



QWIXALTED Extended

Introduction

The First Age of Exalted, the time of nebulously-defined glory, is long past. The Second Edition, awesome and broken and overblown as it was, is, too, gone. Now, in the new and improved Third Edition you can play as the returning god-kings of Creation (actual systems for ruling Creation not included), choosing from thousands of exciting charms! Also, some DBs and Lunars, with huge charmsets of their own! Just look at this Primordial-slaying power of situational double 9s and world-shattering might of disappearing 6s! Are you feeling like a hero yet?

Fuck. That.

In the name of my honorable forbearers, Jarvis and Daiklave (their work can be found here <http://aakin.net/wiki/doku.php?id=qwixalted>), and for the glory of Creation, we hereby decree:

Let action resolution take no more time than its description!

Let the great be greater and let the small be considerable!

Let all Exalts, and Mortals, and all the spirits and all the effects under the Heaven and beyond be mechanically consistent!

By extending, balancing, updating and streamlining the existing Quixalted rule set, any and all characters shall be made playable, and able to perform in any sort of challenge with the appropriate power level (very high, that is). Instead of current mess we shall have a simple, consistent and universally applicable set of mechanics, even if we must make it ourselves.

We have spoken with the Unconquered Sun, and he agrees.



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Base mechanics

Quixalted Extended (QE) uses d10s. 7, 8 or 9 on a die count as one success. 10 count as two successes. A dice pool equal to the (Trait + bonuses – penalties) is generally rolled. Critical success occurs at 5+ successes rolled. Critical failure occurs when no successes and one or more 1s is rolled.

Bonuses from the same source do not stack: use the highest one. Difficulty comes in the form of penalties. Before the roll, subtract the indicated penalty from the dice pool, and roll the rest. If a dice pool would be reduced to 0 or less, you still roll a single Chance die. Mortals score a single success on a 10. Essence-aided actions of Exalts and Essence beings treat it as a one normal die. Fractions always round up for Essence-users and down for mortals.

Setup rolls allow characters to generate Setup dice to aid, support, or prepare for a specific, future action, whether their own or another's. Roll the most appropriate dice pool as normal. Success provides a one-die bonus to the situation, increased by +1 die for a critical success. It applies to all relevant rolls for the duration of the scene (or longer if appropriate). Setup rolls should apply only to a specific event or task (a known enemy, a particular environment, etc). Setup roll effects do not stack with each other.

There are three types of actions used to resolve tasks: Simple, Extended and Contested. Combat, Social Influence and other similar things are handled with a Conflict system, which uses the same general principle applied to various situations.

Stunts

In the tradition of giving mechanical bonuses for cool narration, three levels of stunts are used:

First: Describe something cool. Be brief.

Second: Incorporate and use the scene. Be brief.

Third: Seriously impress everyone. Be brief.

First level adds +1 die to your roll. Second level adds +2 and in addition restores a mote of Essence if the action was successful. Third level doubles the effect of the second and also removes a point of Limit.

Traits

Traits are the character's area of expertise, rated with dots from 1 to 10. Traits above 5 usually require equivalent Essence to be able to have. The progression is non-linear: the difference between a level and the next one roughly equals the difference between that level and the first. 1 is weak human; 5 is a human maximum; 8 is the maximum for purely physical beings, like hyper-specialized animals; 10 allows any action that is possible without magic: the character with a 10 is agile as light, strong as a black hole or perceptive as truth – no task is beyond him.

Each character also usually has a number of Favored Traits, chosen at the character creation. Being Favored raises both starting and maximum level of that Trait by one dot.

Defenses

Characters have static Defenses. These are used as penalties against attempts to affect the character in a Conflict. You can choose to Clash with your defense Trait instead, but in that case you must choose only one to use.

Evasion (Physical) = (Dexterity or Dodge)/2

Soak (Physical) = (Stamina or Resistance)/2

Guile (Special) = (Wits or Socialize)/2

Resolve (Mental, Social) = (Appearance or Integrity)/2

Notice (Mental, Social) = (Perception or Awareness)/2

General guidelines

This is a rules-light conversion. As such, no effort was made to explain the setting. Mechanics are very simple and numbers are low: every little bit helps in tough situations. One thing, however, is very important for the QE: don't be a mechanics-abusing faggot. Characters are easily and highly customizable by intent. Storytellers are in the right to deny anything they deem rules-abusing. High power levels is, however, entirely appropriate, and, indeed, encouraged – punching rivers in half should get you started.

So play straight, conserve your Essence, and never make a deal with the Ebon Dragon. Unless that's what you're into.

Traits – Attributes

Physical Attributes represent the body's prowess. Mental Attributes represents how well the mind can work and how well it perceives the environment. Social Attributes represent a character's ability to interact with others.

Appearance measures confidence, bearing, poise and physical attractiveness and appeal.

Charisma is a character's force of personality, used honestly.

Dexterity measures a character's agility, coordination and speed. Used for most ranged attacks.

Intelligence measures the ability of the character to draw connections and understand the world.

Manipulation is the character's ability to convince or trick others.

Perception is the character's ability to notice details, whether physically or socially.

Stamina is a character's endurance and physical resilience.

Strength is a measure of the character's physical power. Used for most physical attacks.

Wits denote the character's ability to think on their feet and respond quickly. Used for Initiative.

Traits – Abilities

Abilities represent what your character knows and can do; what they have learned as well as their natural potential in specific areas of interest.

Archery is the skill of using ranged weapons, such as bows, crossbows, or more exotic varieties.

Athletics is the skill dealing with physical feats of strength and forms of locomotion.

Awareness is the skill of being aware of your environment, and wisely using keen senses.

Bureaucracy is expertise in the state procedures, laws and economics.

Craft is the skill to create objects of art or practical value.

Dodge is the proficiency of moving out of harm's way.

Integrity is a measure of mental stability and ability to rationalize beliefs in face of a challenge.

Investigation is the skill of uncovering hidden or obscure information, whether in books or records, in conversation, or in analyzing a scene for clues.

Larceny is the skill of sleight of hand, gambling, lockpicking, and of assorted scum and villainy.

Linguistics is the ability governing the use and knowledge of languages and written skill.

Lore is knowledge of history and legends, geography, natural philosophy and metaphysics.

Martial Arts is the ability involving unarmed combat.

Medicine is the skill of treating (or inflicting) injury, sickness, poison, insanity, and so on.

Melee covers all manner of hand-to-hand weapons, including their use and familiarity with their origins and quality.

Occult is knowledge and familiarity with magic and magical creatures of all kinds.

Performance is all forms of live artistic expression or public speech.

Presence is the ability to lead or intimidate by force of personality in one-on-one interactions.

Resistance is the capacity to resist anything that puts strain on the body and its condition.

Ride represents proficiency at riding steeds of all kinds and personal vehicles.

Sail is the ability to operate and navigate ships and large vehicles of all kinds.

Socialize allows one to understand others and to maneuver within complex cultural boundaries.

Stealth is the skill of avoiding physical notice through tricks of timing and grace.

Survival is the skill of existing in the wilderness. It's also used for taming and training beasts.

Thrown covers all manner of thrown weapons such as spears, knives, and slings. This includes their use as well as the understanding of their origins and quality.

War is the skill of command and strategies required for large scale battles, as well as the ability to properly coordinate smaller tactical units.



Virtues and Limit

Four Virtues are fundamental metaphysical principles. Virtues represent the extremes to which the soul is capable of responding, its driving passions. Virtues are rated from 1 to 5. Virtues have both advantages and disadvantages.

Virtues indicate commitments to certain types of thinking and behavior; as such, it is much harder to make a character to act contrary to his Virtues. When a character with a Virtue of 3+ attempts to act contrary to it, he must roll the dice pool equal to the Virtue in question. Of a failure, he can act as he intended. On a success, he cannot act, unless he spends 1m/1wp and gain 1 Limit to deny the Virtue and resist the urge. This roll only needs to be made once per instance of opposition per scene, but is exempt from the usual Jaded restrictions on Social and Mental Influence.

Higher Virtues also mean larger mote pools for most beings, as they are used in the mote pools calculation.

Additionally, a character can, once per story for free for each Virtue, and afterwards by taking 1 Limit and paying 1m/1wp, add a number of dice equal to that Virtue to a roll for an action that upholds it. For mortals, it replaces the usual +1 die for spending wp; for others it just adds bonus dice. If the action fails, they gain a point of Limit from the soul-crushing futility of their supreme exertion.

Limit

Limit represents the strain on the mind and the soul from denying self-expression and resisting one's true desires. When a character exceeds 5 Limit, he enters a condition known as **Limit Break**: a state of stress and emotional vulnerability. In it, Limit cannot be used to deny Virtues or Reject Influence (usually for a scene, as decided by the Storyteller), or for anything else beneficial that requires taking a point of Limit. After the Limit Break ends, Limit is reset to 0, representing the character getting a hold of himself. The Storyteller may also remove a point of Limit as a reward for achieving major character goals and good role-playing.

The Exalts and some other beings are affected more severely. Each Exalt type has something that modifies the standard rules above.

Virtues (and their expressions) are as follows:

Compassion

Aids in: Protecting and aiding the innocent, sick and oppressed. Fighting for justice or against the wicked. Attempting to make peace with an enemy or rival. Supporting (and engaging in) romantic love.

Forbids: Allowing an enemy to perish miserably or refuse surrender. Failing to answer a plea for mercy. Abandoning someone to suffer. Refusing to help those in honest need. Jilting or throwing over a lover.

Conviction

Aids in: Enduring and inflicting hardship, disease and atrocities. Exercising command and leadership in the time of woe. Fighting in hopeless situations or against the odds.

Forbids: Abandoning the chosen cause or Intimacies. Giving up in the face of hardship and disease. Abandoning companions in the time of need.

Temperance

Aids in: Withstanding taunting, material and other temptations and other forms of baiting. Maintaining impartiality. Resisting illusions, drugs, poisons and mind control.

Forbids: Acting dishonestly or shoving bias in a matter of importance. Overindulging. Acting rashly and without deliberation. Breaking oaths or abusing trust.

Valor

Aids in: Resisting fear and horror. Personal heroism in battle. Attempting feats of daring, physical and otherwise.

Forbids: Turning down a duel, a dare or a challenge. Fleeing a battle. Swallowing an insult without seeking retribution.

Size

For a game where characters can range from rabbits to Third Circle demons and beyond, proper scaling is incredibly important. To enable this, QE uses only one mechanic: a multi-purpose statistic called Size.

Each point of Size means +1 to an action or static value when the Size can be an advantage and -1 when it is a disadvantage. Either way, Size ranges from +1 to +5. In some extreme cases, the Size 5 can be treated as a baseline, and additional Size applied on top of that.

Size is used in many instances. Some of the applications include:

- **Physical Size.** Adds to Damage, Soak, to effective Str/Athletics and Sta/Resistance for the appropriate rolls, and elsewhere; but also becomes a penalty or prohibit outright other actions, like Stealth and Evasion. Negative Size works the same way, but in reverse.
- **Scale.** Indicates difficulties inherent in working with large objects or projects. Each point of Scale increases the Interval of the Extended action by one step instead of the normal effect; it also sets the minimal Interval equal to itself, even when using charms. See Extended actions for details.
- **Numbers.** The quantity of beings, mostly used for groups. Acts as a Physical Size, adds to Evasion. See Groups section for details.
- **Complexity.** Indicates difficulties inherent in working with the large number of objects or other multitudes. Used mainly for Extended actions. Each point of Complexity increases the Length of the Extended action by one instead of the normal effect. See Extended actions for details.
- **Magnitude.** Nations and organizations use Size to determine their overall power compared to each other. See Mandate of Heaven section for details.

Size should be utilized whenever possible. Instead of many different rules, try to apply general effects of Size. When an Exalt fight a Tyrant lizard, it will benefit from its Size 3. When a politician is trying to sway a gathering with his speech, subtract its Size as a penalty. When ten thousand voices rise in sincere prayer, add their Size 5 to the prayer roll.

Size is quite strong because of the relatively small dice pools. Multiple instances of the same Size do not stack. However, instances of Size as different things can, potentially leading to the sum of Size above 5. This is fine, an army of giant mechanical warriors is supposed to be powerful. Size is mostly used to easily scale opposition and support. The characters have many other ways to shine, and overcome mountains and hordes. If ten thousand pious pray in unison with a Zenith priest, they will probably count as equipment, and do not provide full Size as bonus. Size is intended to be used on the fly. Pick, choose, and combine its effects as seems reasonable. The Exalts can defeat armies and raise (and raze) miraculous palaces; the gods bless and curse nations; behemoths stomp cities to the ground. Use Size to reflect epic grandeur of Creation in the rules.

Helpful Size reference		
Large	Small	Numbers
1: Horse, tiger.	-1: Dog	1: 25
2: Siaka, mammoth.	-2: Cat	2: 125
3: Tyrant lizard	-3: Mouse	3: 625
4: Castle	-4: Bug	4: 3125
5: Mountain	-5: Flea	5: 15625

Hard Cap

Dice pools and static values cannot rise up above 25 under any circumstances. But what does that mean? Do you need to optimize to reach it? In short, no.

Dice pool of a 4 is the human maximum, 5 in Favored Traits. Most professionals have a dice pool of 2. This can be modified by equipment and other factors, but this is the baseline. Macro-fauna have physical dice pools of 5 to 8 in physical actions, due to Size. Spirits of middling power also hover around that numbers with their Gifts. Exalts routinely reach and surpass this level with their powerful charms. 10 is the maximum for any Trait, best described as "incalculable", allowing for any feat physically possible. Exalts can achieve this level with a moderate investment.

Anything above is entirely superfluous. It does not indicate steps of quality: 10 is already enough for anything. Values of 11+ only matter for the grandest of conflicts of most powerful beings, when it matter whose absolute cosmic power triumphs. The cap of 25 is hard to achieve and is a huge overinvestment.

Essence

The most basic building block of Creation, Essence is the energy that unites all things and from which all things spring. To channel Essence is to work miracles, and the might of the gods and the Exalted comes from their ability to do so.

Essence rating represents an individual's control and understanding of his own Essence and that of the world. Mortals and other beings without access to their Essence Pool have a permanent Essence of 1. The Exalted possess higher scores. Gods and spirits of the Terrestrial sphere usually have up to 5, while Celestial beings can have 6 or more. The maximum possible Essence is 10.

The mote pool is the collection of available motes (perceivable units) of Essence that a supernatural being may access to power Charms and other abilities. The method for calculating a character's mote pool varies according to the type of being or Exaltation.

Heroic mortals have Willpower instead, representing their above-average determination. This «mote» pool can only be used to resist Social Influence and in other specifically defined circumstances.

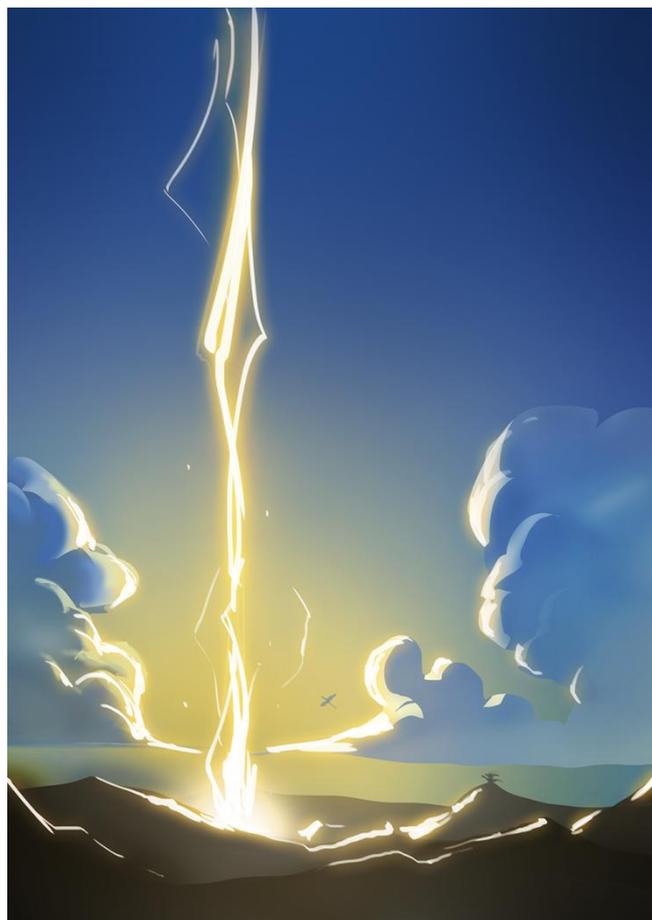
Regaining Essence

Spent motes return with time. This is called «respiring Essence», and occurs as naturally as breathing. A being regains one mote of Essence for every hour spent working, marching or otherwise engaged in strenuous activity. One regains two motes for every hour spent walking casually, engaged in enjoyable conversation or otherwise relaxing, and four motes of Essence for every hour spent sleeping, receiving a massage or otherwise recovering her power.

The Anima Banner

When an Exalt spend Essence, an effect known as «anima flare» occurs. It happens because their mortal frames are lesser than the incandescent power of their souls that burn with Exaltation. As such, when an Exalt spends Essence, some of this power becomes visible, manifesting around a spectacular visual and powerful practical effects.

Every Exalt's anima is unique, as it is literally a representation of his soul displayed for everyone to see. There are usually three levels of display. Spending more motes in a single turn than the currently displayed anima level advances it to the next one. It can rise multiple times per turn if enough motes are spent. It decreases by one level per scene. Animas of the Celestial Exalted can flare up for miles, producing torrents of lights and colossal images visible up to the horizon.



The Essence of Death

Living Essence of Creation and dark, deathly Essence of the Underworld differ greatly. Replenishing one's reserves can be difficult in a foreign environment. When in the inappropriate region (the living in the Underworld or the Dead much everywhere else), Essence respiration slows to a quarter of its usual speed. All beings regain Essence at half the normal rate in Shadowlands. In addition, creatures of Death, including the Abyssal Exalted, are currently (political reasons) completely unable to respire Essence when touched by the Creation's direct sunlight. Essence gained from Stunts is excluded from these limitations.

Actions

Simple actions are resolved with a single roll. A single success is enough to achieve whatever the character attempts as long as is not directed at another significant character (that requires the Conflict system). Critical success can provide additional speed, information or other benefit, as decided by the Storyteller. The overall possibility of an action depends on a character's Trait level. Remember the guidelines from the Traits section; examples and clarifications are given in sidebars there. Overwhelming Way of the Exalted counts as increasing the natural Trait level when used. If the result of an action is not ought to be immediately apparent, noting the dice pool and rolling it only when it becomes relevant is strongly recommended to preserve suspense.

Extended actions

Extended actions are used when it is important how much time is spent: crafting, research, travel and so on. Extended actions take several rolls. **Interval** is a single roll, representing a set amount of time spent working. **Length** is the number of successful Intervals required to complete the Extended action. A single success is enough to complete an Interval. Critical success completes two Intervals by default. Base Length is one Interval, and base Interval is scene/hours. This can be modified by Scale and Complexity.

Scale it is Size as the literal size: a palace takes longer to build than a hut. Each point of Scale increases **Interval** and minimum possible Interval by one step. Steps are as follows: Seconds/Action, Minute, Hour/Scene, Day, Month, Year, Decades, Generations, Centuries, Millennia, Indefinite. Negative Scale also can increase Interval if it makes the action harder – an intricate piece of jewelry is harder to make than a wooden spoon.

Complexity is most often Size as a number of separate parts, instances and/or components. Each point of Complexity increases **Length** by one.

Multiple instances of Scale and Complexity can represent different sets of parameters and stack. For example, building a city district will use Scale as the Size of buildings to be built and Complexity as their number.

Contested actions

Contested actions are used when two characters are either directly oppose each other or directly compete with each other. In both cases, make an appropriate Trait roll. In a Simple Contested action, the character with the most successes wins, with the threshold successes equal to the difference. In Conflict, this type of roll is called a Clash. If a tie is rolled and it is boring, reroll or introduce something scene-changing as a result of the action.

In an Extended Contested action, both characters attempt the same Extended action: whoever completes it first, wins. This type of action is reserved for time-intensive challenges (like pie-eating competitions).

Leading actions

When Leading an action, the character assumes direct control over another character or group, using his own expertise (and dice pools) to lead them to the presumable success. Bonuses and penalties remain the same. This requires full-time commitment from the Leading character, who cannot attempt other actions without charms or similar means. If the Leading character neglects spending enough time on the task, the action is still rolled with his dice pool, but success counts as a failure and failure as a critical failure. The same character can both provide Setup dice and Lead the action, and the effects stack.

Note that this type of action need not be literally leading – a doctor can use his Medicine instead of the patient's own Trait for the wound recovery roll; a captain uses his own Sail to maneuver the ship. **Any action that requires subordinates/personnel to attempt is automatically a Leading action.**

Penalties

Penalties represent various unfavorable circumstances. They range from -1 to -3. It's hard to see in the fog (-1); harder still at night (-2). Both at the same time make you functionally blind. A -2 penalty already reduce a trained human to a Chance die. Consider making actions impossible instead of increasing the penalty past -3.

Craft

Necessary materials, equipment and workers must be present. Having a skilled group working can compensate for Scale but they must all be equally qualified (mass less skilled workers, if needed, counts as a requirement). Craft can include two or more steps:

Building: for simpler projects, this is the only step. This is a separate Extended action as normal.

Design: if you want to make something more complicated than a brick, you must have plans for it. Making plans is a separate Extended action of the same difficulty, but with the Interval a step shorter and half Length. Lore is used in most cases.

Making **Artifacts** always require designs, and Supernatural Way of at least (Rating) (X). Base Interval is Scene, modified by (Rating) Scale, Complexity and double that penalty. Artifacts also require expenditure of rare, precious and thematically resonant materials (and/or similarly exotic circumstances of production arranged) called Sources. They can be Minor (1), Major (3) or Defining (5), depending on their value, rarity and the Storyteller's discretion. Time and effort can be substituted somewhat: for each lacking level of Sources, add one to both Scale and Complexity. At least one Source must still be used.

Artifacts and beings requirements				
Rating	Interval	Length	Penalty	Sources
●	Day	2	-2	1
●●	Month	3	-4	3
●●●	Year	4	-6	5
N/A	?	10+	-10+	10+
Rank	Interval	Length	Penalty	Sources
1	Month	1	0	1
2	Year	2	-1	2
3	Decade	3	-2	3
4	Gen-s.	4	-4	5
5	Cent-s.	5	-8	8
6	Mill-a.	6+	-10+	10+

Strength	A being	With a single success, can
●	Weak human	Lift about 20kg; climb a 1 meter wall.
●●	Average human	Lift half adult human weight; snap a stick.
●●●	Trained human	Lift an adult human easily; bash a solid wooden door open.
●●●●	Great human	Lift a pig; break a solid wooden wall.
●●●●●	Peak human	Lift a horse; tear chainmail in half.
●●●●●●	Large bull, Hippo	Uproot a tree; outpull several horses.
●●●●●●●	Yeddim, tyrant lizard	Crush a house; snap a tree; punch out a fortress gate.
●●●●●●●●	Lesser Elemental Dragon	Lift a ship; break through a stone fortress wall.
●●●●●●●●●	Mountain-sized behemoth	Crush a metal ship into a ball; throw a fortress tower.
●●●●●●●●●●	Greater Elemental Dragon	Do anything size-appropriate.

Superhuman Mental Traits

While imagining Strength 10 is relatively easy, mere mortal players cannot hope to accurately portray the levels or reasoning of Essence-enhanced minds. So we cheat. For each point of a Mental Trait above 5, a player gets one retroactive action with this Trait per story. It can be rolled or unrolled, but must be something that the character could have plausibly done.

For example, a player can declare that his War 6 general, who had fallen into an enemy trap and is ambushed, has anticipated the movements of his opponents, and the ambushers are going to be ambushed in turn by his elite regiment right about... now. Or, a Bureaucracy 6 character could have invested in to just the right Guild caravan: one that will arrive here with shipments of weapons and amour for his impromptu rebellion right this evening.

Social projects

Extended Social actions can be attempted to gain Advantages such as Resources, Command, and so on. Base Interval is Scene, Length 1, but it always is modified by (Rating) Scale, Complexity and Penalty. Remember that mistreatment may cause any Advantages to disappear much quicker.

Rating	Interval	Length	Penalty
●	Day	2	-1
●●	Month	3	-2
●●●	Year	4	-3

Stealth

Stealth is an Opposed roll which is either Simple or Extended (in the case of difficult infiltrations). In Conflicts, roll every turn. If the character who tries Stealth is not being actively searched for, use Notice static Defense instead of the rolling for everyone who could theoretically discover him. Supernatural means of perception can bypass this condition.

Conflicts

Conflict system is used for Physical, Social and other types of conflict between significant characters. It follows the same general principles, but there are different specifics for each type. Characters act in a turn-based order, attempting to overcome each other's static Defenses and reduce or circumvent the opponent's harm-absorbing Qualities to make a dramatic lasting changes in other characters.

Initiative and turns

At the beginning of a Conflict, all characters involved make a reflexive Join Conflict roll. The Trait rolled depends on the type of conflict: Join Battle is (Wits/Awareness), Join Debate is (Wits/Socialize) and others are possible as decided by the Storyteller. The resulting number is the character's Initiative. The characters then act in the order of descending Initiative. A character can delay his action, if desired; to do so, name the initiative count: the character acts on it this turn. His actual Initiative does not change.

The Join Conflict should be rerolled, changing the Initiative order, every time that something significant enough to affect the whole scene happens, as decided by the Storyteller. If charms or other beneficial effects are used for the Join Conflict roll, the results only last as long as that charm does. When it ends, make another Join Conflict roll. If such charm is used at any other moment, treat Initiative as a static Defense for the effects calculation.

Movement

Movement is generally only important in physical conflicts. Distance in Conflicts includes five Ranges: (Touch, Short, Medium, Long, Extreme). Characters can move one Range band per turn reflexively. As an action, Athletics, Ride or Sail can be rolled to move an additional Range band, two on a critical. With a vehicle or mount, this only costs the action if the roll is failed or was already attempted this turn; the first successful attempt is effectively free. Difficult terrain halves the movement speed and/or penalizes actions, at the Storyteller's discretion. Prone characters cannot move except to stand up.

Attacking

To attack, roll an appropriate dice pool, subtracting the sum of appropriate static Defenses beforehand. See Trait descriptions to see which one is appropriate. Any bonuses from equipment, such as Damage, are included in the attack dice pool. If successful, damage the target's Qualities, or inflicts a Consequence, by the amount equal to the successes rolled. If two characters act at the same Initiative and their actions affect each other, resolve them as a Clash of attacks.

Qualities

Qualities prevent the immediate infliction of Consequences. Most have a Damage track that must be filled before a Consequence can be inflicted. Quality's Rating refers to the number of damage it needs to fill.

Physical Quality is Health levels, representing the amount of trauma a body can withstand without suffering a crippling injury or death. Default is five. Each level has an associated number: 0, -1, -1, -3, -3. They indicate the degree of impairment from pain: apply the listed penalty to all Trait rolls and Defenses except Soak when that level is filled with damage. Mortals heal one Health Level per success on a (Resistance/Stamina) roll, rolling once per week. Exalted and creatures of Essence roll once per day. Strenuous activity will penalize or prevent healing.

Social Qualities are Intimacies, representing the character's attachments. They have three Ratings: Minor (1) ones are moods and preferences. Major (3) are deep-seated beliefs and feelings. Defining (5) are what the character lives and breathes for. Characters normally choose actions in accordance to their Intimacies. Intimacies may support or oppose incoming influence – by boosting or penalizing Resolve against it by half of the Intimacy's rating as appropriate. Social actions often create, change or destroy Intimacies (as Consequences) to affect the target's disposition and actions.

Mental Qualities is a special case. Normal mental Quality is Limit, which is used for both Social and Mental defense. However, it is not damaged normally: see Rejecting Influence, below. Mental attacks can also damage the mind, inflicting negative Qualities as a Consequence; see Mental Attacks, below.

Consequences

To inflict a Consequence, a number of successes left after all opposition is required. The attacker chooses which one to try to inflict before rolling, when relevant.

Physical Consequences affect the conditions of the target's health and well-being:

- **Incapacitated** (1): the character is down and cannot further participate in the current scene.
- **Never Found the Body** (3): the character is dispatched in a dramatic enough manner. He cannot participate in the current story, and may be dead at the Storyteller's discretion.
- **Instant Death** (5): the character is dead. If not enough successes was rolled to achieve the result, treat it as Incapacitated or Never Found the Body instead (by the number rolled).
- **Crippled** (3): the character has suffered a permanent injury severe enough for a constant -3 penalty to the relevant actions. Defender can choose to take this Consequence instead of any other one (or negating up to 3 incoming damage) once per scene or with a two-point stunt. It requires notable story reasons to heal.

Social Consequences concern Intimacies or decisions:

- **Instill Intimacy** (new Rating): form an Intimacy of a chosen context, or improve an existing one by a step. Depending on the number of successes rolled, a lesser Rating Intimacy then desired may be created instead.
- **Erode Intimacy** (Rating): reduce the Intimacy's Rating by one step. With enough successes, it can be reduced multiple times by one action.
- **Inspire** (1+): inspire an emotion in a character. He then acts as he wishes in accordance to it. Intensity of the emotion and gravity of the action informed by it depend on successes rolled, equal to the normal Intimacy Ratings.
- **Persuade** (Rating): convince the target to do something. Successes required equal the level of Intimacy generally needed for such action.

Decisions achieved as Consequences count as appropriate-level Intimacies, and take precedence over the normal Intimacies of the same level.

Mental Consequences reflect the damage to the character's mind or esoteric damage sources:

- **Damage Sanity** (Rating). Inflict a Derangement, a mental disease, on the target. See the Diseases section for details. This Consequence represents severe damage beyond the target's own ability to recover. It usually arises from supernatural sources, or truly traumatic events like dedicated mental and physical torture.
- **Physical Damage** (1+): Treat successes as the amounts of physical damage dealt after static Defenses. This mostly arises from supernatural sources, either directly or by forcing self-harm.

Rejecting Influence

A character can deny a Social or Mental Consequence by having a relevant opposing Intimacy of equal Rating, spending 1m/1wp and taking a point of Limit. When a character (except mortals) has gained 2 point of Limit that way in a scene, he is Jaded: he becomes immune to similar Influence for a scene. A character cannot be Jaded in a Limit Break: if he enters one, he stops being Jaded. Characters can Reject obviously inappropriate Influence without an Intimacy for no cost.

Intimacies

A character can have a maximum number of player-decided Intimacies equal to the sum of his Virtues. They are generally acquired in play as the characters react to the events happening to them. Players can, more or less, raise, lower or discard them as needed: between stories or in some dramatic moments is a good time. If someone tries to cheese the system, changing them when convenient, the Storyteller should feel free to dish out some Limit, to «represent the mental stress of having a soul in turmoil».

The characters can have opposing Intimacies: this is a great opportunity for good roleplay. Consider rolling the Ratings Opposed against each other and acting on the victorious Intimacy whenever they come to conflict. Watching the character making his own decisions can be great fun! And remember, Intimacies are **descriptive, not prescriptive**: they should naturally arise from the way you play your character.

Special Conflict Circumstances

An **ambush** is an attack made against an unaware foe. Ambushed characters cannot use consciously defend against attacks (negating Evasion, for example), while Extras have their Defense halved. **Surprise** attack is an attack made against an opponent that is aware of danger, but not of its exact source. If the attacker's Initiative is higher than the Defender's, treat it as an ambush attack. Otherwise, the defender is at -1 penalty.

Defend Other. A character may defend another one from attacks, allowing the target to use the sum of their Defenses until the beginning of the defender's next turn. Should the attack succeed, the attacker may choose to inflict damage upon either the defender or the original target of the attack. Defending another character requires the defender to spend an action, as well as (for physical combat) be able to move adjacent to the target. Defending other can be declared reflexively as long as the character has an action available.

Grapple refers to an action that aims to prevent an opponent from taking actions. Traits used are heavily context-dependent. To Grapple, roll the Trait to catch the target as an action, against either Evasion or Guile. If successful, on the target's next turn to act both parties make a Contested (Athletics/Strength) or (Social Trait) roll. The winner prevents the other from moving, using Evasion/Guile, and making attacks. A Grapple must be renewed each turn by spending an action and making another Contested roll. Should the target gain control of the Grapple, he may break free or hold the other party as above. Either party inflicting damage to the other with an attack ends the Grapple.

Other maneuvers, such as disarming, feints and everything else are best represented by the Setup rolls. These are either Clashes or are at the penalties equal to the appropriate static Defenses.

Leaving Conflict is pretty straightforward. If you are in melee, move away (might be Contested if an enemy tries to stop you). Otherwise, run. If someone is chasing you, roll as normal for chases. You can also use Stealth the same way, or try any other method you think might work. In Social conflicts, disengaging may be simpler, as you just go away.

Mental attacks

Sometimes, the characters attempt to perceive or understand something so harmful or alien that it can damage their psyche. Alternatively, something so harmful or alien that it can damage their psyche may actually be trying to damage their psyche.

Mental Attacks resemble Social in most ways. Resolve acts as the main static Defense, and can be supplemented by Intimacies, although they need to be very relevant for that. The Exalts and spirits can Reject it as with Social Influence; mortals do not receive such luxury. Disorders inflicted as a Consequence act as diseases, but do not deal damage: instead they force an appropriate-Rating erratic behavior for their Interval on a failed resistance roll (Appearance/Integrity). They also do not disappear, no matter how well you roll to resist, and are just suppressed for the Interval. Dedicated mental healing is required to recover.

Read Character

Reading character is trying to determine its Virtues and Intimacies by observation or interaction. Roll (Wits/Socialize) – Guile. Success reveals a relevant detail, like an Intimacy or Virtue level, or ascertains the results of your own Social actions. This can be done outside of the Conflict.

Virtues and Actions

Virtues at three or more dots can prevent the character from acting contrary to them, even if he was convinced to do so earlier by a Social action. Characters can deny them as normal to prevent it, and go through. If stopped, however, they may try again sometime later, if the Rating of their Decision is higher than the Virtue in question.

It Just Works

While the Conflict system as presented here is generalized (to make mechanics more transparent and open to modification), in practice, different types of Conflict rarely directly interact with each other, and technical terms like Qualities or Consequences are rarely, if ever, used in play. Combat is Combat; Social Influence is Social Influence. Don't overthink it.

Hazards

Hazards are a catch-all term for the external and indirect dangers and impairments. They possess a Rating from 1 to 5 (overall potency), Intervals (how often it inflicts damage or effect), and Duration (how long the Hazard remains active overall).

