

Duration: instant

So long as he starts on the ground and can maintain a running pace this charm allows the Exalt to run up a horizontal surface (although not upside down) and run across water as easily as the ground. However, this only lasts as long as the exalt is running and he must stop on a stable surface or fall.

Perfect Climbing Attitude*

Cost: 1m

Duration: One Scene

The Exalt can climb easily by molding stone or earth beneath his fingers. The dragon-blood can hang from any stone or earthen surface without a roll unless it would actually involve hanging from the ceiling or something similar, even then he gets an upshift to his

Safety Among Enemies

Cost: 5m

Duration: instant

The dragon-blood can activate this charm is the MOD for his defensive reaction would be higher than the attacker's offensive MOD. This makes the attack miss the dragon-blood automatically and instead target another character within Near Range of the Dragon-blood. This charm cannot be used if the dragon-blood has no alternative target available, and the attacker cannot be made to attack himself.

Threshold Warding Stance

Cost: 1m

Duration: Instant

This charm allows the dragon-blood to attempt to dodge or evade an attack with their normal bonuses, even in a situation where the environment or situation would make it difficult or impossible (such as when held by an opponent or stuck in quicksand).

Virtuous Negation Defense

Cost: 2m

Duration: instant

If an ally within Close range is subject to an attack the dragon-blood can use this charm to move her out of the way. This makes the dragon-blood the target of the attack (which he can still attempt to evade, if successful then both him and the ally evade it).

Tier Two

Smoldering Karma Strike

Cost: 3m

Duration: instant

Whenever the dragon-blood successfully evades an attack he may activate this charm to initiate a free counterattack with his normal relevant Qualities.

Wind Walking Technique

Cost: 2m

Duration: Until broken

When the charm is activated the dragon-blooded can move across any horizontal surface, from water to quicksand, without difficulty. However the dragon-

blooded must keep moving, if he stops then the charm ends although the method of movement is irrelevant.

This is considered air-aspected.



Duration: instant

When the dragon-blooded successfully blocks an attack with a metal weapon he can channel essence into the sparks that strike from the weapon, spraying his opponent with a blinding shower of white-hot sparks. This is a free counter-attack in the form of a combat challenge with the Exalt's linked Quality.

Tier Three

Dancing Ember Stride*

Cost: 5m

Duration: One Scene

The Dragon-Blood can buoy himself on hot winds and burning essence and fly. This grants him an upshift to any rolls related to movement or speed but he must remain within Middling range of a solid surface (although this surface does not have to be horizontal) and attempting to travel over liquids will cause him to fall. Although he is swift he is not exceptionally graceful in the air and suffers a downshift to any rolls to take complex actions while airborne (including fighting).

Unassailable Body of (Element) Defense*

Cost: 5m

Duration: Instant

This is actually five different charms, one for each element. The dragon-blood can evade an attack with near perfection by transforming himself and his equipment into his element.

This allows the dragon-blood to perfectly evade the attack so long as it is possible (if the attack would have been successful it inflicts only a single Failure Rank). Each element has a single vulnerability however. **Air** is vulnerable to earth aspected attacks or massive weapons that would create shock or concussion (boulders, falling pillars, etc). **Earth** is vulnerable to wooden weapons and wood aspected elemental attacks. **Fire** is vulnerable to water aspected attacks and cannot function while the dragon-blooded is wet. **Water** is vulnerable to air aspected elemental attacks or situations of extreme cold. **Wood** is vulnerable to fire-aspected elemental attacks or even mundane flaming weapons.

It is possible to learn more than one version of this charm but the dragon-blood must learn the one associated with his element first.

MELEE

Tier One

Blinding Spark Distraction

Cost: 2m

Dragon-Graced Weapon

Cost: 1m

Duration: instant

This charm enhances a single attack with the dragon-blood's elemental nature. This grants an upshift to the attack and includes a single elemental side effect (see the sidebar under Elemental Bolt Attack).

No matter the elemental nature of the charm it's considered Fire-aspected.

Ghost-Fire Blade*

Cost: 2m or 4m

Duration: all attacks in a single action

For the duration of a single attack the Exalt can enhance his weapon with essence to strike an incorporeal ghosts and spirits. By spending 4m the attack also adds the Exalt's Essence to damage against creatures of darkness.

