

# Supernatural Martial Arts

## A Supplement for *Ultimate Exalted*

Last updated 12/25/2011

This document contains conversions of fourteen Celestial martial arts styles to the *Ultimate Exalted* system. As usual with *UX*, most of the descriptive and color text has been omitted to save space. Each style includes a listing of where you should look for the source material. I advise players and Storytellers alike to read the flavor text of each style and Charm rather than going straight to the crunchy bits.

CELESTIAL MARTIAL ARTS	
STYLE	PAGE
Solar Hero Style	1
Crane Style	2
Mantis Style	4
Snake Style	6
Tiger Style	7
Crystal Chameleon Style	9
Ebon Shadow Style	10
Righteous Devil Style	13
Leaf on the Wind Style	15
Arms of the Unconquered Sun Style	17
The Art of Forceful Declaration	19
The Art of Meditative Discussion	21
The Art of Relentless Persuasion	23
The Art of Victorious Concession	25

### SOLAR HERO STYLE

*Exalted*, p242

**Weapons and Armor:** The form weapons for this style are the cestus, fighting gauntlet, khatar, tiger claws, pankrator's cestus and improvised weapons. Solar Hero Style Charms treat attacks and blocks with these weapons as unarmed. An "improvised" weapon, such as a bar stool, keg of brandy, omen hound or unattuned daiklave, has a maximum Accuracy of -3 and a maximum Rate of 2.

#### FISTS OF IRON TECHNIQUE

**Activation:** —; **Mins:** Martial Arts 2, Essence 1; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

This Charm enhances an unarmed Martial Arts attack, improving its Accuracy by one and its Damage by two, and making its damage lethal. The Exalt can parry lethal hand-to-hand attacks without a stunt until her next action.

When used by a Solar, this does not count as Charm use if Solar Hero Form is active.

#### SLEDGEHAMMER FIST PUNCH

**Activation:** —; **Mins:** Martial Arts 3, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Fists of Iron Technique

This Charm double the raw damage of an unarmed Martial Arts attack against an inanimate object. When used by a Solar, this Charm also ignores the object's soak.

#### DRAGON COIL TECHNIQUE

**Activation:** Flare 1; **Mins:** Martial Arts 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Until next action

**Prerequisite Charms:** Fists of Iron Technique

This Charm makes clinch crush damage lethal and adds the Exalt's Essence to clinch rolls and to the damage of clinch crush attacks. This Charm cannot be placed in a Combo with Extra Action Charms.

#### SOLAR HERO FORM

**Activation:** Flare 1; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Sledgehammer Fist Punch, Dragon Coil Technique

The Exalt counts successes on her unarmed Martial Arts attacks twice for the purpose of determining raw damage. She may make unarmed Martial Arts parries against ranged and lethal attacks without a stunt. When used by a Solar, this Charm adds the Exalt's Martial Arts to her natural bashing and lethal soak.

#### HEAVEN THUNDER HAMMER

**Activation:** Flare 1; **Mins:** Martial Arts 3, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Solar Hero Form

The Exalt's attack throws her enemy backward one yard for every die of raw damage. Targets that strike hard objects take one die of damage for each yard they otherwise would have traveled. This damage is typically bashing but it can be lethal if the target strikes a sufficiently dangerous object.

When used by a Solar, the distance thrown increases to three yards for every die of raw damage, and the damaging effects of this Charm can be achieved without actually moving the target.

#### CRASHING WAVE THROW

**Activation:** Flare 2; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Heaven Thunder Hammer

The Exalt can use this Charm to end a clinch by throwing her opponent (Martial Arts x 5) yards upward or (Martial Arts x 10) yards horizontally. Characters thrown over cliffs or high into the air take falling damage normally. Targets that strike hard objects take damage as with Heaven Thunder Hammer.

When used by a Solar, the distance thrown increases to (Martial Arts x 7) yards vertically or (Martial Arts x 14) yards horizontally.

#### OX-STUNNING BLOW

**Activation:** Flare (variable; see text); **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

**Keywords:** Combo-OK, Crippling

**Duration:** Instant

**Prerequisite Charms:** Solar Hero Form

This Charm replaces the normal damage of an unarmed Martial Arts attack with dice of stunning damage, though no more than (Strength x 2) dice. Extra attack successes add to her damage as usual. Stunning damage can be soaked only with Charms. Each success on the damage roll imposes a -1 penalty to the target's dice pools for the next three actions. This Charm's Flare is equal to half the stunning damage dice added, rounded down.

#### HAMMER ON IRON TECHNIQUE

**Activation:** Flare 1, Iwp; **Mins:** Martial Arts 4, Essence 2; **Type:** Extra Action

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Solar Hero Form

This Charm is a magical flurry of up to (Essence + 1) unarmed Martial Arts-based attacks against a single target. These attacks ignore Rate and multiple action penalties. She must make all of her attacks against the same target.

When used by a Solar, the flurry may include (her Essence + 3) attacks which may be directed at multiple targets.

#### SHOCKWAVE TECHNIQUE

**Activation:** Flare 1; **Mins:** Martial Arts 5, Essence 3; **Type:** Supplemental

**Keywords:** Knockback, Obvious

**Duration:** Instant

**Prerequisite Charms:** Crashing Wave Throw, Ox-Stunning Blow, Hammer on Iron Technique

This Charm supplements a single attack, rendering the target's defense pool inapplicable. If the Exalt hits, this Charm allows her to make one further unarmed Martial Arts attack by hurling that opponent into another. This attack has a range of (Martial Arts x 5) yards and is unblockable. The first opponent is treated as a weapon with -3 Accuracy and +4B Damage. If the attack misses or the Solar targets empty space, the first opponent travels the full (Martial Arts x 5) yards with effects as Heaven Thunder Hammer. This Charm cannot enhance a counterattack, and it prevents the target from responding with Counterattack Charms.

When invoked by a Solar, that opponent, when used as a weapon, has +2 Accuracy and does +6B Damage. The attack made with that opponent may be applied to all characters in that unfortunate's flight path.

## CRANE STYLE

*Glories of the Most High —The Maidens of Destiny, p21*

**Weapons and Armor:** Crane Style considers hook swords and war fans (as well as their Artifact equivalents) unarmed attacks for the purposes of its Charm; these are commonly wielded in pairs, as one-winged cranes are highly inauspicious. It is incompatible with armor.

#### FLUTTERING CRY OF WARNING

**Activation:** Flare 1; **Mins:** Martial Arts 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

This Charm causes an unexpected physical attack targeting the Exalt or anyone within (Martial x 10) yards of her to lose its unexpected quality if the target has not yet made a physical attack in the scene (excepting counterattacks).

#### EMPOWERING JUSTICE REDIRECTION

**Activation:** Flare 1; **Mins:** Martial Arts 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Until next attack

**Prerequisite Charms:** Fluttering Cry of Warning

Activated in response to a physical attack targeting the Exalt, this Charm notes the attacker and his attack roll's successes. When the Exalt next makes an unarmed attack or counterattack against the noted attacker, she adds a number of extra successes equal to those noted. This target suffers automatic knockdown if the attack inflicts damage. After soak, this attack's damage is converted to bashing and cannot spill past Incapacitated to become lethal.

#### CRANE FORM

**Activation:** Flare 2; **Mins:** Martial Arts 5, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Empowering Justice Redirection

While this Charm is active, the Exalt automatically succeeds on all Athletics checks to retain her balance and exerts no effective weight on any solid object, duplicating the effects of Graceful Crane Stance (see the Ultimate Exalted core rules). She ignores the off-hand penalty while wielding paired form weapons and doubles the dice bonus (but not actual level) of all stunts made to enhance unarmed Martial Arts actions; she may recover a Compassion channel in place of other awards if such a stunt succeeds. If wearing long, flowing sleeves, they will remain unsullied by combat and grant her barehanded attacks the R tag, as well as one bonus success to her parry attempts. Finally, the Exalt's unarmed attacks inflict only the bashing injury as per Empowering Justice Redirection.

#### HUMBLING ENLIGHTENMENT COMMENTARY

**Activation:** —; **Mins:** Martial Arts 5, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Crane Form

The Exalt may enhance her unarmed Martial Arts attacks and parries with the same descriptions as a social attack, provided that her spoken words analyze her opponent's fighting techniques and offers helpful advice to improve them. Thus, in-character comments provide a one-die stunt, et cetera. Social and conventional physical criteria do not stack.

Also, if the Exalt spends a minute-long dramatic action sparring with a single individual, both combatants treat that minute as a day of training time for the purpose of purchasing dots of Martial Arts, Martial Arts specialties or Martial Arts Charms.

#### KINDLY SIFU'S QUILL

**Activation:** —; **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Humbling Enlightenment Commentary

While the Exalt has Crane Form active, she may channel Compassion to enhance an unarmed Martial Arts attack or parry without paying a Willpower point. When she channels Compassion to improve an attack, she adds the same dice bonus from the channel to the attack's raw damage and he may choose to arrange inflicted bruises as calligraphy upon the victim's skin when inflicting damage.

#### CROSSED WINGS DENIAL

**Activation:** Flare (varies; see text); **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Crane Form

This Charm is a perfect unarmed parry of any physical attack of which the Exalt is aware, even if it is unblockable. It's Flare is equal to the number of times the Exalt has previously activated it in the scene. Use of this Charm prevents the Exalt from making physical attacks (but not counterattacks) on her next action as a special flaw of invulnerability.

**FEATHER-STIRRED ARROW DEFLECTION****Activation:** Flare 2; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive**Keywords:** Combo-OK, Counterattack**Duration:** Instant**Prerequisite Charms:** Crossed Wings Denial

This Charm is an unarmed (Dexterity + Martial Arts) counterattack activated in response to a ranged attack made with a solid projectile. The counterattack hurls the projectile at an armed character no farther away than the distance between the original attacker and the Exalt. If the counterattack hits, it inflicts no damage, but the opponent is automatically disarmed and his weapon flies five yards away in a direction of the Exalt's choice.

**BEAK SPEARS FROG****Activation:** Flare 3, Iwp; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive**Keywords:** Combo-OK, Counterattack, Peripheral**Duration:** One Scene**Prerequisite Charms:** Crane Form

While using this Charm is active, the Exalt cannot make physical attacks against other animate beings (though counterattacks are fair game). She may, however, respond to any physical attack against her with a single unarmed counterattack, provided she can reach her attacker. These counterattacks suffer the same flurry penalty of the attacks to which they respond, but are otherwise made at the Exalt's full dice pool.