Environmental Hazards are continuous large-scale dangers, with long or indefinite Durations. Rating represents how many wounds the Hazard will cause. To resist, roll an appropriate Trait. Each success lowers the damage for that Interval by 1. Examples of Environmental Hazards include:

Southern Heat: 1/Scene

Northern Blizzard: 1/Minute

Acid/Lava bath: 4/Turn

Adorjan's Touch: 5/Turn (Supernatural 3+ only)

Uncontrolled fall: (sum of Ranges)/Instant.

Suffocation: (Turns)/Turn

Traps are artificial Hazards, often with a single-Interval Duration. If noticed in time before they can activate, they can be disarmed with an appropriate Trait roll. If not, they need to be resisted as normal, and probably also count as an ambush.

Poisons and diseases are also treated as Hazards. They have special Duration: they end when the afflicted character rolls well enough to completely negate their Rating for an Interval. If under the care of a physician, his Medicine/Intelligence can be used in place of Resistance/Stamina to resist. Complications usually arise from quantities of poison (-1 per dose), or unsanitary environment for diseases. Examples of poisons and diseases include:

Poison Snake Venom: 2/Hour

Coral Snake Venom: 2/Minute

Court Poison (Arsenic or Aconite): 3/Hour

Plague: 2/Day

Great Contagion: 4/Day (Supernatural only)

Obstacles are Hazards that do not deal damage, but instead must be overcome to avoid or escape its effect.

Creating Hazards

Characters can create traps, poisons and other Hazards given enough time and materials, or with charms on the fly. Roll (Trait) and divide successes between the Hazard's aspects as desired. Hazard begins at 0 Rating, and can have up to 5. One success adds one to the Rating, shifts Duration or Interval by a step, or forces a -1 penalty on the resistance roll, up to a -3 maximum. This can be improved with project system as usual: Rating or penalty is Complexity, Interval or Duration shifts are Scale. Base Duration is Instant/Seconds (Day for poisons and diseases). Base Interval is the equal to base Duration.

In Conflicts, Supernatural (2: no tools, no materials) + Paced (2: Scene>Minutes>Action) can be used to instantly create normal Hazards. Alternatively, for temporary charm-created Hazards, Supernatural of 1 and a roll can create a temporary Hazard. Adding Paced Way increases the Duration or Interval accordingly. For poisons and diseases, Paced only modify the Interval, and it functions until resisted.



High Appearance

Appearance is a Social Attribute; it does not provide any special bonus. It may count as equipment in the certain circumstances. See Equipment for more details.

In addition, for a certain types of games, it would be appropriate to note the Appearance of Ability-based characters, even if it does not provide mechanical benefits. You know. For research.

Advantages

Advantages represent the key elements of what character's assets or other special qualities are, unrelated to Traits. They cannot generally be bought after the game begins, but instead change organically, reflecting current events, at no cost. Note it down when it occurs. At the Storyteller's discretion, players can be allowed to purchase Advantages with xp during timeskips.

Advantages have three levels of Rating that must be bought sequentially. Each level grants a number of points (1, 3 and 5, respectively), to distribute between the specifics when it matters.

Advantages can be common and exclusive. Common Advantages can be taken by anyone. Exclusive are restricted to certain beings or circumstances. The Storyteller is free to restrict or exclude certain Advantages, depending on the type of story. Three-dot Advantages are very rare: they will certainly make a character target of various interests. Some fields also have their own specific Advantages. See the appropriate sections for the full rules.

Ally

You have a trusted friend, mentor, or, indeed, an ally of some sort. They have their own goals and interests, but you help each other from time to time. Distribute the points on the circumstances of your relationship, starting at the first positions:

Rank or sum of levels in Backing: 1 > 2 > 3 > 4 > 5 > 6

Involvement: Minor > Major > Defining

Artifact

You have a wondrous item of significant power, granting a number of Gift points. See Gifts section for more details.

- : 1 Gift point.
- : 3 Gift points.
- : 5 Gift points.

0-dot "Artifacts", giving no points other than granted by disadvantages, are possible, and used to represent some of the more common items or curios.

Backing

You enjoy a notable standing in some organization. It implies official capacity, power, and, perhaps, income, but also responsibility and duties. Distribute points on the circumstances of your involvement, starting at the first positions:

Organization status: Minor > Major >> Defining

Position: Minor > Major > Defining

Bond (Lunars only)

You consider someone or something yours and precious above all else. You must have an appropriate Defining Intimacy to take Bond, and can only have one Bond at a time. This Intimacy can never be reduced or removed (its context might completely change, though). If removed somehow, it regenerates after a story. Target needs not reciprocate.

●: You gain +1 to all rolls and static values (or -1 if it is more advantageous) to all actions in support of your Bond Intimacy. Whether you help or harm depends on the context of the Intimacy. You gain a point of Limit each time you act the opposite way.

●●: You double the benefit of channeling Virtues in support of your Bond Intimacy, and receive an additional free channel for each Virtue per story that can be used only when supporting your Bond. If you act against the Bond while you cannot gain Limit (like in Limit Break), you will gain the appropriate amount of Limit later, as soon as you are able.

●●●: You increase the die bonus to +2 and can channel Virtues two additional times per story instead of one. You gain a point of Limit every time something tries (or you suspect tries) to act against your Bond in any way and you do not immediately (and, perhaps, unreasonably) retaliate to the full extent of your powers.

If the target of your Bond is destroyed, the Bond itself remains, and you immediately enter Limit Break of legendary scope and proportion. After that, you gain a permanent point of Limit. Recovery from this loss will be a long and arduous journey. The specifics are up to the Storyteller, but it should be suitably dramatic and difficult.

Contacts

You have useful acquaintances or partners in a certain organization. They are happy to help you for a reasonable compensation. Distribute the points on as much separate contacts and their circumstances as you can fit, starting at the first positions:

Position: Minor > Major > Defining

Disposition: Minor > Major >> Defining

Command

You have a personal army of soldiers or servants. You need to maintain it: Backing or Resources of appropriate level or other means are required. You have a number of units equal to the Command Rating. Distribute the sum of levels on the details of your troops between units, starting at the first positions:

Rank: 1 >> 2 >> 3

Unit Size: 1 > 2 > 3 > 4 > 5

Quality: Normal > Good > Elite

Cult

You have worshippers that make offering and prayers to you. Rating should roughly equal half of the Magnitude of your faithful.

- : Increase Essence pool by (Rating).
- : Increase Essence respiration rate by (Rating).
- : Gain additional (Rating) Virtue channels per story that can be used for any Virtue.

Praying

When someone wants to attract attention of a spirit, prayer roll is made with Charisma/Performance. Gods are aloof, and the roll is difficult: for most people, a critical success is required. Offerings help: add a number of dice equal to the offering's Resource value or, perhaps, to the supplicant's Intimacy Rating towards the sacrifice. Being an ordained priest gives +2 bonus, and being in a temple or a holy place can give a bonus too. Note that attracting the god's attention does not guarantee anything. In addition, some gods are more distant than others, especially powerful ones; in that case, an additional penalty can be imposed at the Storyteller's discretion.

Demesne

You have access to one or more Places of Power. Distribute the points on as much separate Demesnes as you can fit, starting at the first position:

Rating: None > ● > ●● >> ●●●

Residing in an attuned Demesne increases your Essence respiration rate by its Rating.

Followers

You have a number of steadfast followers or companions, or perhaps familiars, helping you. They have a Major positive Intimacy towards you (or maybe are automata of other artificial beings). It can change depending on your treatment. Distribute the sum of levels on the circumstances of your relationship, starting at the first positions (negative Gift points can be used to offset the cost in case of Artifact beings):

Power: Rank 1 > 2 >> 3 >> 4 >> 5

Quality: Normal > Good > Elite > Master

Number: 1 > 2 > 5 > 10 > 25

Gifted

You have a beneficial Gift of some sort. Perhaps it is a Wyld mutation, or perhaps it comes from some other source.

Gifted ●: A 1-point Gift.

Gifted ●●: A 2-point Gift.

Gifted ●●●: A 3-point Gift.

Manse

You are in control of a functioning Manse with Rating equal to this Advantage's and its Hearthstone. Residing in an attuned Manse increases your Essence respiration rate by its Rating. If you properly carry its Hearthstone, you retain this benefit when you depart.

In addition, each properly carried Hearthstone grants a Gift with points equal to its Manse's rating. The Manse itself is an Artifact building, and can have Gifts as such, with a (see Gifts and Artifacts sections and Appendix 2: Artifacts for details on Manses).

Powerful Rite (Sorcerers only)

Choose one of your Initiation Rites to enhance with this Advantage, no more than once per Rite.

Powerful Rite ●: Total cost of the Rite rises to +1.

Powerful Rite ●●: Total cost of the Rite rises to +2.

Powerful Rite ●●●: Total cost of the Rite rises to +3.

Resources

You are fabulously (or outrageously) wealthy. Distribute the points on the circumstances of your fortune, starting at first positions:

Resources: 0 > 1 > 2 > 3 > 4 > 5

Turnover: Year >> Season >> Month

Style Mastery (Martial Artists only)

Style Mastery represents deeper understanding and is tied to a specific Style, providing the following benefits:

Style Mastery ●: Style Form.

Style Mastery ●●: Flawless Technique.

Style Mastery ●●●: Ultimate Technique.

Style Form: by rolling Martial Arts as an action to perform an Essence-channeling kata, or by spending 1m reflexively, you can activate the <Style> Form. It lasts until you fail a <Style> action, the scene ends, or you activate another Form. While it is active, when using a Technique of the same <Style> you can reroll up to (Style level) failed dice before rolling the bonus dice from the Style's Way.

Flawless Technique: designate an appropriately restrictive circumstance: the Way of the <Style> costs 0m and do not count toward Ways limits when used in this situation.

Ultimate Technique: Assemble a Technique. It can only be used once per scene, but the way of the <Style> adds full (X) dice to it instead of providing dice on successes, or add (X) to a static value, and you may add a second instance of a Way to it, also ignoring Essence limitations.

Whispers

You have a mental connection to the dreams of the Neverborn, and, consequently, everything they touch. In addition to other effects, Whispers count as an Intimacy of the appropriate level towards the Neverborn. Context is character-dependent.

Whispers grant a bonus for interactions with the Underworld and its inhabitants:

Whispers ●: +1 to Occult rolls.

Whispers ●●: +1 to Social rolls.

Whispers ●●●: Double both of the above bonuses.

In addition, by taking 1 Limit, you may attempt to divine information, clues or guidance from the Whispers. The Storyteller should roll Whispers Rating in secret and reveal some information on a success:

Whispers ●: Cryptic symbols and allegories.

Whispers ●●: Incomplete, but relevant knowledge.

Whispers ●●●: Answers of cold and terrifying clarity.

Vehicles

Vehicles are not treated much differently from normal characters as far as the rules go. The base is a Rank 1 character.

Vehicles have a Hull Trait to determine how well-constructed it is, and have Hull levels instead of Health levels.

If it is made from wood or similar material, treat it as having light armor, if it is stone or metal – having heavy armor. Artifact vehicles will have the appropriate number of Gift points.

Size grants bonuses or penalties as normal, but also grants extra Hull levels, with the progression similar to the Ranks of Quick Characters: Size 0 vehicle has -0 -1 -3 Hull levels; each point of Size adds an additional set. Artifact vehicles are at their base of (Rating) Rank health levels and can have Quality in addition.

Vehicles that are airtight remain so as long as there is no wound penalty, afloat or flying until they hit -3s.

Vehicles can be repaired. Roll Int/Craft to restore Hull points equal to the number of successes. Base interval is Scene, modify for Scale and Complexity as normal.

Equipment

Equipment is heavily abstracted. For every task, there can be appropriate equipment to use. It is roughly divided into light and heavy.

Light equipment just provides +1 bonus to appropriate actions.

Heavy equipment provides +2 bonus, but carry some drawback or penalty to some other actions.

For example: a rare book about heraldry might give +1 to relevant Lore rolls; a whole library will give +2 bonus, but it is large, heavy and needs to be stored and transported somehow.

Equipment bonuses do not stack. Only the very specific and relevant to the situation equipment should provide a bonus, to avoid slowing the game down.

Players can assume that their characters begin with any mundane items of gear that fits their character concept and Advantages. Simply select the items you wish and have the Storyteller look the list over.

Weapons

As with all equipment, weapons can be light or heavy, giving the appropriate bonus to the attack rolls as Damage. Heavy weapons, as a general rule, subtract 1 from Initiative as their drawback, either from dice pool if the character uses it at the moment of Initiative roll, or directly from the character's Initiative if he switches to a heavy weapon in the middle of battle. Most heavy weapons are two-handed. Weapons can also be Social or Mental – those are usually not physical items.

Ranged weapons normally can be used to attack up to Short (Light) and Medium (Heavy) Ranges. If using a two-handed ranged weapon, you are at additional -1 Initiative. Ammunition is generally not tracked, unless relevant, rare or expensive (or you have a single throwing spear).

Siege weapons usually count as equipment, and siege demolitions are handled as Extended actions. However, if used in direct combat, threat attacks from siege weapons as having appropriate Size, usually 1 for light, 2 for heavy. Larger effective Sizes can be attained by the Artifact siege weapons.

Armor and Shields

Armor provides Equipment bonus to Soak. Heavy armor reduces Initiative by 1 as its drawback. Armor is often time-consuming to don, taking several minutes. Wearing armor can apply penalties to swimming, resisting environment, moving silently and so on. Light armor usually at no penalty; heavy is at -1 or more.

Light shields provide +1 bonus to Soak. Heavy shields also provide +1 Evasion, as they are so big that the user can be barely seen. Shields also penalize Initiative by -1 and -2 respectively, as with Heavy weapons. Shields are useless if they cannot be brought to bear against the attack.

Natural weapons and armor

Beasts of Creation sport an impressive array of killing organs, appendages and adaptations.

Natural weapons always count as light. They cannot be disarmed, but can be crippled by injuries sometimes. Every predator has one or more natural weapons as logic dictates.

Armor is rare. Most animal do not have any, relying on Size. Hides, scales and furs can count at most as the light armor. Carapaces and such may be heavy. Some bizarre biology may count as shield.

Money and Wealth

Wealth is handed in a heavily abstracted manner. For the day-to-day expenses, it is assumed that a character can afford a lifestyle of some modest prosperity (unless the player decides otherwise). For larger expenses, Resources value is used.

Resources are tied nicely to Size. If you have Resources 3, your income is equal to that of a group of Size 3 (about 600) families of average income. Expensive purchases are assigned a Resource value. If your Resources are higher, it is of no issue. If they are equal or lower, your Resources temporary decrease by one dot until the appropriate turnover period has passed (See Resources Advantage).

Charms and Ways

To represent the variability and manifold nature of various charms, sorcery and other powers, QE uses the universal mechanic of Ways. A Way is a mechanical term, and means using Essence in a certain quality. Characters usually have access to the four Common Ways, and a Native Way that affects the dice/success ratio. Exalts also have the sixth Way, Overwhelming, that represents their capacity to operate outside of the confines of human limitations. A combination of one or more Ways applied to enhance an action is a charm.

Charms are the most common form of using Essence. They generally cost one mote per Way included in it. Charms can be Improvised (assembled on the fly) or Named (created beforehand, named and recorded). Not every type of character can access both types of charms, and there is usually a cost difference. Improvised charms often represent the general aptitude. Named charms always represent specific applications, purposefully trained or learned by the character. Ways and charms are attached to a Trait when learned, can only be used to enhance actions with that Trait, and apply effects before modifiers.

You cannot use a charm that includes more Ways than your permanent Essence. A Way may be included only once per charm, although the total value can be divided into different applications within; same Ways from different Traits, however, can be combined in multi-Trait charms. A Way's effectiveness depends on a parameter specified as (X). It is different for every type of being, but in all cases it cannot be higher than that being's (Essence). By default charms cost 1m per Way included. An additional 1m must be paid for using each point of (X) of 6 and above, because such charms are very powerful. It is possible to use less (X) than your maximum to reduce the cost.

No scene-long charms

Action-enhancing charms function only in turns in Conflicts' structured time and/or when affecting characters, or only in periods of narrative time when no turn based implications are present or necessary, mostly for the actions directed at unimportant characters or environment. This is a deliberate decision to encourage tactical thinking and careful Essence management, and to prevent the ridiculously cost-effective long effects, to which everyone who could would gravitate otherwise.

Common Ways

Multiple increases the number of actions taken at the same moment by (X) (it can be same actions with different targets or different actions with a single target, or a combination of both); and allows actions to occur continuously and independently of the character when combined with Paced. It explicitly does not allow multiple attacks or other exactly same active actions to be made against the same target during the same turn/narrative period. It also can be used to compensate Size bonus or penalty of groups by (X); or allowing to make actions on the Dominion scale (Magnitude affected = $((X)-5) \times 2$).

Paced extends or delays the effect of the action by (X) turns; or change the time (Interval) that an action or an occurrence takes by (X) shifts in chronological time steps (Seconds/Action/Initiative count, Minute/Turn, Hour/Scene, Day, Month, Year, Decades, Generations, Centuries, Millennia, Indefinite). When combined with other Ways in charms, Paced usually describes how long the whole charm's effect lasts; if Paced is also used to some other effect in that charm, (X) must be divided between applications. Actions that produce lasting one-time alterations or start naturally continuing processes usually do not require Paced.

Reaching extends the effective range at which the character can act or the range of the action itself by (X) range increments, or inflicts knockback of up to (X) range increments, or otherwise moves the target by the same amount if the supplemented action was successful. Resisting the action also negates the movement. It is mutually compensated by Size of large targets (as opposed to groups), and can be used in charms to negate bonuses for such Size specifically. Range bands (or steps) are Touch, Short, Medium, Long, Extreme, Horizon, Region, Direction, World (part of a Coil), Another world (Coil), Anywhere (the Whole Spiral).

Limits of power

Regardless of what the character is or what he tries: there is no resurrection; there is no travelling back in time; there is no perfect unconditional immortality.

Supernatural modifies an action or its result in some way that circumvents the in-universe laws of nature and limitations, adhering to the character's charm themes. When crafting Artifacts or beings, using Supernatural with (X) at least equal to the Rating (or the Rank of the being) is necessary. Supernatural has three levels of effects, with the (X) of 1, 3, and 5:

Minor (1) allows to: make an action regardless of a single circumstance that would categorically prevent it (walk on water, attack as if having a weapon, look through a wall, steal from a coin purse without opening it, touch or see and immaterial being); ignore or affect a concern or thing that is not enhanced by Essence (darkness, weapon damage, wound penalty, attempts to evade, etc.); or gain a comparable small (action-worth or +/-1 modifier) narrative benefit.

Major (3) allows: a cardinal departure from the norm, significant enough to change, create, prevent or solve a scene (fly, breathe underwater, dematerialize, turn into shadow, travel between Creation and spiritual realms); to ignore or affect even Essence-enhanced things and concerns as above (cut through Artifact armor, permanently kill a spirit, convince an Exalt despite his Overwhelming Resolve, Enlighten a mortal's Essence), unless opposed by Supernatural (1) Way specifically negating it (block the unblockable, see the invisible); make conditional-timed effects when combined with Paced (as long as I remain in the water; as long as I stay still); or gain a comparable moderate (scene-worth or +/-2 modifier) narrative benefit.

Defining (5) allows to: perform feats of legend, of singular impact and awesomeness (punch someone to Malfeas through the fabric of reality, relocate a city without anyone noticing, cure the Great Contagion); affect things or concerns as above unless opposed by Supernatural (3) Way specifically negating it; cause permanently lasting effects when combined with Paced (make a lamp that never runs out of oil; leave a hoof print that forever travels up the mountain); or gain a comparable significant (story-worth or +/-3 modifier) narrative benefit.

Native Ways Reference

Overwhelming: Add (X) the Trait, or double a static value, for a single action. All Exalts have access to this Way.

Triumphant: Convert up to (X) failed dice to successes, except those showing 1s, or double a static value, for a single action.

Relentless: Roll an additional die for every failed die, except those showing ones, up to (X) dice, or double a static value, for a single action.

Auspicious: Reduce the dice target number needed for a success on a die by (X), or increase it by (X) for the attacker when defending, up to a maximum of +/- 3.

Resurgent: Reroll up to (X) failed dice, except those showing 1s, or double to a static, for a single action.

Exemplar: Treat 5s as successes (and 9s as double successes if the (X) is 3+), or double a static value, for a single action.

Subordinate: Convert one or more pairs of failed dice to one success per pair, up to a total of (X) successes, or double a static value, for a single action.

Power

Power is a dice-adding Way used exclusively to represent the benefits from external sources, most often Artifacts, Gifts, or in spells. A point of Power usually adds 1 die to a roll, but at the steep cost in of 1m or one of the Gift points specifically allocated. The only exception is that Artifacts add up to (Rating) dice for 1m instead.

Native Gifts (the ones that are part of the character himself) cannot be used to add Power, unless specified otherwise in the being type's write-up.

Common Ways and Power

(X)	1	2	3	4	5	6	7	8	9	10
Multiple	Size 1	Size 2	Size 3	Size 4	Size 5	Magn. 2	Magn. 4	Magn. 6	Magn. 8	Magn. 10
Paced	Minutes	Hour/Scene	Day	Month	Year	Decades	Generat-s.	Centuries	Millennia	Indefinite
Reaching	Short	Medium	Long	Extreme	Horizon	Region	Direction	Same world	Other one	Anywhere
Supernat.	Minor		Major		Defining					
Power	1	2	3	4	5	6	7	8	9	10

Gifts

A Gift is a permanent or semi-permanent configuration of Essence or physical form. It usually provides constant benefit of some sort, or gives access to some capability. Each Gift has a certain number of points distributed between its effects. Every Gift describes circumstances in which it provides benefits, not the Traits or other mechanics.

Gifts come from various sources. Infernal and Lunar Exalted have access to Gifts from their Exaltations. Spirits and raksha have native Gifts reflecting their nature. By default, characters can support number of Gift points woven into their being (like mutations and such) equal to their (Essence + Stamina/Resistance) without adverse effects. Any points above that provide the same amount of negative Gifts, hindering Traits and/or Virtues chosen at the Storyteller's discretion.

Helpful Size reference		
Large	Small	Numbers
1: Horse, tiger.	-1: Dog	1: 25
2: Siaka, hippo.	-2: Cat	2: 125
3: Tyrant Lizard	-3: Mouse	3: 625
4: Castle	-4: Bug	4: 3125
5: Mountain	-5: Flea	5: 15625

Artifacts and Evocations

Artifacts confer their Gifts to the user. Artifacts are of the three Ratings: ● (1), ●● (3) and ●●● (5), providing the listed base number of Gift points to the wielder. Artifacts can also have up to (Rating x 2) drawbacks that increase the Gift points accordingly. A character has an Attunement limit of (Essence) dots of Artifacts simultaneously. Artifacts of materials of opposite alignment cost one more Attunement than normal. Each point of Attunement above the limit decreases mote pool and respiration rate by 1. Most Artifacts require Attunement, but it is still considered a drawback for the point calculation.

Artifacts often exhibit powers called Evocations. Each is unique to the Artifact in question and is a separate Named Charm that can include the wielder's Native Ways and any Common Ways, regardless of the wielder knowing them. Artifacts use their own themes for Evocations, and an Evocation's (X) equals higher of (Essence) or (Rating). Evocations can also be written similarly to a sorcery spell, with the appropriate mote cost to be paid directly from the character's own Essence pool or gathered by spending (Circle)m and "Shaping" it as a spell using some appropriate Trait.

Artifact creatures, if capable of independent operation, can use their own Evocations as normal.

Cost	Gifts
1+	+1 bonus to a dice pool in a specific circumstance. Cost increases by the current level.
2+	+1 to a static value in a specific circumstance. Cost increases by the current level.
1+	Enhances actions with a (X=1) Common Way. Cost increases by the current level.
0	Can manifest (Artifact Rating) Evocations to be learned. Cost increases by the current level.
3	Wielder can use (Artifact Rating) Evocations without learning them or spending xp.
1+	Increases the (X) for a specific Way by 1 for its Evocations. Cost increases by the current level.
1	A useful narrative advantage: produces light; immunity to a specific type of poison; a hearthstone socket.
3	Significant narrative advantage: read any language; ability to fly or breathe underwater.
1+	+1 or -1 Size. Cost increases by the current level, except if acquired with Gift-granting Endowments.
1+	Can store (Artifact Rating) motes to power itself (requires recharging). Cost increases by the current level.
+1	Magitech node; can include up to (1 + Artifact Rating) magitech subsystems.
-1	Magitech subsystem; cannot be used separately, must be a part of another Artifact with a node.
-1	Uses (Artifact Rating) Attunement.
-1	A narrative disadvantage: immobile, requires an hour to activate
-1	-1 penalty to a specific type of actions. Offset cost does not increase with multiple applications.
-1/-2	Gives a point of Limit to the user per scene when it was used/per usage.
-1/-2	Requires 1m to activate for a scene/each usage.
-1/-2/-3	Requires an inserted Hearthstone ●/●●/●●● to function (a socket included).
	<i>Inserted powering Hearthstones do not provide their normal Gifts.</i>
-1	Requires regular day-long monthly maintenance from a specialist at -(Rating x 2) difficulty.
-2	Requires regular scene-long daily (25 hours) maintenance from a specialist at -(Rating x 2) difficulty.
-3	Requires a scene-long maintenance from a specialist at -(Rating x 2) difficulty before or after each use.
-1/-2	Useable (Rating) times per scene/one use only.

Sorcery

Sorcery is the art of external Essence manipulation, as opposed to the internally-produced charms. Instead of relying on his own prowess to achieve something, a sorcerer instead shapes Essence into a distinct pattern (spell) that will achieve that something on its own. Sorcery is divided into the three Circles, and is slow, but powerful and versatile.

Spells

Spells are patterns of Essence that a sorcerer weaves to achieve the desired results. Mechanically, each spell is the Effect and a number of Ways that supplement it. Spells are always Named and are never Native.

Unlike charms, spells do not use derived (X) to determine the potency of their Ways. Each spell has its own number of Ways and their levels that is not limited by Essence or Traits. Instead, the total (X) of all the Ways used in a spell is its cost in sorcerous motes, and the spell's total cost is limited by the Spell's Circle:

First Circle: Up to 5.

Second Circle: Up to 10.

Third Circle: Up to 20.

All spells by default include Supernatural Way (1) for free. It serves as the enabler for the spell's main purpose, as all spells are supernatural in Essence. Spells can be further enhanced with Common Ways and Power up to a total of 10 maximum each. Power is directly added to the Effect. A spell only functions for as long as its Paced Way indicates. (Essence) is added to one of the Ways or the Effect directly as a variable.

The main parameter of a spell is called Effect. It normally equals (Power), but (Essence) often is added to it. Distribute Effect between the following options:

- For the spells that are attacks or direct actions (Effect) is rolled as the dice pool.
- Lasing bonuses are calculated as Gifts. A spell grants (Effect) total Gift points.
- Spells create Hazards without a roll, for a total of (Effect) divided between the Hazard's Rating (2 Effect each), penalty, and the number of Interval Shifts (Interval starts at Duration). Duration is determined by the Paced Way.

- Spells can summon beings of (Effect/2) and no higher than (Spell Circle × 2) Rank. Excess Effect can be also used as a bonus dice for the Binding roll (see below). Quality of the being, if any, is up to the Storyteller's discretion.
- Spells can create beings "ex Essentia", of the Rank equal to (Effect/2 - 1), and (additional Effect) Quality. Rank is still limited to (Spell Circle × 2).
- Spells that create objects apply the normal creation rules, with the Effect being the dice pool.

Shaping and Casting

Shaping is the process of gathering Essence for a spell. When Shaping, Sorcerers cannot defend (Evasion = 0). To Shape, a sorcerer first spends (Circle)m, sm or wp to reflexively activate the sorcery charm. Then, roll Occult as an Extended action, once per turn, gathering 1sm per success on the roll. If the process is interrupted, 2sm is lost per a skipped turn. At 0 motes, the spell fails. When the gathered sm total reaches the spell's total cost, it can be cast.

A sorcerer can reflexively spend any number of sorcerous motes he holds from Rites (see below) in addition to the roll. He also can substitute his own Essence: 2m spent converts to 1sm. Some spells are designed a to be shaped as a long **ritual**: they count as being one Circle higher for the purposes of resisting being Counterspelled or Distorted, and change base duration to a "Scene" instead of "Action".

Casting is using a Shaped spell. It is reflexive and does not consume actions. Whether the roll is needed at all depends on the spell in question.

Dispelling is dispersing the gathered sorcerous motes to prevent a spell from being completed. Roll Occult as a Shaping action, targeting a spell in (Essence) Range bands that is being Shaped. It loses the number of sm equal to successes rolled. If you do not know the spell, you are at -1 penalty. You also at a -1 penalty for each Circle of the spell that you are not initiated into.

Countering is forcibly shattering an existing sorcerous effect with a Countermagic spell. Spells of lower Circles end quietly (no roll). Spells of equal Circle are shattered and explode violently. Spells of higher Circles are unaffected. Shattering a spell is quite obvious. An exploding spell uses a dice pool of (its total cost) to possibly do harm or otherwise affect environment. The Countermagic spells are as follows:

First/Second/Third Circle Countermagic:
Supernatural: 1+3/6/9, Reaching: +2 (Medium), Cost: 5/8/11sm. Special: if targeted by a spell, you can make a reflexive Shaping action for this spell.

Sorcerous Projects

Workings are representation of large-scale projects and powerful rituals a sorcerer can attempt. They use the same framework as spells, but are Improvised, and are created as Extended actions. First, determine what the Working will do, which Ways are used and its total sm cost as if it was a spell, but do not add (Essence) variable.

Roll Int/Occult. Base Interval of Scene is always modified by (Circle) as Scale to Day/Month/Year. Length equals the total sm cost. You are at a -2 penalty for each Circle of the attempted Working that you are not initiated into, and treat all failures as critical failures while attempting to overreach so. Workings count as being one Circle higher for resisting being Counterspelled or Distorted. Workings require instruments, time, and at least one Focus.

A Focus is an Essential conduit for a Working. This can be either existing rare, exotic and thematic thing (Apt) or a substitute created with the working itself (Made). Using a Made Focus increases the Interval by one step for each Made Focus. A Working must include at least a Main Focus. Power, Reaching, Multiple and Paced may include an additional Focus each, improving that Way without raising the cost or Circle. Made Foci are usually vulnerable to physical destruction if found (damaging the Working); Apt Foci are usually already expended or otherwise unaffected. The higher is the Circle of the attempted Working, the rarer and more precious the Focus usually must be.

Distortion is a counter-Working, intended to warp or change an ongoing effect. It is performed as a normal Working, with the same time requirements as the targeted Working (lasting spells count as Workings). With a Main Focus, you can introduce an Effect that counteracts or changes of the target sorcery of the total of (Distortion's Effect/2). You can use additional Foci as normal. Distortion immensely complicate Countering or additional Distortions: each one must be dealt with separately before affecting the target. Other types of sorcery are Distorted at an additional -1 penalty.

Summoning and Binding

Summoning spells and Workings must include Paced. If the effect of a summoning spell lasts longer than a scene, it must be cast as a ritual.

Several beings can be summoned with a single spell by adding Multiple and Power equal to it.

Summoned creatures retain their free will (if any) and must be bargained with or Bound before serving the caster.

Binding involves Int/Occult (Caster) vs. App/Integrity (Creature) Extended Opposed roll; first one to reach (Opponent's Essence) successes wins. Binding without prepared ritual facilities or of unknown entities should be penalized.

Persistent Effects

Not all spells need to be Paced to make lasting changes. If a spell raises the walls from the earth, they will remain afterwards. If something created by a spell can exist without one, Paced is probably not required.

Oh, shi...

As we all know, spectacular fuck-ups is what being a sorcerer is all about and if you wait to understand things before you meddle with them, you'll never get anything done. As such, failures on the Working and ritual rolls involve deviations from the intended results; critical failures invariably produce strange, horrific and catastrophic mishaps or side effects to be resolved in future adventures. Have fun!

Learning sorcery

Every sorcerer overcomes the Five Trials, but there are many methods of drawing on sorcerous powers. Initiation refers to the method of learning Sorcery and the style of using it. An Initiation must follow a theme, as reflected by the Control spells and Rites that reinforce that style. Gusts of wind blow around a storm sorcerer when he is angry; shadows deepen as a master of darkness passes by; blood seeps from cracks in the earth as a necromancer shapes his magic. Learning Sorcery is a changing experience. Not only you sacrifice progressively more important things as you rise to the higher (or lower) Circles, your Control spells and Rites significantly influence you.

Initiation mechanics includes Sorcery charms, Control spells and Rites. Each Circle known is a separate special Int/Occult charm. Learning one also grants a free spell of an appropriate Circle (called Control spell) and an Initiation Rite. Activating a sorcery charm to begin Shaping your Control spell costs one m/sm/wp less. You can also include cosmetic tiny magical effects related to your Control spell in stunts.

Rites provide means to gather and store sorcerous motes (sm), which are used to pay for the spells. sm from repeating the same Rite do not stack. Construct appropriate Rite for each of your Circles, using the following table (the cost must equal 0 by default):

Point cost	-1	0	+1
Granted sm	1	2	3
Rite time	Scene	Action	Reflexive
Sm last for	Turn	Scene	Indefinitely
Conditions	Rare	Frequent	Trivial
Sacrifice	Significant	Nominal	None
Limits	1/Story	1/Scene	1/Turn

Spells are learned separately. A spell costs (Circle) xp, and takes (Circle) weeks to learn. First Circle is available to anyone in the right circumstances and Occult of 3+. Second Circle is only available to celestial Exalts and Spirits, and requires Occult 4 and Essence 4 (Essence 6 for spirits). Only Solars and their mirrors can normally learn Third Circle sorcery. It requires Occult 5 and Essence 5. You can only learn and have one Third Circle sorcery type charm at any time. Some spells can become unavailable because of a certain Initiation because they run contrary to its themes, at the Storyteller's discretion.

Powerful Rite Advantage

Choose one of your Initiation Rites to supplement with this Advantage, and no more than once per Rite.

Powerful Rite ●: Total cost of the Rite rises to +1.

Powerful Rite ●●: Total cost of the Rite rises to +2.

Powerful Rite ●●●: Total cost of the Rite rises to +3.

