

# THE GOBLIN LAWS OF CREATION

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## CORE GOBLIN LAWS

Characters have ability scores, which for compatibility reasons are rated from 3 to 18 and generated with 3d6; how much re-arranging and altering of stats is permitted will depend on the DM and where their campaign falls on the OSR to Exalted spectrum this game embodies. At the DM's discretion and depending on whether they care about compatibility with other GLOG/OSR content or mimicking the Storyteller system, you may have either six or nine ability scores. Five of these ability scores also have a corresponding bonus, which modifies other character traits, as indicated on the table below. Ability checks are made by rolling a d20, where a roll of the ability score or less is a success. (Or equivalently, if you prefer, rolling a d20 and adding the ability score (not modifier) to try for a total of at least 21.)

Score	Bonus	OSR Ability	Bonus Applies To	Storyteller Ability
3-5	-2	Strength	Melee damage	Strength
6-8	-1	Dexterity	AC, Movement	Dexterity
9-12	+0	Constitution	Physical saves	Stamina
13-15	+1	Wisdom	Initiative	Wits
16-17	+2	Charisma	Mental saves	Charisma
18+	+3	Intelligence	—	Intelligence
			—	Perception
			—	Manipulation
			—	Appearance

In combat, the order of turns is determined by initiative rolls, made with a d10 adjusted by Wisdom modifier, highest to lowest. Each character's turn can include up to 10 meters of movement (adjusted by Dexterity and armor); something miscellaneous like talking, dropping something, or drawing a readily accessible weapon; and an action, like attacking, reloading a firewand or crossbow, moving an additional 20 meters, shaping or casting a spell, and so forth.

Attacks are resolved by rolling a d20, adding your attack bonus (the number of templates you have, unless something else modifies it), and trying to equal or exceed the target's AC. If you do, roll your weapon's damage die, and if it's a melee attack also add your Strength modifier; the target loses that many hit points. A creature that has less than 0 hit points takes their hit point total as a wound penalty to d20 rolls; a character with 0 or fewer hit points must Save or fall unconscious. If they fail by 10 or more, and the damage is lethal, instead they die. A character starts with hit points equal to their Constitution - 4; they gain 2 hit points per template after the first. If a single attack deals more damage than half the target's Constitution, they must Save or be knocked to the ground or flying back 1 meter per point of damage, whichever the attacker prefers.

Characters can rest up to twice per day; a night's sleep, and an hour's rest at some point during the day. Each restores 1d6 lost hit points and all burnt MD.

To Save, roll a d20 adding your Charisma or Constitution modifier and the number of templates you have; a total of 16 or better avoids the effect.

Characters get XP by doing heroic things; usually between four and ten per session. You can spend 15 XP to gain another template up to four, or XP equal to one of your ability scores' current value to increase it by 1 (up to a maximum of 18), or 5 XP to gain a new skill. The DM may expect your character to spend a few weeks training when you spend their XP. For compatibility reasons, you can exchange one of these XP for 20 Rats-on-Sticks XP or 200 OSR XP.

The scale on which the Exalted and their companions operate is well beyond the mundane. For example, a character with a Strength of 6 could merely punch through a wooden door; a Strength of 16 is enough to twist a horseshoe into a pretzel. The mechanics are the same; the numbers are just calibrated differently from most games that use a 3-18 stat range.

Any well-described action or reaction allows the possibility of impossible stunts, like running on top of a crowd or deflecting a sword barehanded. If the description uses details of the environment dramatically, it also grants a 1d6 bonus added to or subtracted from any relevant ability check, Save, attack roll, or AC; if the character has a burnt MD, a 1 on the die reclaims it. A truly legendary stunt that leaves the whole table in awe always allows the character to reclaim a burned MD, or gain a temporary one if none are burnt.

## EQUIPMENT

Tracking individual coin is both impractical on the scale the Exalted tend to operate on, and insufficient to buy the things they desire most, so abstract wealth is tracked instead, rated from 0 (destitute beggar) to 5 (fabulously wealthy). Actual money, when it's relevant, is some combination of jade (if you're a noble), jade-backed paper currency (if you're a normal person), silver (if you're a barbarian), and cowrie shells (if you're an islander or pirate). Starting characters rarely have more than 2 wealth.