**WINGS SPREAD TO SKY****Activation:** Flare 1; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive**Keywords:** Combo-OK, Obvious**Duration:** One action**Prerequisite Charms:** Beak Spears Frog

The Exalt extends her arms to either side, hands pointed down, and glides up to (Martial Arts x 5) yards in any direction. If this path terminates in midair, she remains suspended for the duration of the Charm with enough mobility to dodge without actually moving from her location. She cannot reactivate Wings Spread to Sky until her next turn. The Charm may be used to abort a fall safely or rise higher from the apogee of a jump. If used to pull away in response to an attack, the attack resolves normally before the Exalt moves. Defensive gliding can interrupt a flurry if the Exalt moves out of the attacker's reach, ensuring that successive attacks automatically miss.

When the Charm ends, the Exalt glides another (Martial Arts x 5) yards before gravity resumes its hold on her. Termination of the Charm can be used to close the distance to an opponent to deliver an unarmed attack or counterattack, effectively extending the attack's reach. Closing to strike this way doubles extra successes for the purposes of raw damage, but only the first attack in a flurry enjoys this bonus.

**WISDOM OF THE CELESTIAL CRANE****Activation:** —; **Mins:** Martial Arts 5, Essence 4; **Type:** Permanent**Keywords:** Holy**Duration:** Permanent**Prerequisite Charms:** Kindly Sifu's Quill, Feather-Stirred Arrow Deflection, Wings Spread to Sky

Upon learning this Charm, the Exalt converts all Combos solely containing Crane Style Charms into the experience points needed to acquire them. She can activate any Combo solely containing Crane Style Charms as though she knew that Combo and she considers Crane Form Combo-OK for this purpose. She does not need to spend Willpower to activate a Combo intuited through this Charm. Finally, if she is using Crane Form, whenever an unarmed attack she makes inflicts damage to a creature of darkness, that being also loses a Willpower point. Victims who lose their last Willpower point this way instantly develop a deep, soul-changing love for Creation.

## MANTIS STYLE

Based on a revision by Plague of Hats

<<http://forums.white-wolf.com/cs/forums/p/27035/552270.aspx>>

**Weapons and Armor:** Practitioners of Mantis Style may wear light armor and may wield any Martial Arts weapon

with its Charms, treating attacks with them as unarmed.

#### LEAPING MANTIS TECHNIQUE

**Activation:** —; **Mins:** Martial Arts 2, Essence 1; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

The Exalt may add her Martial Arts rating to her initiative. She may perform a reflexive Jump action with her initiative roll if it moves her closer to a foe (or where she believes one to be).

This Charm may also be used to enhance a standard Jump action, adding the Exalt's Martial Arts to her leap's distance. A Jump enhanced this way may benefit from Martial Arts Excellencies used to increase the distance covered.

#### IRON-ARM BLOCK

**Activation:** —; **Mins:** Martial Arts 3, Essence 1; **Type:** Reflexive

**Keywords:** Combo-Basic

**Duration:** One action

**Prerequisite Charms:** Leaping Mantis Technique

The Exalt may parry lethal and ranged attacks unarmed without a stunt. Attacks the Exalt chooses to parry suffer a +2 difficulty penalty from cover.

#### MANTIS FORM

**Activation:** Flare 2; **Mins:** Martial Arts 3, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Iron-Arm Block

The Exalt's unarmed Martial Arts attacks may inflict lethal damage if they would instead deal bashing, and she ignores onslaught penalties to her Martial Arts parries as she is defending herself with a Martial Arts weapon or her bare hands.

At Essence 3+, the Exalt may improve the benefits of her Iron-Arm Block. When invoked normally, the difficulty penalty it imposed on parried attacks becomes (her Essence). Alternately, it may be invoked as an Obvious innate ability, rather than a Charm, with the usual +2 penalty.

#### GRASPING CLAW METHOD

**Activation:** Flare 1; **Mins:** Martial Arts 3, Essence 2; **Type:** Simple

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Mantis Form

This Charm is an unarmed Martial Arts attack. If the attack hits and would inflict damage, the Exalt may choose to deal only a single level of damage and take hold of her opponent's weapon, automatically disarming him.

#### GRASPING MANTIS DEFENSE

**Activation:** Flare 1; **Mins:** Martial Arts 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Counterattack

**Duration:** Instant

**Prerequisite Charms:** Grasping Claw Method

When the Exalt successfully makes a Martial Arts-based parry of a close-combat attack, she may attempt to reflexively clinch her attacker. If she succeeds, her opponent is not allowed the usual roll to escape or maintain the clinch on his next turn and is limited on that turn solely to what reflexive actions the Storyteller will allow.

#### JOINT-LOCKING TECHNIQUE

**Activation:** Flare 1, Jwp; **Mins:** Martial Arts 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Until the clinch ends

**Prerequisite Charms:** Mantis Form

When rolling to maintain a clinch, this Charm adds the Exalt's Essence in extra successes and continues to do so until her foe gains control (i.e. succeeds at maintaining the clinch himself) or the clinch ends.

#### CRUSHING CLAW TECHNIQUE

**Activation:** Flare 1; **Mins:** Martial Arts 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Until the clinch ends

**Prerequisite Charms:** Joint-Locking Technique

This Charm adds the Exalt's Martial Arts to the crushing damage of a clinch she maintains, and allows it to inflict lethal damage rather than bashing. This bonus persists as long as the Exalt maintains control of the clinch and attempts to crush her victim every action.

#### JOINT-DISABLING ATTACK

**Activation:** Flare 2; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Crippling

**Duration:** Instant

**Prerequisite Charms:** Crushing Claw Technique

This Charm enhances an attempt to crush a foe in a clinch. If the crush would inflict damage, it instead inflicts the equivalent of one amputation Crippling effect of the Exalt's choice (Exalted, p. 152). This effect lasts for the rest of the scene. The Exalt may only disable hands, arms and legs this way, and they are not actually amputated.

#### FLYING MANTIS KICK

**Activation:** Flare 1; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Mantis Form

If the the target of an unarmed Martial Arts attack is out of the attack's range, this Charm allows a reflexive leap toward him. This jump is calculated using Martial Arts instead of Athletics. If the attack hits, extra successes count double for determining the raw damage. This Charm qualifies as a Jump action for the purposes of Leaping Mantis Technique.

#### UNFOLDING RETRIBUTION STANCE

**Activation:** —; **Mins:** Martial Arts 5, Essence 4; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Grasping Mantis Defense, Joint-Disabling Attack, Flying Mantis Kick

This Charm permanently enhances Mantis Form. While it is active, the Exalt may activate Grasping Mantis Defense as an innate power, rather than a Charm, though she may do so only once per turn. She may also activate Flying Mantis Kick once on her action as an innate power, but if she does, she cannot activate Grasping Mantis Defense as an innate power until after her next action.

## SNAKE STYLE

*Exalted, p240*

**Weapons and Armor:** Snake Style Charms treat attacks and blocks made with hook swords and the seven-section staff as unarmed attacks and blocks. Snake Style is incompatible with armor.

#### STRIKING COBRA TECHNIQUE

**Activation:** —; **Mins:** Martial Arts 2, Essence 1; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

The Exalt adds extra successes to her initiative equal to her Martial Arts.

#### SERPENTINE EVASION

**Activation:** —; **Mins:** Martial Arts 3, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Striking Cobra Technique

The Exalt adds two bonus successes to her dodge or parry attempt against a single attack.

#### SNAKE FORM

**Activation:** Flare 1; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Serpentine Evasion

The Exalt adds her Martial Arts score to her bashing soak. Enemies who can see the Exalt's hypnotic motions lose (the Exalt's Essence) dice from their attacks against her.

## ESSENCE FANGS AND SCALES TECHNIQUE

**Activation:** Flare 2; **Mins:** Martial Arts 5, Essence 2; **Type:** Simple**Keywords:** Peripheral**Duration:** One scene**Prerequisite Charms:** Snake Form

This Charm makes the Exalt's unarmed Martial Arts attacks inflict piercing lethal damage and allows the Exalt to soak lethal damage with her bashing soak.

## ARMOR-PENETRATING FANG STRIKE

**Activation:** Iwp; **Mins:** Martial Arts 5, Essence 2; **Type:** Supplemental**Keywords:** Combo-OK, Obvious**Duration:** Instant**Prerequisite Charms:** Essence Fangs and Scales Technique

The Exalt's unarmed Martial Arts attack ignores soak from armor.

## SNAKE STRIKES THE HEEL

**Activation:** Flare 1; **Mins:** Martial Arts 5, Essence 2; **Type:** Reflexive**Keywords:** Combo-OK, Counterattack**Duration:** Instant**Prerequisite Charms:** Snake Form

This Charm gives the Exalt an unarmed Martial Arts counterattack with an attack pool equal of (Martial Arts + her opponent's extra successes).

## UNCOILING SERPENT PRANA

**Activation:** Flare 1; **Mins:** Martial Arts 5, Essence 3; **Type:** Supplemental**Keywords:** Combo-OK, Obvious**Duration:** Instant**Prerequisite Charms:** Snake Strikes the Heel

This Charm allows the Exalt to strike an opponent up to (Essence x 2) yards away, using her anima to make an unarmed Martial Arts. This requires an unobstructed path to the target.

## STRIKING SERPENT SPEED

**Activation:** Flare 1; **Mins:** Martial Arts 5, Essence 2; **Type:** Extra Action**Keywords:** Combo-OK**Duration:** Instant**Prerequisite Charms:** Uncoiling Serpent Prana

This Charm is a magical flurry containing either a number of actions equal to the Exalt's successes on a roll of (Essence x 2) dice. These are combat actions (not dramatic, mass combat, social, etc.), but they need not be attacks.

## ESSENCE VENOM STRIKE

**Activation:** Flare 1, Iwp; **Mins:** Martial Arts 5, Essence 3; **Type:** Simple**Keywords:** Combo-OK, Obvious**Duration:** Instant**Prerequisite Charms:** Armor-Penetrating Fang Strike, Striking Serpent Speed

This Charm is an unarmed Martial Arts attack. The Exalt adds her Essence to the damage of the attack, which becomes aggravated.

## TIGER STYLE

Based on a revision by Plague of Hats

<<http://forums.white-wolf.com/cs/forums/p/28308/581712.aspx>>

**Weapons and Armor:** Tiger Style treats attacks with tiger claws and razor claws as unarmed. This style is compatible with light and medium armor.