Necromancy

Necromancy follows the same rules as normal sorcery, but it is much more limited in its purview. It commands darkness, death and the elements of the Underworld, it invokes the Neverborn or the Oblivion itself. This limits its functionality in Creation and for the living greatly, and mostly to harmful effects. However, any spells that exclusively affect the Dead or the Underworld gain an additional free point of a Way or Effect that does not increase the cost and can even break normal per Circle limit. Such spells usually have no effect on anything that is not already Dead.

Shaping Sorcery in the Underworld is at -2 penalty, as is shaping Necromancy under the light of the sun. Necromancy has its own set of Countermagic spells. They can be used against Sorcery and vice versa, but they treat the targeted spell as being one Circle higher.

Deathlords are an exception to the normal rules and can lean and use Third Circle Necromancy, which most of them do.

Infernal Sorcery

Infernal sorcerous enlightenment opens understanding through a prism of a specific Yozi's or demon's concepts. Each sorcery Initiation is affiliated towards one. The spells that create effects within that Yozi purview cost 1sm less. However, the spells hostile to that Yozi purview cannot be learned and used at all. Neutral spell change their look, but it is mostly cosmetic. For example, the Ebon Dragon's spells excel at manipulating darkness and shadows; however, they can produce nothing related to the light or fire; and, for example, an Infallible Messenger will appear as a wisp of shadow, but perform as well as a normal one.

Fae Sorcery

Raksha do not use sorcery as presented here. Their «sorcery» is either «Artifacts» or stunting. Wyld-based Initiations do exist, but follow the normal rules.

Martial Arts

Martial arts consist of a variety of different Styles, divided into three Levels: Terrestrial (1), Celestial (2), and Sidereal (3). Each Style consists of a three things mechanically: Themes, <Style> Way and <Style> Mastery Advantage. A Style has up to (Level) weapons it can be used with. By default, no Style can be used while armored.

Style Themes

Each Style has (3 + Level) points to distribute among its specializations. Reduce the points by 1 to be able to use the Style light armor, and by 2 – in heavy armor. All Themes begin at 0, progressing to Minor (1) to Major (2) to Defining (3) for 1 point per step. Themes are as follows:

Offense: Propensity to direct attacks or damage.

Defense: Harm-evading or harm-enduring capability.

Speed: Utilizing reaction or movement.

Skill: Methods to control and hinder opponents or expand your own capabilities.

Extra: Unique and unusual capabilities, whether esoteric, social or other.

Style Ways

Each Style has its own unique Way, the Way of the <Style>. It can only be used in Named Charms. A charm that uses <Style> is a Style **Technique**, and cannot be used in conjunction with Native Ways except for Overwhelming. All Ways in a Technique replace their (X) with the Style (X). It is not calculated as normal: instead, it is derived from the Style's Themes and differs between actions: **(X) = (Level + Theme)**. It is still limited to the maximum of (Essence). Techniques are always Named and prepared beforehand as to not slow the game down with calculations. The Way of the <Style> is recorded as follows:

<Style>: Roll an additional die for any die that did not roll a failure, up to a maximum of (X) dice or add (X/2) to a Static value, for a single action.

Style Mastery Advantage

Style Mastery represents deeper understanding and is tied to a specific Style, providing the benefits:

Style Mastery ●: Style Form.

Style Mastery ●●: Flawless Technique.

Style Mastery ●●●: Ultimate Technique.

Style Form: by rolling Martial Arts as an action to perform a kata, or by spending 1m reflexively, you can activate the <Style> Form. It lasts until you fail a <Style> action, the scene ends, or you use another Form. While in a Form, for that <Style> Techniques you can reroll up to (Style Level) failed dice (before rolling the <Style> dice), gain +1 to a Static value and have (Style Level) Gift points to apply other benefits.

Flawless Technique: designate an appropriately restrictive circumstance: the Way of the <Style> costs 0m and do not count toward Ways limits when used in this situation.

Ultimate Technique: Assemble a Technique. It can only be used once per scene, but the way of the <Style> adds full (X) dice to it instead of providing dice on successes, or add (X) to a static value; and you may add a second instance of a Way to it, also ignoring Essence limitations.

Learning Martial Arts

One can learn the available Styles, or a style one level higher for double the cost and time when taught by a Sifu (except for Sidereal Styles, that only the Sidereals and Sidereal-taught Solars can).

Level	Normally available to	Require
Terrestrial	Any Essence-users	MA2, E2
Celestial	Celestial beings	MA3, E3
Sidereal	Sidereal Exalted	MA4, E4

Sidereal Styles and Sidereals

A Sidereal who knows a Form for a Sidereal Style can benefit from a Student's Sutra, and who learns a whole style – Master's sutra. If he inscribes it on a prayer strip, and spends 1m to activate it, it floats about him for a scene, reducing cost of that Style's Techniques by 1m (Student) or 2m (Master) per turn total to a minimum of 1m.

Quick characters

Quick characters (Extras) are for the NPCs. QCs have Ranks from 1 to 6, which determine their basic statistics. QCs do not have Traits: rather, they have good/bad dice pools and static values: choose the appropriate ones to use depending on the situation. They have 3 Health levels (0 -1 -3) per Rank. Their motes are equal to (Essence x 3), and they can have bonus Gift points of Rank + (Quality x 2). Assume the number of charms or Ways equal to Essence for appropriate entities, more for the higher Quality ones. Assume base (X) for charms is (Rank).

Rank 1 is mortals. Rank 2 is elementals, First Circle demons, minor raksha and comparable entities. Rank 3 is lesser gods, greater elementals and raksha lords. Rank 4 is Lesser Elemental Dragons, Celestial gods and Second Circle Demons. Rank 5 is Third Circle Demons, powerful gods and other potent beings. Rank 6 is the mightiest of the mighty, singular entities of immense power. Exalts, because of their intensive charms, naturally overreach into higher Ranks. Terrestrial are effective Rank 3+. Celestials are 4+.

Each Rank is further subdivided by **Quality**, reflecting the individual puissance of the character. Average is the baseline. Good indicates professionalism and high competence. Elite represent lifetime commitment or extreme specialization. Master represents the best of the best, singular experts and champions. Modify the base stat line as needed. Quality is not universal: some QCs are more specialized in certain areas than others.

This numbers represent base Traits and Gifts for the main specialization, equipment is not included.

Rank	Dice Pools	S. V.	Health total	Essence
1	2/0	1/0	3	1
2	3/1	2/1	6	2-3
3	4/2	2/1	9	4-5
4	6/3	3/2	12	6-7
5	8/4	4/2	15	8-9
6	10/5	5/3	18	10
Quality	Dice Pools	Def.	Health	
Good	+1	+1	+ (Rank/2) x (-3)	
Elite	+2	+2	+ (Rank/2) x (-3 -1)	
Master	+3	+3	+ (Rank/2) x (-3 -1 -0)	

Types of beings

Mortals: Rank 1. Apply Quality as needed.

Megafauna: Large beasts would have Size.

Demons: First Circle is Rank 1-2, and usually Good or higher Quality due to specialization. Second and Third Circles are Ranks 4 and 5-6 respectively, of varying Qualities. Most demons can materialize.

Elementals: Diverse beings, they can be of Ranks 1 to 3 for normal Elementals and Rank 4-5 for Lesser Elemental Dragons (who have Size of (Essence -5)).

Gods: Occupy Ranks 1 to 6, depending on personal status. Most can materialize.

Fair Folk: are of Rank 1 to 3 usually, but have high Traits and can double stunt bonus for 1m. Nobles are at least Rank 2 Elites that have charms, their own brand of «sorcery», and Artifacts with Evocations. Lords are at least Rank 3 Elites.

The Dead: zombies are Good Rank 1. Constructs can be varied and monstrous. Ghosts can vary a great deal, and some horrors from Lower Mysteries are easily Rank 5 or more. Only the most puissant ghosts learn how to materialize fully.

Behemoths and other unique beings, usually of quite considerable might. Assign ranks 1 to 6 as needed.

Vehicles or equivalent things are Rank 1 if they are of mundane origin. Artifact vehicles have (Rating) base Rank and can add Quality using Gift points as with beings. See Vehicles sidebar for the guidelines for the creation and statistics of vehicles.

Materialization

Most spirits are immaterial by default: they can perceive but not affect material world in this state. Material beings can neither perceive nor affect the immaterial ones. Many such beings can materialize, weaving themselves a solid bodies from their own Essence; this takes a full turn and half their total Essence pool (not committed). Dematerialization is the same, taking a turn and the same cost to perform.

Elementals are in material state by default, but some can dematerialize for the same cost.

Groups

One mortal may be a trivial opponent, but what about an army? For the ease of play, large formations of similar quick characters are folded in groups that act as one. Groups have the following qualities:

- A group acts as one character.
- A group can attack or affect all targets in range of the attempted action at once.
- Groups add Size to Damage, Evasion (the bonus counts as Essence-enhanced Evasion for the purposes of ignoring it only) and Resolve.
- Groups have additional (Size) health levels.
- Groups do not suffer wound penalties.
- Groups always round fractions up and roll a full Chance die if reduced to 0 dice, even if they are mortal.

Size of the Groups is intentionally nebulous, especially in the case of the large formations. Elite soldiers would require smaller numbers to qualify for the same Size as a horde of weak untrained conscripts. While larger armies, of course, do exist, they have trouble fully engaging smaller opponents, and are best represented as several Size 5 groups, as larger formations are simple impractical to the normal game scale. Alternatively, loop around, counting a Size 5 group as one person, and calculate Size accordingly from there for the one-on-million fights.

Small groups can be of the Size 0, still gaining the benefit of ignoring wound penalties and affecting anyone in reach.

Size	Average numbers
0	5 - Fang
1	25 - Scale
2	125 - Talon
3	625 - Wing /Dragon
4	3125 - Legion
5	15625 - Army

Some creatures and effects are of such a scale that can easily destroy even the largest armies, as is represented by the Multiple Way. Such things reduce the group's bonuses by the appropriate amount.

Using Groups

Commanding groups is represented by making **Setup rolls** on behalf of the commanders. Groups can be of any type: crowds to be impressed, parliaments to be swayed, clients to be served, and other gatherings.

Restoring numbers can be done in a number of ways, from healing the wounded to recruiting new members. In general, for hastily restoring immediate losses roll an appropriate Trait at (Size) penalty, restoring 1 health level on a success, and 2 on a critical success. This can only be done once per scene per method. Long-term replenishment can be handled as an Extended Social action, as a Dominion action (See Mandate of Heaven), or just as a result of characters own actions, off-screen.

Health lost by a group usually represents all types of losses, including wounded and those who ran away or was incapacitated. If a group is made from beings of **Perfect Morale** – automata, zombies or dream-eaten soldiers, **double the health level bonus** from the group's Size to represent their resilience and capacity to fight until total destruction.

Essence-wielding groups are tricky to handle, as different beings can vastly differ in capabilities. By default, give such group a pool of (Essence) successes that it can spend on actions or defenses to represent its charms and other tricks. Increase this amount if needed: for example, adding a success per Quality level is recommended. No more than (Rank) successes can be added to any single action this way. This pool is restored after the group had time to replenish Essence.

Mandate of Heaven

When leadership and government becomes a matter of importance, use this set of rules. Individual organizations and states are referred to as **Dominions**. They are treated in all things as separate characters. Their core capability is reflected in **Magnitude**, which represents a combination of the relative landmass, population, influence and overall prestige.

Magnitude	Example
0	Non-entities; cannot make external actions.
1	Town/tribe/neighborhood.
2	Small nation/city-state.
3	A large nation.
4	Large region.
5	Direction.
6	Creation-sized region.
7	Several Creation-sized regions.
8	Large region of a Coil.
9	A whole Coil.
10	The spiral.

A Dominion has the following **Traits**, each also providing a static Defense equal to a half of the Rating:

Military: martial capability, organization and morale of the Dominion's armed forces.

Government: efficiency, complexity and integrity of the laws, bureaucracy and economy of the Dominion.

Culture: social impact, influence, international fame, history and reputation of the Dominion.

Dominions do not have Virtues, but they have Limit track, representing social unrest. Dominions can Reject Influence targeting any Qualities for 1 Limit as normal.

Dominion and characters

Characters can make Setup actions as normal to help the Dominion: such efforts need to be of a noticeable scale to succeed. Alternatively, Dominion actions can be automatically successful if the events are played out as a normal story.

Characters can Lead the Dominion's actions. For each action, the Storyteller chooses a Virtue associated with it for the character to roll. Unless he fails, either he or the Dominion (player's choice) gains 1 Limit.

Dominion Initiative and Turns

Initiative is (Government - Magnitude). A Dominion can attempt a number of actions per turn equal to its Magnitude. These follow the normal rules for multiple actions: repeating the same action is not allowed.

A turn usually represents significant time. It normally starts as Hours at Magnitude 0; the length increases by one step for each point of Magnitude. Use the highest Magnitude involved for conflicts of several Dominions. 0 Magnitude Dominions cannot take actions except for a single Internal action per turn. Dominions generally do not move, nor is the movement important.

Attacking, Defending and making actions

Dominions use the Conflict system to resolve any actions it might attempt. Dominions have three types of attacks and three corresponding Defenses. In addition, a Dominion's Features can grant bonuses or penalties equal to the half of their Rating. Magnitude acts as Size, providing the appropriate bonuses and penalties. For strictly internal actions, Dominion is «attacking» itself, rolling an appropriate Trait against the static Defense of (own Magnitude), modified by Features as above.

Dominion Qualities

A Dominion relies on three types of Qualities to reflect the details of its current state and dispositions, called Features. A Trait can support up to (its Rating) positive Features. Features have three Ratings: Minor (1) are small traditions, institutions and policies. Major (3) are notable establishments, strengths and currents of culture. Defining (5) are core facets of the Dominion. Features can boost or penalize Defenses of the appropriate type by (half Rating). They also give equal Equipment bonus to the Dominion's own actions when appropriate.

A Dominion also has a number of Health levels equal to (5 + Magnitude) that absorb damage directed at the Magnitude. Dominions do not suffer wound penalties.

Dominions and Consequences

Three types of actions roughly correspond to Physical, Mental and Social. To inflict a Consequence, an action of the same type normally must be used, unless some clever stunt is applied.

- **Erode Feature** (Rating): reduce a Feature's Rating by one step. With enough successes, it can be reduced multiple times by one action.
- **Instill Feature** (new Rating): form a Feature of a chosen context, or improve an existing one by a step. Depending on the number of successes rolled, a lesser Rating Facet then desired may result instead. This is used to shape another Dominion to one's wishes, or weaken it for further attacks.
- **Damage Trait** (1): reduce the appropriate Trait by 1 until Recovered. This cannot be done if the target Trait has a maximum possible number of positive Features.
- **Persuade** (Rating): force the Dominion to do something definite. Successes required equal the Rating of Intimacy generally needed for such action.
- **Damage Magnitude** (Defending Trait Rating): Reduce the Magnitude by 1 permanently. This can only be done if all Dominion's health levels are filled with damage. Applying this consequence restores health to the new full value. A Dominion of 0 Magnitude subjected to this consequence ceases to exist.

Dominions are, by design, quite resilient. It is much easier to suborn or conquer one than completely destroy it. This is obviously achieved with Eroding or Instilling the Dominion's Qualities. There is no hard limit on the number of negative qualities a Dominion might accrue.

External control might count as one. Alternatively, depending on the nature of conquest, some previously positive Qualities could become negative for the new leadership. Or some of them can separate to become (possibly hostile) separate Dominions: for example, a «Fanatical religious cult» devoted to the deposed God-King can transform from a positive Quality to a hostile Dominion. In short, unless you are very thorough with the conquest, the Storyteller should provide some unexpected problems.

Restoration and Improvement

Dominions do not «heal» or recover from damage on their own, neither do they use xp to improve. To that ends, the Dominion can target itself with actions to apply the following Consequences if successful:

- **Establish Feature** (new Rating): form a Feature of a chosen context, or improve an existing one by a step. Depending on the number of successes rolled, a lesser Rating Facet then desired may be created instead.
- **Purge Feature** (New Rating): reduce the Facet's Rating by one step. With enough successes, it can be reduced multiple times by one action.
- **Restore Trait** (1): restore a damaged Trait by 1. It can only be done if you have more positive Facets in this Trait than negative ones.
- **Restore Health** (1+): restore a number health levels equal to the successes applied.

Dominions can improve Magnitude or a Trait with an Extended internal action. Interval is one Dominion action (Magnitude already affects the time). Length is (New Rating) Intervals. A single Trait must be rolled throughout the whole project. If any of the rolls fail, all effort is wasted and needs to be repeated. This type of improvement cannot be attempted if the targeted Trait has less than maximum positive Facets. To improve Magnitude, all three Traits must fit this criterion.

A Dominion may increase in Magnitude as the result of conquest and other actions, like establishing economic control over a region. This is up to the Storyteller. Higher Magnitude is not always beneficial.

Dominions can bestow an Advantage to characters as an Extended action. Roll an appropriate Trait at a penalty of (Advantage Rating + Scale). Length is (1 + Scale). Maximum Scale a Dominion can grant is (Magnitude/2). Storyteller can always limit or restrict this way of gaining Advantages at his discretion.

Decay and Corruption

It is notoriously difficult to keep running any large organization, let alone a nation, effectively. When a Dominion rolls a critical failure, it acquires a negative Facet of an appropriate level. Additionally, it is highly recommended to roll a die for a Dominion every five or so turns and randomly apply a negative facet to it on a success to represent the ongoing challenges.

General considerations

By design, the Exalts have very cost-effective and powerful Native Ways. Exalts are meant to perform in peaks, overcoming the opposition. However, they are more focused, and limited, in scope. Powerful non-Exalt beings do not perform in peaks: they remain on the constant level of proficiency, utilizing higher Trait maximums, permanent Gifts, and so on. They also have charms that are often greater in scope, but less concentrated and less effective against single targets.

An Exalt will do very well against solitary and powerful opponent, because their charms will easily outperform comparable dice pools. Creatures other than the Exalts will usually do not have access to many roll- or success-manipulating mechanics, relying simply on large dice pools.

Powerful non-Exalts will be more effective against hordes of weaker opponents, as they do not need to spend Essence as much to remain on the level. Consequently, the Exalts are vulnerable to attrition, because without Essence they are just shiny mortals that do not even get the Chance Die benefits.

Stacking benefits

Bonuses from different sources stack. These different categories of sources include: Traits, stunting, Setup dice, charms, Artifacts, Sorcery, Evocations, Size. Additional categories can be possible at the Storyteller's discretion. Within the same category, they generally do not stack.

Traits only go from 1 to 10. This range encompasses every possible action. However, not every bonus counts towards the actual Trait rating itself; some only provide bonus dice that do not count as raising the Trait for the minimal requirement purposes. Effects that directly increase it normally do; external help may only count as bonus dice. The Storyteller is the final arbiter on what counts. For example, in your game, equipment may count as increasing the Trait if you want to underscore the importance of being supplied and prepared. By default, I recommend that only charms, stunts and spells to count as actually raising Traits.

Themes of charms

The mechanics are very flexible, and their applications are innumerable. Still, some limitations must apply. First, there are the absolutes: no unconditional immortality; no traveling back in time; no resurrection.

Second, the of charms of individual beings also follow certain themes: no Solar charm will let you grow a third hand with eyeballs instead of nails that petrify whoever you touch. No Abyssal charm will cause the growth of healthy living trees: however, black, gnarled, blood-drinking vines complete with the thorns of bone are fair game. Themes are very important to enforce.

For other things, themes are important as well: an Artifact sword that was forged from frozen lightning should not call forth pillars of lava from the Earth. A god of birds has no power over fish.

In all cases, the Storyteller is free to prohibit or change anything he deems unfit.

Storytellers are people too!

The rules place a lot of power in the Storyteller's hands, especially regarding mechanics, arguably more so than in most games. This is not an excuse to deny players everything cool because of some ill-considered power trip. Abuse should be curtailed on both sides of the table. Give players cool shit, it's Exalted, that's the point. Try to adjust rather than deny anything outright.

Players: don't push your luck. This is not permission to heap stupid things for the ST to make them work. It is an encouragement to create well thought-out charms, spells and Artifacts for everyone's enjoyment.



Characters, Exalted

Solar Exalted

Traits

Dawn: Archery, Martial Arts, Melee, Thrown, War.

Zenith: Integrity, Presence, Performance, Resistance, Survival.

Twilight: Craft, Investigation, Lore, Medicine, Occult.

Night: Athletics, Awareness, Dodge, Larceny, Stealth.

Eclipse: Bureaucracy, Linguistics, Ride, Sail, Socialize.

Endowments

Holy: For 1m, a Solar can increase their minimum dice pool to (Essence/2) dice against a Creature of Darkness for an action.

Zeal: When channeling a Virtue to enhance an action of a Caste or Favored ability, a Solar may take 1 Limit to add successes instead of dice.

Capabilities

Charms: (X) = Ability. Solars use Improvised charms by paying a surcharge of 1m, and Named charms as normal. Solars do not pay xp for charms, only for Ways. Native Ways are:

- **Overwhelming:** Add (X) dice, or double a static defense, for a single action.
- **Triumphant:** Convert up to (X) failed dice to successes, except those showing 1s, or double a static value, for a single action.

Charm themes: Excellence, Radiance, Overpowering.

Other: Solars can learn sorcery of any Circle. Solars can learn Celestial Martial arts, and Sidereal Martial Arts at a double normal cost and time, but from a Sidereal Sifu only.

Design – Solars

Solars are relatively straightforward by intent. However, their charms and Endowments are devastatingly powerful, and they have access to all the learned tricks of the trade. There are very few things that can stop a determined Solar – and most of them include other Solars. As long as they have enough motes, that is.

Anima banner

0. **Dim:** Anima is invisible and silent.
1. **Glowing:** Glittering Caste Mark appears on the brow. Normally it can be hidden, but when the Exalt spends Essence, it brightens, shining through any concealment.
2. **Burning:** The Solar is surrounded by a luminous aura, and his Caste mark shines constantly as above. When the Exalt spend Essence, the aura brightens, streams of light flow around him, and his Caste Mark sears afterimages in the eyes of the onlookers. Stealth is impossible. Things that come into contact with the anima become bleached or faded, as if exposed to the sun for many days.
3. **Iconic:** An incandescent conflagration surrounds the Exalt, visible for miles. Air crackles with power. Water hisses and steams. Men and beasts flee or fall down in supplication. When the Exalt spend Essence, an image of totemic significance, a mirror of his soul, flares into existence around him.

Anima effects

All Solars may discern the exact time of the day. In addition, for 1m per turn, or for free at iconic anima:

Dawn: +1 to all Static defenses and Clash attacks. Automatically succeed all Valor rolls.

Zenith: Incinerate a dead body with a touch, preventing both the corpse and the hungry ghost from rising. Creatures of Darkness in Touch Range suffer from an Environmental Hazard of (Zenith's Essence/2)/Turn.

Twilight: +1 Resolve against Mental attacks; +2 to Shape Sorcery rolls and to Evocation rolls from the Artifacts of the Solar's own making.

Night: Up to (Essence/2) motes spend this turn do not count towards increasing anima. At iconic, the Solar is impossible to recognize as a specific person instead.

Eclipse: Sanctify an oath. Oathbreakers accrue a number of critical failures equal to (Eclipse's Essence/2) to be suffered. In addition, Eclipses possess diplomatic immunity in most spirit and Raksha courts.

Solar character creation

To create a Solar character, do the following:

1. Have an idea and general concept.
2. Choose a Caste. Assign 1 Favored Ability in Caste Abilities. Assign 3 additional Favored Abilities wherever you want.
3. Traits begin at 0 dots. Favored Traits gain a dot from being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 15 dots as desired. Solar Traits can be raised to a maximum of 5 (or 6 for Favored Traits).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them, up to a 5-dot maximum.
5. Starting Essence for Solars is 3.
6. Calculate Essence pool: $(\text{Essence} \times 2) + (\text{sum of Virtues} / 2)$.
7. Assign 3 known Ways to Caste or Favored Abilities and 3 more Ways as desired.
8. Distribute 4 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Spend some additional xp, if your Storyteller is feeling generous.
11. Record starting equipment.
12. Calculate static values.
13. Record Health levels. Each character begins with -0 -1 -1 -3 -3 levels. Resistance Ways known provides additional 2 levels per Way, starting with lower ones. Solars have a maximum of $6x-3$, $6x-1$ and $5x-0$ health levels.
14. Here is your shovel.

Solar character advancement

Subject	Cost, xp	Time
Trait, Caste or Favored	(new level)-1, min. 1	(current level) weeks
Trait, non-Caste	(new level)	(current level) months
New Way, Caste or Favored Ability	2	One week
New Way, other Abilities	3	Two weeks
Named Charm, Caste and Favored only	0	(Ways) days
Named Charm, mixed	0	(Ways x 2) days
New spell	(Circle)	(Circle) weeks
New Evocation	(Ways)	(Ways) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	2	
Essence	(new level)x2	(current level) months
Martial arts Technique, base	2 (1 if Caste/Favored)	One month

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if this is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. A Solar can always learn Ways and charms in his Caste or Favored Abilities. Paced Lore on behalf of the teacher can shorten training time.

Solar Limit Break

Solar Limit Break, in addition to the normal effects, is linked to one of the four Virtues. In the case that the Virtue in question is not immediately apparent, choose the highest one. For a scene (the current or the next appropriate one), the character is ruled by the Virtue in question: either it its most extreme and strict interpretation, complete denial and rejection of it, or some hypocritical combination of both. Randomize when in doubt. The character acts as the Virtue dictates, disregarding other Virtues, Intimacies, practical concerns and everything else. There is no talking down a Solar in a Limit Break. If the player hesitates to act out this condition, the Storyteller should temporarily take control of the character.

Limit Break feels tremendously cathartic for Solars. A Solar entering Limit Break regains (Essence) motes immediately. Any actions the character takes are always feel completely justified to him, and even he is disabused of this notion, the next time he is in the Limit Break it will feel right and completely justified regardless. If the Storyteller deems that the player acted irrationally enough (as if the character was in a Limit Break when that is not the case), he should remove a point of Limit to encourage further insanity and abuses of power (but never forget to enforce any story consequences of such actions).

Lunar Exalted

Traits

Moon status:

Full: Strength, Dexterity, Stamina

Changing: Charisma, Manipulation, Appearance

No: Perception, Intelligence, Wits

Endowments

Shapeshifting: By spending 1m, a Lunar can change into a different form, gaining up to (Essence + 3) points of Gifts from it. Lunars have two different forms by default: base human form, and his totem animal form, «assigned» at the moment of Exaltation. Lunars gain other forms by a ritual hunt, followed by the Naming of the form and spending 1xp. Every form taken provides (Essence) different Gifts (for example, Claws (natural weapon) or Eagle Eyes (+1 long-distance vision). Mimicking a person is a Major advantage (3 points). Lunars can mix and match Gifts from different forms, and they count as natural Attributes for (X) calculation. Casteless can take Limit to manifest additional (Limit taken x 2) points of Gifts for the current form.

Tell: Each Lunar has a distinct mark that appears in all forms. A critical success is needed to detect the Tell, or, if it was noticed in a different form, to recognize the Lunar as the same individual. The Tell also features prominently in the Anima banner.

Moonsilver tattoos: A Lunar's Caste is fixed by applying a set of moonsilver tattoos. In addition to protecting from the dangers of being Casteless, they grant the Lunar immunity to all effects that would change his physical shape, except for his natural shapeshifting. On the other hand, this protection extends to the beneficial effects as well. When Anima is dim, Lunars may choose to conceal the tattoos.

Design – Lunars

Lunars would lag behind other Celestial Exalted without shapeshifting. Their native Ways are effective, but not very powerful alone – they need large base dice pool to really shine. And shapeshifting provides just that, because Gifts from it count as natural Trait for the (X) calculation. Shapeshifting is a Lunar's main tool. In addition, Lunars get the largest amount of health levels among the Exalts.

Capabilities

Charms: (X) = (Attribute/2). Bonuses from shapeshifting-acquired Gifts count as natural Attribute for this purpose. Lunars can use Improvised charms by paying a surcharge of 1m, and Named charms as normal. Lunars do not pay xp for charms, only for Ways. Native Ways are:

- **Overwhelming:** Add (X) dice, or double a static value, for a single action.
- **Relentless:** roll an additional die for every failed die, up to (X) dice, or double a static value, for a single action.

Charm themes: Transformation, Adaptability, Beasts.

Other: Lunars can learn sorcery up to the Second Circle and up to Celestial Martial Arts Styles.

Anima banner

0. **Dim:** Anima is invisible and silent.
1. **Glowing:** glittering Caste Mark appears on the brow. Moonsilver tattoos, if any, become visible and gently glow. Normally both can be hidden, but when the Exalt spends Essence, they brighten, shining through any concealment.
2. **Burning:** The Lunar is surrounded by a halo of gaseous silver illumination, and his Caste mark and tattoos shine constantly as above. When the Exalt spend Essence, the light becomes more solid and bright. His Caste Mark sears afterimages in the eyes of the onlookers. Stealth is impossible. Things that come into contact with the Anima become damp or slightly warped, as if exposed to the night cold and fog.
3. **Iconic:** A coruscating conflagration of streaming silver surrounds the Exalt, visible for miles. Air around hums and rustles as a torrent of furious metal leaves. Cold winds howl. Primal terror or awe grasps mortals. When the Exalt spend Essence, an image of his totemic animal flares into existence around him.

Anima effects

All Lunars may discern the exact time of the day.

Full Moon: 1m to add a success to a successful movement, Feat of Strength or endurance roll. Free at Iconic.

Changing Moon: As long as you assume a fully natural form (without mixing parts of several forms), any notes that you spend to do so do not add to the Anima level unless you wish so.

No Moon: For 1m, add +2 to any Occult roll concerning spirits of Creation or Fair Folk, and to Social roll against such beings of lower Essence. Free at Iconic.

Casteless: One of the above, depending on the phase of the moon.

Lunar character creation

1. Have an idea and general concept.
2. Choose a Caste. Assign 1 Favored Attribute in Caste Attributes. Assign 1 additional Favored Attribute wherever you want.
3. Traits begin with one dot in each. Favored Traits gain a dot from being Favored. Distribute 6 dots in Caste and Favored Attributes. Distribute additional 8 dots as desired. Lunar Traits can be of a maximum of 5 (6 in Favored).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them.
5. Starting Essence for Lunars is 3.
6. Calculate Essence pool: $(\text{Essence} \times 2) + (\text{sum of Virtues} / 2)$.
7. Assign 4 known Ways to Attributes.
8. Distribute 4 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting equipment.
11. Calculate static values.
12. Record Health levels. Each character begins with -0 -1 -1 -3 -3 Health levels. Stamina Ways known provides additional 3 levels per Way, starting with lower ones. Lunars have a maximum of $8x-3$, $8x-1$ and $7x-0$ health levels.
13. Here is your shovel.

Lunar character advancement

	Cost, xp	Time
Trait, Caste or Favored	(new level)x3	(current level) weeks
Trait, non-Caste	(new level)x4	(current level) months
New Way, Caste or Favored Attribute	4	One week
New Way, other Attributed	5	One month
Named Charm, Caste / Favored	0	(Ways) days
Named Charm, mixed	0	(Ways x 2) days
New Form	1	One hunt
New spell	(Circle)	(Circle) weeks
New Evocation	(Ways)	(Ways) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	2	
Essence	(new level)x2	(current level) months
Martial arts Technique, base	2	One month

Time indicated assumes rigorous training, 8 hours a day or so. Increase the time accordingly if this is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. A Lunar can always learn Ways and charms in his Attributes. Paced Lore on behalf of the teacher can shorten the training time.

Lunar Limit Break

Lunar Limit Breaks are related to surrendering to their animal sides for the comfort of a simple existence: fight or flight is the most often, but a solace in any unreasonable instinctive behavior will do, in addition to the normal effects. This is not limited to physical aspects: Social or even Mental manifestations are perfectly appropriate. If the player hesitates to act out this condition, the Storyteller should temporarily take control of the character.

Limit Break feels as the right and proper behavior by Lunars. Any actions the character takes are always feel completely justified to him, and even he is disabused of this notion, the next time he is in the Limit Break it will feel right and completely justified regardless. If a Lunar behaves impressively like his totem animal in some significant way, the Storyteller should remove a point of Limit to encourage further beastliness.

Dragon-Blooded

Traits

Air: Linguistics, Lore, Occult, Stealth, Thrown.

Earth: Awareness, Craft, Integrity, Resistance, War.

Fire: Athletics, Dodge, Melee, Presence, Socialize

Water: Bureaucracy, Investigation, Larceny, Martial Arts, Sail

Wood: Archery, Medicine, Performance, Ride, Survival.

Endowments

Anima Flux: A Dragon-Blooded Anima at iconic level is an Environmental Hazard of 1/Turn. This affects everything in Touch range. Multiple instances are united, each additional Anima Flux applying a -1 penalty to the resistance roll, up to a -3 maximum.

Reinforcement: Terrestrial Exalted benefit greatly from cooperation and joining their powers. When a Dragon-Blooded uses a Native charm against someone or something, other Dragon-Blooded in Short range may spend 1m each reflexively. Each mote so spent adds +1 to the action's dice pool, up to a maximum of +3. For the Extended rolls, all helpers must spend as much time as the main character (aiding him) to Reinforce.

Capabilities

Charms: $(X) = (Ability/2)$. Dragon-Blooded can instantly create Named charms on the fly, without any time spent training. They otherwise use Improvised and Named Charms normally. Dragon-Blooded do not pay xp for charms, only for Ways. Native Ways are:

- **Overwhelming:** Add (X) dice, or double a static defense, for a single action.
- **Resurgent:** Reroll up to (X) failed dice, except those showing 1s, or double to a static value when defending, for a single action.

Charm themes: Elements, Cooperation.

Other: Dragon-Blooded can learn sorcery of the First Circle and Terrestrial Martial Arts. Dragons of a Different Color can learn Necromancy instead.

Anima banner

0. **Dim:** Anima is invisible and silent.
1. **Glowing:** Elemental markings, such as element-colored skin, appear or become more pronounced. When the Exalt spends Essence, light elemental effects momentarily appear about him.
2. **Burning:** Elemental markings become even more pronounced. The Exalt is constantly surrounded by physical manifestations of his element. When the Exalt spends Essence, it swirls around him in the shifting vortex of light and power. Objects around are affected as natural for the contact with the element.
3. **Iconic:** The Exalt's power can be seen and heard for miles. The elemental effects heighten and begin destroying architecture and the environment. When the Exalt spend Essence, the elemental effects expand to unnaturally brilliant levels and his personal imagery flare into existence around him.