Wealth Rating	Equivalent Annual Silver Income	Can Easily Afford	Would Stretch Their Finances
0	a few dozen	nothing of significance	enough food to survive
1	a hundred	keep themselves and their mount well fed	new clothing, a spear
2	a few hundred	rent, food, and clothing	a working animal, a quality sword, light armor, a long sea voyage
3	several thousand	maintaining a small household	a small caravan, medium armor, a steed of quality
4	almost a hundred thousand	keeping up with the latest fashions, paying a staff of servants	a villa, a suit of plate armor, a yacht
5	hundreds of thousands	regularly hosting grand banquets, supplying a legion of troops	constructing a grand palace or sorcerous workshop

## WEAPONS AND ARMOR

A wide variety of weaponry and armor are used across Creation; statistics for them are included in the table below. The Exalted, however, rely on mundane weapons and armor only when necessary; their proper armament is artifacts made of magical materials—orichalcum, jade, moonsilver, starmetal, or soulsteel. Many artifact weapons can also socket a hearthstone, or two for some heavy weapons, granting the wielder special bonuses.

Weapon Class	Damage	Examples	Artifact Damage	Artifact Examples
Light Melee (many types can be thrown)	1d6+Str (1d6 thrown)	knives, whips, short swords, slashing swords, hatchets, javelins, cesti, hook swords, khatars, sai, tiger claws, punches, war fans	2d3+Str (2d3 thrown)	razor claws, reaper daiklaves, short daiklaves, slayer khatars
Medium Melee	1d8+Str	spears, chopping swords, straight swords, clubs, maces, fighting chains, iron boots, fighting gauntlets, staves, kicks	2d4+Str	daiklaves, reaver daiklaves, wavecleaver daiklaves, goremauls, grimcleavers, dire chains, god-kicking boots, serpent-sting staves, smashfists
Heavy Melee (requires both hands)	1d12+Str	great swords, great axes, poleaxes, scythes, sledges, tetsubo, lances	2d6+Str	grand daiklaves, direlances, grand goremauls, grimscythes, grand grimcleavers
Light Thrown	1d6	chakram, war boomerangs, shuriken	2d3	skycutter boomerangs
Ranged	1d8	slings, bows, flame pieces	2d4	powerbows, deathslings
Heavy Ranged (must be reloaded as an action)	1d10	crossbows, firewands	N/A	(none)

AC	Weight	Type	Special	Artifact Type	Special
11	Light	chain shirt	can be concealed under normal clothing	—	—
12	Light	buff jacket light breastplate	-1m movement penalty	chain shirt light breastplate	chain shirts can be concealed under clothing
14	Medium	chain hauberk lamellar armor metal-reinforced jacket	-2m movement penalty	lamellar armor metal-reinforced jacket	-1m movement penalty
15	Heavy	reinforced breastplate	-2m movement penalty	—	—
16	Heavy	plate mail articulated plate	-4m movement penalty	reinforced breastplate articulated plate	-2m movement penalty
17	Heavy	superheavy plate	-6m movement penalty	superheavy plate	-3m movement penalty

AC	Weight	Type	Special	Artifact Type	Special
+1	Shield	buckler	melee attacks only	—	—
+1	Shield	target shield	-1 m movement penalty	—	—

## HEARTHSTONES

Hearthstones are the crystallized essence of a place of great magical power. When set in a weapon or amulet, they provide some of that power to the bearer; both an extra magic die and a unique ability. Each hearthstone is aligned with the same element or celestial body as the location that it was harvested from. The following are merely examples of common hearthstones.

**Gemstone of Surface Thoughts (Air):** Concentrate on a creature within 20m to read a short phrase worth of surface thoughts unless they Save.

**Windhands Gemstone (Air):** Your reflexes are enhanced, removing any penalties you'd take to AC against ranged attacks.

**Gem of Adamant Skin (Earth):** All damage you take from mundane sources is treated as nonlethal.

**Gem of Immortality (Earth):** You don't age, and cannot die of old age or disease. If you lose the stone, you start aging normally from your previous age.

**Gem of the Calm Heart (Fire):** You can invest MD before rolling a Save against taking Limit to add [sum] to the result.

**Jewel of the Hungry Fire (Fire):** You get a +4 bonus to saving throws against heat and fire, and take 2 less damage from fire-based attacks.

**Freedom Stone (Water):** You cannot be physically restrained or grappled; shackles break and ropes come undone. You can still be physically confined by locked doors and sealed rooms.