## CRIMSON LEAPING CAT TECHNIQUE

**Activation:** Flare 1; **Mins:** Martial Arts 2, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK, Peripheral

**Duration:** Three actions

**Prerequisite Charms:** None

While this Charm is active the Exalt may jump with a reflexive Move action. This takes the place of the Exalt's Move action and she still cannot Jump more than once per action. If she Jumps to close the distance with a foe and attempts any unarmed Martial Arts attacks against him on the same turn, this Charm also adds (Martial Arts) to the raw damage of any of those attacks if she should hit.

#### STRIKING FURY CLAWS ATTACK

**Activation:** —; **Mins:** Martial Arts 3, Essence 1; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Crimson Leaping Cat Technique

Using this Charm to enhance an unarmed Martial Arts attack adds the Exalt's Martial Arts rating to its post-soak damage.

#### TIGER FORM

**Activation:** Flare 2; **Mins:** Martial Arts 3, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Striking Fury Claws Attack

While this Charm is active, the Exalt's unarmed Martial Arts attacks increase their Damage trait by (her Martial Arts) and they deal lethal damage if they would otherwise inflict bashing. The Exalt ignores the +1 difficulty penalty to her non-reflexive physical actions when prone (Exalted, p. 144), and while fighting prone her low profile and swift movements on the ground increase the difficulty to hit her by one.

#### RAGING TIGER POUNCE

**Activation:** —; **Mins:** Martial Arts 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Tiger Form

This Charm permanently enhances Crimson Leaping Cat Technique, extending its duration to One scene and increasing its Flare to 2. If the Exalt has also activated Tiger Form, any attack that gains damage dice from Crimson Leaping Cat Technique automatically knocks its target prone unless they benefit from supernatural balance.

#### SPINE-SHATTERING BITE

**Activation:** —; **Mins:** Martial Arts 4, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Crippling, Obvious

**Duration:** Instant

**Prerequisite Charms:** Raging Tiger Pounce

An unarmed Martial Arts attack enhanced with this Charm counts 10s on the damage roll as two successes. As long as the attack inflicts at least one level of damage, the target must roll (Stamina + Endurance), difficulty (the damage done - the target's Stamina, minimum the Exalt's Essence). Failure indicates that the target is stunned, taking a -2 dice pool penalty to all non-reflexive rolls until the Exalt's next turn.

#### STALKING CAT MOVEMENT MEDITATION

**Activation:** Flare 2; **Mins:** Martial Arts 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Tiger Form

While this Charm is active, the Exalt can more easily stay hidden, ignoring any environmental difficulty increases of her Stealth rolls to stay undetected. She also ignores any circumstantial penalties to her dice pools or difficulty increases the Storyteller assesses to remain hidden while dashing or jumping.

#### LEAP FROM CLOAKING SHADOWS ATTACK

**Activation:** —; **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Stalking Cat Movement Meditation

This Charm permanently enhances the Exalt's use of Stalking Cat Movement Meditation. While that Charm is active, when the Tiger stylist makes an unexpected attack from hiding, she may apply Striking Fury Claws Attack or (if she knows it) Spine-Shattering Bite to the unexpected attack without it counting as Charm activation; doing so flares her anima to level 2. If the Exalt creates a combo of those two Charms, that combo may be activated the same way.

CELESTIAL TIGER HIDE

**Activation:** —; **Mins:** Martial Arts 4, Essence 3; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Tiger Form

While Tiger Form is active, the Exalt now gains (Martial Arts + Essence) natural bashing and lethal soak. She also gains her Essence in natural Hardness; this does not stack with other sources of Hardness.

ANGRY PREDATOR FRENZY STYLE

**Activation:** Flare (varies; see text), Iwp; **Mins:** Martial Arts 5, Essence 3; **Type:** Extra Action

**Keywords:** Combo-OK, Counterattack, Obvious

**Duration:** One action

**Prerequisite Charms:** Spine-Shattering Bite, Leap from Cloaking Shadows Attack, Celestial Tiger Hide

This Charm is a flurry of up to (Essence + 1) unarmed Martial Arts attacks against one or more valid targets, ignoring Rate restrictions and multiple action penalties. This Charm's Flare is equal to half the number of attacks made, rounded down. In addition, the Exalt may make an unarmed Martial Arts counterattack against every attack that targets her until her next action.

## CRYSTAL CHAMELEON STYLE

*Glories of the Most High: The Maidens of Destiny, p242*

**Weapons and Armor:** Crystal Chameleon style treats attacks made with the spear, rope dart, weighted rope and their artifact equivalents as unarmed for the purpose of its Charms. It is incompatible with armor.

**Complementary Abilities:** To properly execute the lightning-fast movements and sudden ambushes of the style, practitioners must have at least three dots spread between Stealth and Athletics.

JUST ANOTHER BRANCH DECEIT

**Activation:** Flare I; **Mins:** Martial Arts 2, Essence 2; **Type:** Supplemental

**Keywords:** Combo-basic

**Duration:** Instant

**Prerequisite Charms:** None

This Charm adds three successes to an attempt to reestablish surprise during combat (Exalted, p. 156). If the Exalt enjoys more than 50% hard cover due to the environment at the time of activation, the Charm grants one additional success. The Exalt must still have the opportunity to attempt to reestablish surprise in the first place.

LIGHT-TREADING TECHNIQUE

**Activation:** Flare I, Iwp; **Mins:** Martial Arts 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** None

The Exalt adds her Martial Arts rating in yards to her Move and Dash actions, and gains one bonus success to her dodge attempts against ranged attacks.

FLASHING PASSAGE

**Activation:** Iwp; **Mins:** Martial Arts 3, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** One action

**Prerequisite Charms:** Just Another Branch Deceit, Light-Treading Technique

This Charm supplements a Dash action, which may not be part of a flurry. The total distance the Exalt travels is quadrupled after all other modifiers, and she cannot be seen or targeted while moving. This Charm's stealth element explicitly fails against effects that would allow others to notice an otherwise perfectly invisible character.

CRYSTAL CHAMELEON FORM

**Activation:** Flare 1; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Flashing Passage

This Charm imposes a +2 difficulty penalty on all attacks directed at the Exalt. She is always considered to meet the requirements to attempt to reestablish surprise during combat while this Charm is active.

#### FLASHING LEAVES EVASION

**Activation:** —; **Mins:** Martial Arts 5, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Crystal Chameleon Form

This Charm sets an incoming attack's successes to 0 after all other modifiers. This Charm's special flaw of invulnerability is that it may be bypassed by any reroll of the attack, should the attacker have access to such. Flashing Leaves Evasion does not function against attacks that are undodgeable or unexpected.

#### SHATTERED CRYSTAL REBUKE

**Activation:** Flare 1, Iwp; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Counterattack, Obvious

**Duration:** Instant

**Prerequisite Charms:** Flashing Leaves Evasion

Invoked in response to an attack (whether successful or not), this Charm causes the Exalt to vanish in a blur of speed, reappearing behind her attacker and allowing for a reflexive attempt to re-establish surprise. This action does not impede resolution of the original attack in any way, and is considered a form of counterattack. If the Exalt is the target of a flurry, she may invoke this Charm in response to only the final attack in that flurry.

#### RAZOR-EDGED PRISM ASSAULT

**Activation:** Iwp; **Mins:** Martial Arts 5, Essence 2; **Type:** Extra Action

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Crystal Chameleon Form

The Exalt launches a flurry of (Essence) unarmed attacks at her full dice pool against a single opponent, heedless of Rate.

#### DEATH FROM NOWHERE METHOD

**Activation:** Flare 2; **Mins:** Martial Arts 5, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Razor-Edged Prism Assault

This Charm doubles the levels of damage inflicted by an unexpected unarmed attack.

#### STEPPING BEYOND LIGHT PRANA

**Activation:** Flare 2; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive

**Keywords:** Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Death from Nowhere Method, Shattered Prism Rebuke

The Exalt focuses her Essence into her lungs then breathes it out into her anima, which shivers into a kaleidoscope that expands to intermittently flicker through an area with a radius of (Essence x 50) yards, roughly centered on the Exalt and moving with her. While this emphatically announces the Blinding Prism's general presence, it also conceals her precise location. She becomes invisible, imposing a +2 difficulty penalty on all attempts to precisely locate or target her with attacks. This invisibility fails during any instant when the Exalt attacks, voiding the protection it affords during that moment.

## EBON SHADOW STYLE

Based on a revision by Plague of Hats

<<http://forums.white-wolf.com/cs/forums/p/27278/557913.aspx>>

**Weapons and Armor:** Ebon Shadow Style treats as unarmed those attacks made with fighting chains, sai and their artifact equivalents. It is incompatible with armor.

**Complimentary Abilities:** Ebon Shadow Style requires it's practitioners have at least two dots of Stealth.

#### IMAGE OF DEATH TECHNIQUE

**Activation:** —; **Mins:** Martial Arts 2, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Indefinite

**Prerequisite Charms:** None

The Exalt adds her Martial Arts to any (Stamina + Endurance) rolls made to suffer hardship, whether to stave off death from dehydration or to stay awake for long periods. She also ignores one die of penalty from such hardships. Finally, the time she can hold her breath (*Exalted*, p. 130) is multiplied by her Martial Arts rating.

If the Exalt remains perfectly still, she appears dead to all mundane senses. Only a magically enhanced diagnosis can reveal that she is alive and under the effects of a Charm.

#### WALL CLIMBING TECHNIQUE

**Activation:** Flare 1; **Mins:** Martial Arts 2, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** (Martial Arts) actions

**Prerequisite Charms:** None

The Exalt automatically succeeds on climbing rolls and may maintain her full movement rates while climbing. She may “climb” by simply running along a surface, leaving her hands free for other tasks, though she must keep moving (covering at least one yard with a Move or Dash action) to do so.

#### DISTRACTING FINGER-GESTURE ATTACK

**Activation:** —; **Mins:** Martial Arts 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Illusion, Obvious

**Duration:** Instant

**Prerequisite Charms:** None

On her action, the Exalt rolls (Dexterity + Martial Arts), adding extra successes equal to her Essence, against the mental defense roll of a target within (Essence x 5) yards. If the target fails to resist this unnatural mental influence, his initiative is reduced by (the Exalt's Martial Arts rating). A target that has resisted this Charm twice need not do so again for the rest of the scene.

#### EBON SHADOW FORM

**Activation:** Flare 1; **Mins:** Martial Arts 3, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Image of Death Technique, Wall Climbing Technique, Distracting Finger-Gesture Attack

In areas where shadows would aid attempts at Stealth, attacks against the Exalt suffer a difficulty penalty equal to half the Exalt's Essence. When the Exalt is actually sneaking and hiding, Awareness rolls to notice her suffer the same difficulty. Finally, the Exalt may choose to inflict bashing or lethal with her unarmed Martial Arts attacks.