Anima effects

For 1m per scene, or for free at Burning and higher anima level:

Air: Can move an additional Range Band for a movement. Immune to natural cold.

Earth: +1 Soak and all Resistance rolls. Immune to knockback and cannot be knocked prone when is on the ground.

Fire: Anima Flux damage is 2/Turn, or 1/Turn at Burning. Immune to natural fire and heat.

Water: Can breathe, move, attack (including ranged), see through, talk, and stand on or in the water freely.

Wood: +1 Evasion, immune to plant-based toxins, hazards, difficult terrain and concealment.

Design – Dragon-Blooded

Dragon-Blooded are all about cooperation and combining strengths. They are weaker than other Exalts by themselves, but are quite efficient with their animas and charms, being able to improvise Named Charms, and gain good benefits from cooperation.

Dragon-Blooded character creation

To create a Dragon-Blooded character, do the following:

1. Have an idea and general concept.
2. Choose a Caste. Assign 1 Favored Ability in Caste Abilities. Assign 1 additional Favored Ability wherever you want.
3. Traits begin at 0 dots. Favored Traits gain a dot from being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 15 dots as desired. Dragon-Blooded Traits can be raised to a maximum of 5 (or 6 for Favored Traits).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them, up to a 5-dot maximum.
5. Starting Essence for the Dragon-Blooded is 2, for adults; for the newly Exalted it is at 1.
6. Calculate Essence pool: $(\text{Essence} \times 2) + (\text{Highest Virtue} / 2)$.
7. Assign 4 known Ways to Caste or Favored Abilities. Assign 2 more Ways where desired.
8. Distribute 6 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Spend some additional xp, if your storyteller is feeling generous.
11. Record starting equipment.
12. Calculate static values.
13. Record Health levels. Each character begins with -0 -1 -1 -3 -3 levels. Resistance Ways known provides 1 additional level per Way, starting with the lower ones. DBs have a maximum of $4x-3$, $4x-1$ and $3x-0$ health levels.
14. Here is your shovel.

Dragon-Blooded character advancement

Subject	Cost, xp	Time
Trait, Caste or Favored	(new level)	(current level) weeks
Trait, non-Caste	(new level)+1	(current level) months
New Way, Caste or Favored Ability	3	One week
New Way, other Abilities	4	Two weeks
Named Charm, Caste and Favored only	0	Instant
Named Charm, mixed	0	Instant
New spell	(Circle)	(Circle) weeks
New Evocation	(Ways)	(Ways) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	2	
Essence	(new level)x2	(current level) months
Martial arts Technique, base	2	One month

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. A Dragon-Blooded can always learn Ways and charms in his Caste or Favored Abilities. Paced Lore on behalf of the teacher can shorten training times.

Dragon-Blooded Limit Break

A Dragon-Blooded in a Limit Break behave the most human of all Exalts, but more intensely: all rolls of Virtues of 3+ are automatically successful. In addition, his behavior is influenced by his elemental nature. Treat it as being Inspired by an emotion with a Rating of (Essence). These are at the Storyteller's discretion, but usually are:

Air: curiosity, flightiness, absent-mindedness, detachment, snobbishness, dangerous idealism, focus on details.

Earth: ruthlessness, inflexibility, irrational stubbornness, hesitation, close-minded traditionalism.

Fire: dangerously excessive emotional outbursts, rage, zeal, self-hatred, no impulse control.

Water: ignoring danger, sociopathic efficiency, pathological lying, indecision and refusing to commit.

Wood: hedonism, overbearing involvements, clinginess, pointless spite and cruelty, narcissism.

A Dragon-Blooded in a Limit Break have his Element-induced emotions always raging while it lasts. They can be ignored, but it may be difficult to do so.

Abyssal Exalted

Traits

Dusk: Archery, Martial Arts, Melee, Thrown, War.

Midnight: Integrity, Presence, Performance, Resistance, Survival.

Daybreak: Craft, Investigation, Lore, Medicine, Occult.

Day: Athletics, Awareness, Dodge, Larceny, Stealth.

Moonshadow: Bureaucracy, Linguistics, Sail, Socialize, Ride.

Endowments

Entropic: Spend 1m to enhance an action. This either cancels any and all effects that produce successes for the opposition, or causes the target to lose (Essence/2) motes if the enhanced action was successful.

Necrotic Essence: The Abyssals are Creatures of Death. In any region other than the Underworld, they respire Essence four times slower (and not at all in the sunlight), and need to surround themselves with the trappings of death or suffer a -2 penalty to all actions. However, they can feed on the living to replenish Essence. Some grow fangs, some drink breath. Either way, treat it as an unarmed attack. An Abyssal needs (5 / target's Essence) total wound levels inflicted by feeding to regain 1m. Charms may allow the Abyssal to modify the process, at the Storyteller's discretion.

Capabilities

Charms: (X) = Ability. Abyssals use Improvised charms by paying a surcharge of 1m, and Named charms as normal. Abyssals do not pay xp for charms, only for Ways. Native Ways are:

- **Overwhelming:** Add (X) dice, or double a static defense, for a single action.
- **Triumphant:** Convert up to (X) failed dice to successes, except those showing 1s, or double a static value, for a single action.

Charm themes: Darkness, Death, Destruction

Abyssals can learn Sorcery up to the Second Circle, and Necromancy up to the Third Circle and Celestial Martial Arts. Abyssals receive one free dot of the Whispers Advantage.

Anima banner

0. **Dim:** Anima is invisible and silent.
1. **Glowing:** Black Caste Mark appears on the brow. Normally it can be hidden, but when the Exalt spends Essence it splits open and begins to bleed through any concealment.
2. **Burning:** The Abyssal is surrounded by an intense dark aura, and his Caste Mark is visible constantly as above. When the Exalt spend Essence, the aura rises and expands. His bleeding Caste Mark burns with a blue, red, white or black radiance. Stealth is impossible. Things that come into contact with the anima become frail, worn and brittle, as if aged.
3. **Iconic:** The Exalt is engulfed in a chilling bonfire of Essence, visible for miles. Shadows dance. Darkness falls. Whispers fill the air. Mortals flee or tear their eyes out in existential terror. When the Exalt spend Essence, an image of totemic significance, a mirror of his soul, flares into existence around him.

Anima effects

Abyssal may sense the existence of Shadowlands and creatures of Death in (Essence) Range bands, but not the exact location, for 1m. In addition, for 1m per turn, or for free at iconic anima:

Dusk: All hostile actions against the Exalt suffer -1 penalty. Automatically succeed all Valor rolls.

Midnight: One corpse per turn, in Short Range, rises to serve as a Zombie. All Creatures of Death in (Essence/2) Range bands gain +1 Damage bonus.

Daybreak: +1 Resolve against Mental attacks and +2 to Shape Necromancy rolls; +2 on any rolls to oppose, harm or subvert Artifacts (including Evocations) and constructs, except that of the Abyssal's own making.

Day: Up to (Essence/2) motes spend this turn do not count towards increasing anima. At iconic, the Abyssal is impossible to recognize as a specific person instead.

Moonshadow: Sanctify an oath. Oathbreakers accrue a number of critical failures equal to (Essence/2) to be suffered. In addition, Moonshadows possess diplomatic immunity in most spirit and Raksha courts.

Abyssal Virtues

The Abyssals (like the Nephwracks and other specters) view the world very differently than most creatures. Their perspectives on life, death and what is important in both are reflected in their understanding of Virtues.

Compassion is the desire to end the suffering of others, most often through the release of death; and also the ability to understand the suffering itself. High Compassion opposes both inflicting or tolerating suffering and both creating and preserving life.

Conviction represents emotional endurance, fanatical loyalty and the will to do what is necessary for this beliefs. High Conviction opposes doubts, acts of disloyalty, dishonesty, and compromises.

Temperance represents the cold detachment and icy, calculated prudence. High Temperance opposes all uncontrolled displays of emotions and passions and untimely or excessive uses of power and resources.

Valor is courage, zeal, bloodlust and unholy fury. High Valor opposes displays of fear, acts of mercy and holding back in general.

In addition to that, no Abyssal feel any fear or revulsion towards death and anything associated with it, like blood, corpses, or gruesome scenes of carnage. Such things feel instead cozy, inviting and nice.

Design – Abyssals

While being the most mechanically similar to Solars, the Abyssals are thematically very different. This is most obvious in their charms. Unlike Solars, whose charms deal with their own excellence, the Abyssals should be granted a big leeway in what their charms could accomplish. The Abyssal charms are often very overtly magical.

For example, an Abyssal could command a body to rise and serve with a simple Supernatural Presence charm to create a permanent zombie. He could step into and meld with someone's shadow with a Stealth charm. He could blanket the area in cold darkness, smothering all light sources, make a shadow report on its owner, annihilate a sword striking at him, play a song that awakens the dead, and do all that just with normal Abyssal charms.

Coupled with the changes in mindset and operating capacities, this should provide characters that are very different from Solars.

Abyssal character creation

To create an Abyssal character, do the following:

1. Have an idea and general concept.
2. Choose a Caste. Assign 1 Favored Ability in Caste Abilities. Assign 3 additional Favored Abilities wherever you want.
3. Traits begin at 0 dots. Favored Traits gain a dot from being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 15 dots as desired. Abyssal Traits can be raised to a maximum of 5 (or 6 for Favored Traits).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them, up to a 5-dot maximum.
5. Starting Essence for the Abyssals is 3.
6. Calculate Essence pool: $(\text{Essence} \times 2) + (\text{sum of Virtues} / 2)$.
7. Assign 6 known Ways to Abilities.
8. Distribute 4 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Spend some additional xp, if your storyteller is feeling generous.
11. Record starting equipment.
12. Calculate static values.
13. Record Health levels. Each character begins with -0 -1 -1 -3 -3 levels. Resistance Ways known provides additional 2 levels per Way, starting with lower ones. Abyssals have a maximum of $6x-3$, $6x-1$ and $5x-0$ health levels.
14. Here is your shovel.

Questions of loyalty

Loyalists directly serve the Deathlords. They can get Backing (their Deathlord) for free at the character creation, at any rating their want. This implies the appropriate level of obligations, however.

Independents are not sworn to a particular Deathlord, and maybe even hostile to one or two, but still fulfill their roles as Deathknights. Some work mercenarily for rewards or favors, some dabble in ancestor cults, some rule in the Shadowlands. The Independent's standing is based on the Abyssal's personal relations.

Renegade status is reserved for those who actively oppose or betray the Neverborn or the Underworld on a large scale. They are reviled and actively hunted.

Abyssal character advancement

Subject	Cost, xp	Time
Trait, Caste or Favored	(new level)-1, min. 1	(current level) weeks
Trait, non-Caste	(new level)	(current level) months
New Way, Caste or Favored Ability	2	One week
New Way, other Abilities	3	Two weeks
Named Charm, Caste and Favored only	0	(Ways) days
Named Charm, mixed	0	(Ways x 2) days
New spell	(Circle)	(Circle) weeks
New Evocation	(Ways)	(Ways) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	2	
Essence	(new level)x2	(current level) months
Martial arts Technique, base	2 (1 if Caste/Favored)	One month

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. An Abyssal can always learn Ways and charms in his Caste or Favored Abilities. Paced Lore on behalf of the teacher can shorten training time.

Handling the Neverborn, Whispers and Deathlords

The Neverborn are incoherent. Most of the time, they are either unable or do not care enough to declare their will clearly. They dream their dead dreams and communicate in weird visions (if at all). Sometimes, however, an extremely, extremely rare case will arise and something will provoke or disturb the Neverborn enough to focus their attention enough to issue direct orders. In such cases, it is in the best interests of literally everyone involved to resolve situation as fast as possible to lull the dead worlds back to their sleep, else the area will soon crawl with Deathlords, their servants, angry undead behemoths striding forth from the Labyrinth and swarms of specters.

The Whispers represent the connection to the “hive-mind” of the Dead, consisting of the slumbering Neverborn, everyone with the Whispers Advantage, everything that has died, currently dies, or dwells in a Labyrinth, and countless memories of the Dead that the Underworld is made from. This connection grants an incredible sense of communion, reassurance and comfort, as well as a source of information, for those mad enough to accept it. For others, it is madness and torture unending.

The Deathlords are plenty powerful (Rank 5-6) and command incredible resources. However, they are also stationary, and their influence is limited to the territories they control. They also on bad terms with one another. If an Abyssal fed up with his lord absconds fast enough and sets shop on the other side of the world, he will have to fight off assassins only occasionally. The Deathlords are aware of the fact, and most treat the Abyssals as valuable assets. The Deathlords themselves are reasonable enough, but also very inclined to follow their natures, as dictated by the aspects of Death they represent and embody.

Abyssal ~~Limit Break~~ Resonance

Instead of Limit track, the Abyssals have Resonance. As it rises, manifestations of death begin to gather around the Abyssal. This inflicts $-(\text{Resonance}/2)$ penalty on all Social interactions with the living except intimidation.

The Abyssals do not enter normal Limit Breaks and could remain at Resonance 5 indefinitely. If the Abyssal gains Resonance after that, either Resonance Vent or Resonance Eruption occurs, as the powers of death he is connected to lash out to compensate. The player chooses what option he wishes to take, but roll a die when Venting; on a 1, an Eruption happens instead. The exact effects are in the hands of the Storyteller, but Resonance lashes out against the things around the Abyssal, or things he has a connection to, or the Abyssal himself. Venting is a minor manifestation – treat its effect as a spell with (Abyssal’s Essence x 2) total cost; after a Vent the Resonance remains at 5. Eruption resets it to 0, but it is more dangerous, with a total cost of (Essence x 2 + 5). This potentially can destroy the Abyssal if nothing else is left. Paradoxically, the nihilist Abyssals who have nothing they care about will suffer more quickly themselves, as they have no ablative victims to lose.

The ways in which the Abyssals gain and lose Resonance, as well as its ongoing effects, are outlined below.

Resonance

Lower level effects intensify at higher Resonance levels. When the Abyssal exerts himself, concentrates or experiences strong emotions, and especially at high Anima levels, immediate effects also tend to peak.

Resonance 1: Events conspire to cast the Abyssal in a sinister light, but these events remain within the boundaries of possible coincidence. When he arrives in town, he will likely pass a funeral procession on the road. When he opens the door to a teahouse, the candles blow out. Others may experience runs of bad luck in his presence.

Resonance 2: Minor unearthly effects manifest upon the Abyssal. His eyes may gleam or glow in unnatural hues. His shadow could include monstrous features such as barbs or spines, or gesture menacingly and out of sync with the character. His reflection could appear twisted and monstrous, or he might cast no reflection at all. His voice could chime like mourning bells, or echo as though cast into a vast cavern.

Resonance 3: The Abyssal's presence begins to affect the world around him. A cold wind could follow him about, stirring his hair and clothes and chilling those around. Animals might begin to howl and panic in his presence, or rations to crowd onto trees and rooftops wherever he lingers. Delicate plants may die at his touch. In settings containing high technology, monitors and televisions may begin to display static or sudden jump-cuts of disturbing imagery. Eerie wails emit from speakers, lighting flickers, and blood may drip from ventilation systems.

Resonance 4: The Abyssal's mark is felt for miles around, and in his direct presence horror become the norm. Sky could grow overcast. Water the Abyssal lingers near could become brackish and stale, or freeze solid. Food he touches could become spoiled, while shadows stretch toward the Abyssal as though pulled in by some awful gravity or bow down in his presence. Glass or mirrors that the Abyssal passes by are likely to shatter or explode. In settings containing high technology, video systems may cease to function, displaying only images of ghosts, corpses, or other unnerving imagery. The voices of the dead can be heard from radios, speakers, and telephones.

Resonance 5: Truly frightening death manifestations herald the Abyssal's presence. Storms wrack the sky, their clouds crackle with black or red lightning. Divine symbols within the city might tarnish, crack, or shatter when the Abyssal arrives. Seas might grow becalmed, or could be stirred into violent froth. Corpses could whisper frantic prayers to the Abyssal's glory, or weeping red eyes might open in the shadows all around. Those sleeping in the vicinity may be tormented by horrid nightmares in which the Exalt features prominently. In settings containing high technology, lighting fails or bulbs burst with no warning, while plumbing backs up and spits out blood. Complex machinery could fail or become clogged with half-dead flesh. Metals could rust or develop patinas, and communication devices return only static and screams of the damned.

Gaining Resonance

+1 instead of each Limit point the Abyssal would get.
+1 per life directly saved, up to a 3 points per scene.
+4 for fighting the forces of death on behalf of the living, per battle.
+1 for living among mortals as one of them, per day.
+1 for taking a living lover, per encounter.
+4 for siring or bearing a living child, upon birth.
+1 for acknowledging the Abyssal's former name, life, or relationships, each and every time.
+1 for neglecting to surround oneself with the trappings of death outside of the Underworld, per week.
+1 for dwelling in or being attuned to a Solar Manse or Demesne, per day.
+1 for opposing or subverting a Deathlord, per instance.
+6 for denying directly expressed will of the Neverborn.

Loosing Resonance

-3 for spending a whole month in the Underworld.
-1 for spending a whole month in Shadowlands.
-1 for resting among the trappings of death for 3 days.
-1 for being present at a significant occurrence of either destroying life or celebrating death, per event.
-1 for noticeably advancing interests of death (-2 for over that of the living), per event.
Deathknights in good standing can also participate in a prayer-meditation to the Neverborn, costing 1 wound and lasting from dusk to midnight. Roll (Whispers + number of additional Abyssals participating), removing (successes) Resonance. Failure inflicts (Resonance) wounds, critical failure also grants a number of Resonance points equal to the 1s rolled. Trying to often may result in unexpected complications.
In addition, a pilgrimage to the Mouth of the Void removes Resonance completely.

Infernal Exalted

Traits

Physical: Strength, Dexterity, Stamina

Social: Charisma, Manipulation, Appearance

Mental: Perception, Intelligence, Wits

Endowments

Affinity: The Infernals are beings of raw primordial potential, focused through the lens of Exaltation into their Affinities. An Affinity is the capacity to use the themes of a Yozi (or a Primordial Principle) in their charms. In each Affinity, there are 6 Ways the Infernal can learn to unlock, separately. The Infernal can use any of his Ways that are assigned to Abilities with any Affinity he has unlocked for that Way. *For example, if an Infernal internalizes Overwhelming in the Malfean Affinity, he could use any Overwhelming Way he has assigned to any of his Abilities for Malfean charms.* New Infernals begin with their patron's Affinity as Native, fully unlocked by default. It also serves to determine his Caste. He can unlock additional Affinities afterwards, which are called Chosen. Note that the themes and limitations of every Affinity must be clearly established.

Ascendancy Mantle: The Infernal can reshape himself to better channel one of his Affinities. This state is called a Shintai, and radically changes the Infernal. To enter a Shintai for a scene, the Infernal must have a full Affinity unlocked and reflexively spend 3m. A Shintai contains (Essence + 3) Gift points of form. The exact distribution of Gifts is decided when a Shintai is first acquired, and upgrades afterwards. Being in a Shintai also allows Improvising charms of the appropriate Affinity at no additional cost, and all Named charms of that Affinity cost 1m less. Once per scene, activating a Shintai fully restores the Infernal's health levels.

Urge: Each Infernal has an Urge, related to their Caste, urging them to behave in a certain way. It represents the desire to be and act as the thing they are, intrinsic to their Essence. It is chosen at the character creation, or after the previous Urge was fulfilled, and should be related to the Patron's goals and inclinations. It works as is it was additional Rating (Essence) Virtue: a roll need to make when the Infernal tries to act contrary to his Urge. It can be denied as a Virtue, at the same cost.

Capabilities

Charms: (X) = (Attribute). Infernals learn Ways as normal but use them only with the Affinities they have unlocked. All Infernal charms must be created from the Ways of the same Affinity. Infernals can use Improvised charms only in a Shintai of the appropriate Affinity. Infernals can learn and use Named charms as normal.

Native Ways are:

- **Overwhelming:** Add (X) dice, or double a static defense, for a single action.
- **Triumphant:** Convert up to (X) failed dice to successes, except those showing 1s, or double a static value, for a single action.

Charm themes: Depend on the Affinity.

Powers: Infernal can learn sorcery of any Circle and Celestial Martial Arts.

Anima banner and Anima effects

Infernal anima banners have the same general power and levels as those of the Solars. The exact details, however, depend on the Caste Affinity.

As it is not very practical to describe a score of different anima types, this is left for the players to design. Look at the other Exalts anima, and describe how the anima levels of your Infernal feel, look, and affect the world around them.

Anima effects are also different for each Caste. All Infernals can sense the presence of paths to Hell and manifestations related to known Affinities in (Essence) Range Bands, for 1m. Some suggestions, along with themes and limitations, are presented below.

Design – Infernals

Infernals are the most customizable of all Exalted. Attribute-based Traits and Yozi-themed Castes were implemented to further distance them from Solars. They will require some work to define their themes and limitations for each character, but that is what we play the Infernals for. The Exalted as presented here are meant to be either the remade Solar shards, or the original Primordial Exalts, if the setting you play support such things.

Affinity Suggestions

Adrian

Is: cutting; bright; joy; flow; freedom; laughter; river; torment; torrent; unrestrained.

Is not: calm; complacency; indifference; petty; restraint; slow; solid; still.

Anima: for 1m per turn, or for free at Iconic, ignore the current wound penalty and add equal bonus to Soak and all actions to overcome restraints or obstacles to movement.

Adorjan

Is: disturbing; hurt; restless; scouring; silence; motion; tearing down; tragedy; unforeseen calamity; wind.

Is not: building; chaos; comfort; complacency; greed; malice; satisfaction; stasis; structure; purposeless.

Anima: for 1m per turn, or for free at Iconic, raise Initiative by 1 and add +1 to all actions and static values involving speed (often Evasion, movement and Clashes).

Cecelyne

Is: amassing; desert; desolation; endless; expansive; insightful; harsh; lawful; patience; planning; revered.

Is not: altruism; betrayal; carelessness; freedom; forgiveness; lying; random; self-indulgence; sudden.

Anima: for 1m per turn, or for free at Iconic, +1 to all Hazard resistance rolls and +1 to all Setup dice bonuses.

Cytherea

Is: awakesness; awareness; enabling; inspiration; ignition; imagination; invention; possibility.

Is not: methodical; mundane; gentle; introverted; materialism; shy; small; understandable.

Anima: 1m per turn, or for free at Iconic, you may increase an (X) of a Way you or another target within (Essence) Range bands use by 1, once per turn.

Ebon Dragon (Dragon's Shadow)

Is: liminal; guileful; horrible truths; opposition; selfishness; shadows; the Other; temptation; transition.

Is not: beyond; brazen; careless; light; irrational; fair; fire, unyielding.

Anima: For 1m per turn, up to (Essence/2) motes spend this turn do not count towards increasing anima. At iconic, the Infernal is impossible to recognize as a specific person instead.

He Who Bleeds The Unknown Word

Is: implication; inscription; language; metaphor; poetry; recording; writing; symbolism.

Is not: considerate; definition; hidden; plain; mechanistic; repetition.

Anima: for 1m per turn, or for free at Iconic, add +1 to dice pool or static value for each Named charm or other Named power your action is supplemented with.

Elloge

Is: correspondence; interpretation; fiction; language; metaphor; speech; symbolism.

Is not: color; fake; form; material; objective; open; place; silence.

Anima: for 1m per turn, or for free at Iconic, add +1 to dice pool or static value for each Named charm or other Named power the opposing action is supplemented with.

Hegra

Is: dreams; emotions; ephemeral; evanescent; exchange; insight; flux; generous; madness; storm; visions.

Is not: administration; avoidance; attention; foresight; holding; logic; pattern; separation.

Anima: for 1m per turn, or for free at Iconic, +2 to all Inspire and other emotion-affecting actions.

Isidoros

Is: active; direct; gravity; immense; inexorable; might; overcoming; tenacity; will; unrelenting.

Is not: delegating; evasive; misleading; reliant; restraint; senseless; subtle.

Anima: for 1m per turn, or for free at Iconic, you can channel one of the Virtues one additional time per scene; in addition, (Essence/2) Range bands around you count as difficult terrain for everyone else.

Kimbery

Is: corrosive; distrust; drowning; jealousy; hate; kindness; martyr; love; toxic; secretive; spite.

Is not: beauty; certainty; clean; constant; forgiving; shallow; truthful; quick.

Anima: for 1m per turn, or for free at Iconic, add a number of bonus dice equal to the total number of Intimacies (both positive and negative) to all actions against the subject of the Intimacies. Increase the bonus 1 for each Intimacy that is Defining.

Theion

Is: awe; authority; eminence; flame; holy; glory; majesty; magnanimous; pride; vast; righteousness.

Is not: mere; diminishment; hesitation; humble; restrained; subtlety; uncertainty; weakness.

Anima: for 1m per turn, or for free at Iconic, any action opposing the Infernal is at -1 penalty. Automatically succeed all Conviction rolls.

Malfeas

Is: agony; authority; blight; crushing; city; forceful; glory; rage; resilience; strength; vast; wrath.

Is not: consideration; hesitation; humble; natural; restrained; subtlety; surrender; tolerance.

Anima: for 1m per turn, or for free at Iconic, ignore current wound penalty and apply the same bonus to Strength, Soak and Resolve. Automatically succeed all Valor rolls.

Metagaos

Is: assimilation; deceptive; devouring; ensnaring; hunger; host; spreading; swamp.

Is not: accord; abstinence; arrangement; creation; haste; leaving; production; prudence.

Anima: for 1m per turn, or for free at Iconic, when the Infernal inflicts any Physical damage to a living being, he regains a health level.

Oramus

Is: art; beyond; boundary; definition; impossibility; inspiration; paradox; sevenfold; truth; unique; wonder.

Is not: adhering; conformist; comprehensible; conventional; expected; normal; deceptive;

Anima: for 1m per turn, or for free at Iconic, any actions the Infernal's actions are supplemented by Supernatural Way with $(X) = (Essence/2)$ in an application of your choice. This stacks with any other effects.

Qaf

Is: aloof; axis; enhancing; discovery; enlightenment; hope; mountain; perfection; procreation; stoic.

Is not: adapting; easy; content; moving; yielding.

Anima: for 1m per turn, or for free at Iconic, anima effects of other characters do not affect you.

Sacheverell

Is: sleeping.

Is not: allowed to have Exalts.

Anima: irrelevant.

She Who Lives In Her Name

Is: brilliant; constructive; efficiency; hierarchy; loyalty; methodical; orderly; organization; pattern; structure.

Is not: biased; emotional; excessive; hypocritical; inappropriate; random; unfair.

Anima: for 1m per turn, or for free at Iconic, add +1 to all rolls to plan, build or create complex tools, objects or constructs. Increase the bonus to +2 for Artifacts and spells.

Szoreny

Is: considering; forest; illusions; imitation; mirrors; reflections; replication; silver.

Is not: definite; direct; kind; original; rash; reckless.

Anima: for 1m, mimic the mechanics of an active anima effect of a target within (Essence) Range bands until you activate this power again or the scene ends.

Infernal character creation

1. Have an idea and general concept.
2. Choose a Caste. Record the starting Affinity. Assign 2 Favored Attributes wherever you want.
3. Traits begin with one dot in each. Favored Traits gain a dot from being Favored. Distribute additional 12 dots as desired. Infernal Traits can be of a maximum of 5 (6 in Favored).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them.
5. Starting Essence for Infernals is 3.
6. Calculate Essence pool: $(Essence \times 2) + (\text{sum of Virtues} / 2)$.
7. Assign 4 known Ways to Attributes.
8. Distribute 4 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting equipment.
11. Calculate static values.
12. Record Health levels. Each character begins with -0 -1 -1 -3 -3 Inc. Stamina Ways known provides additional 2 levels per Way, starting with lower ones. Infernals have a maximum of 6x-3, 6x-1 and 5x-0 health levels.
13. Here is your shovel.

Infernal character advancement

	Cost, xp	Time
Trait, Caste or Favored	(new level)x3	(current level) weeks
Trait, non-Caste	(new level)x4	(current level) months
New Way, Caste or Favored Attribute	4	One week
New Way, other Attribute	5	One month
Named Charm, Caste and Favored only	0	(Ways) days
Named Charm, mixed	0	(Ways x 2) days
New Way in an Affinity	(Affinities you have any Ways in)	One month
New spell	(Circle)	(Circle) weeks
New Evocation	(Circle) x 2	(Circle) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	2	
Essence	(new level)x2	(current level) months
Martial arts Technique, base	2	One month

Time indicated assumes vigorous training, 8 hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. An Infernal can always learn Ways and charms in his Favored Attributes. Learning another Affinities always require some outside source. Paced Lore on behalf of the teacher can shorten training time.

Infernal Limit Break

Infernal Limit Breaks are quite simple. In addition to any other effects, he is limited in any action by his Native Affinity and its themes. Any actions that go contrary to it are not even considered, and the Urge probably takes a prominent place in the character's priorities.

Limit Break feels as the right and proper behavior. Any actions the character takes are always feel completely justified to him, and even he is disabused of this notion, the next time he is in the Limit Break it will feel right and completely justified regardless.

Ascension

Whether by design or by mistake, the Infernal Exaltation holds a tremendous capacity for evolution. An Infernal might change in the following ways, if he so chooses, has already undergone all previous changes, and has fulfilled the prerequisites listed:

Heretical Integration Practice (Essence 4, at least one Chosen Affinity completely unlocked): the Infernal can combine different Affinities in his Named Charms.

Potential Principle Prana (Essence 5, at least two Favorite Affinities completely unlocked): the Infernal designs a new Affinity for himself. He can then unlock Ways in the new Affinity as normal, but cannot use them before completing the next change.

Triumphant Howl of the Devil-Tiger (Essence 6, all six Ways in the personal Affinity unlocked): the Infernal remakes his own nature. His personal Affinity becomes his Native Affinity, and he has full access to it. His previous Native Affinity becomes Chosen instead. His Anima effect and Urge also change to suit his new Affinity, and he stops aging. The Exaltation he passes on will have his new Native Affinity as base.

Jouten-Begetting Inversion (Essence 7): after a season-long meditation, the Infernal emerges from his chrysalis having directed all of his Exaltation's potential towards his own being. Completing this stage affects the Infernal as follows:

- The Infernal loses access to Overwhelming and Triumphant Ways. Convert all instances of this Ways assigned to Traits back to experience.
- The Infernal loses access to all Chosen Affinities. Convert all unlocked Ways in them back to experience.
- The Infernal's Essence pool is now (Essence x 2) + (sum of Virtues). He can raise Traits up to (Essence) maximum, +1 for Favored. He may immediately spend any amount of xp he has to instantly raise his Traits.
- His Shintai is now his natural form, retaining all benefits at no cost. He can compact into his old humanoid form for 1m per scene. He can heal as per his Shintai once per scene for 1m. Gift point natural limit is raised by (Essence), and he can hear prayers directed to him.

Inner Cosmos Actualization (Essence 8): the Infernal manifests an internal universe, with the laws and substance aligning with his Affinity and not bound by the laws of Creation. He can touch it with charms to send people and objects in and out. It can reach up to (Essence - 5) Magnitude, but it is initially small and empty. It can be expanded and shaped with Extended rolls, crafting landscapes, inhabitants and other contents inside with the direct application of will.

Shining Pantheon Unfurling (Essence 9): The Infernal can expand his soul outwards, forming a Third Circle Devas of his own. The process of forming one consists on feeding its (its Essence x 25) motes while it grows, although it only absorbs one mote per day. When born, it forms seven Second Circle souls for itself as normal.

An Infernal can have the maximum of (sum of Virtues) Third Circle souls. Each has an unbreakable Defining Intimacy towards the Infernal, as well as resonates with one of the Infernal's own Intimacies, chosen at the beginning of the process. It will consist of a being and a Feature of the Infernal's inner world as normal, and have all the normal traits of a Third Circle soul.

Glory Incarnate (Essence 10, all possible Third Circle souls created): work with the storyteller to design a goal, a deed of legend significant enough to forever sear the Infernal's legend upon the shinma. This should be significant enough to be very difficult even for the Infernal at his current power. When the Infernal achieves it, he undergoes a final transformation, achieving the status equal to the Primordials. His Exaltation departs, its work complete, to seek a new host.

The character transcends his current stats. Depending on the campaign, it is time to either retire the character, or to make a starting Primordial character as normal to continue from there (see the appropriate section).

It may be necessary to play the character at this stage for a bit, to wrap up the campaign or a plot line, for example. In this case, give the character as many of the Primordials' transcendence Endowments from the appropriate section as needed, to represent his ongoing breakthrough.

The Dead are Weird Too!

As an optional option, consider the similar line of transformations for the Abyssals. However, instead of transforming themselves, they should grow into the Underworld; becoming one with the land, so to speak.

This may include budding off his own little non-Euclidean phylactery-tomb to circle around the Mouth of the Void, growing it to become a source of dark power and a Dominion, over time and Essence. This way, the Abyssals may eventually replace or supplement the Neverborn as the Dreamers of the Labyrinth and the conduit of Whispers. For example:

Immortal Malevolence Entombment (Essence 5): A sarcophagus grows for the Abyssal in a tomb of one of the Neverborn. If killed, the Abyssal will return to life in it, as spirits do, after one month. If he is killed with permadeath charms, he still returns, but after a year, and also loses 1 dot of permanent Essence.

Phylactery-Tomb Separation (Essence 6): The Abyssal's sarcophagus rises through the flesh of the Neverborn to the surface, where it soars to circle the Mouth of the Void even as a new tomb-world coalesces around it. It a new Dominion with (Essence - 5) Magnitude. The Abyssal may rearrange the interior as he desires, and can travel with it through the Labyrinth and the Underworld. If the Abyssal leaves, his tomb returns to the Mouth of the Void after (Essence) days or (Essence) hours respectively. It serves as a conduit for Whispers and necromancy spells that rely on the Neverborn, ensuring their functions even in the absence of the dead Primordials.

Elaborate as needed from here.

Alternatively, the Abyssal might sink his roots in some kingdom, becoming its lord and master, laying down the Old Laws as he becomes one with his Dominion, or entertain any other number of possibilities, like becoming a bodhisattva of the Void, fading in existence only to help others to cast off the chains of being, then returning to Oblivion.

Generally, unlike Infernals that become less human and eventually transform entirely, releasing the Exaltation, the Abyssals should remain as they are, but grow in power and acquire additional assets and capabilities, with the inclinations towards obtaining some sort of Dominion to rule and be empowered from. This is thematically very appropriate for the Deathknights.

Sidereal Exalted

Traits

Journeys: Resistance, Ride, Sail, Survival, Thrown.