Threshing Floor Technique

Cost: 1m +1/ally

Duration: One Action

This allows the dragon-blood to enhance teamwork in close combat. This doubles the number of boosts granted for a hand-to-hand attack from cooperative allies or doubles the effective MOD of a mass combat unit.

Tier Two

Portentous Comet Deflecting Method*

Cost: 3m, 1 Failure Rank

Duration: Instant

The dragon-blood can use this charm for a nearly-perfect defense. Rather than rolling normally for a Conflict the Dragon-Blood rolls an Average [11] Challenge with his linked Quality. If he succeeds then the attack is blocked completely. This cannot block sorcery or attacks enhanced by charms.

Refining The Inner Blade*

Cost: 5m

Duration: One Scene

The character must spend an action to activate this charm which allows him to fashion a sword or some other weapon from elemental material. The weapon can take whatever form the exalt wishes and provides the benefit of Dragon-Graced weapon. It is also considered Holy against creatures of darkness, inflicting additional damage equal to the Exalt's Essence.



Moth to the Candle

Cost: 5m

Duration: Until the Exalt's next action

The Dragon-blood can use this to force an opponent to engage him in hand-to-hand combat, ignoring any other dangers or threats. Attempting to resist this effect inflicts Backlash with a TN based on the Dragon-Blood's Essence. This charm cannot force the victim to make suicidal actions (such as leaping into lava to reach the Exalt). This can affect a single target or all enemies who can see the Exalt, at his choice.

Ring of Anvil Onslaught

Cost: 8m

Duration: Instant

The Dragon-blood can make an incredible flurry of attacks against the enemy, making a number of additional attacks equal to ½ the dragon-blood's linked MOD.

Passion Transmuting Nuance

Cost: 3m

Duration: One Scene

The dragon-blood can transform one strong passion (lust, rage or terror) into one of the other two. The dragon-blood must engage the target in conversation for a short time (10-15 minutes) then makes a social attack, if it succeeds then the target gains a Flaw related to his new emotional state that penalizes his future interaction.

This can have other effects depending on the situation, such as transmuting the purpose of a social conflict (for example switching instantly from intimidation to flirting) without starting the scene over.

PRESENCE AND CHARISMA

Tier One

Auspicious First Meeting Attitude

Cost: 2m

Duration: One Scene

This charm can only be used once on any target, when they first meet the dragon-blooded in a social situation. During this encounter the dragon-blood can read the victim perfectly and adapt his behavior to make the best possible first impression. During the first encounter the dragon-blood receives an upshift to any social rolls involving the target and the storyteller should warn the player if he is about to take an action that would give the target a negative impression of him.

So long as the encounter ends peacefully and the dragon-blood does not intentionally antagonize the victim then they leave with a good impression of the dragon-blood.

Glowing Coal Radiance*

Cost: 2m

Duration: 1 Turn

The elemental fury of the dragon-blood can humble lesser men. This charm surrounds the Dragon-Blood in a nimbus of elemental light which requires anyone attempting to look at the Dragon-Blood or make a hand-to-hand attack against him succeed at a will-power related Challenge with a TN based on the linked Quality, even if they succeed then the Dragon-Blood can add the linked Quality to his defensive roll. This has no effect on those without fear or free will and does not affect anyone further away than Near range.

Unbearable Taunt Technique

Cost: 2m

Duration: Essence in Actions

This charm allows the dragon-blood to spit essence-charged insults against his target, forcing them to fixate on the dragon-blood. This is a Combat Challenge or a social attack (in a non-combat situation). If the dragon-blood succeeds then the target suffers any appropriate Failure Ranks and the target suffers a downshift if he's attempting to divert his attention from fighting the Dragon-Blood.

Tier Two

Aura of Invulnerability

Cost: 3m

Duration: One Scene

The raw self-confidence of the Dragon-Blood actually bolsters his physical body. For the rest of the scene the Dragon-Blood gains an upshift to physical defenses and a 'buffer' allowing him to ignore up to 3 Wound Ranks he suffers while the charm is effect. A

character cannot benefit from more than one use of this charm during a single scene.