**Seacalm Gemstone (Water):** Any ship you ride on will never founder or suffer more than aesthetic damage from weather. This may draw the notice of the storm spirits responsible for the weather.

**Stone of Healing (Wood):** At a glance, you can diagnose any injury or medical condition.

**Monkey Stone (Wood):** You can climb as easily as walking, and jump twice as far as you otherwise would.

**Wilderness Gem (Moon):** You instinctively know where to find shelter, whether a campsite is safe, what plants and animals are edible, and when dangerous weather approaches.

**Dream-Stone (Stars):** You have a 1 in 6 chance of having a prophetic dream each night.

**Gem of Grace (Sun):** You get a +1 on reaction rolls when you speak for the party.

**Seven Leaping Dragon Stone (Sun):** You deal 1 more point of damage with unarmed attacks.

**Gem of Day's Light (Sun):** Meditating on this stone (to the exclusion of any action other than movement) causes it to shine like a miniature sun, providing bright light to a distance of 1km.

**Death-Speech Gemstone (Underworld):** You can converse with corpses, which know what they knew at the time of their death.

# THE SOLAR EXALTED

**Anima Banner:** Solar templates modify how your MD work. Instead of suffering mishaps and dooms, you have an anima banner, a visible manifestation of your essence that draws attention to your Anathema nature. Whenever you roll doubles on a magic dice roll, or burn a magic die, the strength of your anima banner increases. When you roll triples or more, it increases two steps. Resting for 20 minutes reduces your anima banner by one step.

- [0] Your anima banner and caste mark are invisible, though you can cause your caste mark to briefly glow with a moment of concentration.
- [1] The caste mark on your forehead shines brightly, making visual stealth impossible.
- [2] You are shrouded in an aura of light, bright enough to read by.
- [3] You are engulfed in a pillar of blazing light, visible from miles away. However, you gain a benefit specific to your Solar template. If you have multiple Solar templates, you gain only the benefit of the first one you selected.
- [4] The pillar of light shapes into a pattern that uniquely identifies your character; for example, you might have a great golden bull or an elaborate mandala. If you avoid investing any MD for 1 minute, the shape fades, appearing as [3] until you invest any MD again, or rest and actually reduce it to [3].

**The Great Curse:** When you take your first Solar template, choose Compassion, Conviction, Temperance, or Valor. Once per rest, you can reroll any d20 roll when acting on the chosen virtue; but when acting against it you must Save or accumulate a point of Limit. Additionally, choose a specific condition related to your virtue that forces you to Save or take two Limit; for example, a valorous character might choose to take Limit when insulted. When you have ten Limit, you Limit Break, being totally controlled by your virtue of choice for a scene, then resetting your Limit to 0.

**Essence Overwhelming:** The breadth of competence of the Solar Exalted is not to be underestimated. A Solar can invest any number of MD before making an ability check to add [sum] to their ability score for the purpose of that check only.

## DAWN CASTE

You are a SOLAR EXALT OF THE DAWN, offered a shard of divinity to become an exemplar of warfare.

**Starting gear:** An seven-foot grand daiklave sword of shining orichalcum, a buff jacket reinforced with jade, traveling clothes, a small jar of expensive tea.

**Skills (1d4):** Grand strategy, ancient history, esoteric devices, sun worship

**A:** Anima Banner, Peony Blossom Attack, +1 MD

**B:** Heavenly Guardian Defense, Summoning the Loyal Steel, +1 MD

**C:** Tiger Warrior Training Technique, +1 MD

**D:** Ready in Eight Directions Stance, +1 MD

**Anima Banner:** Your MD advance your anima banner rather than causing mishaps and dooms. At anima banner [3] or higher, mortals who can see you must make a morale check immediately; even those who succeed take a -2 penalty to hit you, as you shine too brilliantly to comfortably look at.

**Peony Blossom Attack:** Invest MD to make [dice] extra attacks at different targets.

**Heavenly Guardian Defense:** When you are targeted by an attack while armed, you can invest an MD. If you do, you automatically parry the attack. If you use a weapon to parry an attack that would deal more than your maximum hit points in damage, it shatters unless it's made of a magical material (orichalcum, starmetal, etc.). When you gain this template, choose a deeply held conviction; this ability fails if you act against that motivation. Rolling the same number on different uses of this ability across a single turn counts as rolling doubles.