If the Exalt has Essence 3+, she may activate Wall Climbing Technique as an innate power, rather than a Charm, while Ebon Shadow Form is active and she is in shadow.

#### SEVEN POINTS OF WEAKNESS STRIKE

**Activation:** Flare 1; **Mins:** Martial Arts 4, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Ebon Shadow Form

This Charm enhances an unarmed Martial Arts attack, reducing the target's soak against the attack by (Martial Arts + Essence), to a minimum of zero.

#### LIMB-IMMOBILIZING METHOD

**Activation:** Flare 1; **Mins:** Martial Arts 4, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK, Crippling, Obvious

**Duration:** Instant

**Prerequisite Charms:** Seven Points of Weakness Strike

This Charm enhances an unarmed Martial Arts attack in close combat, making it unblockable. The Exalt may choose pull her block in order to inflict fewer dice of damage. If the attack hits, it also inflicts the equivalent of a Crippling amputation effect (*Exalted*, p. 152) on one of the target's limbs, chosen by the Exalt when she activates this

Charm. The limb that is targeted returns to normal functionality at the end of the scene.

This Charm disrupts the Essence flows of the target. Without Occult 3+, the Exalt lacks the mystical knowledge to disrupt the Essence that animates automata the walking dead.

#### PARALYZING TOUCH ATTACK

**Activation:** —; **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent

**Keywords:** Crippling

**Duration:** Permanent

**Prerequisite Charms:** Limb-Immobilizing Method

The Ebon Shadow stylist may increase the activation cost of Limb-Immobilizing Method by one Willpower in order to convert any levels of damage that the attack would inflict into a commensurate Dexterity penalty, rather than inflicting an amputation effect. If the target suffers a penalty from this Charm of at least (target's Dexterity + Resistance), he is rendered (*Exalted*, p. 143). As with its prerequisite, these effects last for the scene.

#### ELUSIVE FLICKER EVASION

**Activation:** —; **Mins:** Martial Arts 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Ebon Shadow Form

While Ebon Shadow Form is active, the Exalt also gains her Essence in extra successes on Stealth rolls to remain hidden in shadow. She may also ignore penalties to her dodge attempts, in or out of shadows.

#### BLOW-CONCEALING GESTURE TECHNIQUE

**Activation:** Flare 2, Iwp; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Illusion

**Duration:** One action

**Prerequisite Charms:** Elusive Flicker Evasion

This Charm conceals all of the Exalt's unarmed Martial Arts attacks made during her action with an unnatural illusion, forcing others to believe that she has made no attacks at all. Characters who succeed at an unconscious mental defense roll with a difficulty equal to half the Exalt's (Martial Arts + Essence) are unaffected.

#### SHADOW-BODY STYLE

**Activation:** —; **Mins:** Martial Arts 5, Essence 4; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Blow-Concealing Gesture Technique

When the Exalt adopts Ebon Shadow Form, she may cloak her appearance, duplicating the identity-concealing effect of the Night Caste anima banner. The Exalt may ignore the Flare of any Ebon Shadow Style Charms while Ebon Shadow Form remains active in this way (though this does include the Flare of Ebon Shadow Form itself).

By paying one Willpower, the Exalt may Move or Dash through spaces as wide as a finger and as tall as a handspan. If this movement does not carry her all the way to the other side of a barrier, she must reactivate this effect until she exits. Failure to do so inflicts three levels of unsoakable lethal damage as she is ejected from her entry point. The Exalt cannot use this effect while illuminated by direct sunlight from the Daystar or the Unconquered Sun himself.

#### SHADOW-STEPPING MOTION

**Activation:** Flare 4, Iwp; **Mins:** Martial Arts 5, Essence 5; **Type:** Simple

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Paralyzing Touch Attack, Shadow-Body Style

This Charm is a special form of movement action, taking the place of the Exalt's other movement on the action it is used. The Exalt steps into a handy shadow and emerges from another shadow she can see within (Essence x 100) yards. Like Shadow-Body Style's barrier-bypassing effect, Shadow-Stepping Motion cannot function under direct sunlight.

By adding a point of Willpower to this Charm's activation cost, the Exalt can step out of a shadow up to (Essence) miles away even if she cannot currently see her destination, though she must have seen the destination previously, either personally or via scrying magic. Traveling this way takes the entire turn between the Exalt's actions. If the target destination has no suitable shadows within 100 yards, this Charm fails but the cost is not refunded.

Obstructing magic that merely discourages the Exalt from approaching is useless against Shadow-Stepping Motion. Magic that poses a physical or physically harmful barrier may be bypassed according to the effect's normal rules. Effects that bar teleportation outright are contested as per normal Charm conflict.

## RIGHTEOUS DEVIL STYLE

Based on a revision by Plague of Hats

<<http://forums.white-wolf.com/cs/forums/t/27309.aspx>>

**Weapons and Armor:** Righteous Devil Style is unusual, in that its Charms are mostly compatible only with fire-discharging weapons specifically, and not with normal unarmed attacks. This distinction is noted in Charms where it matters. When this style's Charms note that they enhance flame-discharge weapon attacks, this applies to either Martial Arts or other Abilities, such as Archery, and appropriate Charms of any such Ability (or other Trait) can be placed in Combos with Charms of this style. This style is compatible with armor.

**Complementary Abilities:** Righteous Devil stylists must have at least two dots in Archery to learn the style. It is strongly advised that they also possess any Craft skills necessary to perform regular maintenance on their weapons, as flamepieces and firewands can be notoriously finicky devices.

### KISS OF THE SUN CONCENTRATION

**Activation:** Flare (varies; see text); **Mins:** Martial Arts 2, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

Like the rays of the Daystar beating down on the endless, flat expanses of the South, the Righteous Devil's retribution can and does touch all within sight. This Charm enhances a flame-discharge weapon attack, increasing its Range in yards by a multiple of the Exalt's Essence, up to (Essence x Martial Arts) yards. This Charm has a Flare equal to that multiple.

### BLOSSOM OF INEVITABLE DEMISE TECHNIQUE

**Activation:** —; **Mins:** Martial Arts 2, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Kiss of the Sun Concentration

With this Charm the Exalt breathes deeply and with the release of her breath she fires. From her mouth she expels a few golden sparks that feed the fire racing from her weapon, causing it to expand as it goes into a great fireball larger than a man. The edges may singe things that get too close, but this does not allow the attack to meaningfully harm extra targets. This Charm enhances a flame-discharge weapon attack, adding the practitioner's Martial Arts to the raw damage of the attack.

### LIGHTNING DRAW STANCE

**Activation:** —; **Mins:** Martial Arts 2, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** None

Black and gold lightning wreathes the Exalt's hands and arcs towards her gun and ammo as she reaches for them. This Charm may be activated to reflexively ready or reload a flame-discharge weapon of personal scale.

### BLESSING OF THE RIGHTEOUS SOLAR SPARK

**Activation:** Flare 1; **Mins:** Martial Arts 3, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Holy, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Lightning Draw Stance

Performing a quick benediction over her weapons, the stylist invokes the name of the Unconquered Sun, bathing her guns in heatless, blue-tinged golden flames. This Charm hallows up to two personal scale flame-discharge weapons, making them Holy so that they cause aggravated damage to creatures of darkness. This includes both firing normally as well as using them as improvised weapons to club a foe. This Charm cannot bestow blessings on demon-tainted weapons such as those fashioned or corrupted with vitriol. This benefit applies to the weapons only while they are wielded by the Exalt herself. This Charm ends prematurely if the weapons are used by someone else.

### RIGHTEOUS DEVIL FORM

**Activation:** Flare 2; **Mins:** Martial Arts 3, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Compulsion, Form-type, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Blossom of Inevitable Demise Technique, Blessing of the Righteous Solar Spark

The world stills as the Righteous Devil faces her foe, others sure to watch without interfering. While this Charm is active the Exalt may “call out” a foe, whether a single person or a singular social group. The chosen opponent or group must step into the open and face the Exalt, though they may remain behind cover without making attacks impossible against them. They must remain so for at least one minute, after which if the Righteous Devil fails to engage them in physical combat they are free to go. Once the Exalt (or one of the chosen villains) initiates combat, however, the unnatural compulsion persists until the fight is over or the Exalt is dead or ends the Charm. Targets called out may make a mental defense roll each turn to resist this unnatural mental influence, though falling back to make any ranged attack does not require resisting this effect.

Just as the villain is shamed into the open, bystanders and minions are cowed into watching or fleeing the exchange. While a target is called out, witnesses are compelled to stay out of the fight or flee the area as they desire. This is resisted with the same mental defense roll each turn the innocents choose to stay and fight.

Once the target foe or group is defeated (Incapacitated or worse), the compulsion ends. Until that time, the Exalt may not call out any other foes.

#### CLOUD OF EBON DEVILS

**Activation:** —; **Mins:** Martial Arts 4, Essence 3; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Righteous Devil Form

When the Exalt adopts the stance of the Righteous Devil, she surrounds herself in the black, fiery clouds of ash left from those she has brought to justice. These whirling clouds of phantasmal firedust leap eagerly to harm those who have yet to suffer the justice they have, carrying the Exalt’s attacks through the air as penance for their misdeeds. While Righteous Devil Form is active, the Exalt adds one to the Rate of her personal scale flame-discharge weapons and uses half the usual ammunition with each shot. This allows her to fire up to the full Rate of appropriate single-shot weapons without needing to reload. She may also activate Lightning Draw Stance to reload her weapons as if it were not a Charm activation.

#### GARDA FLIES ON GILDED WINGS ATTACK

**Activation:** —; **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Righteous Devil Form

This Charm permanently enhances the Exalt’s Kiss of the Sun Concentration. As the Exalt pulls the trigger on her weapon and breathes the sparks that spell doom for her foe, the discharging flames leap out to form seven gilt-edged wings of white fire. This doubles the distance that Charm adds to the weapon’s Range. In addition, Solar Exalted who learn this Charm may activate Kiss of the Sun Concentration as if it were not a Charm.

#### AZURE ABACUS MEDITATION

**Activation:** Flare 1; **Mins:** Martial Arts 5, Essence 3; **Type:** Simple

**Keywords:** Combo-OK, Holy, Obvious

**Duration:** Until discharged

**Prerequisite Charms:** Cloud of Ebon Devils, Garda Flies on Golden Wings Attack

The Exalt concentrates on a valid target for one of her flame-discharge weapon attacks when she activates this Charm, her eyes flashing with tiny blue-black rings and wreathed in azure flames. Activating this Charm is identical to an Aim action. When the Exalt finally makes her aimed attack, the rings filling her eyes align and fly out into the air before her as flaming blue hoops describing the surest path to her target. Rather than bonus dice equal to her Perception, however, this action provides extra successes to the attack equal to half her Perception, rounded up. If the attack is against a creature of darkness, it also becomes undodgeable.