Warlord's Convocation

Cost: 10m

Duration: One Scene or Instant

By activating the charm the Exalt can attempt to win the loyalty of any NPC. This is a social attack which, if successful, causes the target to possess a powerful loyalty to the Exalt which lasts for one week per Failure Rank inflicted. This does not allow the exalt absolute control over the target but it does grant them a new Flaw related to his loyalty, penalizing attempts to resist the Exalt's social attacks. If the Exalt treats the target kindly and with great consideration the victim remains loyal for a month/Failure Rank and if the Exalt manages to Zero Out the victim then he becomes permanently loyal, effectively considering loyalty to the exalt the most important of all his commitments.

This charm only affects mortals or other Dragon-Bloods.

PERFORMANCE AND ORATORY

Blossom Hides Thorns

Cost: 3m

Duration: Instant

With this charm a dragon-blooded who is currently engaged in a performance of some kind can initiate a surprise attack and disguise it as simply part of a performance. The victim has to overcome a perception related talent with a TN of (11 + Essence + linked MOD) or he has no way to anticipate and defend against the attack, in fact if the attack misses then the victim won't even know it happened. If the victim survives the attack he will obviously realize he's come to harm.

Dance of Flashing Swords

Cost: 3m + 1 per extra foe

Duration: One Scene

This charm allows the Exalt to engage in combat without appearing to fight in any way. With a subtle illusion the Exalt makes it seem as though whatever combat he is engaged in is not a serious fight. It might appear as a public performance, dealing with a drunken friend, of a friendly duel. Regardless of the context the observers find it entertaining and non-threatening. This is normally only possible between Extras, if there is more than one enemy engaged in the battle who is not an extra then the charm doesn't work. The other participants in the combat are not affected by the illusion and

they are free to attempt to break from the fight. Anyone who knows the fight is real before the charm is activated remains unaffected as does anyone who has a higher Essence than the dragon-blood and anyone who has a perception related Quality rated more than one Rank above the Linked Quality.

Hidden Spark Aria Method

Cost: 2m/subject

Duration: Special

With this charm the dragon-blooded can weave hidden messages and subtexts into his performance, allowing only certain members of the audience to perceive these ideas. The exalt must spend 2 motes per person he wishes to initiate secret communication with. This charm can only be used as part of a performance and he can communicate a message of any length which the subject perceives subliminally. Highly specialized or technical information cannot be transmitted but it is possible to initiate social Conflicts through this charm.

Invisible Street Performer Technique

Cost: 3m

Duration: until performance ends.

The exalt can use this charm to lull the observers with their performance. This charm can be activated so long as the dragon-blood is playing a musical instrument, while the performance lasts no one will notice her presence, they get a vague sense that someone is nearby playing an instrument but anyone around simply doesn't give it much thought. Even if the exalt is in plain sight those in the area must make a perception-related Challenge with a TN based on the Exalt's linked Quality. Due to the nature of the charm it can't be used with particularly loud or clashing instruments.

New Voice Technique

Cost: 2m

Duration: One Scene

This charm allows the Exalt to mimic any other person's voice or the sound of any animal or any other sound he hears. Difficult or complex sounds may require a Challenge be overcome but usually mimicking the voice of a person or the call of the animal is no trouble. Mimicking the sound of an entire orchestra or the voice of the Goddess of Song however might be an impressive Challenge. This charm will not duplicate supernatural effects related to the sound or voice however.

There is a Water-aspected version of this charm using Qualities related to larceny or subterfuge.

Soul-Stirring Performance Method

Cost: 7m

Duration: One Scene

A dragon-blood performer can use his skill and essence to create a degree of compulsion or emotional control of the target. This engages the dragon-blooded in a Conflict with the audience, laying virtually any compulsion on them. The only limitation is that it cannot force the victims to act against a Quality representing loyalty to a specific cause or group or do anything suicidal. If the Dragon-Blood can Zero Out the audience then the compulsion can be immediate or he can place commands deep in the victims subconscious.

Talented Improvisation

Cost: 1m

Duration: One Scene

This charm allows the exalt to become instantly proficient in a musical instrument no matter how exotic or complex and receive an upshift when playing.