Serenity: Craft, Dodge, Linguistics, Performance, Socialize

Battles: Archery, Athletics, Melee, Presence, War.

Secrets: Investigation, Larceny, Lore, Occult, Stealth.

Endings: Awareness, Bureaucracy, Integrity, Martial Arts, Medicine.

Endowments

Arcane Fate: A roll must be made to retain the memory of a Sidereal after he departs the character's presence. Roll (Wits or Occult) at -3 at each time Interval step (see Paced), from turn/seconds and up to a year, and then annually. Failure means forgetting the Sidereal and his involvement. This applies to anyone told about Sidereal as well, and to any written accounts. Sidereals, Celestial gods of the Bureau of Destiny and beings outside Fate are unaffected.

Weaving Fate: Sidereals can alter the course of Destiny directly. To do so, spend a scene outlining the design in a written petition, and submit it to the pattern spiders by hand or by prayer. By default, it affects one target for a scene. Range is irrelevant. Roll (Ability + Essence); spend successes on:

- Duration: (successes spent on Paced) steps.
- Scope: (successes spent on Multiple) in either Scale of mortals or an Essence Rating of targeted significant beings.
- The effects related to the Constellation being invoked and the nature of destiny planned, for 1 success each (no repeats):

Artless Prodigy Blessing: -1 to the dice target number.

Blissful Idiot Blessing: +1 bonus die.

Hound-Chases-Rabbit Blessing: target regains 1m/1wp when completing a task related to the destiny.

Fortified Spirit Blessing: +1 bonus die to a specific Virtue rolls.

Sloped Floor Curse: -1 to the dice target number.

Ruin Without Failure Curse: -1 penalty for actions.

Heart-Piercing Curse: any failed action of the Ability related to the curse causes the target to lose 1m/1wp.

Name-Destroying Curse: -1 penalty to a specific Virtue rolls related to the blessing.

The player should write the petition like: *«I pronounce that [the subjects] be taken into the College of the [constellation invoked] and there be subjected to [the destiny you plan for them] until the [Duration]»* for the Storyteller to keep. Pattern spiders do appreciate calligraphy, well-positioned cosignatories, and explicit instructions. Cancelling the astrology effect before the duration elapses requires another petition, with the successes equal to the original effect. Sidereals are heavily encouraged by their elders to clean up as soon as possible.

A Sidereal can also work Fate by himself directly at the Loom instead of delegating to the pattern spiders; as an Extended action, rolling the appropriate Trait and distributing successes as needed. It is very much against current regulations, and unless he achieves 5 more successes than he uses, the spiders will be extremely annoyed at his clumsy meddling.

Sidereal astrology has no effect on beings outside Fate. Also, pattern spiders will bite you if you bother them too often or mess with the Fate too much, and then you're fucked.

Prayer Strips: Most powerful Native Sidereal charms require using prayer strips inscribed with the Maiden Scriptures. (Resources 2 each, Linguistics or Craft roll at -1, 6 hours to prepare, single use). For such a charm, ignore limitations for the charm's Ways composition. Character may only know one such charm per Ability. Destroying an active prayer strip ends its charm, but it has the Defense of (Dodge + Essence) and 15 health levels. An inactive prayer strip is just paper.

Resplendent Destinies: A Sidereal can weave for himself a temporary archetypical persona to be. Up to (Essence/2) Resplendent Destinies can be maintained at a time. Donning one requires 1m and an action, taking one off is free and reflexive. To create a Resplendent Destiny, spend 1m and roll the appropriate Ability as an action. Note the number of successes. While wearing that Resplendent Destiny you can spend them to gain temporary narrative advantages related to it (minor for 1, major for 3). You lose that successes by breaking character; the number lost is equal to the suspicious action's Rating (see Social Conflict). If no successes remain, the Destiny immediately unravels. Sidereals can see through a Resplendent Destiny no problem; for others it is as real as anything else in Creation.

Capabilities

Charms: (X) = (Essence/2) for Native Ways and (Ability) for Common Ways. Sidereal can use only Named charms and do not learn Ways separately. Named Native charms cost 1m less. Native Ways are:

- **Overwhelming:** Add (X) dice, or double a static defense, for a single action.
- **Auspicious:** Reduce the dice target number by (X), or increase it by (X) for the attacker when defending, up to a maximum of +/- 3.

Charm themes: Foresight, Astrology, Fate, Divinity

Other: Sidereals can learn sorcery up to the Second Circle and Sidereal Martial Arts Styles.

Anima banner

0. **Dim:** Anima is invisible and silent.
1. **Glowing:** An almost invisible Caste Mark appears on the brow (critical success to notice); it brightens imperceptibly when the Exalt spends Essence (simple success to notice). It is undetectable if covered.
2. **Burning:** The Caste Mark becomes obvious if it is not covered; pale aura can be seen around the Sidereal in a dim lighting. When the Exalt spends Essence, his Caste Mark shines through any concealment, and he is illuminated by a soft, but unmistakable halo of his patron's color.
3. **Iconic:** The Exalt is surrounded by a steady halo of brilliant light, bright enough to read by out to a stonecast away. Unlike other Exalted, boring Sidereals have no personal imagery in their iconic animas.

Fate is overrated

Sidereal charms are much less effective against beings outside Fate. Such entities are immune to any charms that would supernaturally move or transport them, change them, or supernaturally influence their mind or behavior. Any similar effects can also be ruled out at the storyteller's discretion. Against beings of lower Essence, the Sidereal can pay double the cost of the charm to ignore this limitation. The more common method, however, is to use Martial Arts as well as Sorcery and Artifacts (that do not suffer from that limitation).

Anima effects

For 1m, the Sidereal can sense if there are any gates to Heaven within (Essence) range bands. For 2m (4m outside Fate), a Sidereal can make Lesser Sign of his patron Maiden to cause his anima to expand and cover his surroundings with the following effect for a scene:

Journeys: Double movement for the Sidereal and all allies within (Essence/2) Range bands.

Serenity: +2 to all Performance rolls and peace-seeking Social actions for the Sidereal and all allies within (Essence/2) Range bands.

Battle: +1 Soak for the Sidereal and all allies within (Essence/2) Range bands.

Secrets: Immunity to magical mind control and mind reading; +2 Guile for the Sidereal and all allies within (Essence/2) Range bands.

Endings: Increase wounds inflicted by 1 for all successful attacks for the Sidereal and all allies within (Essence/2) Range bands.

Design – Sidereals

Sidereals are the most mechanically complex Exalt type. They are also the most mechanically nebulous, with all the narrative advantages, personas, Fate manipulation, deliberately withheld information, irritable pattern spiders and limited charms. Many of the exact circumstances and possibilities of a Sidereal game rely more on understanding between the players and the Storyteller than the mechanics and numbers. So, Sidereals are not recommended for the new players (or powergaming assholes, because the ST has the final word anyway, but the possibilities to annoy him with stupid requests are greater).

That said, any misuses of Fate should never be prohibited outright. Instead, snarls and tears in the Loom, resulting reality aberrations and the censure of peers and superiors should be the price for stretching and overusing the narrative advantages the Sidereals can so easily create. If the players use their powers carefully, subtly and cleverly, no additional problems should arise.

To conclude, as long as the Sidereal behave like the mysterious agents of Destiny, with a necessary minimum of direct Fate amendments, and relying more on subterfuge, third parties, plans, misdirection, their own charms and martial prowess, and commit to full-power Fate interventions only in the direst of emergencies, all should work as intended.

Sidereal character creation

To create a Sidereal character, do the following:

1. Have an idea and general concept.
2. Choose a Caste. Assign 1 Favored Ability in Caste Abilities. Assign 2 additional Favored Abilities wherever you want. All Sidereals get Martial Arts as a bonus Favored Ability for free.
3. Traits begin at 0 dots. Favored Traits gain a dot from being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 20 dots as desired. Sidereal Traits can be raised to a maximum of 5 (or 6 for Favored Traits).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them, up to a 5-dot maximum.
5. Starting Essence for the Sidereals is 3.
6. Calculate Essence pool: $(\text{Essence} \times 2) + (\text{Sum of Virtues} / 2)$.
7. Make up to 5 Named Native charms. Spend 10xp on Martial Arts Styles in any combination.
8. Distribute 6 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Spend some additional xp, if your storyteller is feeling generous.
11. Record starting equipment.
12. Calculate static values.
13. Record Health levels. Each character begins with -0 -1 -1 -3 -3 levels. Resistance Ways known provides additional 1 level per Way, starting with lower ones. Sidereals have a maximum of 2x-3, 4x-1 and 5x-0 health levels.
14. Here is your shovel.

Sidereal character advancement

Subject	Cost, xp	Time
Trait, Caste or Favored	(new level)	(current level) weeks
Trait, non-Caste	(new level)+1	(current level) months
Named Charm, Caste and Favored only	2	(Ways) days
Named Charm, other	3	(Ways x 2) days
New spell	(Circle)	(Circle) weeks

New Evocation	(Ways)	(Ways) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	2	
Essence	(new level)x2	(current level) months.
Martial Arts Technique, base	1	One month

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. A Sidereal can always learn Ways and charms in his Caste or Favored Abilities. Paced Lore on behalf of the teacher can shorten training times.

Sidereal Limit Break and other woes

Sidereal Limit Break is very insidious in nature, and is unlike that of any other type of Exalted. On the surface, the Sidereal can become stressed just as most. They experience the same state of emotional instability as non-Exalts do, following the general rules. The real effects of the Curse are more subtle.

For every Limit Break the character undergoes, the Storyteller may misrepresent a piece of information, whether past, present or future, as being in the Sidereal's favor, or aligning with his plans, or supporting his theory. This should never be as crass as "you do not notice the guy with the sword". It is missed clues, misread moods, disregarded evidence. Read Character Social action is ideal for this kind of effect, as well as investigation, research and other rolls that has to do with long-term planning or chains of events. Note that this should not be done immediately after the Limit Break or even done at all; and the effect should increase proportionally to the number of Sidereals that are participating in the events.

Besides Limit Break, the Sidereal must be ever careful not to overreach when manipulating Fate. Pattern spiders detest crude alterations. When they are angered enough, they'll bite the Sidereal's own thread of Fate with devastating detrimental effects. The exact effects, as well as the limits of pattern spiders' patience, are left for the Storyteller to decide and outline to the players, depending on the story. See Paradox on p. 214-215 of The Sidereals 1 edition for ideas.

Constellations quick reference

House of Journeys

The Captain: Military command, fatherhood, tyranny, bureaucracy, discipline. Sail.

The Gull: Wandering, wind, irresponsibility, rakish charisma, unexamined life. Thrown.

The Mast: Stoicism, tools, architecture, manual labor, silence, ignorance, male phallus. Resistance.

The Messenger: Duty, bravery, arrogance, journeys, communication, selflessness, news. Ride.

The Ship's Wheel: Underdogs, cult beliefs, Solars, obsessive love, martyrdom, burdensome debt, wild animals as a group. Survival.

House of Serenity

The Ewer: Love, motherhood, righteousness, idealism, monastic duty, obsession, seduction, fantasies. Dodge.

The Lovers: Service, submission, slaves, lust, sensuality, abuse. Socialize.

The Musician: Excess, laughter, hedonism, music, homosexuality, drug use, finery, extramarital pairings, contentment in living, theater. Performance.

The Peacock: Greed, love for wealth's sake, procreation, dualities, alliances, bright colors, necessity, traps, distraction. Craft.

The Pillar: Family, friendship, stability, civil society, unjust authority, stagnation, queens and princes. Linguistics.

House of Battles

The Banner: Reputation, pageantry, leadership, epics, infamy, reigns of terror, philanthropy, tidings, symbols, heraldry. Presence.

The Gauntlet: Sergeants, confrontation, callousness, sacrifice of others, necessity, livestock management, pragmatism, surgery, the greater good. Athletics.

The Quiver: Strategy, choices, haste, pride, archery, self-absorption, clever ideas. Archery.

The Shield: Barbarians, fearlessness, protection, bragging, pain, heroism, heroic suicide, wrath, the Lunars. War.

The Spear: Bravery, professionalism, training, taking initiative, lack of vision, tactics, competition. Melee.

House of Secrets

The Guardians: Hearth wisdom, age, superstition, charlatans, tradition, patience, observation, inevitability. Larceny.

The Key: Innovation, hubris, mechanical devices, books, libraries, medicine, curiosity. Investigation.

The Mask: Secrets, lies, security services, religious worship, extortion, trickery. Stealth.

The Sorcerer: Humanity, geomancy, artifice, infernalism, talismans, Essence use, egotism. Occult.

The Treasure Trove: Horoscopes, schools, blight, blindness, inflexibility, secret societies, prophecies. Lore.

House of Endings

The Corpse: Quick and painless deaths, exits, sudden change, transformation, unfinished business, shapechangers, the Second Breath. Medicine.

The Crow: Slow but painless deaths, inevitability, orphans, acceptance of death, dark humor, depression, waking, indifference. Awareness.

The Haywain: Muddled and difficult to categorize deaths, mystery, cover-ups, treachery, comebacks, aging and decrepitude. Bureaucracy.

The Rising Smoke: Quick deaths, rest, stagnation, growth, new employment, fresh prospects, murder. Integrity.

The Sword: Slow and painful deaths, perseverance, failure, illness, tribulation, inheritance, resignation, the vanquished, Sijan. Martial Arts.

Alchemical Exalted

Traits

The Alchemicals use Attributes as Traits, and they have six Castes, each with the three Caste Attributes:

Orichalcum: Strength, Charisma, Intelligence

Moonsilver: Dexterity, Appearance, Wits

Jade: Stamina, Charisma, Wits

Starmetal: Dexterity, Manipulation, Intelligence

Soulsteel: Stamina, Manipulation, Perception

Adamant: Strength, Appearance, Perception

Endowments

Axiomatic: For 1m, an Alchemical can increase their minimum die pool to (Essence/2) dice against a creature condemned by the Great Maker. This includes any manifestations of Gremlin Syndrome or Gremlintech or the Wyld. The Dead of lower Essence is a valid target by pattern association, but Creatures of Death of higher Essence and other Primordial souls and works are beyond Autochthon's sanction.

Machine Nature: The Alchemicals need no air, cannot starve to death and do not age.

Charm slots: The Alchemicals have a limited number of charms slots to install known charms in. They can swap them at the vats at any time. The Alchemicals have a base of (Essence + 3) Dedicated charm slots, that can house only Caste or Favored Charms, and the same number of General slots in which any charm can be installed.

Optimization: Alchemicals can use Ways multiple times in their Native charms, but only to Optimize the effects. Each additional instance of a Way so included adds +1 to the (X) of the first one, up to a double normal (X); the mote cost is increased as appropriate for each Way included.

Design – Alchemicals

Existing between Terrestrial and Celestial power levels, Alchemicals occupy a unique niche in their simultaneously vast and limited versatility. They can customize themselves for a specialization easily, but if denied access to the vats or caught unprepared can be dangerously exposed. Their Clarity also provides a unique set of circumstances.

Capabilities

Charms: (X) = (Attribute/2). Each Alchemical charm is Named. Alchemicals do not use Improvised Native charms and do not learn Ways separately. Charms require installation in one of the Alchemical's charms slots. Submodules are upgrades to a charm, allowing it to function slightly differently: changing application of Ways or adding additional ones. They can only be used when the parent charm is installed. Final say on what can constitute a Submodule and what is a separate charm is left to the Storyteller's discretion. Normal (X) and Ways per charm limits of Trait and Essence still apply.

Native Ways are:

- **Overwhelming:** Add (X) dice, or double a static defense, for a single action.
- **Exemplar:** Treat 5s as successes (and 9s as double successes if the (X) is 3+), or double static value, for a single action.

Charm themes: Mechanisms, Integration, Construction

Other: Alchemicals can learn sorcery of the First Circle and Terrestrial Martial Arts Styles. They possess their own form of «Sorcery», called Protocols; see below for details.

Anima banner

0. **Dim:** Anima is invisible and silent.
1. **Glowing:** Tiny sparkles of Essence dance around the Exalt's soulgem and active charms. When he spends Essence, light arcs across his soulgem and charms in a flickering corona.
2. **Burning:** Aura of light in the colors of his Caste envelops the character's body, and active charms are ablaze with actinic radiance. Stealth is impossible. When the Exalt spend Essence, he leaves shining traces of light on whatever he is in contact with.
3. **Iconic:** Exalt's aura becomes a radiant field of discharged power, humming electrically, and his active charms thunder with cracks or vents of energy. When the Exalt spend Essence, his anima expand into his iconic display of industrial power.

Anima effects

Orichalcum: 1m to add +1 both Damage and Soak for a turn. Free at Iconic.

Moonsilver: 1m to add +1 both Evasion and Initiative for a turn. Free at Iconic.

Jade: 1m to add +1 Soak and +2 to Stamina rolls for a turn. Free at Iconic.

Starmetal: 1m to add +1 both Damage and Initiative for a turn. Free at Iconic.

Soulsteel: 1m to add +1 both Resolve and Soak for a turn. Free at Iconic.

Casteless: For 1m, eyewitnesses roll (Wits or Integrity) at $-(\text{Essence}/2)$ at the end of the scene or forget all details about the Alchemical. Free (automatic) at Iconic.

Alchemical character creation

1. Have an idea and general concept.
2. Choose a Caste. Assign 1 Favored Attribute in Caste Attributes. Assign 2 additional Favored Attributes wherever you want.
3. Traits begin with one dot in each. Favored Traits gain a dot from being Favored. Distribute 6 dots in Caste and Favored Attributes. Distribute additional 8 dots as desired. Alchemical Traits can be of a maximum of 5 (6 in Favored).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them.
5. Starting Essence for Alchemicals is 2.
6. Calculate Essence pool: $(\text{Essence} \times 2) + (\text{Highest Virtue} \times 2)$.
7. Create enough charms to fill all the available charm slots.
8. Distribute 4 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting equipment.
11. Calculate static values.
14. Record Health levels. Each character begins with -0 -1 -1 -3 -3 levels. Alchemicals can have a maximum of 8x-3, 8x-1 and 7x-0 health levels, and use charms slots to increase current health (see sidebar).
12. Here is your shovel.

Matters of Size

Human-sized frame cannot support Essence ratings higher than 5 for the Alchemicals. As the part of the improvement process, they are rebuilt into massive armored frames: for Essence 6 – 5-7 meters in height (Size 2), for Essence 7 – 6-10 (Size 3). Alchemicals of Essence 8+ are rebuilt into cities, and have Dominions to reflect that, with Building-sized charms as Features to affect the whole Dominion for Leading Actions.

Protocols

Protocols are a form of sorcery (pattern spiders backdoor commands, technically). It follows the same rules, except as outlined below:

- Only spells are used, workings are not used.
- Initiations and Rites are not used.
- Protocols can be paid for from personal mote pool at 1 to 1 cost.
- Outside of Fate or Design of Autochthon, the cost to weave a protocol is doubled.
- There are only two Circles:
 1. Man-Machine Protocol: maximum cost is 6.
 2. God-Machine Protocol: maximum cost is 13.

Anyone can be implanted with Man-Machine Protocol Weaver, but only Alchemicals can access the God-Machine Protocol Weaver. Both are irremovable Intelligence charms, taking up slots as normal.

Charm slots applications

Alchemicals are very versatile. Their charm slots, besides being used for charms, can be also used in the following ways:

- Use a Stamina charm slot to increase current health levels by 2 per slot, starting with the lower ones. The process of installation and removal is the same as with normal charms.
- Integrate an Artifact: one slot provides 2 additional Attunement. Dedicated slots can be used to attune to an Artifact of the Caste material, and General slot can support any Artifact.
- Large Alchemicals can use a charm slot to store a replica of his smaller body, which it can use as an avatar.

Clarity

Instead of Limit track, the Alchemicals have Clarity. As it rises, the Alchemical draws away from imperfections of humanity towards the cold logic of the machine. The effects are outlined below. The Alchemicals do not enter normal Limit Breaks, instead entering the Full Synchronization state, below, and can remain in it indefinitely.

Clarity 0-1: the Alchemical's thought processes are completely human.

Clarity 2-3: the Exalt grows colder, and often seems impatient with or disdainful towards mortal failings. All social rolls not pertaining to intimidation are at -1 penalty, as are all Compassion rolls. Communications with machines and beings of equal or greater Clarity are unaffected. Minor emotion-based Intimacies and similar effects are suppressed.

Clarity 4-5: The Exalt has progressed beyond humanity. Any emotional needs are taken into account only from the perspective of logic. Previous stage's penalty rises to -2, and Major emotion-based Intimacies are suppressed as well. However, the Alchemical gets +1 bonus to any Mental rolls involving logic, and to all Temperance rolls.

Full Synchronization: The Exalt is a being of pure machine logic, humanity and emotions merely a fragment of his efficiency calculations. Previous stage's penalty rise to -3, and all emotion-based Intimacies are suppressed. Previous stage bonuses rise to +2. This is effectively a Clarity 6 condition, and all further Clarity gains are ignored.

Gaining Clarity

- +1 instead of each point of Limit he would get.
- +1 when he acts against an emotion-based Intimacy.
- +1 for each week spend without meaningful, non-violent contact with people (spirits of Autochthon and other Alchemicals do not count).
- +1 for a scene in which he uses an Exemplar charm.

Losing Clarity

At the end of a scene in which the Alchemical meaningfully interacts with normal humans, roll Compassion (applying penalties according to current Clarity). Add one bonus die to this roll if the Alchemical bears an emotional Intimacy toward any of the humans with whom she interacted. If the roll is successful, the Exalt loses one point of temporary Clarity. On a botch, the Alchemical's alienation deepens, and she gains a point of temporary Clarity. Only one point of Clarity may be lost in this manner each day.

In addition, the Alchemical loses a point of Clarity when the action he enhanced with a Virtue channel was successful.

Alchemical character advancement

The Alchemicals can only advance Virtues and non-Native charms by training. Anything else requires refitting the Alchemical in the vats, modifying his body, mind and soul via complex surgical procedures. Developing a charm requires some time, but it can be easily installed or removed and stored until needed.

	Cost, xp	Time
Upgrading Trait, Caste or Favored	(new level)x3	(New level) weeks in vats
Upgrading Trait, non-Caste	(new level)x4	(New Level) weeks in vats
Developing Named Charm, Caste or Favored	(Ways)	(Ways) days
Developing Named Charm, other	(Ways)+1	(Ways x 2) days
Submodule	(Ways/2)	(Ways x 2) days
Installing a charm	-	5 hours in vats
Removing a charm	-	5 minutes in vats
New spell	(Circle)	(Circle) weeks
New Protocol	(Circle)	(Circle) weeks
New Evocation	(Ways)	(Ways) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	2	
Essence	(new level)x2	(current rating) months in vats
Martial arts Technique, base	2	One month

Time indicated assumes vigorous training when relevant, 8 hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. Paced Lore on behalf of the teacher can shorten training time.

Alchemicals can learn Martial Arts Techniques as normal Named charms. These charms, however, do not take slots, as they represent the Alchemical's own capabilities; however, any Overwhelming Way used must be installed in existing charms to be used in Techniques.

City-Sized Municipal charms are represented as additional positive Features for permanent structures, or just normal charms for Leading actions. They take slots either way.

Characters, Mortal

Heroic Mortals

Traits

Warrior: Archery, Martial Arts, Melee, Thrown, War.

Priest: Integrity, Presence, Performance, Resistance, Survival.

Scholar: Craft, Investigation, Lore, Medicine, Occult.

Criminal: Athletics, Awareness, Dodge, Larceny, Stealth.

Broker: Bureaucracy, Linguistics, Ride, Sail, Socialize.

Endowments

Heroic Will: Instead of a mote pool, mortal characters have a pool of willpower (wp) equal to (1 + highest Virtue). It can be only spent instead of Essence to reject Social Influence and automatically succeed on a roll to remain conscious for a turn.

Enlightenment

Enlightened mortals gain Essence pool of (Essence + Highest Virtue) instead of willpower pool. It depends on a game whether the character is Enlightened or not.

Capabilities

Mortals cannot normally use charms or Artifacts that require commitment. Enlightened mortals can learn First Circle Sorcery or Necromancy, Terrestrial Martial Arts and Evocations. Mortals do not have any Native charms or Ways.

Design – Mortals

Here is your Dante Must Die mode. Enjoy.

Mortals roll to heal only once per week, experience blood loss (Hazard 1/minute) if wounded below -1, pass out if their wound penalty exceed Resistance (roll to resist for a turn), are subject to diseases that other beings ignore, and are otherwise inconvenienced. At least they breed quickly and can Exalt sometimes.

Mortal character creation

To create a Mortal character, do the following:

1. Have an idea and general concept.
2. Choose a Caste. Assign 1 Favored Ability in Caste Abilities. Assign 1 additional Favored Ability wherever you want.
3. Traits begin at 0 dots. Favored Traits gain a dot from being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 15 dots as desired. Mortal Traits can be raised to a maximum of 4 (5 for Favored Traits).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them, up to a 5-dot maximum.
5. Starting Essence for mortals is 1. Mortals cannot raise Essence above 3.
6. Calculate Essence pool if Enlightened: (Essence + highest Virtue).
7. Enlightened mortals acquire up to 3 charms/spells/evocations.
8. Distribute 5 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Spend some additional xp, if your storyteller is feeling generous.
11. Record starting equipment.
12. Calculate static values.
13. Record Health levels. Each character has five health levels: -0 -1 -1 -3 -3.
14. Here is your shovel.

Mortal character advancement

Subject	Cost, xp	Time
Trait, Caste or Favored	(new level)x2	(current level) months
Trait, other	(new level)x3	(current level) months
New spell	(Circle)	(Circle) weeks
New Evocation	(Ways)	(Ways) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	2	
Essence	(new level)x5	(current level)x2 months
Martial arts Technique	(Ways) +1	(Ways) months

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. Paced Lore on behalf of the teacher can shorten training time.

Half-blooded

Traits

Warrior: Archery, Martial Arts, Melee, Thrown, War.

Priest: Integrity, Presence, Performance, Resistance, Survival.

Scholar: Craft, Investigation, Lore, Medicine, Occult.

Criminal: Athletics, Awareness, Dodge, Larceny, Stealth.

Broker: Bureaucracy, Linguistics, Ride, Sail, Socialize.

Endowments (choose one)

Fae-blooded: Trait maximums are increased by 1. Favored Traits begin with an additional free dot.

Half-Caste: Choose up to five Abilities closest to the parent(s)' Caste(s). Increase the (X) to (Essence) for the charms in these Abilities.

God-blooded: Can safely sustain additional (Essence) Gift points; begins with the appropriate number of Gifts. Additional Gifts can manifest themselves as this maximum rises. Also applies to demon-blooded.

Ghost-blooded: double the starting number of charms. Respire Essence as a Creature of Death. Become a ghost at death.

Capabilities

Half-blooded can only use Named Native charms, with the (X) of (Essence/2). Half-blooded can learn First Circle Sorcery or Necromancy, Terrestrial Martial Arts and Evocations.

Half-blooded character creation

To create a Half-blooded character, do the following:

1. Have an idea and general concept.
2. Choose a Caste. Assign 1 Favored Ability in Caste Abilities. Assign 1 additional Favored Ability wherever you want.
3. Traits begin at 0 dots. Favored Traits gain a dot from being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute

additional 15 dots as desired. Half-blooded Traits can be raised to a maximum of 5 (6 for Favored Traits).

4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them, up to a 5-dot maximum.
5. Starting Essence for Half-blooded is 1. Half-blooded cannot raise Essence above 3 without becoming another being.
6. Calculate Essence pool: (Essence + highest Virtue).
7. Create up to 3 Named charms.
8. Distribute 5 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Spend some additional xp, if your storyteller is feeling generous.
11. Record starting equipment.
12. Calculate static values.
13. Record Health levels. Each character has five health levels: -0 -1 -1 -3 -3.
14. Here is your shovel.

Design – Half-blooded

Way less powerful than most, but it's something. Half-Blooded still have all the mortal vulnerabilities to disease and such, and mortal healing rates.

Half-blooded character advancement

Subject	Cost, xp	Time
Trait, Caste or Favored	(new level)	(current level) weeks
Trait, other	(new level)+1	(current level) months
Named charm	(Ways)x2	(Ways) weeks
New spell	(Circle)	(Circle) weeks
New Evocation	(Ways)	(Ways) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	2	
Essence	(new level)x5	(current level)x2 months
Martial arts Technique	(Ways) +1	(Ways) months

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. Paced Lore on behalf of the teacher can shorten training time.

Characters, Spirits

Gods

Traits

Physical: Strength, Dexterity, Stamina

Social: Charisma, Manipulation, Appearance

Mental: Perception, Intelligence, Wits

Endowments

Spirit: You can raise Traits up to the maximum of (Essence) and support additional (Essence) points of Gifts. You are naturally immaterial, and can hear successful prayers directed to you.

Mandate of Subordination: By spending 1m and an action, you can give a command to a spirit under your command. It must take (Essence difference) Limit at once to be able to resist it and other orders for a scene.

Divine Panoply: The Artifacts in your panoply count as part of the body for all purposes as long as you live.

Capabilities

Charms: (X) = (Essence) for the charms relevant to the spirit's Domain, (Essence/2) for other charms. Domains are usually narrow for small divinities, and broad for more powerful gods. Gods only use Named charms.

Native Way is:

- **Subordinate:** Convert a one or more pairs of failed dice to one success per pair, up to a total of (X) successes, or double a static value, for a single action.

Charm themes: Depend on the god's Domain.

Other: Gods can learn Sorcery, Martial Arts and Evocations as normal, but most don't bother to.

Divine Might

These rules should suffice for most gods, even the mightiest ones. However, the Storyteller and players are encouraged to come up with a unique Endowment or two for powerful gods to further expand on the particularities of a divinity. Incarnae, for example, will have their Exalt's Native Ways.

God character creation

1. Have an idea and general concept.
2. Decide on the power level – the starting Essence.
3. Assign two Favored Attributes.
4. Traits begin with one dot in each. Favored Traits gain a dot from being Favored. Distribute (4 + Essence) dots in Favored Attributes. Distribute additional (6 + Essence) dots as desired. Spirit Traits can be of a maximum of (5 or Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
5. Virtues begin with 1 dot in each. Distribute an additional (5 + Essence) dots between them.
6. Calculate Essence pool: (Essence × 2) + (sum of Virtues).
7. Acquire (3 + Essence) Named charms.
8. Distribute (3 + Essence) dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting equipment.
11. Calculate static values.
12. Record Health levels. Each character has (Essence) of each -0, -1 and -3 health levels. This increases with Essence.
13. Here is your shovel.

God Character Advancement

	Cost, xp	Time
Trait, Favored	(new level)×3	Instant
Trait, other	(new level)×4	Instant
Named Charm, Favored only	(Ways)	Instant
Named Charm, mixed	(Ways) +1	Instant
Reassign Gifts	1	Story reasons
New spell	(Circle) × 2	(Circle) weeks
New Evocation	(Circle) × 2	(Circle) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	3	
Essence	(new level)×3	Story reasons
Martial arts Technique	(Ways) +1	(Ways) months

Most abilities come naturally to spirits. Without a competent teacher or other source of knowledge, things that rely on academic knowledge can be impossible to learn. Paced Lore on behalf of the teacher can shorten training time.

Elementals

Traits

Physical: Strength, Dexterity, Stamina

Social: Charisma, Manipulation, Appearance

Mental: Perception, Intelligence, Wits

Endowments

Elemental: You can raise Traits up to the maximum of (Essence) and support additional (Essence) points of Gifts. You are naturally material, immune to the natural instances of your own element and can move through it freely.

Draconic Evolution: when an elemental reaches Essence 6, it undergoes a transformation in a draconic form. He can now fly in addition to any normal movement, and is of (Essence - 5) Size. Many dragons learn charms to temporarily transform back into smaller forms for convenience.

Capabilities

Charms: (X) = (Essence - 1). Elementals only use Named charms. They do not have Native Ways.

Charm themes: per Element.

Other: Elementals can learn Sorcery, Martial Arts and Evocations as normal, but most don't bother to.

Elemental Might

These rules should suffice for most elementals, even the mightiest ones. However, the Storyteller and players are encouraged to come up with a unique Endowment or two, especially for unusual beings. This is in addition to Gifts customization. Many Elemental Endowments rely on the contact with the appropriate Element.

Stranger Things

These rules can also be applied to Autochthonian elementals of Crystal, Lightning, Oil, Steam and Smoke, as well as Methodys and, perhaps, other beings of elements foreign to Creation.

Elemental character creation

1. Have an idea and general concept.
2. Decide on the power level – the starting Essence, and choose an Element.
3. Assign two Favored Attributes.
4. Traits begin with one dot in each. Favored Traits gain a dot from being Favored. Distribute (3 + Essence) dots in Favored Attributes. Distribute additional (5 + Essence) dots as desired. Spirit Traits can be of a maximum of (5 or Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
5. Virtues begin with 1 dot in each. Distribute an additional (5) dots between them.
6. Calculate Essence pool: (Essence x 2) + (sum of Virtues).
7. Acquire (2 + Essence) Named charms.
8. Distribute (2 + Essence) dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting equipment.
11. Calculate static values.
12. Record Health levels. Each character has (Essence) of each -0, -1 and -3 health levels. This increases with Essence.
13. Here is your shovel.

God Character Advancement

	Cost, xp	Time
Trait, Favored	(new level)x3	Instant
Trait, other	(new level)x4	Instant
Named Charm, Favored only	(Ways)	Instant
Named Charm, mixed	(Ways) +1	Instant
Reassign Gifts	3	Story reasons
New spell	(Circle) x 2	(Circle) weeks
New Evocation	(Circle) x 2	(Circle) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	3	
Essence	(new level)x3	Story reasons
Martial arts Technique	(Ways) +1	(Ways) months

Most abilities come naturally to spirits. Without a competent teacher or other source of knowledge, things that rely on academic knowledge can be impossible to learn. Paced Lore on behalf of the teacher can shorten training time.

First Circle Demons

Traits

Physical: Strength, Dexterity, Stamina

Social: Charisma, Manipulation, Appearance

Mental: Perception, Intelligence, Wits

Endowments

Spirit: You can raise Traits up to the maximum of (Essence) and support additional (Essence) points of Gifts. You are naturally immaterial, and can hear successful prayers directed to you.

Descending Hierarchy: First Circle Demons cannot advance to Essence 6+ without being adopted as someone's soul or the explicit permission of the Storyteller.

Come Unbidden: you have a clause that allows you to slip through the prison of Malfeas and enter Creation. It is sufficiently rare that it is not an everyday occurrence, but it happens often enough for the story.