A Solar Exalt who uses this Charm may spend one point of Willpower when discharging it to enhance an attack. Doing so extends the Holy effect to all attacks the Exalt makes during this turn instead of simply the first attack in a flurry. This only applies to attacks against the target at which she aimed and only if the flurry includes no attacks against other targets. This use of the Charm is often accompanied by the disturbing image of flaming blue cherubs, similar to those created by the spell Infallible Messenger (*Exalted*, p. 254), flying out of her anima and ferrying word of the Exalt’s righteous judgment back to the Unconquered Sun.

#### TWIN SALAMANDER FIST

**Activation:** —; **Mins:** Martial Arts 4, Essence 2; **Type:** Extra Action

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Righteous Devil Form

Firing her weapon, the Exalt's flaming discharge blasts back harmlessly over the barrel and her arm before rushing forward with the brunt of the attack, punishing the target twice for its need to be punished. This Charm is a flurry of two attacks using a single flame-discharge weapon against a single target, ignoring multiple action penalties and Rate. If the Exalt holds two valid weapons, she may flurry both in the same fashion; each is used to make two attacks, though each weapon may target a separate foe with their attacks. This two-weapon use raises the Charm's Flare to 1. Each weapon used to make these attacks only uses up one shot's worth of ammunition for their two attacks.

DANCE OF THE HOWLING MAGMA SPRITES

**Activation:** —; **Mins:** Martial Arts 5, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Twin Salamander Fist

With this Charm the Exalt's flame-discharge weapon attack bursts forth from her weapon's barrel, only to explode in the air into an angry cloud of biting, burning phantoms. When this Charm is used to enhance a flame-discharge weapon attack, the attack is rolled once but applied to both the initial target and all other valid targets within a number of yards of the first target equal to the Exalt's Essence. The raw damage against all the targets does not increase based on the Exalt's extra successes on the attack roll; only the weapon's base damage and damage added by Charms apply if a target is hit.

A Solar Exalt who enhances an attack with a Combo that includes this Charm and Blossom of Inevitable Demise Technique doubles the raw damage provided by the latter Charm.

PHANTOM FLAMEBOLT PRANA

**Activation:** —; **Mins:** Martial Arts 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Righteous Devil Form

The flaming breath of the Righteous Devil covers the world in its warmth, soothing the holy and burning the wicked. This Charm can enhance a personal scale flame-discharge weapon attack, negating the need for any non-Artifact ammunition, such as firedust. It may also be used to enhance attacks even if the weapon has the ammunition it needs from other sources. In either case, the gout of flame becomes translucent and twists lazily through the air, burning slowly and flowing in no wind anyone on the battlefield knows. This allows the Exalt to ignore cover or other physical obstructions to her attack. The ball of fire passes through obstacles with ease, allowing the Exalt to attack through walls to hit targets she cannot see, though she still suffers the usual -2 external penalty for firing at someone who is essentially invisible.

CARESS OF ONE THOUSAND DEVILS

**Activation:** Flare 2, lwp; **Mins:** Martial Arts 5, Essence 4; **Type:** Supplemental

**Keywords:** Combo-OK, Crippling, Holy, Obvious, Stackable

**Duration:** Instant

**Prerequisite Charms:** Azure Abacus Meditation, Dance of the Howling Magma Sprites, Phantom Flamebolt Prana

In microcosm, the Righteous Devil condemns her foe to suffering and torment just as the Sun and her Chosen sentenced the Yozi to eternal imprisonment sheathed in their own wickedness. Wearing a crown of lightning and fire, the Exalt's gun spits forth terrible judgment in the form of cobalt-and-gold flames.

If the attack hits and ends with at least one die of post-soak damage, the target must succeed at a reflexive (Stamina + Endurance) roll, difficulty of the Exalt's Essence, or suffer the Exalt's Essence as a dice pool penalty for the next three turns. This is a Crippling effect. If the target suffers this Crippling effect, red, blue and gold flames consume her, inflicting dice of lethal damage equal to the Exalt's Essence, soakable only with natural soak. Against creatures of darkness, this damage is aggravated. The flames cannot be doused normally, though enchanted or magically produced water (as with the Dragon-Blooded Elemental Bolt Attack) can quench the flames and end the Charm's effect prematurely.

## LEAF ON THE WIND STYLE

Created by Plague of Hats

<[wiki.white-wolf.com/exalted/index.php?title=Leaf\\_on\\_the\\_Wind\\_Style](http://wiki.white-wolf.com/exalted/index.php?title=Leaf_on_the_Wind_Style)>

**Weapons and Armor:** Attacks using spears, long spears, dire lances and similar pole arms are considered unarmed when using this style, as are those using daggers and their artifact equivalent. This style may not be practiced in armor.

#### DRIFTING LEAF TECHNIQUE

**Activation:** —; **Mins:** Martial Arts 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** One action

**Prerequisite Charms:** None

After activating this Charm and until her next action, the Exalt ignores all onslaught penalties. In addition, she adds either her Martial Arts or her attacker's Essence, whichever is lower, to her Dodge pool.

#### SUDDEN GUSTING MOVEMENT

**Activation:** Flare 1; **Mins:** Martial Arts 3, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

This Charm adds the Exalt's Martial Arts to her initiative.

#### WHIPPING BRANCH EXERCISE

**Activation:** —; **Mins:** Martial Arts 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Sudden Gusting Movement

Upon activating this Charm, the Exalt adds a number of dice to the raw damage of her attack equal to her Martial Arts score.

#### SHADOW OF THE CANOPY TECHNIQUE

**Activation:** —; **Mins:** Martial Arts 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Whipping Branch Exercise

This Charm clouds the minds of others, making it difficult for them to follow the Exalt's movements. As the practitioner attempts to re-establish surprise in combat, this Charm adds a number of automatic successes equal to her Martial Arts score.

#### LEAF ON THE WIND FORM

**Activation:** Flare 1; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

**Keywords:** Combo-OK, Form-type, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Drifting Leaf Technique, Shadow of the Canopy Technique

While this form Charm is active, the Exalt increases the Accuracy of her attacks by an amount equal to the number of yards she moves before striking her foe. The Exalt also takes advantage of the force of others attacks, using it to thrust her away from them. For each foe the practitioner faces in close combat beyond the first, she gains a bonus success to her Dodge and Parry rolls. This bonus is based on the number of foes she faces, not the particular enemy, and it will decrease as her foes fall or flee or rise as new foes surround her.

#### FLUTTERING LEAF TECHNIQUE

**Activation:** Flare 1; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** One action

**Prerequisite Charms:** Leaf on the Wind Form

Using this Charm, the Exalt may take Move or Dash actions through the air. Without some moving air between the Exalt and her destination, however, this Charm's Flare increases to 2. If she does not activate this Charm on an action while still in the air, she will fall normally.

#### RAIN OF BRANCHES PRACTICE

**Activation:** Flare 1, lwp; **Mins:** Martial Arts 5, Essence 3; **Type:** Extra Action

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Leaf on the Wind Form

Activating this Charm, the Exalt makes a number of unarmed martial arts attacks equal to her weapon's Rate or

three, whichever is higher, ignoring any penalties due to flurrying.

#### TURNING OF SEASONS DEBRIS METHOD

**Activation:** Flare 1, Iwp; **Mins:** Martial Arts 5, Essence 3; **Type:** Simple

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Rain of Branches Practice

This Charm is a Martial Arts attack, but it appears as a multitude of strikes as phantasmal arms and blades of Essence strike out. The target of this offense suffers a difficulty penalty to his parry attempt equal to the practitioner's Martial Arts score, and the attack is undodgeable.

#### RAIN OF BLOSSOMS ATTACK

**Activation:** Flare 2, Iwp; **Mins:** Martial Arts 5, Essence 4; **Type:** Extra Action

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Fluttering Leaf Technique, Turning of Seasons Debris Method

Activating this Charm, the Exalt bursts into a cloud of duplicates, scattering across the battlefield, sometimes right next to herself, sometimes striking and oftentimes simply distracting her foe. The Exalt may make (her Essence + 1) unarmed martial arts attacks, regardless of the Rate of her weapon, never striking the same target twice, against any foes within (Essence x 3) yards. This magical flurry has a Speed equal to that of any one attack, chosen by the Exalt when activating this Charm.

## ARMS OF THE UNCONQUERED SUN STYLE

*Glories of the Most High —The Unconquered Sun, p34*

**Weapons and Armor:** Arms of the Unconquered Sun is an unarmed style only, although it does permit practitioners to wear up to medium armor.

#### DAY AND NIGHT KATA

**Activation:** —; **Mins:** Martial Arts 2, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious, Counterattack

**Duration:** One action

**Prerequisite Charms:** None

Invoked in response to a successful attack against the Exalt, this Charm renders it impossible for her attacker to direct any subsequent attacks at the Exalt until the attacker's next action. This counts as a counterattack.

#### SPIRIT OVER CLOUDS APPROACH

**Activation:** —; **Mins:** Martial Arts 3, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Day and Night Kata

This Charm renders the Exalt's attack unblockable. If she is attacked during the same initiative count on which she uses this Charm, she may not defend.

#### RISING SUN FORM

**Activation:** Flare 1; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Spirit Over Clouds Approach

The Exalt adds her Martial Arts to Move, Dash and Jump distances. Her unarmed attacks gain a one-die bonus to Accuracy, Damage and Defense, and she may parry ranged and lethal attacks without a stunt. She is immune to Crippling effects.

#### SHINING SUN FORM

**Activation:** Flare 1; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Spirit Over Clouds Approach

The Exalt adds her Martial Arts to all grapple rolls, and her unarmed attacks inflict piercing damage. She is

immune to knockback, knockdown and Sickness effects.

#### FADING SUN FORM

**Activation:** Flare 2; **Mins:** Martial Arts 4, Essence 3; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Spirit Over Clouds Approach

The Exalt adds her Martial Arts to her natural bashing and lethal soak. The severity of all onslaught penalties she inflicts increases by one, and she becomes immune to onslaught penalties herself. She is also immune to unwanted Shaping effects.

#### SLEEPING SUN FORM

**Activation:** 6m; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Spirit Over Clouds Approach

The Exalt's strikes inflict lethal damage. She adds bonus successes equal to her Essence to her combat defense rolls, and she becomes immune to coordinated attacks and Poison effects.