Tier Two

Protective Performance Method

Cost: 8m

Duration: until the performance ends plus the Exalt's Essence in hours.

The charm allows the Dragon-Blooded performers to interfere with other attempts to influence an audience through performance charms. If used as part of a performance where another is attempting to use performance charms to influence the audience then the Dragon-Blooded can use his own Qualities to engage in Conflict with the "attacker" and use his own Qualities in defense of the audience. Otherwise it can be used ahead of time to protect the audience. This grants the audience a number of Boosts equal to the Exalt's Essence against such influence and whenever the attacker fails a roll to influence them the attacker suffers a number of Failure Ranks equal to his Essence. This second use only protects the audience if the performance is attempting to turn them against the Dragon-blood.

Vibrating Strings Defense*

Cost: 5m

Duration: One Scene

This charm allows the dragon-blood to defend himself during a performance. The performer can make a defensive reaction using his linked Quality to block an attack with music itself. For the remainder of the scene,



so long as the dragon-blood is playing his music he may use it to deflect attacks.

Tier Three

Three-String Sword Prana*

Cost: 1m or 3m

Duration: instant

A dragon-blooded with this charm can use his instrument as a weapon, using Qualities that would related to performance and musical prowess rather than normal attacks against a victim within Far range. For an additional 2 motes a successful attack becomes more deadly, inflicting an additional 1d6 damage. This charm can also be used in tandem, with each additional performer adding an upshift to the attack roll and a second upshift to the damage of a successful attack. No more exalts can work together than the highest Essence of any participant.

WATER

BUREAUCRACY AND MERCANTILE PURSUITS

Tier One

Confluence of Savant Thought

Cost: 2m

Duration: One Scene

When faced with a bureaucracy or similar organization the Exalt can analyze it with this charm, instantly determining who is in charge of what tasks and where resources are stored.

Testing The Waters

Cost: 3m

Duration: Instant

This charm allows the Exalt to instinctively know the outcome if an issue under discussion were brought to a vote. He doesn't know who specifically will vote a certain way but in any group larger than seven he knows what the result will be and to what degree.

Finding The Water's Depths

Cost: 2m

Duration: Instant

This charm allows the Exalt to know with great precision the worth someone attaches to a particular object or service. With a successful opposed Challenge

the Exalt can determine exactly how much the other party is willing to pay or the lowest sum they might accept in payment.



Thoughtful Gift Technique

Cost: 2m

Duration: instant

The Dragon-blood can determine what the target would consider the perfect gift, or bribe, for a specific purpose. Presenting the target with the appropriate gift might allow automatic success or grant a hefty bonus at the GM's discretion.

Distraction of the Babbling Brook

Cost: 5m

Duration: instant

This charm allows the Exalt to craft a contract that conceals secret clauses or conditions within its fine print. These might be unusual conditions, hidden fees or secret penalties. The hidden clauses must still be at least somewhat subtle and it cannot include clauses that would be impossible for the victim to fulfill (such as the victim's soul in payment) and only one such clause can be included. This concealment is automatic unless reviewed by someone with a higher essence than the Dragon-blood or someone using Celestial level bureaucracy charms.

Tier Two

Drowning Negotiation Style

Cost: 7m

Duration: Instant

This charm allows the exalt to enforce contracts or agreements. The Dragon-blood must draft a contract himself and then when the contract is signed all parties are bound to comply with the terms. Deliberate breach of one of the terms inflicts a number of Wound ranks equal to twice the Essence of the Exalt. An additional breach will not inflict damage unless the victim refuses to redeem his action.

The contract can still be voided if all parties agree to negate it.

INVESTIGATION AND DETECTIVE WORK

Scent-Of-Crime Method

Cost: 2m

Duration: One Scene

The dragon-blooded can look into the soul of a potential criminal and allows the Dragon-Blood to determine who among those people he's facing is suffering from the greatest guilt. This doesn't tell the Exalt the source of the guilt or even if it's related to his current investigation, simply that it exists.

Falsehood Unearthing Attitude

Cost: 7m

Duration: One Scene

With this charm the Exalt can target a single victim and for the rest of the scene know instinctively if the victim is knowingly lying about some subject. It cannot detect half-truths, wordplay or answers based on ignorance. The target can also sense that he is under some form of supernatural scrutiny. This charm will also not function on anyone whose Essence is equal to or higher than the Exalt.