**Summoning the Loyal Steel:** As an action, you can instantly summon your weapon of choice from anywhere or nowhere to your hand, or dismiss it to nowhere.

**Tiger Warrior Training Technique:** When you train one or more ordinary (non-adventurer) people in battle for at least a week, choose a specific activity with military relevance. They gain a +2 bonus to that activity.

**Ready in Eight Directions Stance:** Invest any number of MD. Until your next turn, after each time a creature makes an attack against you, you can make a counterattack with a [dice] bonus to hit.

## DAWN-CASTE SHARPSHOOTER

**Starting Gear:** Replace the grand daiklave with a powerbow.

**B:** Accuracy Without Distance, Summoning the Loyal Steel, +1 MD

**Accuracy Without Distance:** You can invest MD to make a ranged attack, ignoring any penalties you'd take for any reason. If the attack hits, add [dice] to the damage. If the attack roll would miss, instead it hits but deals only [dice] damage.

## DAWN-CASTE WARLORD

**Starting Gear:** Replace the jade-reinforced buff jacket with a bronze-reinforced one and 1d4+4 loyal irregulars with buff jackets and chopping swords.

**B:** Rout-Stemming Gesture, Mob-Dispersing Rebuke, +1 MD

**Rout-Stemming Gesture:** When your allies or troops fail a Morale roll, invest MD to add [sum] to the result.

**Mob-Dispersing Rebuke:** Invest MD as an action to force a group of up to  $10^{(1+[dice])}$  people to check Morale immediately. The group does not have to be your enemies in battle; you can attempt to rout any mob, gathering, or social group you can reasonably chastise all at once.

## ZENITH CASTE

You are a SOLAR EXALT OF THE ZENITH, offered a shard of divinity to become an exemplar of righteousness.

**Starting gear:** A steel mace, a buckler shield, orichalcum articulated plate armor, casual clothes, 1d10+10 devoted disciples (with no combat ability whatsoever)

**Skills (1d4):** Sun worship, befriending animals, oration, looking impressive

- A:** Anima Banner, Authority-Radiating Stance, +1 MD
- B:** Integrity-Protecting Prana, Adamant Skin Technique, +1 MD
- C:** Spirit-Maintaining Method, +1 MD
- D:** Sun King Radiance, Memory-Reweaving Discipline, +1 MD

**Anima Banner:** Your MD advance your anima banner rather than causing mishaps or dooms. At anima banner [3] or higher, you gain a bonus to hit creatures of darkness (undead, demons, and anything else your DM says counts) equal to the number of ZENITH templates you have.

**Authority-Radiating Stance:** When you interact personally with a character, you can invest an MD. If you do, they must Save or assume you have some kind of authority over them.

**Integrity-Protecting Prana:** You are immune to any effect that would directly magically reshape your mind, spirit, or body.

**Adamant Skin Technique:** When an attack hits you, if you are protecting something or someone you care about, you can invest an MD to reduce the damage to 0 instead of rolling damage. The attack still counts as having hit.

**Spirit-Maintaining Method:** You can invest MD before rolling a Save to add [sum] to the save.

**Sun King Radiance:** Mortals, beasts, and spirits loyal to you can use your Save (if better than their own) against purely mental attacks. They also take a -4 penalty to any action taken to betray you, if they have ever been loyal.

**Memory-Reweaving Discipline:** You can persuade people even of things they know not to be true, with a sufficiently convincing argument. If you do so successfully, you can invest an MD; if you do, they forget they ever believed otherwise.

## ZENITH-CASTE RANGER

**Starting gear:** Replace the disciples with a tough or clever companion animal.

- A:** Anima Banner, Trackless Region Navigation, +1 MD
- D:** Sun King Radiance, Eye-Deceiving Camouflage, +1 MD

**Trackless Region Navigation:** You can invest MD once per travel day to lead 10<sup>[dice]</sup> people through normal wilderness at 20 miles per day or impassably harsh terrain at 10 miles per day.

**Eye-Deceiving Camouflage:** When you spend at least an hour camouflaging yourself or another person or object, that camouflage cannot be pierced without the aid of magic or supernatural powers.

## ZENITH-CASTE TITAN

- A:** Anima Banner, Hauberk-Lightening Gesture, +1 MD
- D:** Sun King Radiance, Immunity to Everything Technique, +1 MD

**Hauberk-Lightening Gesture:** You can banish armor you're wearing to nowhere with a wave of your hand; you can summon it in front of you with a similar gesture, or back onto your body by investing an MD.