#### MEDITATION UPON THE SPEAR

**Activation:** Flare 1, 1wp; **Mins:** Martial Arts 5, Essence 2; **Type:** Extra Action

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Rising Sun Form

The Exalt makes an unarmed Martial Arts attack. Should it inflict damage, she immediately follows it up with another attack, and should that also inflict damage, she repeats this sequence until she has either failed to harm her opponent or she's delivered (Martial Arts + Essence) attacks. Each attack ignores one cumulative point of the target's soak. The flurry ignores Rate and every attack is delivered at the Exalt's full dice pool.

#### MEDITATION UPON THE HORN

**Activation:** Flare 1; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious, Counterattack, Emotion

**Duration:** Instant

**Prerequisite Charms:** Shining Sun Form

This Charm is invoked in response to an attack, successful or not. The Exalt unleashes a powerful kiai, rolling (Charisma + Martial Arts) with a number of bonus successes equal to her Essence. If the target fails to resist this unnatural mental influence with a mental defense roll, he is filled with soul-deep terror. Any onslaught penalties the target suffers to no refresh on his next action, and until they do refresh, he may not add his Essence to his defense rolls.

#### MEDITATION UPON THE SHIELD

**Activation:** Flare 1; **Mins:** Martial Arts 5, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Counterattack

**Duration:** Instant

**Prerequisite Charms:** Fading Sun Form

This Charm is invoked in response to an attack, successful or not. The Exalt may counter by initiating a disarm attempt with her Martial Arts added in bonus dice, or initiating a clinch with her Essence added in bonus dice.

#### MEDITATION UPON THE LAUREL

**Activation:** Flare 1; **Mins:** Martial Arts 5, Essence 3; **Type:** Simple

**Keywords:** Combo-OK, Crippling, Obvious

**Duration:** Instant

**Prerequisite Charms:** Sleeping Sun Form

The Exalt launches a Martial Arts attack at her full dice pool. Should it inflict damage, the target suffers a Crippling effect that forces him to expend one Essence whenever he activates a Charm with a listed Flare Activation. This effect lasts until the Exalt's next action.

#### HEAVEN-AND-EARTH STAIRWAY

**Activation:** —; **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Meditation upon the Spear, Meditation upon the Horn, Meditation upon the Shield, Meditation upon the Laurel

The Exalt may reflexively shift between any of the known Arms of the Unconquered Sun Style Form-type Charms. This benefit may be used only once per action, and only if the Exalt has already activated one of the style's Form-type Charms. The Exalt's Essence remains committed to whichever Form-type Charm she originally invoked. Dropping this commitment will end whichever Form-type Charm she has active.

#### CROWNED SUN FORM

**Activation:** Flare 3; **Mins:** Martial Arts 5, Essence 4; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Heaven-and-Earth Stairway

The Exalt reduces all multiple action penalties by one, adds her Essence to the raw damage of her attacks, and is immune to unnatural mental influence within standard or mass combat time (though not during social combat).

After she observes an opponent taking at least three actions under the effects of a Form-type Charm, the Exalt may reflexively emulate all benefits of that Form-type Charm, including the ability to use in-style weapons with Martial Arts (though they do not become compatible with Arms of the Unconquered Sun Charms). The Exalt may emulate only one Form-type Charm at a time, and she loses the basic benefits of Crowned Sun Form while doing so. All emulated benefits cease to apply should she change to another Form-type Charm using Heaven-and-Earth Stairway, though they will resume should he return to Crowned Sun Form later in the scene. Exalts cannot emulate Form-type Charms from styles at stations of the Perfected Lotus into which they are unable to be initiated. (For example, a Lunar Exalt or could not emulate a Sidereal form.)

## THE ART OF FORCEFUL DECLARATION

*Scroll of the Monk —The Imperfect Lotus, p16*

**Weapons and Armor:** This style is compatible with the cestus, fighting gauntlet and khatar and their artifact equivalents, and it may be practiced in light armor.

#### STENTORIAN CHALLENGE

**Activation:** —; **Mins:** Martial Arts 2, Valor 2, Essence 1; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

This Charm adds the Exalt's Valor to the raw damage of a Martial Arts attack she makes.

#### CHALLENGE'S ANSWER

**Activation:** —; **Mins:** Martial Arts 3, Valor 2, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK, Counterattack

**Duration:** Until next action

**Prerequisite Charms:** Stentorian Challenge

While this Charm is active, the Exalt may launch a counterattack against any foe who successfully hits her. Her counterattack dice pool equals the raw damage of the attack that triggered it, to a maximum of twice her (Dexterity + Martial Arts). The Exalt may counterattack a given opponent only once for the duration of the Charm, and she need not counter any attack she does not want to. As usual, it is not possible to counterattack someone else's counterattack.

#### VIOLENTLY ADVANCING THEORIES

**Activation:** —; **Mins:** Martial Arts 3, Valor 2, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Until next action

**Prerequisite Charms:** None

After activating this Charm on her action, the Exalt may precede any of her attacks in a flurry with a full Move action. She may not take move fewer yards than half her Dexterity before an attack. Although it is a waste of Essence in single combat, using this Charm before a flurry allows the Exalt to sprint quickly between several enemies.

There must actually be a valid target to attack between each move. One may not use this Charm to strike the ground and move 20 yards in an instant.

#### INSTRUCTION IN SPIRIT (OR FORCEFUL DECLARATION FORM)

**Activation:** Flare 2; **Mins:** Martial Arts 4, Valor 3, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Challenge's Answer, Violently Advancing Theories

While using this form, the Exalt adds her Valor to all offensive combat actions and to her bashing soak. Her attacks inflict lethal damage and she reduces wound penalties by one. When attacked by someone with a lower Valor score, the difficulty of her opponent's attack rises by the difference in his Valor rating and the Exalt's.

#### RAPID REBUTTAL OF THE HARSH TONGUE

**Activation:** Flare 1; **Mins:** Martial Arts 4, Valor 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Counterattack

**Duration:** Instant

**Prerequisite Charms:** Instruction in Spirit

The Exalt responds to an attack with a flurry of two counterattacks, each using her full dice pool. Her second attack naturally forces an onslaught penalty on the target. As usual, one cannot counterattack against someone else's counterattack.

#### CEASELESS PROGRESSIVE ARGUMENTS

**Activation:** Flare 2, Iwp; **Mins:** Martial Arts 5, Valor 4, Essence 3; **Type:** Extra Action

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Rapid Rebuttal of the Harsh Tongue

This Charm is a magical flurry. Any Martial Arts attack that hits a target spawns another. As long as the Exalt continues to strike targets successfully, she immediately follows up with another attack against any target within range. The Exalt must continue to attack until she misses a target or she has made (Valor + Essence) attacks, at which time the flurry ends.

#### BITING REMARK

**Activation:** —; **Mins:** Martial Arts 5, Valor 3, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Crippling, Obvious

**Duration:** Instant

**Prerequisite Charms:** Instruction in Spirit

If the Exalt's Martial Arts attack wounds her target, she sends a surge of angry red-black Essence flowing into the injury. Biting Remark becomes Obvious only as the attack inflicts damage, meaning potential victims can't know if the Exalt used the Charm until it is too late. Damage dice from this attack that come up 10 count as two successes.

Additionally, the Exalt rolls a dice pool equal to the number of damage successes, with a difficulty of the target's Essence. If this roll succeeds, the attack cripples the target permanently. One limb, appropriate to the description of the attack, is rendered completely useless. Only supernatural healing can return it to functionality. Even Exalted do not heal this injury naturally.

#### VITUPERATIVE ACCOUNT

**Activation:** Flare 1; **Mins:** Martial Arts 5, Valor 4, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Biting Remark

Any attack supplemented by this Charm increases the onslaught penalty from the attack by one.

When invoking this Charm, the Exalt may spend a point of Willpower to use the fury of her assault as a weapon against the target's soul. In addition to the aforementioned effects, the attack also inflicts aggravated damage and gains the Touch keyword, indicating it may not be performed with a weapon.

#### WIELDING ONE'S TONGUE

**Activation:** Flare 3, Iwp; **Mins:** Martial Arts 5, Valor 4, Essence 3; **Type:** Simple

**Keywords:** Combo-OK, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Ceaseless Progressive Arguments, Vituperative Account

Once the Exalt activates this Charm, she may use any weapon with her Martial Arts abilities and her Martial Arts Charms, excluding any Charms with the Touch keyword. Additionally, the Exalt can wield even the heaviest weapon in one hand. The Accuracy and Defense bonuses of the weapon are ignored—the weapon becomes too much an extension of the Exalt to grant such benefits.

#### LOOSENING TONGUES

**Activation:** Flare 2, lwp; **Mins:** Martial Arts 5, Valor 4, Essence 4; **Type:** Simple

**Keywords:** Combo-OK, Obvious, Touch

**Duration:** (Essence) actions

**Prerequisite Charms:** Wielding One's Tongue

On a successful strike that inflicts at least one level of damage, the Exalt rolls (Valor + Essence) at a difficulty of the target's Temperance. On a success, the victim's self control becomes a liability. Should the victim activate a Charm, he must succeed at a Temperance roll to avoid suffering on level of unsoakable bashing damage. For each level of damage so suffered, his anima flares to one level higher or he loses a single Personal Essence, her choice.

#### RAGING REPARTEE

**Activation:** Flare 3, lwp; **Mins:** Martial Arts 5, Valor 5, Essence 4; **Type:** Simple

**Keywords:** Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Loosening Tongues

This Charm adds the Exalt's Valor in extra successes to any attack she launches, making her blows quite deadly. It subtracts the same number of dice from any action not directly connected with defeating her opponents.

While under the effect of this Charm, the Exalt reduces the effects of wound penalties by two; this effect stacks with the effect of Instruction in Spirit. She may also reflexively spend a point of Willpower on her action in order to continue fighting even once her Incapacitated level is filled. She may do so until she runs out of Willpower or damage fills her last Dying level.

This Charm cannot add more successes to the Exalt's attacks than normally allowed when using other Charms, such as Essence Triumphant.

## THE ART OF MEDITATIVE DISCUSSION

*Scroll of the Monk —The Imperfect Lotus, p19*

**Weapons and Armor:** Students of this style learn to wield hooked swords, sais and seven-section-staves, even learning the unique combination of one hooked sword with one sai. They may also use the weapons' artifact versions. This style allows the use of armor.