Tampering Detection Technique

Cost: 2m

Duration: Instant

A character using this charm can instantly tell if some object has been tampered with and how long ago it was done. Tampering in this case includes any unintended manipulation of the object such as picking a lock, searching a desk, forging a signature or altering a document. Only a single object can be studied for each use of the charm but every such manipulation within the past year is revealed. This does not reveal who made the change or why and gives only general information about when the tampering occurred.

Bloodhound's Nose Technique

Cost: 8m

Duration: One Scene

By spending 10 minutes investigating the scene of a crime (or other event he wishes to investigate). The Dragon-Blood's player makes a normal investigation roll for the Exalt to find a piece of evidence although this can be augmented with other charms. However the degree of success grants the exalt a greater understanding of the culprit. With a TN 15 success they get a brief glimpse of the culprit at the scene of the crime. This charm fails against any charms used by an culprit of higher Essence.

Revelation of Associates Hunch

Cost: 5m

Duration: instant

Upon meeting someone and activating this charm the dragon-blooded can gain an intuitive knowledge of the person's closest associates. Close friends, lovers, and family are determined automatically but a Challenge might be needed to find more obscure connections.



deliberately. This does not prevent supernatural tracking techniques.

Ears of the Snowy Owl

Cost: 1m

Duration: One Minute

While this charm is in effect the Dragon-Blood can hear conversations and other sounds going on in adjacent rooms as if there were no barriers in place.

Tier Two

Clear Water Prana

Cost: 7m

Duration: instant

This charm can spread the exalt's evidence over an area no larger than the Exalt's Essence in yards. This causes a brief glow whenever it touches something that has been deliberately hidden. This will only detect concealed objects or information in the environment, not those concealed on someone's person or concealed through sorcery or Celestial level charms.

Homeward Trail Discovery Method

Cost: 5m

Duration: instant

By simply meeting someone and coming near a person (a few yards) the Dragon-Blood can instantly know where the person's home is. Most commonly this is where the character's primary residence is but in the case of characters who have several possible homes it identifies the one with the greatest emotional connection to the subject or the subject's highest rated Manse. This identifies only a building not a specific room or apartment.

LARCENY AND CRIME

Observer Awareness Method

Cost: 1m

Duration: Instant

The Dragon-blooded instantly knows if he's being watched and with a Challenge the Exalt might gain more specific information on the location of the observer.

Trackless Water Style

Cost: 2m

Duration: One Scene

While this charm is in effect the dragon-blooded will leave no physical evidence of her identity at a location. No footprints or fingerprints, not even a strand of hair. The only exception would be evidence left

Naked Thief Style

Cost: 5m

Duration: One Task

This charm allows the dragon-blood to perform even when stripped of any tools or equipment. The exalt can fashion simple thieves tools from raw essence. The exalt receives no particular advantage but will not suffer any penalties due to lack of tools. This charm requires a separate invocation for each task.

Window-In-The-Door Technique

Cost: 2m

Duration: seconds

The Exalt can use this charm to create an area up to one foot in radius that is transparent to his eyes. This can penetrate no more than 3 inches of stone, one inch for iron, or up to six inches for wood or weaker materials. The magical materials are impervious to this charm.

Imposter's Voice Technique

Cost: 2m

Duration: One Scene

This charm allows the Exalt to mimic any other person's voice or the sound of any animal or any other sound he hears. Difficult or complex sounds may require a Challenge be overcome but usually mimicking the voice of a person or the call of the animal is no trouble. Mimicking the sound of an entire orchestra or the voice of the Goddess of Song however might be an impressive Challenge. This charm will not duplicate supernatural effects related to the sound or voice however.

Waters of Honesty Method

Cost: 5m

Duration: one scene

If the dragon-blood is using this charm to observe some sort of game or competition then he can use this charm to determine if someone is cheating.

Flood of Victory Prana

Cost: 7m

Duration: One Scene

This charm allows the Exalt to automatically win a single game of chance that he is participating in. If two people use this charm then the one with higher Essence wins.