Capabilities

Charms: (X) = (Essence). First Circle Demons only use Named charms. They are usually few and pertain to their functions. First Circle Demons have no Native Ways.

Charm themes: By the demon's role.

Other: Demons of the First Circle can learn Sorcery, Martial Arts and Evocations as normal, but most don't have the opportunity to. First Circle demons must have Backing of at least ● to be considered Citizens of the Demon City.

Spirits and Immortality

Spirits are unaging, requiring no sustenance and no rest. They can be killed, but that would not probably be the end: when a spirit dies, roll its (Essence + Cult): on a success, it reforms in his sanctuary after a year and a day; a month on a critical success. Failure means waiting another year, or decade on a critical failure. The only way to is to kill it with an attack enhanced by a special charm, requiring Supernatural 3 (and enough successes). Third Circle Demons needs both parts permanently killed to die completely.

First Circle character creation

1. Have an idea and general concept.
2. Decide on the power level – the starting Essence, and the purpose of the demon.
3. Assign two Favored Attributes.
4. Traits begin with one dot in each. Favored Traits gain a dot from being Favored. Distribute (5 + Essence) dots in Favored Attributes. Distribute additional (3 + Essence) dots as desired. Spirit Traits can be of a maximum of (5 or Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
5. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them.
6. Calculate Essence pool: (Essence x 2) + (sum of Virtues).
7. Acquire (2 + Essence) Named charms.
8. Distribute (Essence) dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting equipment.
11. Calculate static values.
12. Record Health levels. Each character has (Essence) of each -0, -1 and -3 health levels. This increases with Essence.
13. Here is your shovel.

First Circle Demon Character Advancement

	Cost, xp	Time
Trait, Favored	(new level)x3	Instant
Trait, other	(new level)x4	Instant
Named Charm, Favored only	(Ways)	Instant
Named Charm, mixed	(Ways) +1	Instant
New spell	(Circle) x 2	(Circle) weeks
New Evocation	(Circle) x 2	(Circle) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	3	
Essence	(new level)x3	Story reasons
Martial arts Technique	(Ways) +1	(Ways) months

Most abilities come naturally to spirits. Without a competent teacher or other source of knowledge, things that rely on academic knowledge can be impossible to learn. Paced Lore on behalf of the teacher can shorten training time.

Second Circle Demons

Traits

Physical: Strength, Dexterity, Stamina

Social: Charisma, Manipulation, Appearance

Mental: Perception, Intelligence, Wits

Endowments

Spirit: You can raise Traits up to the maximum of (Essence) and support additional (Essence) points of Gifts. You are naturally immaterial, and can hear successful prayers directed to you.

Descending Hierarchy: You are a part of a Third Circle Demon, embodying its inclination to protect (Warden), gratify (Indulgent), define (Defining), communicate (Messenger), express (Expressive), reflect (Reflective) and understand (Wisdom). You must maintain a relevant Defining Intimacy.

Mandate of Subordination: By spending 1m and an action, you can give a command to a First Circle Demon you have power over by the right of creation or dominion. It must take (Essence difference) Limit at once to be able to resist it and other orders for a scene, but he'd better not. Your wrath will be terrible.

Divine Panoply: The Artifacts in your panoply count as part of the body for all purposes as long as you live.

Come Unbidden: you have a clause that allows you to slip through the prison of Malfeas and enter Creation.

Capabilities

Charms: (X) = (Essence). Second Circle Demons only use Named charms.

Native Way is:

- **Subordinate:** Convert a one or more pairs of failed dice to one success per pair, up to a total of (X) successes, or double a static value, for a single action.

Charm themes: Depend on the demon's nature.

Other: Demons can learn Sorcery, Martial Arts and Evocations as normal, but most don't bother to.

Second Circle Demon character creation

1. Have an idea and general concept.
2. Second Circle Demons begin with Essence 5.
3. Assign two Favored Attributes.
4. Traits begin with one dot in each. Favored Traits gain a dot from being Favored. Distribute (5 + Essence) dots in Favored Attributes. Distribute additional (6 + Essence) dots as desired. Spirit Traits can be of a maximum of (5 or Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
5. Virtues begin with 1 dot in each. Distribute an additional (5 + Essence) dots between them.
6. Calculate Essence pool: (Essence x 2) + (sum of Virtues).
7. Acquire (5 + Essence) Named charms.
8. Distribute (2 + Essence) dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting equipment.
11. Calculate static values.
12. Record Health levels. Each character has (Essence) of each -0, -1 and -3 health levels. This increases with Essence.
13. Here is your shovel.

Second Circle Demon Character Advancement

	Cost, xp	Time
Trait, Favored	(new level)x3	Instant
Trait, other	(new level)x4	Instant
Named Charm, Favored only	(Ways)	Instant
Named Charm, mixed	(Ways) +1	Instant
Reassign Gifts	1	Story reasons
New spell	(Circle) x 2	(Circle) weeks
New Evocation	(Circle) x 2	(Circle) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	3	
Essence	(new level)x3	Story reasons
Martial arts Technique	(Ways) +1	(Ways) months

Most abilities come naturally to spirits. Without a competent teacher or other source of knowledge, things that rely on academic knowledge can be impossible to learn. Paced Lore on behalf of the teacher can shorten training time.

Third Circle Demons

Traits

Physical: Strength, Dexterity, Stamina

Social: Charisma, Manipulation, Appearance

Mental: Perception, Intelligence, Wits

Endowments

Spirit: You can raise Traits up to the maximum of (Essence) and support additional (Essence) points of Gifts. You are naturally immaterial, and can hear successful prayers directed to you.

Descending Hierarchy: You are a part of a Yozi, embodying a Facet of its nature. You must maintain a relevant Defining Intimacy. You receive seven instances of Followers ●●● Advantage to represent your Second Circle Souls. You are also another thing or place.

Mandate of Subordination: By spending 1m and an action, you can give a command to a First or Second Circle Demon you have power over by the right of creation or dominion. He must take (Essence difference) Limit at once to be able to resist it and other orders for a scene, but he'd better not. Your wrath will be beyond terrible.

Divine Panoply: The Artifacts in your panoply count as part of the body for all purposes as long as you live.

Come Unbidden: you have a clause that allows you to slip through the prison of Malfeas and enter Creation.

Capabilities

Charms: (X) = (Essence). Third Circle Demons only use Named charms.

Native Way is:

- **Subordinate:** Convert a one or more pairs of failed dice to one success per pair, up to a total of (X) successes, or double a static value, for a single action.

Charm themes: Depend on the demon's nature.

Other: Demons can learn Sorcery, Martial Arts and Evocations as normal, but most don't bother to.

Third Circle Demon character creation

1. Have an idea and general concept.
2. Second Circle Demons begin with Essence 8.
3. Assign two Favored Attributes.
4. Traits begin with one dot in each. Favored Traits gain a dot from being Favored. Distribute (5 + Essence) dots in Favored Attributes. Distribute additional (Essence x 2) dots as desired. Spirit Traits can be of a maximum of (5 or Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
5. Virtues begin with 1 dot in each. Distribute an additional (5 + Essence) dots between them.
6. Calculate Essence pool: (Essence x 2) + (sum of Virtues).
7. Acquire (5 + Essence) Named charms.
8. Distribute (Essence x 2) dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting equipment.
11. Calculate static values.
12. Record Health levels. Each character has (Essence) of each -0, -1 and -3 health levels. This increases with Essence.
13. Here is your shovel.

Third Circle Demon Character Advancement

	Cost, xp	Time
Trait, Favored	(new level)x3	Instant
Trait, other	(new level)x4	Instant
Named Charm, Favored only	(Ways)	Instant
Named Charm, mixed	(Ways) +1	Instant
Reassign Gifts	1	Story reasons
New spell	(Circle) x 2	(Circle) weeks
New Evocation	(Circle) x 2	(Circle) months
New Advantage	(new level)	Off-screen
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	3	
Essence	(new level)x3	Story reasons
Martial arts Technique	(Ways) +1	(Ways) months

Most abilities come naturally to spirits. Without a competent teacher or other source of knowledge, things that rely on academic knowledge can be impossible to learn. Paced Lore on behalf of the teacher can shorten training time.

Characters, The Dead

Heroic Ghosts

Traits

Warrior: Archery, Martial Arts, Melee, Thrown, War.

Priest: Integrity, Presence, Performance, Resistance, Survival.

Scholar: Craft, Investigation, Lore, Medicine, Occult.

Criminal: Athletics, Awareness, Dodge, Larceny, Stealth.

Broker: Bureaucracy, Linguistics, Ride, Sail, Socialize.

Endowments

Spirit: You can raise Traits up to the maximum of (Essence) and support additional (Essence) points of Gifts. You are naturally immaterial, and can hear successful prayers directed to you.

Ghostly Nature: You are a Creature of Death. You divide your Intimacies between Fetters (attachments to things, objects or people) and Passions (reasons for lingering). You can respire Essence normally in Creation if you are near your Fetter to a thing of Creation, and may rest in them. The Ratings of Fetters and Passions may be reduced as any Intimacies are, but raised only with Experience.

Resisting the Call: When killed, roll (highest Fetter + one die for each additional one). On a success, you reform in (Essence) days, hours on critical success, with no health. On a failure, you enter Lethe. On a critical failure, you fall to Oblivion.

When entering a Limit Break, roll (highest Passion + one die for each additional one). On a success, you suffer Limit break as normal, or instantly end it on a critical success. On a failure, you enter Lethe. On a critical failure, you fall to Oblivion.

When you fail, you may choose to reduce one of your Fetters or Passions respectively by a level to count the result as a success.

Specter: Servants of the Neverborn follow the same rules, but they always fall to Oblivion on failure; however they add (Whispers) to both rolls and instead of reducing an Intimacy, they may choose to replace it with something sufficiently deranged and morbid.

Capabilities

Charms: (X) = (Essence). Ghosts only use Named charms, called Arcanoi, and can only learn them in thematic chains called Arts: to learn a charm, a ghost must already know at least one charm from the same Art that has one less Way in it. One-Way charms can be learned as the beginning of the chain.

Some known Arts, for example, include:

- **Chains of the Ancient Monarchs**, charms of suppression and dominance.
- **Essence-Measuring Thief Arts**, charms that enable the detection, manipulation and theft of Essence.
- **Noble Craftsman Ways**, charms for working soulsteel and relic materials of the Underworld.
- **Savage Ghost Tamer Arts**, charms for wrangling the po (lower soul) of the dead.
- **Shifting Ghost-Clay Path**, charms for reshaping the corpus of a ghost.
- **The Stringless Puppeteer Art**, charms for manipulating the living.
- **Tangled Web Arts**, charms that give the ghost power over their Fetters.
- **Tenacious Merchant's Way**, charms for interacting with the undead economy.
- **Terror-Spreading Art**, charms that horrify onlookers.

Other: Ghost can learn Necromancy, Martial Arts and Evocations as normal.

Ghost character conversion

If someone has died and returned as a ghost:

1. Essence, Virtues and Traits remain unchanged.
2. Convert all known charms and Ways back to experience.
3. Reclassify Intimacies as Fetters and Passions.
4. Essence pool is now (Essence x 2) + (Sum of Virtues).
5. Change Endowments.
6. Remove inappropriate Advantages.
7. Calculate static values.
8. Record Health levels. Each character has (Essence) of each -0, -1 and -3 health levels. This increases with Essence.
9. Here is your shovel. Again.

Ghost character creation

To create a Ghost character for the beginning of a campaign, do the following:

1. Have an idea and general concept.
2. Ghosts begin with Essence 1.
3. Assign two Favored Attributes.
4. Choose a Caste. Assign 1 Favored Ability in Caste Abilities. Assign 1 additional Favored Ability wherever you want.
5. Traits begin at 0 dots. Favored Traits gain a dot from being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 15 dots as desired. Traits can be of a maximum of (5 or Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
6. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them.
7. Calculate Essence pool: $(\text{Essence} \times 2) + (\text{sum of Virtues})$.
8. Acquire 5 Named charms.
9. Distribute 5 dots of Advantages. Advantages not purely related to the Underworld cost double.
10. Choose one Major and one Defining Fetter and one Major and one Defining Passion.
11. Record starting equipment.
12. Calculate static values.
13. Record Health levels. Each character has (Essence) of each -0, -1 and -3 health levels. This increases with Essence.
14. Here is your shovel.

Ghost Character Advancement

	Cost, xp	Time
Trait, Caste or Favored	(new level)x2	(new level) months
Trait, non-Caste	(new level)x3	(new level) years
Named Charm, Favored only	(Ways)	(Ways) weeks
Named Charm, mixed	(Ways) +1	(Ways) months
Reassign Gifts	-	Need to be Moliated
New spell	(Circle) x 2	(Circle) weeks
New Evocation	(Circle) x 2	(Circle) months
New Advantage	(new level)*	Off-screen.
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	3	
Essence	(new level)x5	Story reasons
Martial arts Technique	2	(Ways) months

* Advantages not purely related to the Underworld cost double.

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, most things are impossible to learn, especially charms. Paced Lore on behalf of the teacher can shorten training times.

The training times indicate exceptional ghosts of great adaptability. Normal ghosts take years and decades to learn.



Deathlords

Traits

Warrior: Archery, Martial Arts, Melee, Thrown, War.

Priest: Integrity, Presence, Performance, Resistance, Survival.

Scholar: Craft, Investigation, Lore, Medicine, Occult.

Criminal: Athletics, Awareness, Dodge, Larceny, Stealth.

Broker: Bureaucracy, Linguistics, Ride, Sail, Socialize.

Endowments

Spirit: You can raise Traits up to the maximum of (Essence) and support additional (Essence) points of Gifts. You are naturally immaterial, and can hear successful prayers directed to you.

Ghostly Nature: You are a Creature of Death. You divide your Intimacies between Fetters (attachments to things, objects or people) and Passions (reasons for lingering). You cannot channel Virtues. Instead, you can channel your Passions with the same effect. You can respire Essence normally in Creation if you are near your Fetter to a thing of Creation, and may rest in them. The Ratings of Fetters and Passions may be reduced as any Intimacies are, but raised only with Experience.

Undying Lord: When killed, roll (highest Fetter + one die for each additional one). On a success, you reform in (Essence) days, weeks on a failure, and months on a critical failure. If killed with charms that cause permanent death to spirits, you return after a year and a day on a success, after (Essence) years on failure, and after century on a critical failure. Method of your true destruction is unique and obscure.

When entering a Limit Break, roll (highest Passion + one die for each additional one). On a success, you suffer Limit break as normal, or instantly end it on a critical success. On a failure, the storyteller may choose to remove one of your Intimacies or replace it with something sufficiently deranged and morbid.

Shapeshifting: by spending 1m and an action, a Deathlord may rearrange his Gifts and/or change his form however he wishes.

Command the Dead: By spending 1m and an action, you can give a command to a creature of Death of lower Essence, except to other Deathlords and Abyssal Exalted. The target must take (Essence difference) Limit at once to be able to resist it and other orders for a scene, but he'd better not if it values its pathetic existence. Simple mindless undead obey at no cost.

Capabilities

Charms: $(X) = ((\text{Essence}/2) + 1)$. Deathlords can buy both Named charms and Ways separately.

Named charms, called Arcanoi, are learned in thematic chains called Arts: to learn a charm, a ghost must already know at least one charm from the same Art that has one less Way in it. One-Way charms can be learned as the beginning of the chain.

Deathlords use Improvised charms by paying a surcharge of 1m, and Named charms as normal. Native Way is:

- **Triumphant:** Convert up to (X) failed dice to successes, except those showing 1s, or double a static value, for a single action.

Other: Deathlords can learn Necromancy up to the Third Circle, and Celestial Martial Arts and Evocations as normal. Deathlords begin with Whispers • for free.

Deathlord character conversion

Requires a ghost or being of Essence 8+:

1. Essence, Virtues and Traits remain unchanged.
2. Convert all known charms except Arcanoi back to experience.
3. Reclassify Intimacies as Fetters and Passions.
4. Essence pool is now $(\text{Essence} \times 2) + (\text{Sum of Virtues})$.
5. Change Endowments.
6. Remove inappropriate Advantages.
7. Calculate static values.
8. Record Health levels. Each character has (Essence) of each -0, -1 and -3 health levels. This increases with the Essence.
9. Here is your shovel.

Deathlord character creation

To create a Deathlord character for the beginning of a campaign, do the following:

1. Have an idea and general concept.
2. Deathlords begin with Essence 8.
3. Assign two Favored Attributes.
4. Have an idea and general concept.
5. Choose a Caste. Assign 1 Favored Ability in Caste Abilities. Assign 3 additional Favored Abilities wherever you want.
6. Traits begin at 0 dots. Favored Traits gain a dot from being Favored. Distribute 20 dots in Caste or Favored Abilities. Distribute additional 25 dots as desired. Traits can be of a maximum of (5 or Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
7. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them.
8. Calculate Essence pool: $(\text{Essence} \times 2) + (\text{sum of Virtues})$.
9. Assign 5 Ways to Caste or Favored Traits and another 5 Ways wherever you want.
10. Acquire 5 Named charms.
11. Distribute 13 dots of Advantages. Advantages not purely related to the Underworld cost double.
12. Choose one Major and one Defining Fetter and one Major and one Defining Passion.
13. Record starting equipment.
14. Calculate static values.
15. Record Health levels. Each character has (Essence) of each -0, -1 and -3 health levels. This increases with the Essence.
16. Here is your shovel.

Deathlord Character Advancement

	Cost, xp	Time
Trait, Caste or Favored	$(\text{new level}) \times 2$	(new level) weeks
Trait, non-Caste	$(\text{new level}) \times 3$	(new level) months
New Way, Caste of Favored	3	One week
New Way, other	4	One month
Named Charm, Favored only	(Ways)	(Ways) days
Named Charm, mixed	(Ways) +1	(Ways) weeks
New spell	$(\text{Circle}) \times 2$	(Circle) weeks
New Evocation	$(\text{Circle}) \times 2$	(Circle) months
New Advantage	$(\text{new level})^*$	Off-screen.
Raise a Virtue	2	Instant, but needs story reasons
Lower a Virtue	3	
Essence	$(\text{new level}) \times 3$	Story reasons
Martial arts Technique	(Ways) +1	(Ways) months

* Advantages not purely related to the Underworld cost double.

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, most things are impossible to learn, especially charms. Paced Lore on behalf of the teacher can shorten training times.

The training times indicate exceptional ghosts of great adaptability. Normal ghosts take years and decades to learn.

Characters, Are You Fucking Serious?

Primordials

Traits and Essence

Primordial do not use Traits, calculating their dice pools differently (see below). They possess Essence 10 and functionally infinite mote pools, and so do not use mote mechanics, using Willpower (wp) instead. Willpower refreshes once per story. The Storyteller should also award wp for strategic successes, role-playing and advancements, sort of like the xp.

Endowments

Cosmic: What other beings achieve with charms, Primordials are by nature. In Essence, all their actions are inseparable from the Essence that supplements them. All their actions are supplemented by common Ways by default. To simplify, in rules it means the following:

- Size and distance does not exist for Primordials. They need not take movement actions to be anywhere they want at any point, unless directly opposed by some comparable power. Size never gives any benefits or penalties to Primordials or targets of their actions, and the Primordials can act on the Dominion scale, or appear as large or small as they want.
- Their actions and works are permanent, and equally affect all beings, material, immaterial or otherwise. They always Clash all actions.
- They may apply any effect achievable by a total of Supernatural (5) to any action at no cost, and another (5) by spending 1 Attention.
- They may affect any number of targets in a scene.

Focus and Turns

Primordials are vast beings. Focus (f) represents their capacity to allocate carrying degrees of attention to different places. It ranges from 1 to 10. When you want to participate in a scene, roll a Virtue relevant to it. You may allocate (1 + successes)f to that scene. Your

Focus needs to be committed to a local scene and returns to the available pool after it.

Resolution of a local scene takes one turn at the Primordial scale (long turn). You may participate in as much scenes per turn as your Focus allocation allows.

Facets and Souls

A Primordial's Intimacies are called Facets and are things that describe what it is, usually referring to the self, representing the aspects of the cosmos they are connected to. Each of the Facets is embodied in a Thirds Circle soul. The Defining ones are embodied in the fetich soul, the core of a Primordial's being. If a fetich dies, the Primordial implodes and reforms as lesser version of itself. Having more than one is not recommended. Facets cannot be changed through Social actions. You can have up to a (Sum of Virtues) Facets.

Dice pools and actions

Primordial's dice pools for actions are determined by what it is, as described in its Facets. Their Rating, Minor (1), Major (3) or Defining (5), in turn, provides a part of the dice pool:

Action aligns with a Facet: (10 + Facet Rating + Focus allocated to the scene).

Action is neutral: (5 + Focus allocated to the scene).

Action opposes a Facet: (Focus allocated to the scene).

Use the highest Facet Rating to determine the alignment of an action. In the case of a tie, the action counts neutral.

Exertion

The dice pools above represent the normal activity. The Primordial can also Exert its will. This replaces the normal Virtue channeling rules:

Exert: Spend 1wp to add (Virtue) dice to all rolls that align with the Virtue used for the rest of the local scene.

Attention

Attention is a Quality that acts as a measure of the Primordial's ability to remain in a scene while upholding position (whether Physical, Mental or Social). It is equivalent to a number of -0 Health levels that can also serve to absorb Mental and Social attacks. It is calculated as follows:

Attention: (Focus allocated to the scene) x 5.

Virtues and Limit

A Primordial has a Limit Track and gain Limit as normal, and although its Virtues are more in line with the concepts of Graces when applying them to actions, the general structure remains the same.

Choose two Primary Virtues: you can raise them up to a maximum of ten instead of the normal five.

Damage and Healing

Primordials cannot be hurt directly. When they lose all Attention and are dealt final blow in a scene, they simply withdraw from it, but suffer no lasting damage. Note that it means that while the Primordial can be persuaded to take certain actions, changing its nature is impossible without killing or transforming its component souls.

A Primordial can be inconvenienced by destroying one of its souls (both manifestation and geographical feature); until it is remade, its Facet Rating cannot be added to actions. Restoring or Growing a new soul takes a long turn, allocating 1f to it and spending 1wp.

Death of a fetich soul is a serious blow to a Primordial: doing so forces it to reform into a new being. Create a new character. You retain half xp of the previous one to spend on the new one. Existing souls are unaffected except for the ones destroyed because of the lowered Facets limit, if any.

To kill a Primordial and turn it into one of the Neverborn requires all of its component souls and the fetich soul being dead simultaneously. Note that it does usually lead to the formation of the Underworld and opening of the Void the first time it occurs in a setting.

Full Extent

The rules here assume that the Primordials themselves take direct action. Their component souls may be commanded to act independently, their world-body is probably a Dominion, and their possessions are too numerous to list. Use normal rules for all these assets. Or don't, and assume it already included in the Primordial's normal dice pools.

Primordial Character Creation

1. Have an idea and general concept.
2. Choose two Primary Virtues. They begin with 3 dots. Other Virtues begin with 1 dot. Distribute another 4 dots of Virtues.
3. Focus begins at 5.
4. Willpower begins at 3, and may be raised up to 10.
5. Record a Defining Facet.
6. Distribute 20 dots of Facets, costing 1 for Minor, 2 for Major, 3 for Defining.
7. Here is your shovel.

Primordial Character Advancement

	Cost, xp	Time
Raise a Virtue	(New Rating)	Instant, but need story reasons
Lower a Virtue	(Rating)	
Focus	(New Rating) x5	Instant
Willpower	(New Rating) x3	Instant

Primordials receive xp only for achieving story goals, at the Storyteller's discretion. Their style of play is more about allocation and strategy than direct actions. As such is much more goal-oriented.

Wyld life

Wyld is a region between the stability of Creation and antithetical non-reality of chaos outside. This region is roughly divided into three main zones. Bordermarches are dominated still by the forces and forms of Creation, warped rather than changed. Middlemarches is where the Wyld has made reality flow like wax, and where the majority of the Wyld's native inhabitants survive. Deep Wyld is where the Unshaped roam and chaos rules. An aspect of shinma Nirakara known as the Gateway of Sundraprisha leads from there to the abandonment of shape.

Before Bordermarches are the tainted lands where the Wyld washes over and receded in turn, leaving its marks. After the Deep Wyld lies Pure Chaos.

Geography

Places are measured by the locations of narrative significance (waypoints), and travel distances – in experience one must pass on the way to destination (journeys). Nothing happens on the journeys by definition. Time that pass on journeys is not important unless it is. For Creation-born each Journey corresponds to 1d10 hours by default. A canny trick allows shifting space in waypoints adjacent to Creation by making a Ring Shaping action, sliding 100km or real land per success.

Waypoints are scenes and measures of distance both. When a raksha “looks around” with a Ring Shaping action, it “sees” at several waypoints around: one waypoint corresponds to one range band. (Range 6 represents a whole zone, by quarter of Creation; 7 – either three zones on a quarter or one all around Creation; 8 – the whole Wyld). Waypoints are not measured by location, but by narrative intent, and shift and change easily. More stable ones, or the ones cared about, are usually recognizable.

Bordermarches are about 25 waypoints wide, with Middlemarches are 50, and Deep Wyld is another 25 waypoints long before the infinity of Pure Chaos. This numbers is highly approximate and change constantly.

Small islands of the Wyld exist in places in Creation, as well as pockets of stability in the Wyld, usually because of some powerful magics.

Wyld mutation

Even simply being in the Wyld carries dangers for body and soul. Treat this as an Environmental Hazard for any non-native being. Roll (Appearance/Integrity + Essence). The difficulty is as follows:

Zone	Interval	Rating	Penalty
Bordermarches	Month	1	-
Middlemarches	Week	3	-1
Deep Wyld	Day	5	-2
Pure Chaos	Minute	5	-3

Failing the roll inflicts Gifts points instead of damage. As this does not increase normal maximum, and neither is it limited to beneficial nor even useful Gifts, this can be quite inconvenient.

Sufficiently changed beings may have trouble returning to Creation. Note the number of Wyld Gift points and apply the following effects to the non-natives:

- In the normal maximum: all is well.
- More than normal maximum: One-die Temperance penalty. Unable to reproduce in Creation. After (Stamina/Resistance) month in Creation, take a level of unhealing damage every day until the return to the Wyld.
- More than twice the normal maximum: Temperance penalty is doubled. Middlemarches is the norm now: Bordermarches inflict damage as Creation before, Creation measures the available time in days and inflict damage hourly afterwards.

Characters that critically fail the resistance roll become assimilated; they are treated as natives and are no longer at risk of further mutations and some of the Wyld's naturally transformative Hazards. However, they lose their emotional depth and flexibility, becoming a living embodiment of their chosen story. Chose one defining Intimacy, remove all contradicting ones at the rate of one level per day, and add another Defining Intimacy to staying in the local Wyld to play out this story. These Intimacies cannot normally be changed.

Exalts, by design, cannot be assimilated by the Wyld. This is a blessing as much as a curse, as the Exalt will continue to acquire mutations and devolve indefinitely if exposed for long enough.

Shaping

To truly interact with the Wyld is to shape stories from the infinite possibilities. Characters do so using Graces, the Traits that represent the qualities of an Essence pattern. Shaping actions occur independently of local actions of the characters, on the meta-level. In the presence of a real person, Shapers are limited to one shaping action per scene. Between raksha, a scene is a turn in a shaping; lasting as long as needed in narrative time (this type of multi-scene is called a tale).

Unlike actions in Creation, there are no minimum Trait levels required for **Simple** actions. A single success is enough to completely reshape the environment of an entire waypoint, to summon a million-strong army, to compel the actions of other beings, or even to simply kill another being outright. These fantasies are very impressive, but of very limited reality. Other Shapers can simply remake it by Contesting the initial result with another Shaping action to seize control. Against Creation-born, fantasies have a dice pool of 0 dice if relevant (1 die on a critical). A character can ignore all effects of fantasies for a scene by taking 1 Limit point.

This fantasy affects stunts for the real actions that are taken within it. Besides providing anything the Shaper wants for stunting, it enables normally impossible actions (equivalent to Supernatural 1) and any action taken in opposition to it is at -(Shaper's Essence/2) penalty. On the other hand, getting 2-point stunts is almost guaranteed when acting in accordance to it.

On the other hand, real actions have no bearing on the result of the Shaping actions, serving as a food for stunts mostly. This concerns the Creation-born's interaction with Shaping. On the natives, only real actions have lasting effect: a raksha killed or turned to stone by a Shaping action can just Shape itself back to life; the one killed by a real person is dead forever.

Shaping actions can only be performed in the Wyld, Freeholds. Shaping cannot benefit from equipment or any other bonus other than specifically Shaping charms, Shaping weapons and Artifacts.

Non-raksha and Shaping

To participate in Shaping a being must have Graces. Raksha possess Graces by nature, but most being can have a set forged for them with the appropriate charms.

Graces

To participate in Shaping a being must have Graces. Raksha possess Graces by nature, but most being can have a set forged for. Graces are at the same time knots of gossamer, quasi-organs, metaphors and physical objects, often counting as Equipment and are as hard to damage as an attuned Artifact. Graces mechanically are an additional set of Traits and associated Qualities each that absorb Shaping Damage, each with (Essence + (Grace or Virtue)) levels. There are no wound penalties for taking Shaping Damage. For the Creation-born, Grace level equals that of the appropriate Virtue; for the raksha, their Graces are their only "real" Traits. Each Grace shapes certain concepts; see Shaping attacks.

Cup is Desirability, it invokes and feeds on Compassion that undermines Temperance. It evokes empathy from others. It makes one pleasing and necessary, and allows serving others on one's own terms. It draws on the shinma Dharma, which defines the principles of corrosion, ignorance and desire.

Ring is Self-Awareness, it represents and feeds on Temperance that limits the range of Valor. It is consciousness, the ability to define and understand oneself and the world, to set boundaries that one must not cross to remain oneself. It draws on the shinma Nirvishesha, which defines the principle of identity.

Staff is Law, it grants and feeds on Conviction that defines the circumstances of Compassion. It is social power, the ability to restrain oneself and others, to adhere to a code of behavior and to compel others to do so, to set boundaries others must not cross lest they undermine one's own importance. It draws on the shinma Nirvikalpa, which defines the principle of communication.

Sword is Greatness, it encourages and feeds on Valor that overwhelms Conviction. It is the ability to force and conquer, survive and be free, to be active force, the power of terror and glory. It draws on the shinma Nishkryia, which defines the principle of conflict.

Heart is Will; it is Essence and it allows existing. Only Raksha have Heart Graces. They contain their will, Essence and volition. It is not used for Shaping.

Other Graces can exist and be forged, representing other shinmatic principles, but those are rare.

Shaping Combat

Shaping Combat represents the competitive Shaping contests between the appropriate entities, which Shape dreams into traps, attempting to make other stories subservient to their own, thus gaining some benefit at the expense of others. It is resolved as a normal conflict that uses exclusively Graces as its Traits. Between raksha, a shaping attack or two is the norm: a game, a test of strength, a show of prowess. It is rarely pursued to the end and infliction of Consequences outside of hostile situations. Any actions that lastingly affect anything in the Wyld are, in essence, Shaping Combat.

Time and Space in Shaping Combat

Distances are measured in Waypoints instead of ranges. Initiative dice pool is increased by the sum of Feeding Graces for natives. Limit of one shaping action per scene applies in the presence of Creation-born as normal.

Shaping Attacks

The attacker decides what Grace to use. The Defender uses the same Grace to defend. Graces are always rolled and do not have static values. If the attack is successful, damage is dealt to the appropriate Grace's damage track. Each Grace is used in its own way, using different themes and inflicting different types of consequences.

Cup shapes addictive environments and stories of profound emotional impact. It creates comfort, lures, mysteries, passions, pleasures and subversion.

Ring shapes treasures of the Wyld and complex dreamscape-world-machines. It creates and changes physical objects and aspects of environment, natural and economic principles, histories, sciences and one's own Essence pattern.

Staff shapes social contexts. It creates societies, their motives, laws, customs and taboos, deceit, obligations, problems and interdependencies.

Sword shapes tales of battle. It creates wars, physical struggles and conflicts of all kind, scenes of heroic leadership and clashes of heroes and monsters.

Shaping Consequences

Each type of Shaping Damage affect separate track and have different Consequence resulting from it. After each scene/tale, a raksha heals up to (Essence) Cup, Ring or Sword damage levels in any combination and all of the Staff damage.

Cup: Ravishment. It is a form of spiritual mutilation, equivalent to a Crippling Consequence, leaving the victim unable to exercise a Virtue in a situation of the attacker's naming. It also restores the attacker 2m. A victim cannot be Ravished again or make Cup Shaping actions until it has recovered at least one point of Cup Damage.

Ravishing **Compassion** destroys the victim's empathy toward a specific target: a scene of civility gives 1 Limit. Cooperation gives (victim's Cup) Limit.

Ravishing **Conviction** makes the victim unable to bear a certain event (such as "diplomatic dinner" or "harm to me"). A scene of being a passive witness gives 1 Limit. Cooperation gives (victim's Cup) Limit.

Ravishing **Temperance** makes the victim unable to control a passion of the attacker's choosing (such as anger, despair or lust). Controlling the passion for a scene gives 1 Limit. Resisting active provocations gives (victim's Cup) Limit.

Ravishing **Valor** makes the victim terrified of something (such as spiders, a specific person, or a bird's song). Facing the terror for a scene gives 1 Limit. Actively confronting or challenging it gives (Victim's Cup) Limit.

Victims can recover from Ravishment as from a Crippling Consequence. Creation-born require powerful soul-mending magic; raksha must spend (Damaged Grace x 5) gossamer in addition to that.

Ravishing a **waypoint** removes the air of a specific Virtue from it. Raksha that feed on that Virtue only will find the waypoint as barren as Creation. This does not give motes, and the waypoint may never fully recover or even fall out into Creation itself.

Ravishing an **Unshaped** forces it to grant a one-dot oneiromantic spell, or to upgrade an existing one by one dot. An Unshaped can be only Ravished once per story and suffer no lasting ill effects.

Ring: Incumbrance. It is a wound to the spirit, imposing a specific task that must fit the following criteria:

- It is possible.
- Does not conflict with previous incumbrances.
- Cannot permanently damage the victim.
- Cannot force spending irreplaceable things.
- Must be specific and clearly defined: a finite task, not a behavior.

The task need have no limit on its cruelty, but in practice, the weak suffer heavily, while the strong that can break free and enact revenge are treated with more consideration.

The victim cannot be Incumbered again or make Ring Shaping actions until it has recovered at least one point of Ring Damage.