#### CAUTIOUS COMMENTS

**Activation:** Flare 1; **Mins:** Martial Arts 2, Temperance 2, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK, Peripheral

**Duration:** (Temperance) actions

**Prerequisite Charms:** None

This Charm increases both of the Exalt's defense pools by an amount equal to her Temperance as long as she takes no attack actions or otherwise attempts to injure someone else. If she takes an offensive action, the bonus disappears and the Charm ends. Cautious Comments cannot be activated during attack resolution.

#### WELL-TIMED WORDS

**Activation:** —; **Mins:** Martial Arts 3, Temperance 2, Essence 1; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Varies

**Prerequisite Charms:** Cautious Comments

The Exalt attacks her opponent but need not hit. Afterward, she makes a contested roll of her (Manipulation + Temperance) versus the target's Valor. If the Exalt wins, her opponent loses dice equal to the Exalt's Essence from any offensive action, as a Temperance not his own fights his actions from within. This Charm lasts for turns equal to the Exalt's Temperance minus the target's Valor, minimum one turn.

#### PATIENT QUESTIONS

**Activation:** Flare 1; **Mins:** Martial Arts 3, Temperance 3, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Stackable

**Duration:** Varies

**Prerequisite Charms:** Well-Timed Words

After activating this Charm, the Exalt must spend a number of Guard actions equal to the opponent's permanent Essence judging an opponent; the action in which she activates this Charm counts. The Guard actions need not be

consecutive. At the end of that period, the Storyteller should reveal strengths or a weaknesses of that opponent's combat prowess, Charms or tactics equal to the target's Essence.

Alternatively, the Exalt may learn nothing of her opponent and instead gain a one-success bonus to her next attack or defense against the target during this scene. This bonus cannot exceed the Exalt's Essence.

#### INSTRUCTION IN SELF (OR MEDITATIVE DISCUSSION FORM)

**Activation:** Flare 2; **Mins:** Martial Arts 4, Temperance 3, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Patient Questions

For the rest of the scene, the Exalt's defense rolls gain bonus successes equal to her Temperance. She adds her Temperance to her lethal soak and can parry lethal attacks barehanded.

#### STATEMENTS OF BENT PURPOSE

**Activation:** Flare 1; **Mins:** Martial Arts 5, Temperance 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Instruction in Self

When the Exalt controls a clinch, she can use this Charm to swing around and insert her victim's person between himself and another attacker. The interposed individual may parry the attack. If the parry is not successful, the attack's raw damage is split evenly between both grappling parties before they apply soak. In a scrum where more than two people engage in a large grapple, the Exalt must choose whom she interposes, and only she and her victim are in danger of suffering damage from the attack. Some stunts and Charm-enhanced attacks may be proof against this defense at the Storyteller's discretion.

#### COMMAND OF QUIESCENCE

**Activation:** Flare 2; **Mins:** Martial Arts 5, Temperance 4, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK, Compulsion, Stackable, Touch

**Duration:** Instant

**Prerequisite Charms:** Statements of Bent Purpose

The Exalt injects a substantial amount of her calm, considering Essence into the soul of a foe. This must be done by touch, requiring a successful strike or clinch. The Exalt rolls (Martial Arts + Temperance), against a difficulty of the target's Essence. If the Exalt wins, the victim becomes reluctant to act, gaining a one-die penalty to all actions. This penalty lasts the rest of the scene and is cumulative.

Once this penalty equals the target's Valor, he becomes entirely quiescent, overcome with Temperance and unable to act for the rest of the scene. For each action he considers, he immediately thinks of good reasons not to do it. A target suffering this effect may take only Guard actions. Someone under the effects of this Charm may spend a point of Willpower in order to ignore the penalty for a turn. He may do so reflexively on his action.

#### HIDDEN DEFENSE

**Activation:** Flare 1; **Mins:** Martial Arts 4, Temperance 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Instruction in Self

Used in response to an attack, this Charm allows the Exalt to ignore all penalties to her parry defense (though it remains 0 if it is inapplicable) and may parry lethal attacks barehanded. At Essence 4 or higher, the Exalt may spend a point of Willpower when activating this Charm in order to parry an unexpected attack.

#### ALL-ENCOMPASSING DISCUSSION

**Activation:** Flare 2; **Mins:** Martial Arts 5, Temperance 3, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Hidden Defense

This Charm allows an Exalt to deflect the pointed arguments of her foes to others, weakening their foundation along the way. Against any attack, this defense cuts the attacker's successes in half (round up) before comparing them to the Exalt's defense. A successful parry against that number means the Exalt deflects the attack —with its original number of successes —toward someone in the direction from which the attack came, though a deflected attack cannot target the one who launched it. Successfully dodging against the halved successes allows her to redirect the rest of the assault toward someone in the direction the attack was going. The new target must be within (Essence) yards. Should the Exalt's

defense fail, the attack hits her as if the successes had not been halved.

#### WHAT HAVE YOU LEARNED BARRAGE

**Activation:** Flare 3; **Mins:** Martial Arts 5, Temperance 4, Essence 4; **Type:** Extra Action

**Keywords:** Combo-OK

**Duration:** Varies

**Prerequisite Charms:** All-Encompassing Discussion

Invoking this Charm, the Exalt settles down in a defensive stance to wait. What Have You Learned Barrage acts as a Guard action when used. For the next several actions, the Exalt stores away her potential to attack rather than applying it, waiting for the perfect moment. Each Guard action the Exalt takes consecutively after activating this Charm adds one (to a base of zero) attack to her eventual flurry. Taking any action other than Guard, whether it is to dash, aim or perform any miscellaneous task, ends the Charm without any effect. Choosing to attack releases a magical flurry of stored attacks, all at full dice pool. The Exalt may not bank more than (Temperance + Valor) attacks using this Charm.

What Have You Learned Barrage counts as the Exalt's Charm use for the action in which it is activated and the action in which it is released. In the intervening time, the Exalt may use reflexive Charms for defense. When integrated into a Combo, the Combo's display appears slightly when the Exalt activates the Charm. It burgeons slowly over her actions, bursting forth in full only when she releases her flurry. The Exalt need not activate any other Charms relating to the Combo until she attacks and knows for sure how many times she will do so. Finally, the Combo consumes all her Charm use until its completion, unlike using the Charm alone. From the time the Exalt activates a Combo including this Charm to the time when she ends it, she may use only the reflexive Charms included in the Combo for her defense.

#### UNTOUCHABLE PURPOSE

**Activation:** Flare 2, Iwp; **Mins:** Martial Arts 5, Temperance 5, Essence 4; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Command of Quiescence, What Have You Learned Barrage

Performing an impossibly simple kata, the Exalt completely blocks any single attack that targets her, including unblockable attacks. This defense carries with it the Temperance Flaw of Invulnerability (Exalted, p 194). After invoking it, the Exalt may not take any movement actions for two turns.

#### BEHOLDING THE COMPOSED FACE

**Activation:** Flare 3, Iwp; **Mins:** Martial Arts 5, Temperance 5, Essence 4; **Type:** Simple

**Keywords:** Compulsion, Obvious, Peripheral

**Duration:** Indefinite

**Prerequisite Charms:** Untouchable Purpose

When the Exalt chooses to meditate upon the truths of the world, those around her realize the depths of her tranquility, and their hearts weep. Each time another character wishes to attack her, he must succeed at a Willpower roll at a difficulty of (the Exalt's Temperance). While using this Charm, the Exalt may only take half Move actions and defend herself with reflexive actions and Charms. If she acts otherwise, the Charm ends.

## THE ART OF RELENTLESS PERSUASION

*Scroll of the Monk —The Imperfect Lotus, p22*

**Weapons and Armor:** The Art of Relentless Persuasion must be performed barchanded. Students of the style use armor in order to center and ground themselves, and practitioners lose one die from the style's Charms when they use the techniques unarmored.

#### QUIET RESOLVE

**Activation:** —; **Mins:** Martial Arts 2, Conviction 2, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

An Exalt with this Charm increases her soak against a single attack. Her bashing soak rises by an amount equal to her Conviction and her lethal soak by half that amount (rounded up).

#### HURRIED PROOF

**Activation:** Flare 1; **Mins:** Martial Arts 3, Conviction 2, Essence 1; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

After activating this Charm, the Exalt may take a number of Move actions up to her (Dexterity + Martial Arts), so long as she attacks a target at the end of this movement. For every Move action she makes beyond the first before reaching her target, subtract one die from her attack.

This Charm becomes Obvious if the Exalt takes more than two Move actions to reach her target, as she moves more quickly than anyone can believe and trails Essence.

**INSTRUCTION IN DEVOTION (OR RELENTLESS PERSUASION FORM)**

**Activation:** Flare 2; **Mins:** Martial Arts 3, Conviction 3, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Quiet Resolve, Hurried Proof

The Exalt adds her Conviction to her soak (bashing, lethal, and aggravated), to her Hardness, and to all Resistance rolls.

**DRIVING THE POINT HOME**

**Activation:** Flare 1; **Mins:** Martial Arts 4, Conviction 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Instruction in Devotion

Upon the successful roll of at least one die of damage, the Exalt may reroll any damage dice that did not show successes, to a maximum of (Conviction x 2) rerolled dice.

**CEASELESS ARGUMENTS**

**Activation:** Flare 2, lwp; **Mins:** Martial Arts 4, Conviction 4, Essence 3; **Type:** Extra Action

**Keywords:** Combo-Basic

**Duration:** Instant

**Prerequisite Charms:** Driving the Point Home

This magical flurry provides another attack as long as the previous attack was unsuccessful. Each attack uses the Exalt's full dice pool and increases the onslaught penalty as normal. The Exalt may continue to attack at her full dice pool until she hits her opponent. She can make no more attempts than she has dots of Conviction, however, and each repeated attempt must be identical to the original attack.

**TO THE HEART OF THE MATTER**

**Activation:** Flare (varies, see text); **Mins:** Martial Arts 4, Conviction 3, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Instruction in Devotion

This Charm reduces a target's soak and Hardness against the Exalt's attack by an amount equal to the Exalt's Conviction. The Exalt may multiply that reduction by any whole number up to her Essence. This Charm has a Flare equal to that multiple (or 1, by default).

**UNDERSTANDING THE FOUNDATION**

**Activation:** Flare 1; **Mins:** Martial Arts 4, Conviction 3, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant or one scene

**Prerequisite Charms:** Instruction in Devotion

The this Charm adds a number of levels of damage to the Exalt's attack against an inanimate object equal to her Conviction. Alternatively, she can add that Virtue to inanimate object's soak (and Hardness) for a full scene by touching them as she invokes the Charm; this use of Understanding the Foundation has the Touch keyword.