Tier Two

Sturdy Bulkhead Concentration

Cost: 3m

Duration: One Scene

This charm can be used to defend the ship against effects that would pierce the ship's hull. The ship gains the benefits of the Exalt's linked Quality as a bonus to his defensive rolls.

SAILING

Tier One

Hurricane Predicting Glance

Cost: 1m

Duration: Instant

This charm allows the Exalt to flawlessly predict the day's weather. This only determines what the weather would be naturally, it is no help determining the effects of thaumaturgy or sorcery. This charm can only be used on water.

Storm-Outrunning Technique

Cost: 3m

Duration: One Scene

For the rest of the scene the dragon-blood can double his linked MOD for the purpose of making speed related Challenges or Conflict rolls. This doesn't typically help long term travel but it's useful for close contests between two ships, or attempting to outrun or outmaneuver another vessel.

Fine Passage Negotiating Style

Cost: 3m

Duration: One Scene

For the duration of the scene the exalt automatically knows of any submerged hazards within five miles of her current location. This effectively grants an up-shift to any rolls that involve navigating through hazards.

Deck-Striding Technique

Cost: 3m or 6m

Duration: One Scene

While the charm is in effect the Exalt can move freely across the the deck or along it's rigging without any possibility of falling even in the roughest seas. This negates any penalties to movement or combat due to the movement or terrain of the ship.

By spending 6 motes the dragon-blood can move with absolute freely, running up the ship's mast or along a single rope at top speed.

By paying the same cost the dragon-blood can extend this effect to additional targets.

UNARMED COMBAT AND MARTIAL ARTS

These are the Dragon-blooded specific charms of the Terrestrial Hero Style.

Tier One

Disarming Strike Prana

Cost: 3m

Duration: Instant

This enhances the dragon-blood's attempts to disarm an opponent, granting a number of Boosts equal to his Essence for a Combat Challenge.

Dragon-Claw Elemental Strikes*

Cost: 1m

Duration: instant

This charm grants the dragon-blood's bare-handed attacks an elemental side-effect identical to one of the ones shown in the sidebar under Elemental Bolt Attack. This also grants the dragon-blood a Boost to the attack

WOOD

MEDICINE

Tier One

Infection Banishing Prana

Cost: 1m

Duration: Instant

This allows the dragon-blood to cure any existing infection with a touch, or ensure that a person's existing injuries will not become infected.

Dread Infection Strike

Cost: 2m

Duration: Instant

The dragon-blood can use this charm to enchant her weapon so that any wound it causes are much more likely to become infected. This has no effect within combat but the TN of the infection is based on the linked Quality.



Identical to the earth aspect Granite Curtain of Serenity.

Tier Three

Jade Crucible Method

Cost: Special

Duration: Instant

The Exalt can use this charm to sacrifice his own health in exchange for Essence. The Dragon-blood suffers at least one Wound Rank and for every Wound Rank spent the Exalt gains a number of motes or Personal Essence equal to the Exalt's Essence.

It is possible for the Exalt to gain more Personal Essence this way than his normal limit but these additional motes last only for a scene.

Tier Four

Most Beneficent Seed of the Five Dragons

Cost: 10m

Duration: One Scene

The dragon-blood can cause the seeds of elemental energy to blossom within him. For the duration of the charm the dragon-blood can assume the elemental aspect of any element other than the one to which he's normally aligned. The dragon-blood's anima power changes to the new element and he no longer needs to pay the one mote surcharge for out-of-aspect charms, but must pay it for her old aspect. This charm can be ended at any time, instantly canceling an ongoing anima effect if any.

RIDING AND HORSEMANSHIP

Heaven-Graced Riding Technique

Cost: 2m

Duration: Instant

With this charm the Exalted rider forges a bond with his mount which fortifies and strengthens it with essence. Until his next action he can add two upshifts to any rolls related to speed, jumping, or controlling his mount.

Ebony Spur Technique

Cost: 2m

Duration: Instant

The dragon-blooded may use this charm to add his linked MOD to the damage on a successful attack as his mount's speed and weight are perfectly focused.