**Immunity to Everything Technique:** You can't be poisoned or get sick.

## TWILIGHT CASTE

You are a SOLAR EXALT OF THE TWILIGHT, offered a shard of divinity to become an exemplar of insight.

**Starting gear:** A firewand and a few dozen firedust charges for it, ornate formal robes, an influential mentor (see table), a ciphered map to a place of vast magical power

**Skills (1d4):** Operating artifacts, physicking, geomantic architecture, magical zoology

**A:** Anima Banner, Crafty Observation Method, +1 MD

**B:** Shattering Grasp, +1 MD

**C:** Irresistible Questioning Technique, Spirit-Detecting Glance, +1 MD

**D:** Craftsman Needs No Tools, +1 MD

d6	Mentor
1	a disguised Sidereal exalt
2	a scholar-prince
3	a Fair Folk noble
4	an artifact dealer
5	a god of knowledge
6	a demon

**Anima Banner:** Your MD advance your anima banner rather than causing mishaps or dooms. At anima banner [3] or higher, you take 1 less point of damage from all sources.

**Crafty Observation Method:** In a single slow glance, you can invest an MD to find anything you would have in 15 minutes of thorough ransacking.

**Shattering Grasp:** You can invest one or more MD to disassemble anything smaller than a small ship in (8-[dice]) minutes and anything smaller than a large castle in (8-[dice]) hours.

**Irresistible Questioning Technique:** Unless using some form of magical deception, characters must Save to avoid answering your questions honestly.

**Spirit-Detecting Glance:** You can see immaterial creatures such as some demons, ghosts, and gods. You can attack such creatures and damage them normally by investing an MD before rolling the attack.

**Craftsman Needs No Tools:** You are never more than mildly inconvenienced by lacking the proper tools for a project. You can create artifacts with sufficiently legendary materials. You can perform a day's crafting, construction, or medical work in an hour.

## TWILIGHT-CASTE SURGEON

**B:** Flawless Diagnosis Technique, Wholeness-Restoring Meditation, +1 MD

**Flawless Diagnosis Technique:** You never misdiagnose a patient when taking at least five minutes to lay out a formal diagnosis. If you have sufficient information, you can automatically connect each symptom, underlying condition, and cause; if not, you at least know where the gaps in your knowledge are.

**Wholeness-Restoring Meditation:** You can invest any number of MD, and if you roll at least one 6 you can treat even permanent damage—missing limbs, blindness, petrification—with a day of active treatment by you and a week of convalescence by your patient.

## TWILIGHT-CASTE INVESTIGATOR

**Skills (1d4):** Operating artifacts, reconstructing events, finding hidden things, research montages

**B:** Courtier's Eye Technique, +1 MD

**Courtier's Eye Technique:** Upon first interacting with a creature, you can invest MD to roughly intuit up to [highest] of the following pieces of information:

- How wealthy the target is.



- How influential and well-known the target is.
- How many allies the target considers themselves to have access to right now.
- How much organizational or bureaucratic power the target wields.
- What the target's intentions are in this interaction.
- Whether the target is lying to you.

## NIGHT CASTE

You are a SOLAR EXALT OF THE NIGHT, offered a shard of divinity to become an exemplar of guile.

**Starting gear:** A skycutter boomerang of gleaming orichalcum, nondescript and loose clothing, a few dozen bars of not-yet-laundered jade currency (enough to purchase a small villa, caravan, or yacht)

**Skills (1d4):** Parkour, locksmithing, disguise, keen sense of touch

**A:** Anima Banner, Stealing From Plain Sight Spirit, +1 MD

**B:** Graceful Crane Stance, Surprise Anticipation Method, +1 MD

**C:** Seven Shadow Evasion, +1 MD

**D:** Vanishing From Mind's Eye Method, +1 MD

**Anima Banner:** Your MD advance your anima banner rather than causing mishaps or dooms. At anima banner [3] or higher, your anima completely obscures your identity and features, and it doesn't uniquely identify you at [4].

**Stealing From Plain Sight Spirit:** Invest one or more MD as you attempt to pilfer an item, either unattended or on a mortal's person. Unless opposed by another magical effect, you automatically succeed, and furthermore the item is not noticed missing for [sum] rounds unless someone actively tries to interact with it. If you roll doubles or triples, or burn any of the dice, your anima banner does not illuminate until the duration expires.