This Charm may be used on or against a group of objects all within the Exalt's reach, but on or against no more objects than (the Exalt's Dexterity).

**IGNORING DENIALS OF TRUTH**

**Activation:** Flare 1, lwp; **Mins:** Martial Arts 5, Conviction 4, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** To the Heart of the Matter, Understanding the Foundation

Essence makes things less solid, allowing the Exalt to ignore whatever inanimate objects stand between her and

her target. The target of this attack gains no benefit from armor. Additionally, if there is something solid, such as a door, a wall or a window, between the Exalt and her target, the attack passes through it without affecting or being affected by it. Range for such an attack is arm's length, typically one yard.

Attacking someone through an opaque object applies a -2 difficulty penalty for not being able to see the target. The Exalt may reduce this penalty to -1 if she knows her target's precise location.

#### INCAUTIOUS POINT OF CONTENTION

**Activation:** Flare 1; **Mins:** Martial Arts 4, Conviction 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One action

**Prerequisite Charms:** Instruction in Devotion

This Charm adds successes equal to the Exalt's Conviction to her parry defense against all the attacks which target her during a single action. If this is not sufficient to parry one of these attacks, that attack and all others which target her until her next action are made at difficulty 0, ignoring her defenses.

#### DISARMING REBUKE

**Activation:** Flare 1; **Mins:** Martial Arts 5, Conviction 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Counterattack

**Duration:** Instant

**Prerequisite Charms:** Incautious Point of Contention

The Exalt counterattacks, performing a disarm on her attacker's weapon. Unlike usual attempts to disarm, this suffers no difficulty penalty and adds two automatic successes to the attempt. If the counterattack succeeds, the Exalt now holds the weapon. She may reflexively throw it (Strength + Athletics) yards in any direction, if she chooses.

#### INEFFABLE CORRECTION

**Activation:** Flare 2, Iwp; **Mins:** Martial Arts 5, Conviction 5, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Ceaseless Arguments, Ignoring Denials of Truth, Disarming Rebuke

Whatever Martial Arts attack the Exalt makes becomes utterly unstoppable—even when the target defends successfully, treat the attack as though it hit with one extra success. Only a perfect defense prevents her blow from landing.

## THE ART OF VICTORIOUS CONCESSION

*Scroll of the Monk —The Imperfect Lotus, p24*

**Weapons and Armor:** The Art of Victorious Concession can only be performed barehanded, though a practitioner may wear any sort of armor.

#### HEARING THE UNSPOKEN WORD

**Activation:** Flare 1; **Mins:** Martial Arts 2, Compassion 2, Essence 1; **Type:** Simple

**Keywords:** Combo-OK, Peripheral

**Duration:** One scene

**Prerequisite Charms:** None

The Exalt can sense people in her vicinity. Anyone within a radius of  $([Compassion + Essence] \times 5)$  yards cannot hide from her and cannot surprise or ambush her. She is considered aware of all entities and attacks from anyone within that range. This awareness does not give the Exalt the ability to maneuver without sight, though, as she cannot detect walls, hidden pits and the like through this Charm. Likewise, this Charm cannot detect any creature without true sentience or with a Compassion rating of 0 (such as undead or automata).

An Exalt can use Hearing the Unspoken Word to track people outside of battle, but it is hard to distinguish between targets using only strength of empathy or desire as a measure. Only those of great Virtue (4 or more in Compassion or Conviction) or of passionate mind stand out easily from a crowd.

Her supernatural sense also enables a practitioner to guess how people will act. When rolling initiative, this Charm gives her two extra dice. Outside of battle, the Exalt's uncanny ability to discern what people have in mind reduces the difficulty of rolls to read motivation by one.

#### SPOKEN IN KINDNESS

**Activation:** —; **Mins:** Martial Arts 3, Compassion 2, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

This Charm allows the Exalt to redirect an attack aimed at someone else to herself. For all purposes, including determining onslaught penalty, the attack becomes an attack on the Exalt. The character defends against the redirected attack as normal.

The attack's original target must be within the Exalt's melee range, though she may take her normal Move action to reach someone.

#### INSTRUCTION IN GOOD WILL (OR VICTORIOUS CONCESSION FORM)

**Activation:** Flare 2; **Mins:** Martial Arts 4, Compassion 3, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Form-type, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Hearing the Unspoken Word, Spoken in Kindness

A master of Compassion deals a special stunning damage with her unarmed strikes. Treat it as bashing damage soakable only by armor. A character who suffers this special stunning damage doubles the effect of his wound penalties. The stunning damage heals naturally at twice the rate of normal bashing damage. Inflicting stunning damage upon a target who is Incapacitated does not inflict lethal damage or otherwise harm the target any further.

This Charm also reduces post-soak damage by one die. This may reduce the number of dice below the attack's minimum damage.

#### OPENING THE DOOR

**Activation:** Flare 1; **Mins:** Martial Arts 5, Compassion 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Instruction in Good Will

When an Exalt uses this Charm against an attack, she accepts the blow. The foe's attack hits her, but the Exalt intercepts it before it can build up its full force, or she rolls with it. Either way, the blow is weakened. It automatically succeeds, but with only one extra success.

#### FLAWED DEDICATION CONSENT

**Activation:** Flare 2, Iwp; **Mins:** Martial Arts 5, Compassion 3, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Counterattack

**Duration:** Instant

**Prerequisite Charms:** Opening the Door

This Charm adds the Exalt's Compassion in extra successes to her dodge or parry defense against an attack. If her defense succeeds, she immediately makes a clinch against the attacker with a dice pool equal to her (Martial Arts + Compassion). For every success by which her defense exceeded her attacker's successes, she adds one additional die.

#### HONEY-COATED ADMONITIONS

**Activation:** Flare 2; **Mins:** Martial Arts 5, Compassion 3, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Opening the Door

This Charm supplements an attack, reducing the target's defense successes and soak by the Exalt's Essence. The attack is rolled and carried out normally, but if it overcomes the target's parry or dodge, the attack is treated as though it had only one extra success.

#### SOFTENING CRUEL TIDINGS

**Activation:** Flare 2, Iwp; **Mins:** Martial Arts 5, Compassion 3, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Instruction in Good Will

This Charm can remove the magic behind any single attack that targets the Exalt. Any attack enhanced by a reflexive or supplemental Charm (or a Combo using them) is a valid target for this Charm. The Exalt rolls (Compassion + Essence) in a resisted roll against the target's permanent Essence. Success strips away the reflexive and supplemental Charms aiding the attack.

Successful use of this Charm does not stop the attack. This Charm is Obvious if any of the Charms it affects are Obvious.

### SHOWERING FOES WITH FRIENDSHIP

**Activation:** Flare 2, lwp; **Mins:** Martial Arts 5, Compassion 4, Essence 3; **Type:** Extra Action

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Softening Cruel Tidings

Each success on a (Compassion + Essence) roll gives the Exalt one action for immediate use in this magical flurry. These are considered full actions for the purpose of performing any non-attack actions, such as stanching wounds, picking a lock or attempting to reestablish surprise. Showering Foes with Friendship may be used for offensive actions only if the action is created or supplemented by a Charm from this style or a Compassion Charm normally available only to spirits. Either option requires a Combo with Showering Foes with Friendship. This Charm may also be part of a Combo with Charms from other Abilities as long as they are not used to cause harm.

### SOOTHING WORD OF WISDOM

**Activation:** Flare 2; **Mins:** Martial Arts 5, Compassion 3, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK, Stackable, Touch

**Duration:** Instant

**Prerequisite Charms:** Instruction in Good Will

Any blow struck with the Soothing Word of Wisdom heals rather than harms. On a successful strike, which need not actually inflict damage, the Exalt's power heals one level of damage. Each time the Exalt heals an individual, however, her Essence subverts his body. Anyone affected by this Charm suffers a -1 difficulty penalty to any attack against the Exalt. This penalty lasts for the rest of the scene and accumulates to a maximum equal to (the target's Compassion x 2).

This Charm cannot heal aggravated damage and has no effect on a target who is in perfect health.

### AN OATH OF PRESENCE

**Activation:** Flare 2, lwp; **Mins:** Martial Arts 5, Compassion 4, Essence 3; **Type:** Simple

**Keywords:** Combo-OK, Obvious, Peripheral

**Duration:** One scene

**Prerequisite Charms:** Soothing Word of Wisdom

This Charm increases the Exalt's bashing and lethal soak by (Compassion x 2). It also gives her the reflexive ability to heal either one level of lethal or two level of bashing damage each action. For the duration, the Exalt's image remains in the eyes of those who look upon her, as if she is more permanent than her surroundings.

### LESSON OF THE ROD

**Activation:** Flare 3, lwp; **Mins:** Martial Arts 5, Compassion 5, Essence 4; **Type:** Reflexive

**Keywords:** Combo-OK, Counterattack

**Duration:** Instant

**Prerequisite Charms:** Honey-Coated Admonitions, Showering Foes with Friendship, An Oath of Presence

Once an attack connects, the Exalt invokes this Charm to share the pain with her foe. For every level of damage (not every die of damage) the Exalt suffers, her attacker suffers two unsoakable levels of the special stunning damage described by Instruction in Good Will.

### LOVING ORATION

**Activation:** Flare 3, lwp, 1 hl; **Mins:** Martial Arts 5, Compassion 5, Essence 4; **Type:** Simple

**Keywords:** Combo-Basic, Compulsion, Obvious

**Duration:** One scene

**Prerequisite Charms:** Lesson of the Rod

Gentle light flows from the Exalt's palms and touches everyone nearby with her comforting influence and power. For every success she scores on a (Martial Arts + Compassion) roll, all living creatures within (her Essence x 10) yards heal one health level, recovering more deadly wounds before lesser injuries. This Charm heals aggravated damage, but it must first "spend" one level of healing to change the aggravated wound level to a lethal wound level.

In addition, invocation of this Charm acts as a social attack. All affected sentient creatures must make a mental defense roll against the Exalt's successes. Targets have the opportunity to activate relevant defenses if they have not already used other Charms. Any target overwhelmed by the burst of supernal love cannot harm any other living creature until the Exalt leaves her presence or the scene ends. Someone affected by this aspect of the Charm can spend one point of Willpower to act normally for an action, and once she does so three times, she is free of the compulsion.

If she desires, the Exalt may single out people whom the Charm shall not heal. Such a target is not subject to the social effect.

Loving Oration does not stack. An Exalt cannot use it repeatedly to keep healing injured people. Any damage that remains after one use must heal naturally or be healed by other Charms (including those of other practitioners of

Victorious Concession).