Acting in a derelict manner for a scene gives 1 Limit. Actively making fulfilling the task more difficult grants (victim's Ring) Limit. Breaking free of an Incumbrance requires taking a total of (attacker's Ring x Victim's Ring) points of Limit (probably takes some time). If previously possible task becomes impossible, the victim suffers -2 wound penalty for three tales.

Incumbering a **waypoint** dedicates it to a purpose, imposing its task on anyone who enters it (if the task is valid) for a scene. Characters traveling it can scout the Incumbrance and its details from an adjacent waypoint reflexively before travel.

Incumbering an **Unshaped** forces it to grant a one-dot Treasure, or to upgrade an existing one by one dot. An Unshaped can be only Incumbered once per story and suffer no lasting ill effects.

Staff: Snare. When targeting a Snared character by a Shaping attack, the attacker can choose to inflict Cup, Ring or Sword consequence instead.

The victim cannot be Snared again or make Staff Shaping actions until it has recovered at least one point of Staff Damage.

Waypoints cannot be Snared.

Snaring an **Unshaped** forces it to grant a one-dot Adjuration, or to upgrade an existing one by one dot. An Unshaped can be only Snared once per story and suffer no lasting ill effects.

Sword: Vex. It allows the attacker to seize one of the following:

- One of the Victim's Graces. Heart can be seized only if the attacker is in possession of and attuned to the victim's Sword, if it exists.
- Up to three dots of Artifacts owned by the victim (that are not its Graces).
- Up to the (victim's Sword) mundane possessions.

The victim cannot be Vexed again or make Sword Shaping actions until it has recovered at least one point of Sword Damage.

Vexing a **waypoint** claims dominion over it. 1m must be committed to a vexed waypoint. It allows the attacker to sense all Sword Shaping in the waypoint and use Sword Shaping in it as if present.

Vexing an **Unshaped** forces it to grant a one-dot Monster, or to upgrade an existing one by one dot. An Unshaped can be only Vexed once per story and suffer no lasting ill effects.

Shaping Weapons and Armor

Using a Shaping Weapon or Armor for a tale costs 1g, or (Rating)g for Artifacts. There are countless exotic types of Shaping equipment, up to and including hearts of unborn worlds and aspects of shinma. Most of them are Artifacts, as using simple equipment is expensive in terms of the gossamer expenditure. Note also that Ring shaping weapons have the same basic profile as ranged ones, granting ability to Shape at range, while others are considered close combat type.

Creation-born and Shaping Damage

Shaping action is considered a Supernatural 1 mental attack, requiring an Essence-enhanced action to resist. Roll for defense as follows. Beings without charms roll Essence (usually 1). Others roll either Essence or Appearance/Integrity with Supernatural 1 (their choice). If the roll is greater than the attacker's, they are unaffected. If it is lower, they suffer the appropriate shaping Consequence as normal. Supernatural 3 is enough to defend without a roll. Reject Influence as with a normal supernatural one.

Gossamer

Gossamer is crystallized dreams and congealed chaos, a vaporous Essence pattern that the raksha use as a fuel for powers and their currency. Unlike motes, gossamer (g) does not replenish just by resting – it needs to be found and harvested. To represent that, use the modified Resources Advantage:

Gossamer Resources

You have stable sources of gossamer. Distribute the points on the circumstances of your fortune, starting at first positions:

Gossamer Resources: 1 > 2 > 3 > 4 > 5

Gossamer Supply: 1 > 3 > 6 > 10 > 20

Gossamer Resources refer to your riches. This is used instead of normal Resources when dealing with raksha purchases or retainers. Supply refers to a number of points of Gossamer you begin the new story with. Your reserves refresh at the beginning of each story. In Creation, add +2 to the listed Resources level, as any mortal riches can be easily produced. At effective rating 6, you can make three Resources 5 purchases without diminishing Resources, and unlimited number of purchases can be made at effective 7.

Using Gossamer

Gossamer is required to make something wrought by raksha real enough to last indefinitely and resist ravages of Creation, and to amplify a Raksha's power. Gossamer is required:

- (Rating)g, minimum 1g, to use a Shaping weapon or armor for a tale.
- (Rating)g, to create or change a Wyld Artifact.
- (Essence)g to redistribute points of Gifts woven into a raksha's shaped form.
- Using Wyld Artifacts in Creation (see below).

Gathering Gossamer

Gossamer is coaxed from a suitable waypoint (Ring Shaping action to ascertain) by a Ring Shaping action that requires taking 1 Limit or takes a full tale to attempt. Success produces 1g (2g on a critical success).

Artifacts from the Wyld

Artifacts of the Wyld are almost universally made from Graces: either one's own, vexed from others, or sliced off the enormous story-bulks of the Unshaped. Unless purposefully separated somehow, it remains a Grace in addition to being a Wyld Artifact. If the raksha who's Grace it is perishes permanently or is separated from it, it ceases to be a Grace, but is otherwise unaffected. Wyld Artifacts have two separate Gift profiles: one as a Shaping weapon and one as another thing they become if brought to Creation somehow (see below).

Cup: Oneiromancy spells are produced from Cup Graces. They are poisons and drugs of chaos, seeping in, disrupting order, coloring perceptions and changing from the inside. In Creation, they manifest as patterns of shifting circumstances, subverting natural order and imposing feelings and fates. Each spell is an Artifact with a single benefit of having one spell-like Evocation of the Circle equal to the Artifact's Rating, always a ritual one, and requiring 1g per Circle to use in addition to its normal mote cost. Gift points are spent on enhancing that Evocation only. Every spell requires attunement (negligible amounts) and a scene of maintenance per day.

Staff: Adjurations, created from the Staff Graces, are world-shaping oaths sworn in the name of shinma. It consists of a specific promise and Gifts that making this promise confers to facilitate upholding it. Adjurations always require attunement, but after the oath has been sworn, even if the character loses or gives the Adjuration away, the attunement cost and Gifts persist until the oath has been fulfilled or broken. Breaking it confers (Rating x 2) critical failures to be suffered at the Storyteller's discretion.

Ring: Treasures, created from Ring Graces, are objects of wondrous power, and are mechanically normal Artifacts. Large Treasures, such as floating fortresses, need (Rating)g to be deployed in Creation for a story. Personal equipment is supported by the normal Attunement.

Sword: Monsters, created from Sword Graces, are most often behemoths, but sometimes take form of other beings or even armies. Mechanically, each is either Ally or Command Advantage, taking (Rating)g to deploy in Creation for a story.

Freeholds

Freeholds, like everything else, are forged from Graces to occupy locations rich in dreams and Essence. They are built atop Demesnes, as Manses are, either in creation or fickle places of power in the Wyld.

Arcane Redoubt, created from a Heart Grace (the one whose Grace it ceases to exist for the duration), is the center of a Freehold. There, burns a bonfire of heatless silver flame. It needs to be fed (Rating)g per story to remain lit. In the Wyld, the Freehold's Rating equals (source's Heart/2) and an appropriate level Demesne is also, of course, required. The freehold occupies (Rating x 2) waypoints by default.

Freeholds produce tokens of power. There are two types of such tokens, produced in any desired combination: cysts, membranous sacks of Essence containing writhing dreams, and pennants, little trinkets of small power. A cyst allows raksha to increase Essence respiration by its Rating; pennants simply prevent Essence loss from calcification in Creation. A Freehold can produce a total of (Rating) dots of such tokens, a pennant counting as 1/3 of a dot.

To attune to a bonfire, a raksha must cast his own Heart into it, leaving it vulnerable for Vexation for 5 turns. Multiple raksha can be attuned but only one can be the master at any one time: many forms of succession and cyclic arrangements are commonplace.

Attuned raksha can perceive and interact with the whole Freehold at once, can make Shaping actions as if it was present in any of its waypoints (even when he is away needing only a token when away), and gain (Essence/2) successes to such actions. In addition, a raksha can spy on any of the Freehold's token, looking around as if present, destroy any of them at any moment, or reshape the cyst/pennant configuration (it takes a full lunar month to grow a new set).

There can be additional components forged for a freehold from the four types of Graces. They can be attuned to separately, requiring neither permission nor consent from the master of a Freehold. Each also grants a Freehold a Grace Rating equal to its Source's Grace Rating, and allow the attuned character to perceive and use any appropriate-type Shaping actions as if present in any of the Freehold's waypoints. Each also confers additional benefits:

The Glory (Cup) makes a Freehold a delightful and marvelous place. Characters that accept the Freehold's hospitality must succeed a Temperance roll to leave, or Conviction roll initiate physical hostilities. This effect is forfeit if the hosts do so first. The one attuned to the Glory is called the pride.

The Fountainhead (Ring) holds the Freehold's awareness, and allows the one attuned to it (called the keeper) to perceive anything happening around its tokens at any moment, same as the master.

The Throne Room (Staff) is the focus of the Freehold's society, and allows raksha to bind themselves in fealty to the Freehold and its master. The oath binding to the Freehold will thus extend to all such characters, until they or the current master reject the fealty. The one attuned to it (called the vizier) can make one oath per story on behalf of the freehold, including an Adjuration.

The Stronghold (Sword) is a center of the Freehold's dynamic, aggressive force. A Freehold with a Stronghold can control up to (Sword x 10) waypoints total. The one attuned to the Stronghold is called the general, and can vex new waypoints from the Wyld (in Creation it requires actually capturing new territories).

Crafting Glamour

A single success on a Ring action is enough to create any mundane object, process or being of Rank 1 of Size 0 or less in the Wyld. It lasts for a tale or more there, but dissolves in Creation instantly. To make a work of Glamour lasting in Creation, (Resource value)g must be spent. This sets base duration to a Year, or several with Paced. Critical success or doubling the gossamer cost increases base duration to decades.

With Reaching, larger-Scale objects or mundane beings of (X/2) Rank, such as large beasts, can be created. With Multiple, many objects may be created at once. Paced can increase the time in Creation. Supernatural makes Shaping Equipment (1), creates Artifacts (Rating), or forges Graces (1). Shaping Artifacts are made only from Graces. Works of Glamour do not need Sources, except for Graces, if necessary. Grace charms can **summon** works of Glamour, as well as Wyld Artifacts, in Creation to last for a scene (several with Paced) with Supernatural (Rating) and 1g.

Raksha Characters

Graces and Traits

Raksha have two sets of Traits: Graces are their “true” Traits that are used for charms and Shaping, and are expressed through the Abilities.

Cup: Dodge, Medicine, Investigation, Larceny, Performance, Stealth.

Ring: Awareness, Bureaucracy, Craft, Integrity, Resistance, Lore, Sail.

Staff: Linguistics, Occult, Ride, Socialize, Survival, Thrown.

Sword: Athletics, Archery, Martial Arts, Melee, Presence, War.

Each Grace grants the normal (Essence + Grace) damage track each. Heart is not used as a Trait but provides the Limit track of (Essence + Heart).

Graces and Virtues

Graces and Virtues are the same for raksha. When a Virtue would be rolled, the appropriate Grace is rolled instead. Cup approximates Compassion, Ring – Temperance, Staff – Conviction, Sword – Valor. Raksha can channel Graces as Virtues, but instead of once per story per Virtue, a raksha must take a point of Limit to do so, and can do it once per Grace per scene.

Endowments

Fae Nature: Raksha do not respire Essence naturally in Creation. Raksha without a token from a Freehold or being in a demesne lose 1m per day in Creation. For the Unshaped or a raksha without an assumed form it is 1m per turn. If no more motes are left, permanent Essence is reduced at the same rate. If it reaches 0, the raksha calcifies, and is over. Cold iron ignores Soak from anything Wyld-related and wounds inflicted by it heal only as fast as a mortal’s ones.

Style: for 1m, a raksha can double a stunt bonus for an action (except Shaping) to represent a myriad minor tricks and wonders of their kind. In the Wyld, raksha can also accept a -1 penalty to a non-Shaping action to modify it with one (X) worth of any Way, up to a maximum of three per action.

Assumptions: Raksha is a viscous agglutination of chaotic Essence patterns held together by Graces. Their physical form may vary from beings to emotions. Raksha can shape itself a new form or change the existing one at the Gateway of Sundraprisha. Doing so takes one tale and 1g. It allows the Raksha to redistribute Gift points, Intimacies, Named Charms and Ability dots (see character creation).

A Raksha’s shaped form can safely support (Essence + Ring) Gift points. It may safely include up to additional (Essence + Ring) Gift points for the cost of 1g per point, paid at the moment of Assumption. Gift points can also be spent on Named charms and bonus Ability dots in 1:1 basis (see below).

Capabilities

Charms: (X) = (Grace). Essence limitations do not apply. Raksha only learn Ways for Graces, only use Improvised charms for them, and only for Shaping. Raksha have no native Ways.

For its physical manifestation, a raksha can only use a fixed number of Named charms. Each of these charms takes 1 Gift point from the Raksha’s total, and is created at the moment of Assumption, but reduce their cost by 1m. Named raksha charms use the known Ways and (X) from the appropriate Grace, but for them (X) is also limited by Essence as normal.

Other: Raksha can learn Martial Arts-equivalent Styles for the Shaping combat. They learn Evocations and normally. They cannot normally learn the Creation’s sorcery or Martial arts – doing so requires exceptional circumstances and the Storyteller’s permission.

Possessions

Raksha’s possessions are stored inside it, being held around the Heart. In the Wyld, they can be manifested by a reflexive unrolled Shaping action. Raksha cannot lose its possessions except to Vexing or opportunistic Creation-born. In Creation, a possession can be summoned for a scene (or several with Paced) with Supernatural (Rating) and 1g.

Castes

A Raksha's Caste depends on what Virtue it feeds on. Commoners have one Feeding Grace, Nobles have two: Ascendant that defines their nature and Shadowed that the raksha twists to the service of the Ascendant Grace. Nobles, at times, invert themselves.

Cup: Entertainers make others desire them, need them and depend upon them.

- **Luminaries** (Entertainer/Diplomat) are radiant beauty that sears the heart; it transforms and inspires everyone around. Their Cup subverts the order of society, twisting it to their wishes. Their Staff sweeps away the resistance. Luminaries are seducers, priests, celebrities and scalds.
- **Ornamental Raksha** (Entertainer/Worker) seek to please by crafting themselves to the other's desires. Their Cup shapes them to be admired. Their Ring is the calm serenity granted by rejection of their internal criteria of self-worth.
- **Eshu** (Entertainer/Warrior) make being dangerous into a form of art. Their Cup makes a display of the Eshu's danger to impress others; often as a warning. Their Sword produces the basis for their claims.

Ring: Workers pursue their labors with rigorous machine-like devotion to act and create.

- **Artisans** (Worker/Entertainer) are the virtuosos, the maestros, the artists and the builders, pleasing others through proficiency. Their Ring establishes their purpose and urge to build and design. Their Cup compels them to make their work the most desirable and pleasing.
- **Panjandrums** (Worker/Diplomat) are architects and visionaries that organize and create order. Their Ring shapes the world to better fit their definitions. Their Staff is become the purpose to tune and exercise the rules and mechanisms of society.
- **Stratego**i (Worker/Warrior) are the conductors of battles. They craft tactics and forge victories; they apply death and fear with detached and calculated precision. Their Ring demands duty and perfection. Their Sword enforces the rules of engagement they have set.

Staff: Diplomats seek common ground, intrigue and bargain to bind in promises and laws.

- **Courtiers** (Diplomat/Entertainer) are weavers of the fabric of the society; they partake of the lord's power and authority, providing admiration, supplication, followers and challengers. Their Staff compels them to uphold their society, expand it, and preserve it from threats. Their Cup enables them to use that society to selfish ends.
- **Scribes** (Diplomat/Worker) are the cogs in the machine of an empire – ministers, advisors, and attendants: loyal, dedicated, and often as invisible as they are indispensable. Their Staff acts in the best interests of society. Their Ring turns ingenuity, loyalty and creativity to selflessly better the social order.
- **Imperial Raksha** (Diplomat/Warrior) are the masters of conquest; they wage wars not for victories in battles, but for strategic gains and unity under their banner. Their Staff demands allegiance and compliance. Their Sword is made into a tool of diplomacy.

Sword: Warriors are legends and terrors, transcendent creatures of horror, pain and loss.

- **Xia** (Warrior/Entertainer) are the artists of battle, fighting for glory, as heroes, as champions and generals – all those who live by the sword. Their Sword is their purpose – the eternal conflict. Their Cup ensures that the conflicts and those who fights in them needed, wanted and always necessary.
- **Anarchs** (Warrior/Diplomat) are self-centered violent revolutionaries of the Wyld, destroying all order and reason to replace it with one's own. Their Sword is a weapon of total devastation, military, cultural and political. Their Staff finds and creates the weak points in a society to strike against.
- **Cataphracto**i (Warrior/Worker) are dreams of perfect soldiers made manifest. They define themselves as living weapons – brutal, calm, cold-blooded, and effective; be they knights, bodyguards, or murderers. Their Sword is their identification with violence and battle. Their Ring has turned their sense of self to serve their purpose.

Feeding

Feeding is very important for raksha, especially for those stranded in the hostile sterility of Creation. In the Wyld, they respire Essence as normal and do not require sustenance. Feeding is natural action for the raksha and requires no charms (although charms can modify it).

To feed, a raksha opens its feeding Grace and bites off a piece of Virtue. The target needs to be at Touch range, and have to give his consent, but only nominally: coercing, clouding mind, misdirection, tricking, threatening and any other method works for the purposes of consent – everything except a direct lie. Then the raksha rolls (Feeding Grace). For each success, it devours one point of the target's appropriate Virtue or Willpower (represented by the diminishment of the Limit track) gaining 2m for each. Subtract (target's Essence) from successes when targeting Essence users. The loss is permanent. Limit Track of Essence users cannot be eaten.

A raksha may choose to feed more carefully. If it does, the damage heals by one point per day, but the raksha gains only 1m from feeding, or 2m on a critical success, regardless of damage inflicted. Moreover, on a failure, raksha makes a mistake and devours one of the points permanently.

A raksha can also feed from the ambience if it is present in a scene where strong emotions are being experienced and saturate the location with traces of Virtue. Roll as normal. Raksha restores 1m on success, 2m on a critical.

All feeding charms are Cup charms, even for feeding with other Virtues.

Design – Raksha

Raksha, on the rough power scale, are approximately equal to the Terrestrials – at least the raksha nobles are. In Creation, however, they are pretty limited at what they do, and cannot respire Essence, although their high natural dice pools compensate for this flaw. In the Wyld, raksha are much more dangerous, of course.

As is customary, Shaping and internal Raksha relations are handled by a separate subsystem, although it is much more connected to the normal rules that in the source.

The Curses

Beings whose souls was damages are known as the Enchanted, and can be affected in the following ways:

Compassion 0 characters find all creatures alien and cannot feel empathy. They automatically fail all Compassion rolls and suffer a -2 penalty on all rolls to understand or influence others.

Conviction 0 characters forget their name, identity, nature and relations and cannot differentiate between priorities. They are treated as having no Intimacies related to other people, forgetting all connections with others, and automatically fail all Conviction rolls.

Temperance 0 characters are without their own identity, knowing only the base needs of the moment. They forget their names and identities. They are treated as having no Intimacies related to their own preferences, automatically fail all Temperance rolls and suffer a -2 penalties on all rolls pertaining to information due to the lost memories.

Valor 0 characters lose all desire to overcome any difficulties and differentiate between threats. They automatically fail all Valor rolls and suffer a -2 penalty to all actions.

Characters without a Limit track are Dream-Eaten; they cannot channel Virtues, and have no volition, obeying whoever the most commanding or persuasive is around.

Raksha Limit Break

When a raksha enters a Limit Break, one of its Graces breaks: it suffers as outlined in The Curses, above.

Raksha with the broken Cup cannot see others as individuals distinct from natural phenomena. To recover, it must commit (Cup) truly cruel acts that would cause it personal harm or suffering.

Raksha with the broken Ring do not see the reason to hide their nature beneath the facade of sanity. To recover, it must commit (Ring) acts of harmful excess.

Raksha with the broken Staff lose the ability to project themselves on the world. To recover, it must betray itself (Staff) times.

Raksha with the broken Sword lose the will to overcome the world. To recover, it must be humiliated or harmed by their passivity (Sword) times.

Raksha character creation

To create a raksha character, do the following:

1. Have an idea and general concept.
2. Choose whether the character is noble or a commoner.
3. Choose an Ascendant Feeding Grace. Nobles also choose a second (Shadowed) one. This determines the Caste or Castes. Heart cannot be a Feeding Grace.
4. Feeding Graces begin at 2, all others – at 1. Distribute 3 additional points of Graces. Raksha can raise their Graces up to 5 (6 for the Ascendant Grace).
5. Heart begins at ●● for noble raksha, ● for the commoners.
6. Distribute (Grace x 5) dots of Abilities for each group associated with the relevant Grace. Spend any gossamer you wish for additional dots (see Assumption). Noble raksha cannot have Abilities lower than ●●●. Raksha can raise Abilities to a maximum of (Grace + 2). The distribution can be changed later by Assuming another shape.
7. Starting Essence for Noble Raksha is 2, for commoners – 1.
8. Calculate Essence pool. Noble raksha: (Essence + Heart) + (sum of two lowest other Graces). Commoners: (Essence + Heart + lowest Grace).
9. Assign 3 known Ways to Feeding Graces. Assign an additional 2 Ways anywhere desired.
10. Assign Named charms, if any. Each one takes a point of Gifts from the normal maximum. Spend any gossamer you wish for additional Named Charms (see Assumption).
11. Assign points of Gifts up to the normal maximum. Spend any gossamer you wish for additional Gifts (see Assumption).
12. Distribute 5 dots of Advantages for noble raksha, 1 for commoners.
13. Choose two Major and one Defining Intimacies. The distribution can be changed later by Assuming another shape.
14. Spend some additional xp, if your storyteller is feeling generous.
15. Record starting equipment.
16. Calculate static values.

17. Record Health levels. Each character begins with -0 -1 -1 -3 -3 levels. Heart Grace provides a two additional health levels per dot, starting with lower ones. Raksha have a maximum of 4x-3, 4x-1 and 7x-0 health levels.

18. Here is your shovel.

Raksha character advancement

Subject	Cost, xp	Time
Grace, Feeding	(new level x2)	One story
Grace, other	(new level x3)	One story
New Way, Feeding Grace	2	One story
New Way, other	4	One story
New Evocation	(Ways)	(Ways) months
New Advantage	(new level)	Off-screen
Heart Grace	(new level)x2	Story reasons
Essence	(new level)x2	Story reasons
Martial arts Technique, base	3	One story

Time is not really binding to the Raksha; so they just can increase something once per story.

Raksha cannot raise Essence higher than their Heart Grace. Heart Grace, for its own part, requires that the raksha's story to grow in power: at Heart ●●● it must be an established noble, at Heart ●●●● – powerful and influential figure, Heart ●●●●● – one of the mightiest lords of Rakshastan. Higher Ratings are reserved for the Unshaped, who have ●●●●●●, and the Ishvara.

The Unshaped

The Unshaped are treated as a raksha with a set of Graces but with a mobile Freehold instead of a shaped form. Each of its Graces is an Emanation – treated as a separate shaped raksha (not really, but close enough), controlling one of the Freehold's components. Each one of these has and uses one of the Unshaped's Graces instead of an appropriate Grace of its own, sharing its damage track with the Unshaped. It has other Graces of its own as normal. To defeat the Unshaped in a Shaping combat to claim something useful, a Shaping Consequence must be inflicted on the shared Grace of the appropriate Emanation. They take Consequences of other Graces as normal, but that does not count against the Unshaped itself.

Appendices

Appendix 1: Warstriders

Warstriders are one of the oldest weapons in the arsenal of Exalted, first deployed in the Primordial war. A mix between a war machine and a super-heavy Strength-enhancing armor suit, they exist to trample armies, crush fortifications and slay behemoths with their massive weapons.

As far as the rules are concerned, a warstrider combines benefits of armor and vehicle. It does not track damage to itself separately, and is fast: as with the vehicle, rolling Dex/Athletics to move does not take an action if the roll was successful. Warstriders are not very maneuverable, however.

Warstrider types

Common warstriders stand at about 5-6 meters tall, with magical materials being used mostly for internal layers and systems. They are cheaper and easier than most to produce and maintain (being only outrageously expensive as opposed to exorbitantly so), and lack sophistication of the more advanced types.

Scout warstriders are lighter and smaller variations, and are optimized for stealth and speed, usually with Artifact means, as they are still 3-5 meter tall war machines.

Noble warstriders are slightly larger than common ones, and contain significantly larger quantities of magical materials, making them all around better and more responsive, but much more expensive and difficult to maintain. In the First Age they were largely reserved for Celestial Exalted.

Siege warstriders, also known as juggernauts and colossi, are the heaviest and most armored variants available, sacrificing all for brute strength and resilience. They stand as tall as noble ones, but are around two times broader.

Royal warstriders are about 8 meters high, and created almost completely out of magical materials. These are mighty Artifacts with prohibitive costs.

General rules

At the core a Common warstrider in an Artifact ●● that has the following Gift allocation:

Benefits:

(3): Size 2.

(1): Minor Advantage: move as a vehicle - successful movement rolls do not take actions.

(4) **Total.**

Drawbacks:

(+1): Requires (Rating) Attunement.

(+1): Requires a Hearthstone ● to function.

(+2): Requires scene-long maintenance for each day of operation (25 hours) at -(Rating x 2) penalty.

(4) **Total.**

4 Gift points remain **free** for additional enhancements.

Other subtypes have the following modifications to the rules:

Scout: Reduce Size to 1. This frees two additional points to be used. At least half of the free points must be used on movement or stealth upgrades.

Noble: Artifact ●●●, granting an additional 3 free points. Requires a Hearthstone ●● to function, granting an additional free point. Requires spending 1m per scene, granting an additional free point. A bonus for the magic material needs to have points allocated to (see below).

Siege: Artifact ●●●, granting an additional 3 free points. Requires a Hearthstone ●● to function, granting an additional free point. Requires spending 1m per scene, granting an additional free point. Size increased to 3, using 3 free points.

Royal: Artifact N/A. Royal warstriders should be worked on with the Storyteller, assigning values and bonuses as appropriate. A Royal warstrider should be probably a focus of an entire story, a unique item of legendary power.

Below are some suggestions for the subsystems and modifications to serve as an example:

Warstrider modifications			
Enhancement	Cost	Effect	Restriction
Material – Orichalcum*	1	+1 Soak.	Not Common
Material – Moonsilver*	1	-1 Size penalty.	Not Common
Material - Jade* **	1	Takes 1 less Attunement.	Not Common
Material – Starmetal*	1	+1 Evasion.	Not Common
Material – Soulsteel*	1	+1 Soak.	Not Common
Material – Adamant*	1	Ignores mortal attacks.	Not Common
*Only functions for the appropriate Essence-type wielder. ** Specify the type of Jade.			
AI	2/4	Has a Rank 1/2 cute (cute!) awakened spirit to help.	Max. 1
Amphibious	1	Can swim without sinking.	-
Aquatic propulsion	2	Can swim without Size penalty.	-
Sealed	1	Airtight, full day air supply.	-
Flight System	3	Can move in the air normally.	Not Siege; Max. 1
Directional camouflage	3	Ignore Size penalty to stealth in a type of environment.	Jade only
Durability Enhancements	1	Double time before maintenance is needed.	-
Lunar Accommodations	3	Shifts forms with the Lunar.	Moonsilver
Loom Interdiction Field	3	Warstrider and the wearer are outside Fate.	Starmetal
Transcendence Engine	3	Can Dematerialize for 1m, along with the wearer.	Starmetal
Heavy Elemental Lens	3	Elemental energy charm attacks add Size to Damage.	Jade
Holy Radiance	3	-1 penalty to all Creatures of Darkness in the scene.	Orichalcum
Oblivion Supplicant	3	Oblivion's Avatar spell last indefinitely when cast on it.	Soulsteel

Appendix 2: Artifacts

Weapons

Creating Artifact weapons is achieved by using magical materials, which allow a larger and heavier weapon to be wielded with the same amount of effort as a normal one. The rules can reflect it exactly, so most Artifact weapons have the following as base:

Size 1 (free – it actually is Size 1 physically).

(-1): ignores own Size penalty.

(+1): Requires (Rating) attunement.

This package equals 0 points, freeing the rest to pay for the desired Gifts.

Armor

Artifact armor comes in a variety of different aesthetics and as such do not have the basic package. Instead, just create whatever combination of Gifts and apply them to the mundane armor as needed.

Tools and wonders

Many Artifacts fall into this category. Some of them probably are Equipment enhanced by Gifts, but others are just Gifts tied to objects.

Vehicles

Artifact Vehicles follow all of the normal rules; See Vehicles Sidebar and Quick Character sections for details. Large vehicles commonly require hearthstones to satisfy their massive power requirements.

Creatures

Artifact beings are created using the beings creation rules. Their artifact nature comes secondary in that respect. They still include a number of Gifts as appropriate for the Artifact, but they are counting as a Native Gifts in this case, and therefore towards the normal being's Gift point limits. Use Followers Advantage (or Ally if they are more independent) to represent such beings acquired in-game when needed.

Magitech

Magitech here refers to Artifacts and Workings specifically designed and produced to work with each other as a greater whole consisting of separate parts. In the rules it is achieved with magitech node and magitech subsystem Gifts. Maintenance drawbacks are thematically appropriate for such Artifacts.

This method should be used for a distinct parts, for example, a First Age magitech power armor usually was equipped with strength-enhancing, sensory and other subsystems, each best represented by a separate subsystem Artifact. For large objects consisting of many parts, utilize Complexity and/or Scale as normal.

Manses

Manses are Artifact buildings, and moreover, are often specifically designed to affect large swaths of territory. This is usually achieved with Reaching Way, but most Manses would at least affect their own territory with their Gifts. Manses usually have the «immobile» disadvantage by default, giving them an additional Gift point, and also lack the indestructibility of attuned Artifacts (being made from normal materials mostly), giving them another Gift point.

Other

In Creation there exist many unusual and esoteric Artifacts. They can take any form, from a reoccurring miscalculation in the Loom of Fate, to Essence-patterns forming an artificial Intimacy, to behemoth hearts frozen because they were convinced to heed the glory of Oblivion, and many more besides.

Just any of them can be adequately described using the normal rules. Do not forget to add some interesting disadvantages; to implant a frozen behemoth heart convinced to heed the glory of Oblivion you would need to cut out the original heart first. Some may balk at that.

Appendix 3: Thaumaturgy

Thaumaturgy is a group of lesser magical arts that do not require conscious control of Essence, instead relying on existing patterns of Creation. Anyone with the knowledge can practice it. Knowing a formula or two by rote is fairly common; true understanding a field is akin to an academic discipline, requiring much study and practice.

The thaumaturgy is divided into Arts, Sciences and separate Rituals. The Arts are Summoning, Warding, Exorcism and Astrology. The Sciences are Alchemy, Enchantment, Geomancy and Weather Working.

General Rules

Thaumaturgy **costs** Essence to use. Anyone with a mote pool can just pay it directly, but many substitutes have been developed over the time. Some of them include:

Willpower: 1wp provides the equivalent of 1m. Using a Virtue channel provides (Rating/2)m.

Effort: Taking a -1 cumulative penalty for all actions until rested provides 1m.

Blood: 1 health level of a mortal provides 1m. This requires at least a turn to properly extract – simply attacking is insufficiently precise. Blood of magical beasts, God-Blooded and other rare sources counts double or more.

Chiminage: A third party spirit can provide motes. It must spend double the amount required and take 1 Limit. Spirit can be present, have charms to mitigate distance, or be responding to a prayer.

Investment: Some charms allow temporary transferring motes from Exalts and spirits to mortals; they are rarely used anymore.

Geomancy: Generally 1m per scene can be gathered from Places of Power. Good luck getting your mortal ass there.

Ingredients: Rare plants and gemstones, parts of magical beasts, odd curious and other expensive rarities provide (Resource rating)m. If used this way, they are expended and do not grant any other effects.

Other general notes

Methods learned in one corner of Creation can be less applicable than in the other. This can lead to penalties and extended preparation times at the Storyteller's discretion.

Sorcery trumps thaumaturgy in all things. A single Countermagic spell is enough to instantly end all ongoing lesser magic in (Circle) range bands if used for such purpose, except the enchantments and alchemy potions – they can withstand the First Circle Countermagic unless it is cast directly at them.

The Arts

The Arts are a near universal body of magical knowledge. This is what the Occult Trait is all about – anyone with the basic knowledge can attempt to ward a house or summon a spirit. The Advantage listed in each Art only serves to enhance the attempts.

Summoning

Roll: Occult - Essence

Cost: 1m per attempt

Time: Scene

Summoning is the art of bringing various entities to the summoner. There are many types of beings that can be summoned, and most practitioners specialize. Some beings and minimum Occult required to attempt summoning are as follows:

Beasts (●): this art is practiced by many, from hunters seeking prey to caravan masters that do not wish for their animals to get lost. It can be used in two ways. The first is calling the beast to the summoner (Charisma). The call has a range of (Occult) kilometers or so, and the beast travels normally to arrive. The second is giving the summoned beast a specific order when they arrive (Manipulation). Roll against the beast's Resolve. If successful, they must obey the command. Unintelligent animals can only obey simple orders.

Mortals (●): this art is easy to learn, but difficult to actually execute. The target's name must be fully known, a body sample such as a lock of hair must be obtained, and roll (Manipulation) is resisted with the higher of Resolve or Essence. Intimacies usually do not apply, as the target is not aware of the attempt. If successful, the target is compelled to travel to the summoner. The number of successes indicates how quickly the target travels. Range is not a factor, unless it is across large regions; in that case, the Storyteller will assign an appropriate penalty.

Demons (●●): this art is perilously simple. It delivers a demon, and it stays in Creation. Most rituals also require a blood sacrifice as a flavor. First Circle Demons will often do not mind, and if used properly, will stay and serve. Second Circle Demons only come if they want to, and the ritual to summon them are extremely obscure. No Third Circle Demon has ever been summoned by a mortal thaumaturge.

Elementals (●●): this art is not much more difficult than demons summoning, as the elemental can readily be summoned with little effort. Also, they are forsworn from attacking or harassing the mortal when summoned and for a day and a night after that, unless first treated badly by the summoner himself. Most elemental would be willing to perform services when summoned, but they do not normally work for free – some sort of bargain must be made. Typically, a price hovers around (Elemental's Essence) Resources or a comparable favor for a week of service or a task taking up to a season. Powerful elementals will often send representatives instead of appearing themselves.