Disease Banishing Technique

Cost: 5m

Duration: Instant

With this charm the exalt can cure any non-magical disease with a touch although she must first know the disease that she is treating. The purge of the disease is fairly violent, causing spasms and vomiting. The dragon-blood can cure normal diseases only if the TN of the disease is no higher than $(11 + 2 \times \text{Essence})$.

Madness Analyzing Stare

Cost: 3m

Duration: Instant

This charm allows an Exalt to instantly diagnose, by sight, any form of mental illness or unnatural influence on the patient's mind. With a TN 17 Challenge the Exalt can trace external magical influences back to the source or understand the root cause of mental illness. This charm can only be used on others.

Tier Two

Wound-Closing Touch

Cost: 3m + 2m per wound Rank

Duration: Instant

For every two motes spent the Exalt can convert a Wound Rank into a Failure Rank.

Purity of Mind Method

Cost: 7m

Duration: Instant

With a kiss to the patient's forehead the Dragon-Blood can control any influence that plague's the patient's mind. The charm can remove any normally acquired derangements from the patients. He must first understand the nature of the illness. This also ends the effects of any Charms exerting unnatural mental influence over the patient but this is twice as much to cancel Celestial level effects. Effects created by sorcery can only be countered if it's instantaneous. This has no effect on the great curse.

Verdant Curtain of Serenity

Cost: 7m

Duration: One Scene

Great Heart Companion

Cost: 4m

Duration: One Scene

For the duration of the scene the Exalt's mount becomes fearless and will neither flee, flinch nor bolt unless the exalt wishes. The dragon-blood never has to attempt to keep control of the animal. In addition, nothing can force the rider from the saddle so long as both the horse and rider live and the charm lasts.

Charge of One Hundred Generals

Cost: 1m per mounted man or 5m per Magnitude Rank

Duration: One Charge

The dragon-blooded must pay the cost of the charm and each horse and rider affected can charge with such swiftness that they automatically may act first in a round and gain a Boost to offensive actions.

Tier Two

Elemental Halo's Mercy

Cost: 3m

Duration: One Scene

This charm protects the Exalt's mount from the harmful effects of the Exalt's anima, as well as the anima effects of Dragon-Blooded of the same Aspect or the effects of Dragon-Graced Battlefield.

By purchasing this charm a second time and increasing the cost to 10 motes the mount actually shares the benefit of the Exalt's anima when he has it active and gains an additional elemental ability. **Air** aspects are immune to cold and can leap any distance by beating it's TN as a movement check. **Earth** aspect gains a number of Boosts equal to the rider's Essence on rolls to resist physical injury. **Fire** aspects can double their MOD for the purpose of movement checks and leave flaming hoofprints behind them. **Water** aspects gain complete freedom of movement in water. **Wood** aspect mounts can move through wooded areas without suffering penalties or dangers, the horse will also leave no tracks.

If the mount is the Exalt's familiar the cost for this charm is reduced to 1m or 6m and the charm will last as long as the Exalt commits the motes.

Tier Three

Irresistible Penetrating Charge

Cost: 5m per Magnitude Rank.

Duration: One charge or Essence in turns



The Dragon-Blood, when performing a cavalry charge as part of a mass combat unit may add his linked MOD to the offensive action of the unit as well as adding 1d6 to the damage if the attack is successful.

SURVIVAL AND WILDERNESS LORE

Tier One

Quarry Revelation Technique

Cost: 2m

Duration: One Day

For the duration of the charm the Exalt has exceptional success at any tracking attempts. The charm causes evidence of the Exalt's Quarry to literally glow to his eyes. This reduces the difficulty of any tracking attempt not concealed by supernatural means to a mere Average [11] Challenge. If the quarry is protected by supernatural effects then the two charms cancel out and the Exalt can make his tracking attempt normally.

Trail Concealing Measurement

Cost: 3m

Duration: One Day

Any dragon-blood who knows this charm can blend effortlessly into the wilderness and automatically overcome any tracking attempts made against him. Unless the tracking attempt is powered by supernatural effects it automatically fails. If the charm is active then both charms cancel each other out.

Hostile Environment Preparation Method

Cost: 3m +1m per companion

Duration: One Day

With this charm the dragon-blood's knowledge of survival in hardship conditions allows him to protect himself and his companions. For one day the dragon-blood and his companions get two upshifts to resist environmental dangers. This can be extended to a maximum number of allies equal to his permanent Essence.