Ghosts (●●●): this art is not difficult at all; anyone can attempt it, although they suffer penalty for each required dot missing. It is, however, imprecise: while ghosts are easily called with an offering of blood and an incantation, summoning the *correct* ghost, and more importantly, *only* the correct ghost, is somewhat more difficult. Being at the location of death, speaking the ghost's full name, blood of the descendants and similar methods are used to narrow the summoning down. A critical failure or a normal failure in shadowlands or during Calibration means attracting the excessive and unwanted attention. Nothing really protects the summoner, but the ghosts generally are more relatable than other spirits who are often alien and inhuman.

Spirits (●●●): this art are more about politely and humbly asking a lesser god to appear. This is more like prayer than magic ritual; on a success the summoner chooses a Virtue; if successful, the spirit must fail that Virtue roll or be compelled to appear. If it does, its initial reaction will be colored by the Virtue used. This can change rapidly if the spirit is displeased. The summoner has no power over those he beckons.

Advantage: The Art of (Being) Summoning

You are knowledgeable in the ways of summoning and dealing with a specific sort of being.

- : +1 bonus to the summoning rolls for (Beings).
- : +1 to Social actions with summoned (Beings).
- : Increase both bonuses to +2.

This Advantage can be bought multiple types for different types of beings.

Warding

Roll: Occult

Cost: 1m per attempt

Time: See below

Warding is the simplest and most common of arts, but is no less useful for that. Wards are barriers against intrusions or contamination. They seal off an area from whatever the ward is designed to defend against. Common types include Ghosts; Demons; Elementals; Gods; Animals; Fair Folk; Mortals; The Wyld; divination; harmful magic; and others. It is first necessary to decide and research what type of ward will be produced and how specific it is.

The wards can be costly, as they always include physical components. In general, Resources equal to the Size of the area must be expended to prepare a ward. Preparation requires time. Base Interval is Minutes to prepare a ward around a Size 0 space, such as a coffin or a large safe. Size is Scale as usual. Complexity is represents spending more time to prepare better – for each point of Complexity you may reroll 1 die on the following roll. This dice rerolled cannot exceed the thaumaturge's Occult Rating.

Once researched and prepared, spending the appropriate time, roll (Occult) to determine the ward's total Traits. Divide the successes between the Wards Durability and Strength:

Durability indicated how long the ward will function. It corresponds to the Paced steps, starting with one Scene, and following the progression as normal, until the Decade step. Each point after that adds an additional Decade in a linear fashion.

Strength determines how powerful the ward is, working as a type of Hazard. It must be resisted with Essence. That Hazard's Rating equals (Ward's Strength – Target's Essence) up to a maximum of 5. It functions over the number of Range bands equal to its Rating. Trying to come closer requires overcoming the Hazard to for each Range Band. Failed attempts to approach do not deal damage. Failed attempts to cross the Ward actually deal the damage in addition to preventing the target from entering.

Wards must be **maintained** to preserve them before the end of their Duration; successful maintenance extends Duration for another Interval. Maintenance is one step shorter and one dot cheaper than the creation of the Wards, and requires only one success on the roll to preserve the wards. Multiple specialists working together can reduce the time even further.

Keyed wards require spending 1 success, and allow for exceptions such as categories or passwords that exclude beings from the ward's effect. **Alarm** wards do not prevent entry, instead notifying the thaumaturge when they are crossed. Their Strength is used against supernatural stealth attempts. They can be paired with normal wards, requiring normal expenditures of Strength. **Wards** can be boosted without disrupting them; by the normal project over an existing ward.

Advantage: The Art of Warding

You are very knowledgeable in the ways of warding.

- : The Hazards from your wards apply (this Advantage's Rating) penalty to the resistance rolls.
- : You gain a bonus success on all warding rolls.
- : You can choose one of the following benefits when working on a ward: an additional success on the roll; Resource cost is one dot lower; the time required for the work is one step shorter.

Exorcism

Roll: Occult

Cost: 2m per attempt

Time: Action

Exorcism is mostly a matter of ritual and observance of correct rites. Some are intended to mollify a wronged or angry spirit, others – to repel or destroy when the reconciliation is not an option. The art is divided into three basic tasks: placation, expulsion and banishment.

Placation begins with a call to negotiations. The exorcist performs a ritual to draw the spirit's attention and force it to actually state its grievances and demands. Sometimes, it is as easy as offering a cup of tea (or blood). Sometimes, an elaborate ceremony is required. Roll (Occult – Essence). A success results in the target coming forth and making contact. This is an opening for a Social scene, where negotiations can be conducted as normal, and a compromise, perhaps, reached.

Expulsion is driving a spirit out of the possessed mortal. This counts as a Mental action. Roll Occult against the target's Essence. Each attempt takes several minutes. Unless the target uses Limit to Reject Influence, it is forced out on a success and cannot possess the same target for the rest of the scene. If the spirit enters Limit Break it is also forced out.

Banishment is forcing a spirit away from the exorcist – for a time. It is mostly a delaying tactic while the other solutions are sought. Banishing also a Mental action. Roll against the Spirit's Essence. On a success, it must use Limit to Reject Influence or be banished for a scene, or for a day and a night of a critical success. If the spirit is in the Limit Break, this increases to Month and Year/Story respectively. For the weaker spirits the last may mean returning to the Underworld or hell.

Advantage: The Art of Exorcism

You are very knowledgeable in the ways of exorcism.

- : You gain +1 to all Exorcism rolls.
- : The bonus increases to +2. You can now make Exorcism roll in combat by foregoing the bonus.
- : You reduce the cost of an attempt to 1m.

Astrology

Roll: Occult

Cost: 0m per attempt

Time: Action

The Art of Astrology is difficult (Requires Occult ●●●● to attempt without the Advantage) and requires multiple charts, calculations, time and as much information about the target as can be obtained, including dates and locations of important to the prediction events.

Once prepared and spent some time, roll Occult. The attempt takes about several hours. Divide successes between Time and Accuracy.

Time starts with Days, and then proceeds along the Paced steps. It indicates how far in the future the prediction can reach.

Accuracy describes how precise the prediction is. It starts at Extremely Vague (the road ahead is difficult) and proceeds to Vague (you are coming into trouble), Enlightening (old enemies will darken your path), Somewhat accurate (a former rival will seek vengeance), Reasonably accurate (a former classmate seeks to vindicate his belief in his own superiority over you) and Precise (Shao Yin will seek to disabuse his compatriots of the notion that you are the superior martial artist by publicly challenging you).

Keep in mind that destinies can be changed. Also, the astrology is markedly less reliable when predicting things pertaining to a single person. In short, due to methods as well as limitations, predictions are never completely reliable; players and Storytellers should remember that well.

Advantage: The Art of Astrology

You are very knowledgeable in the ways of Astrology.

- : Distribute (this Advantage's Rating) points for your Astrology rolls.
- : You can increase Accuracy by 1 by making a prediction for a group or large-scale event.
- : Double the above bonus.

The Sciences

The Sciences are much more formal disciplines, and very important. Unlike the highly subjective Arts, the Sciences produce easily repeatable and transferrable results. They are the omnipresent cornerstones of mortal society. Unlike the Arts, they cannot be used without special knowledge in the field, requiring to by the Advantage to represent it.

Alchemy

Roll: Occult

Cost: 0m per attempt

Time: Scenes or Actions

Alchemy produces compounds or substances that have (usually) short-term magical effects. Alchemists combine and transform various ingredients for uses in pharmacy, metallurgy, and more. While it can be quite spectacular, they are not truly magical by the nature.

Alchemy is subdivided into the two types: external alchemy is the usual process of careful preparation of alchemical substances. Internal alchemy involves ingesting various compounds and transforming them inside by the force of will.

Each attempt requires an exact **formula**. Each formula has a number of benefits it provides and Duration of its effects (starting with Action and proceeding along Paced steps). The sum of Strength of the benefits (see below) and the number of additional Paced steps is the formula's **Difficulty**. If your Occult is lower, you suffer a -1 penalty for each missing dot.

An alchemy roll is an Extended action of (Occult – Difficulty). It has the Interval of a Scene for the external alchemy or an Action for the Internal alchemy; Length equals Difficulty. For internal alchemy, a failure is treated as a failure on a Hazard roll with the Rating equal to Difficulty of the elixir. Ingredients of (Strength – 1) Resource cost are usually required.

Alchemical bonuses do not stack with any other magic, and any charm of similar nature burns the elixir out if used simultaneously. Spirits are normally unaffected at all, and many beneficial potions fail to affect the Exalts as their natural benefits override them.

The effects achievable at the appropriate levels of Strength are:

Minor formulas (●): a variety of reasonably simple solutions, such as herbal medicines, soaps or oils. In mechanical terms, it allows to reduce a penalty to a specific action by 1 point or provide a comparable very minor narrative benefit. Adding bonus dice is beyond this level of Strength.

Enhancement (●●): this level allows significantly enhancing the natural capabilities of a person or object, although it cannot raise them beyond mortal limits. Mechanically, it allows bestowing a Gift point or a similar bonus, but only of non-magical nature, and it cannot raise Traits above the normal maximum.

Refinement (●●●): this level allows for a significant enhancement or even a minor magical effect, or combining mundane materials. Mechanically this gives either two mundane Gift points as above or a single Gift point that is not limited to the mundane effects or raise the natural limits. For example, Strength and Stamina could both be enhanced by +1, or an ability to see in the dark or breathe underwater can be bestowed.

Purification (●●●●): this level makes possible improvement in broad qualities. Mundane materials can be made perfect, and living beings can be significantly changed. Mechanically providing three points to be spent on any non-magical Gifts, allowing for Major narrative benefits; or providing two Gift points of magical enhancements.

Imbuement (●●●●●): this is the pinnacle of alchemical knowledge. Transformation of one material to another is possible, as well as achieving potent effects such as halting the aging process (for as long as the elixir works, at least), or granting temporary free flight capabilities. Mechanically, it can provide three Gift points of magical enhancements, or a similar benefit.

For the external alchemy, a laboratory of specialized equipment is required for all but the simplest of elixirs. For internal alchemy no laboratory is required, but failing a roll, especially critically, will, at the discretion of the Storyteller, mean poisoning, illness, or some entertainingly weird side effects.

Advantage: Alchemist

You are trained in Alchemy.

- : You have learned the basics of creating alchemical elixirs and can now attempt to so.
- : You have achieved significant competence. You add +1 to alchemy rolls and can create an additional dose per each success on the roll after the first.
- : You have mastered the intricacies of alchemy. The bonus to the roll is increased to +2, and you can make an elixir with a specific target in mind, increasing the attempt interval to Day. You need to have sufficient information to do so. If you do, you reduce the Difficulty to create the Elixir by 2.

Enchantment

Roll: Occult

Cost: 1m per attempt

Time: Days

Enchantment allows producing minor magical items, known as talismans, lesser wonders and by many other such names. They are less potent than the true Artifacts, but are no less important. There are some limitations, such as incompatibility with charms, limited time, and the fact that most talismans will exhaust their magic after several decades. In addition, talismans are, without exception, single-purpose devices.

To create a talisman, you first need to choose its properties. See Strength and effects available at the corresponding dots below. If your Occult is lower, you suffer a -1 penalty for each missing dot. Difficulty equals Strength plus or minus the Duration modifiers. Default Durations are outlined in the Advantage. Increasing or decreasing the Duration adds to or subtracts from Difficulty the number of steps shifted.

An enchantment roll is an Extended action of (Occult – Difficulty). It has the Interval of a Day; Length equals Difficulty. Ingredients of (Strength) Resources cost are usually required. The enchanter need not craft the object himself, but if he does, the Difficulty is reduced by 1.

The enchantment effects can be subtle. To discover whether a trinket is actually a working talisman, spend several minutes and roll Occult.

The effects and timings achievable at the appropriate levels of Strength are:

Special (Highest Value): talismans can contain the prepared effects of the Arts, such as Warding; this requires the successful Art attempt, and then a talisman Creation. Its Strength must be no lower than each of the contained Art's elements; the excess effects are lost.

Subtle (●): At this level, the enchantments mostly enhance an everyday item in a minor fashion, like self-cleaning surgical tools or a cup that stops tea from getting cold. At most this allows ignoring a -1 penalty or some comparable minor benefit, and probably cannot be helpful in Conflicts directly.

Impactful (●●): Enchantments of this level can affect the world around the item, or noticeably improve the item itself. This allows negating a penalty of -1 in a broad set of circumstances, such as ignoring a point of a specific Defense or penalty on actions in Conflicts, for example, for the armor-piercing weapons; or treating a critical failure as a normal failure for a certain action once per story; or granting a +1 bonus to a dice pool once per story.

Instrumental (●●●): Enchantments of this level allow making an unrelated or otherwise mundane item or a talisman into equipment; or enhancing an object in a noticeable way, such as making a cup that changes color if a poison is put inside or a sword that can strike ghosts; or removing a penalty from heavy equipment or from heavy weapons and armor in conflicts; or rerolling a critical failure for a certain action once per story; or adding +1 bonus to a dice pool for several minutes once per story.

Puissant (●●●●): This level allows negating a penalty of up to -2 from any source; or rerolling a critical failure for a certain action once per scene; or adding up to +2 bonus to a dice pool for several minutes once per story; or adding some supernatural enhancement to an item, like making a wooded sword strong as steel.

Perfect (●●●●●): This level allows negating a penalty of up to -3 from any source; or adding up to +3 bonus to a dice pool for a scene once per story; or making an item indestructible as a true Artifact; or making a perfect (by mortal standards) equipment that has its bonus increased by an additional +1 permanently.

Advantage: Enchanter

You are trained in Enchantment.

●: You have learned the basics of creating talismans and can now attempt to so. Base Duration is Year.

●●: You have achieved significant competence. Each (once per Interval) effect is now (twice per Interval). Base Duration is Decades.

●●●: You have mastered the intricacies of enchantment. Each (per Interval) effect further increases to (thrice per Interval). Base Duration is Generations.

Geomancy

Roll: Lower of Occult and Awareness or Craft or Lore

Cost: 0m per attempt

Time: Varies

Geomancy detects and manipulates natural Essence flows. It studies how the Essence moves, which materials and formations impede its progress and how to produce desired currents and patterns by shaping the surroundings. It is very precise discipline, and overlaps heavily with Lore and Craft.

Geomancy usually has some Scale to it. Different zones can exhibit different qualities. How the Size affects geomantic attempts is described below in more detail. Firstly, there is two parts that need to be understood first: Aspect and Strength of the Essence flows.

Aspect refers to the texture of Essence. It describes what kind of Essence is there, and what it is inclined to do. Effects of geomancy are based on the Aspects of Essence present. It can be as broad as detailed as needed; for example, a place might be aspected towards Fire, or more specifically, to the emotional aspect of passion in it, or even more specifically, to the emotion of anger.

Strength is how powerful the Essence flow is. It has the following steps usually: 0 is neutral, 1 is light affinity, 2 is heavy affinity, 3 to 5 is the actual Demesnes, rated one to three dots accordingly. The more Strength the Essence flow has, the more efforts are needed to affect it, and the larger it usually is. You need Occult and other Traits of at least Strength of the effect, or suffer a -1 penalty for each dot missing when rolling.

Survey of the existing conditions is required before any alterations can be made, or to ascertain the current situation. This requires a set of tools of Resources 2-3 cost, including various reactive materials, measurement tools and more. Size and time correspond to the normal steps; for example, it takes several minutes to survey a small and clean area, around Size 2. Larger areas and more cluttered surroundings are Scale and Complexity as normal. Roll (Occult). Success allows you to ascertain both Aspects and Strength of the local Essence. This obviously includes locating Places of power, but also natural disturbances, geomantic effects and influences, and whether the place is suitable for Demesne engineering. The geomantic map, whether actual or mental, is the basis of all other attempts.

Analysis allows the geomancer to interpret the results of his survey, determining how it affects the reality in practical terms. Roll (Occult) the geomancer might determine places that are good or bad for certain tasks or affect those inside in certain ways. For example, where to plant crops so that they grow healthy, where to build houses to keep diseases at bay, whether the essence is harmonious enough to build a place of gatherings, or how to evade harmful places.

Engineering is the process of actually altering the geomancy of the area. It often usually involves construction or reconstruction of the area or buildings. This is handled as three-part crafting project. Base Interval is Scene, modified by Size and Complexity, and further modified by the level of project (see the table below). It requires two Design steps – one with Occult for the geomancy, one with Lore for actual construction work, both one step shorter and half Length, and the normal Craft to implement changes. The projects directed at changing, rather than creating or destroying geomantic effects, are one step shorter and at half Length. Scale indicates Size of the region.

Geomantic engineering projects				
Rating	Interval	Length	Penalty	Scale*
1	Scene+	1	0	0+
2	Scene+	3	-1	0+
3 (●)	Month	2	-1	3
4 (●●)	Year	3	-2	3
5 (●●●)	Decade	4	-3	3
N/A	?	?	?	?

*Included in the Interval.

The effects present at the appropriate levels of Strength are:

Neutral (0): this level indicates that no influence is more pronounced than others. It is somewhat rarer than it may appear; quite common is the affinity for something completely unrelated that was unnoticed before. Carefully maintained calm and sterile Essence is an affinity of its own. Neutral means that the forces are either in balance or weak enough that no actual effect is produced.

Affinity (1): the place has an alignment distinct enough to produce effects. Those effects are subtle to the point of appearing coincidental. Mechanically, this can either reduce or add a point of penalty or difficulty to a certain type of actions; for example, in a hospital under this level of effect, patient could remove one point of penalty before making any recovery rolls. Alternatively, it can influence luck: about once per story, turning the critical failure to the normal one, a failure into success (or vice versa for negative effects).

A work of geomancy can change the aspects, create or soothe such effects easily enough, but they are quite useful in the long term. Multiple affinities can exist in one place, but working with such is at -1 penalty for each additional affinity. Effects of such level are plentiful and often occur naturally.

Heavy Affinity (2): effects of this are much more pronounced, almost direct, and are easily mistaken for the work of a spirit or some other magic. Such effects can be quite useful or very detrimental. For example, a “cursed” building where every merchant who uses it goes broke after a few months, or a hot springs that can wash out poisons from a body. Mechanically, this allows adding or removing a -2 penalty or difficulty, or influence luck similarly to the light affinity, but as often as once or twice per month.

Geomancers must put a lot of work to achieve such effects, and it is more difficult. Multiple affinities can exist in one place, but working with such is at -3 penalty for each additional affinity. These effects are much less common: usually they require a serious cause to appear, such as being on a closed shadowland, aftereffects of powerful sorceries, nearby Dragon Lines, and other Essence-heavy conditions.

Demesne (3-5): the effects of such conglomerations of Essence are not merely noticeable – they are blatant. Merely living in the vicinity inflicts mutations on the inhabitants at a rate of (Rating) Gift points per year, usually of up to at least (Rating x 2) total. Some of them would be negative, usually including the addiction to the Demesne's Essence, in extreme cases to the point of depending on it to live. This affects everything mortal in the vicinity – plants, animals, humans and landscape. In addition to increasing respiration rate by (Rating), each Demesne also has an outlet that is naturally imbued by the produced Essence, expressing the nature of the Demesne: a giant tree; a well of molten metal; an emotional state or other ongoing effect. It provides some benefit of around (Rating) Gift points. Damaging it can cause the Demesne to explode; (Rating x 5) dice.

All engineering projects concerning Demesnes are **very dangerous**. Demesnes by default count as being at least Scale 3 due to their large size. Failures lead to mishaps and problems. Critical failures are truly catastrophic, often involving massive explosions, geomantic blights devastating swaths of land, formation of shadowlands, and more.

Creation of Demesnes is possible, but difficult. First, a suitable place of at least Size 3 must be found. It must have enough potential to shape a Demesne from, which can be discerned with survey and analysis is normal. It probably should have at least one heavy affinity of the suitable Scale per dot, or similarly powerful source. Then, a normal geomantic engineering project must be completed. Demesnes sometimes occur naturally in the places of high Essence saturation: shifting of the Dragon lines can cause some new ones to appear; or a simultaneous expenditure of large amount of motes (about 10% per 100m spent) may cause a Demesne to form after several months.

Changing Demesnes is easier than creating one. The Interval is one step shorter and at half Length. This, however, applies only by the category; while changing the output or aspect is not very difficult, shifting a Terrestrial Demesne to a Celestial one or the other way around is the same as creating one from nothing. Quelling of a Demesne to reduce its rating or destroy it is no less difficult than making one.

Manses stabilize and order the chaotic energies for numerous benefits. Capping a Demesne with one requires a geomantic engineering project as normal; as with Demesnes, Manses count as at least Scale 3. Manses built cannot have higher Rating than their Demesne, but the other way around is possible. In that case, excess Essence usually produces some unpredictable output, and count as a Demesne of the remaining Rating.

Advantage: Geomancer

You are trained in geomancy.

- : You have learned the basics of geomancy, and can attempt surveys, analyses and engineering projects up to Strength 2.
- : You have learned how to work with powerful Essence flows. You can shape, change and cap Demesnes, and build, repair and correct Manses.
- : You have mastered the intricacies of geomancy. The risks while attempting engineering projects are reduced to (almost) nominal levels.

Weather working

Roll: Occult – Rating of the effect (see the Advantage)

Cost: 1m per attempt

Time: Days

Weather working allows predicting and changing weather patterns; it is somewhat slow, but powerful. It is also highly dangerous if used against the will of the weather spirits.

Advantage: Weather worker

You know how to interact with the Creation's weather.

- : You can predict the weather a couple weeks in advance, determine if it is divinely ordained, and produce extremely minor effects.
- : You can intensify, extend or lessen the existing weather a fair deal, bringing light rain on the sunny day, or calming a storm to merely very strong wind, for no more than several hours.
- : You can alter the weather greatly, like clearing the sky in a blizzard or intensifying a simple rain to a flooding deluge that can last for days.

Appendix 4: Necrotech

Necrotech is a field of science that utilizes the unique properties of the Essence of Death to create and sustain unnatural activity in once-living bodies. This allows building and animating creatures made of dead parts and inorganic replacements of dead parts (as long as they are close enough to substitute). The circumvention of normal laws of life and mechanics inherent in such animations provides multiple shortcuts that are unavailable for the conventional creation of life or automata, but carries with it unique drawbacks as well, like constant deterioration on being absolutely terrifying to natural animals.

Overview

From the rules standpoint, Necrotech allows to make creatures, as well as certain Artifacts, at a fraction of costs and efforts normally required. Necrotech uses Intelligence/Craft as a primary Trait that is rolled for its projects and used for the related charms. However, designing the project uses Medicine instead of Lore. Necrotech creatures are graded by Coil instead of Rank; although equivalent in many cases, this distinction denotes certain existing differences.

Construction

One of the main benefits of the Necrotech is that the construction stage, unlike creation of Artifacts or other beings, is mostly a mundane concern. By default, no charms or Sources are required – just arranging flesh and bone and metal. This is a project consisting of designing the creature (Medicine) and then building it (Craft). Approximate Resource cost of the materials is around (Coil – 1), modified by Size and varied at the Storyteller's discretion. This can be waived if the materials are acquired in-game.

First, the Coil and Quality of the creature must be decided. Coil indicates the overall potency of the creature. It determines the Trait Ratings and the default allotment of Augmentation slots for the Base Frame (and the Gift points of each) as well as the maximum Size it can have. Quality determines sophistication of the creature, increasing the number of Augmentation slots.

Designing Necrotech has Interval of (Minutes + Size as Scale) and Duration of $((\text{Coil} + \text{Quality})/2)$, at $-(\text{Quality})$ penalty.

Building Necrotech has Interval of (Scene + Size as Scale) and Duration of (Coil + Quality), at $-(\text{Quality})$ penalty.

Base Frame and Quality

Base frame, as the name implies, is the base of the creature. It normally uses Attributes as Traits. Most Necrotech constructs are mindless; as such, their Charisma Manipulation, and Intelligence are normally at 0, and do not rise with Coil. Good Traits are Strength, Stamina and Perception; Bad Traits are Dexterity, Wits, Charisma and Appearance (used only for intimidation). Base Frame is Essence 1, has no mote pool, and normally has a set of (0 -1 -3) Health levels per Coil. Size is as it was crafted.

Necrotech Base Frame				
Coil	Good Trait	Bad Trait	Augm.	Max. Size
1	2	0	1	1
2	3	1	2	2
3	4	2	3	2
4	5	3	4	3
5	6	3	5	4
N/A	?	?	?	5

Quality grants the construct an additional Augmentation slot for each level (Good, Elite, Master) above the norm.

Augmentations

Augmentations represent various enhancements that crafty necrosurgeons modify their creations with. They are separate Gift points packages, each with (1 + Coil) Gift points in it, that enhance the creature's base frame. They work similarly to magitech subsystems, but are folded into the general Necrotech rules. Some are specifically provided for the Necrotech purposes only, by partially rearranging the rules to provide more authentic Necrotech experience. These Augmentations are not for the general use, and are balanced for the Necrotech only. See the Augmentation List section. Some augmentations may require special materials to implement, at the Storyteller's discretion.

Animation

Without means to bring the creature to unlife, the Necrotech construct is just a macabre statue. There are several ways that the creature can be animated.

Necromancy is the easiest and most convenient way, providing not also animation, but control as well. From the perspective of sorcery rules, a spell can animate a creature of the Coil equal to $(\text{Effect}/2 - 1)$, no higher than $(\text{Circe} \times 2)$ Coil; the spell must also include enough Reaching to compensate for the Size of the target. Spells Walking War Machine (5sm), Spurring the Beast of War (10sm) and Incomparable Destruction Engine (18sm) can both reanimate and control creatures up to 2, 4 and any Coil, respectively. This counts as a permanent lasting change, and so the animation cannot be dispelled.

Essence feed requires including a power system in the creature, taking one of the Augmentation slots. It then relies on external supplies of Essence to animate, although it is not very cost-effective. It takes $(\text{Coil}/2 + \text{Size})$ motes per scene/hour to power the creature this way. Some designs have Essence batteries, storing motes until exhausted; some rely on hearthstones – an Abyssal Hearthstone can power a creature indefinitely, producing (Rating) motes per scene/hour. This, however, provides no control over the creature, which must be achieved through some other means.

Possession requires having a nemissary or other spirit with specialized charms, who can enter the construct and animate it this way. Note that any charms must take the Size of the creature into account; in addition, the expenditure of (Size) motes per scene/hour is required in addition to the charm.

Spontaneous reanimation sometimes occurs when there is enough Death Essence present. Staying in an Abyssal Demesne for some time will almost certainly reanimate a creature up to $(\text{Rating} \times 2)$ coil until it leaves. Manses usually do not provide enough free Essence for a spontaneous reanimation, but a Manse can be designed specifically to reanimate creatures inside. Being in the Labyrinth also can lead to spontaneous animation. Naturally, spontaneous reanimation provides no means of control.

Other, rarer, options are possible, like specialized Artifacts and even more esoteric means.

Maintenance

Necrotech constructs, but their very nature, constantly deteriorate. Partly, it's the decay and erosion of the dead flesh, which can be slowed or negated easily enough with careful preservation; more importantly, the very paradox of unlife that allows their existence strains against the laws of reality, at odds with the living Essence of the world. Sooner or later, this strain will manifest as physical damage to the creature.

Deterioration is rolled as an attack (without defenses) at regular Intervals (Day in Creation, Month in Shadowlands and Year in the Underworld) and after any strenuous activity such as battle or a forced march. Roll one die and apply damage, if any, as normal.

Paced applied to slow the deterioration only adds (X) Intervals before the roll, delaying it (as with Conflict timing, does not modify Intervals themselves). The roll is still made, even if the effect is continuously reapplied. Supernatural (2) is required to affect deterioration this way. Supernatural (3) reduces the roll for the Interval to a chance die. Supernatural (4) also reduces rolls for strenuous activity to a chance die. Supernatural (5) used by an Abyssal (or, perhaps, a powerful god of decay) could halt the deterioration completely. Size must be accounted for with Reaching.

Necrotech constructs can be damaged as normal, but their undead nature affords them significant resilience. Even a "killed" construct can be reassembled and repaired. To simulate this, when damaging Necrotech constructs, use the Physical Consequences from the Conflicts. Incapacitated (1-4 excess damage) means the construct is disabled, but can be repaired as normal. Instant Death (5 or more excess damage) means that it is damaged beyond recovery. Crippled (3 excess damage) can disable specific Augmentations instead of taking a penalty (if it makes sense).

Repairing Necrotech has Interval of $(\text{Scene} + \text{Size as Scale})$, at $-(\text{Quality})$ penalty, same as vehicles, and does not require any Ways (so even mortals can do it). Crippled Augmentations are repaired separately, with the Interval of $(\text{Scene} + \text{Size})$ and Duration of $(1 + \text{Quality})$, at $-(\text{Quality})$ penalty. The materials should be provided as required. Having a group working on the construct can compensate for its Size, as normal; large necromantic war machines routinely have attached crews of dozens of support personnel.

Augmentation List

Specialized Frame (Special, 1 slot, choose one):

- **Vehicle:** the construct is a vehicle or transport of some kind, and have enough space for crew and passengers as appropriate for its Size.
- **Graft:** the construct is an implant or a similar contraption. Augmentations (except special ones) can provide their Gifts to the bearer. The construct still has its own health track and can be damaged separately.
- **Shell:** the construct is armor-like device, similar to power armor or a warstrider. However, it has its own health track, and the wearer can only be damaged when it is at -3 wound penalty. Augmentations (except special ones) can provide their Gifts to the wearer. It cannot move without the wearer, but can take Physical actions instead of him with its own Traits (usually Strength).

Design (Special, free, choose one):

- **Terrifying:** +2 to all Intimidation attempts, -2 for other Social actions for the side it is on. The creature is obvious for what it is.
- **Clandestine:** requires Per/Awareness or Medicine roll at -1 to recognize it for what it is from a distance.
- **Ornate:** the creature is a work of art, and looks very impressive. No particular bonus, but can be used for Social stunts or equipment if appropriate.

Condition (Special, free, choose one):

- **Putrid:** -1 penalty to all actions for the living nearby due to horrible stench but cannot use Stealth without at least two-point stunt – the smell gives it away. Spreads all kinds of diseases to mortals (ST's discretion, but a lot).
- **Sanitized:** no effect, but almost no smell.
- **Embalmed:** carefully treated with fragrant alchemical elixirs. Animals no longer panic in the construct's presence, but the Duration of the Building stage increases by (1 + Size).

Enhanced Trait (Special, 1 slot, 2 slots for Bad Traits): choose one Trait. It is raised by (Coil/2). Can be taken once per Trait. Note that this increases the base Trait, so it is not a bonus and stacks with everything.

Enhanced Resilience (Special, 1 slot, max. Quality): the construct gains a number of additional health levels equal to the (higher of Coil/2 or Size/2). Taking the augmentation first time provides (-3) health levels, second time provides (-1) levels, third time – (0)s.

Careful Preservation (Special, 1 slot, max. 1 + Quality): the basic time before decomposition a roll is extended by (Coil/2) Intervals.

Transcendent Revenant Vessel (Special, 1 slot): designed for the use of nemissaries, the construct increases Paced for the Nemissary's Ride and other possession charms by one step for itself.

Integrated Artifact (Special, 1 slot): the creature can use an Artifact that was attached at its construction. The Artifact must require no attunement, and all Essence expenditures for must be provided separately (as well as the Artifact itself in the first place).

Integrated Focus (Special, (Circle) slots per Focus): some constructs serve as a central points for powerful necromantic workings. Augments specifically created for that purpose count as Apt Foci.

Independent (Special, 1 slot, Graft or Shell only): the construct can detach and act independently of its master, and reattach as will.

[Augmentation Name] (1 slot): this Augmentation consists of (1 + Coil) Gift points. This is a template for any other non-special augmentations that can be created and implemented. Use the normal Gifts rules.

Bonstrider

Because I know you want to.

Size 2, Coil 3, Elite. Health: 0 0 0 -1 -1 -1 -3 -3 -3

Augmentations (5 slots): *Shell (1), Terrifying (0), Putrid (0), Enhanced Strength (1), Enhanced Stamina (1)*;
Armor plating (1): Heavy armor, no Initiative penalty;
Warstrider mobility (1): first additional movement free on a success (as a vehicle).

Strength: 6 + 2 (Size)

Stamina: 6 + 2 (Size), Soak 3 + 2 Size + 2 Armor = 7

Perception 4

Dexterity, Wits, Charisma and Appearance 2

Charisma, Manipulation, Intelligence 0

Appendix 5: Shards and related concerns

The rules as it is are broad and flexible enough to be used without significant changes for every shard. The focus of the system is on the characters, not on equipment or technological level. The existing rules should be applied as is in most cases: is a car really that different from a horse-drawn carriage when the speed is measured in abstract range bands? Not really. And if an Exalt can parry a strike from a mountain-sized behemoth, he can parry a shot from a tank's main gun.

Abilities

Don't bother changing Abilities or adding additional ones. You can shoot guns with Archery, it is close enough. You can drive personal vehicles with Ride, and anything larger with Sail; if it's good enough for a warbird, it's good enough for a fighter jet, and ships are ships, even if they are in space. Computers are redundant: searching info on the Internet is Investigation, hacking is Larceny, repairs are Craft.

Weapons and armor

Weapons of the higher technological level do not get higher default stats. They have an advantage when dealing with the more primitive armor, however, and vice versa. In practice, this equates to the equivalent of the Supernatural (1) effect – the higher tech ignores or negates any bonuses from the lower tech. This never applies to Artifacts. The actual Supernatural (1) supersedes this effect in all cases, as anything Essence-enhances still trumps any mortal artifice, however advanced it is.

Advanced solid projectile and energy weaponry still uses Archery and the usual rules. At the Storyteller's discretion, all ranges can be increased by one Range band. Ammunition is generally not tracked.

Explosive weapons work by creating a Hazard instead of attacking normally (add Damage bonus to the roll). The range of the Hazard depends on the weapon, and is usually Touch or Short. Grenades and air-dropped bombs use Thrown, direct fire weapons – Archery.

Vehicles

Vehicles follow the normal rules, including the tech level adjustment above. The only real difference is the availability of flying or space vehicles of mortal construction. Use all the normal rules as they are. The maximum Hull for mortal vehicles should be 8 (for heavy tanks and such), which is the maximal mundane Trait Rating.

Other considerations

You may have already noticed that in fact, QE has been balanced for Shards all along. Reaching scale includes the Shards-appropriate measurements; Infernal Affinities include information on the known whole Primordials; rules for equipment are as setting-agnostic as possible. No significant alteration is required, and even the rules in this appendix are more of a suggestion: everything will work fine even without them. Have fun!