Nature's Healing Bounty

Cost: 1m per upshift

Duration: Instant

The dragon-blooded can use his knowledge of herbs and plant life to aid in medical rolls. So long as the Exalt can spend some time gathering medicinal plant life he can use this charm to add an upshift to medical rolls. This can be combined with the effects of

the Draconic Excellency for medicine-related Qualities despite the normal rules for charm use.



resisting charms that are based on comparing the essence of the participants.

Tier Two

(Element) Shelter Creation Technique*

Cost: 5m

Duration: One Day

The dragon-blooded can reach out with his anima and fashion a structure out of raw elemental material in the environment. The process takes about 30 minutes and can only be used in certain environments. **Air** can only be used in cold environments, forming a shelter out of ice crystals and retaining heat extremely well. **Earth** only works in rocky terrain or open plains, forming a shelter from slabs of stone and compressed earth. **Fire** creates a shelter from desert sands that protects against wind and heat. **Water** creates a life raft made of seaweed and debris that stays afloat in all conditions. **Wood** can be used in a forested area, weaving trees together to form a crude hut which is camouflaged against observers using the Exalt's linked Quality. All versions are warding against regular intrusion by mundane animals.

Each shelter can hold the Exalt plus (Essence +6) additional people.

SOCIAL INTERACTION AND ETIQUETTE

Sweeten The Tap Method

Cost: 2m

Duration: One Scene

With this charm a Dragon-Blood spends the required essence and instantly improves the quality, strength and taste of any nearby quantity of alcohol. In addition to the very likely possibility of overindulgence anyone who drinks affected alcohol suffer a downshift to resist social attacks or similar effects for the rest of the scene.

Jade Defense

Cost: 5m

Duration: One Scene

With this charm the Dragon-blood can defend himself not with willpower, but with boredom. When the charm is activated the dragon-blood can add an upshift to a defense against any social attack and increases his effective essence by one for purposes of

Wary Yellow Dog Attitude

Cost: 1m

Duration: Instant

In an unexpected conflict situation in a social context the Exalt can activate this charm to instantly act even before the attackers who might normally achieve total surprise and gains an upshift to his defensive reactions that round.

Brother-Against-Brother Insinuation

Cost: 6m

Duration: One Scene

The dragon-blooded can manipulate the relationships between others. To activate this charm he and his two targets must be in the same vicinity. The exalt need only pay the cost of the charm and make a comment to one individual about the other (whether derogatory or not) calculated to make the listener doubt the intentions or loyalty of the other person. This single comment becomes enough to weaken bonds of friendship or affection. The exact effects are up to the GM but at the very least it typically provokes an argument or fight. The Exalt should make a social Challenge roll with a TN based on the victim's Qualities. If the Exalt overcomes the TN then some sort of mild conflict occurs. Beating the TN by 6 or more is almost certainly enough to lead to violence.

After the scene ends normal feelings return, assuming nothing has happened in the meantime to permanently alter the relationship. The charm automatically fails against a being with higher Essence or against a member of a sworn brotherhood.

Warm-Faced Seduction Style

Cost: 1m

Duration: Instant

This charm can only be used in a seduction attempt but in such situations the Exalt can double the MOD of his linked Quality.

Friend-To-All-Nations Attitude

Cost: 2m

Duration: One Scene

So long as the Dragon-Blooded can speak the local language she can ignore any social penalties caused by being a foreigner.

Tier Two

Smoothing-Over-The-Past Technique

Cost: 5m

Duration: One Scene

The Exalt can use this charm to cause the target to temporarily ignore a single past event involving him that would reflect poorly on the current discussion. For instance the Exalt can make the target forget that in the past he cheated him out of a fortune or stole from him. Forcing a target to forget multiple encounters forces the Exalt to pay the cost for each situation to be forgotten.

The target doesn't truly forget these events but they seem to have no bearing on the present as far as they're concerned. At the end of the scene the victim's normal memories return and he will be aware of what happened and regret any sort of agreement or bargain made in that time. This charm automatically fails against anyone with a higher Essence.