**Graceful Crane Stance:** You always keep your balance, even on a surface as narrow as a human hair.

**Surprise Anticipation Method:** You cannot be ambushed or surprised.

**Seven Shadow Evasion:** When you are targeted by an attack from a source you are aware of, you can invest one or more MD. If you do, you automatically dodge the attack, and can immediately leap up to [sum] meters vertically or twice that distance horizontally away. After you use this ability, you cannot move on your next turn, nor use it again until then.

**Vanishing From Mind's Eye Method:** You can make Stealth rolls retroactively, hiding from people's memories. You must invest at least one MD to do so, and add [dice] to the Stealth roll.

## NIGHT-CASTE ATHLETE

**A:** Anima Banner, Racing Hare Method, +1 MD

**B:** Graceful Crane Stance, Mountain-Crossing Leap Technique, +1 MD

**Racing Hare Method:** Invest MD to run [sum]x10 miles in the next hour, or half that over truly miserable terrain (up a mountain, through a bog, through a city without showing your face on the street).

**Mountain-Crossing Leap Technique:** Invest MD to jump [sum]x5 miles in a single bound, landing safely about five minutes later.

## NIGHT-CASTE ASSASSIN

**A:** Anima Banner, Flawlessly Impenetrable Disguise

**B:** Mist on Water Attack, Surprise Anticipation Method, +1 MD

**Flawlessly Impenetrable Disguise:** When you disguise yourself, invest MD and choose up to [highest] to supernaturally modify. No nonmagical sense can recognize flaws in those aspects of the disguise.

- Alter the color and texture of your skin, hair, and eyes.
- Alter your apparent age, up to half or double.
- Alter your gender presentation, including voice.
- Alter your height by 10%.
- Alter your ethnicity and accent.
- Alter how magically powerful you appear to be, up to half or double, to creatures that can perceive such.

**Mist on Water Attack:** When you make an attack with a light weapon or sling, invest MD. The attack itself is silent, and the target—if hit—cannot make any sound, voluntary or involuntary, for [sum] rounds. If the target is slain, nobody will notice their death until the duration expires.

## ECLIPSE CASTE

You are a SOLAR EXALT OF THE ECLIPSE, offered a shard of divinity to become an exemplar of unity.

**Starting gear:** A mid-level rank in some organization, two important contacts (see table), a concealable steel chain shirt, a longbow, stylish but durable clothes, and either a lumbering yeddin steed or a sleek skiff

**Skills (1d4):** Trick riding, navigation, paperwork, codebreaking

**A:** Anima Banner, Sanctified Oath, Universal Student, +1 MD

**B:** Pacts of the Ambassador, Sagacious Reading of Intent, +1 MD

**C:** Wise-Eyed Courtier Method, Flawless Brush Discipline, +1 MD

**D:** Unbreakable Fascination Method, +1 MD

d6	Contact
1	a general
2	a lesser god
3	a wealthy merchant
4	a member of a Dragon-Blooded house
5	an influential courtier
6	a notorious pirate captain

**Anima Banner:** Your MD advance your anima banner rather than causing mishaps or dooms. At anima banner [3] or higher, Sanctified Oath no longer requires investing MD, but functions as if you have invested one MD for each ECLIPSE template you have.

**Sanctified Oath:** You can spend any number of MD as you make or witness an oath to seal it with a heavenly curse. Any character who breaks the oath will be cursed with terrible luck, suffering an automatic critical failure [dice] times. These critical failures happen at the worst possible times, at the DM's discretion.

**Universal Student:** You can learn the charms and spells of other sorts of creatures that are willing to teach them to you, whether spirit, god, or Fair Folk. MD you invest in those spells and charms are burnt on a 3+.

**Pacts of the Ambassador:** When interacting with demons, spirits, or Fair Folk, if you have legitimate business with them, they cannot attack you without just cause and must offer you hospitality.

**Sagacious Reading of Intent:** You can invest an MD when you hear or read a statement to learn the motivation behind it. If the statement contained a hidden attack of some sort, it automatically fails against you.

**Wise-Eyed Courtier Method:** After spending at least several hours interacting with a society of 30 or more people, you can reshape the beliefs of the group as a whole (albeit not necessarily specific individuals). Invest an MD, plus another for every additional factor of ten in population, and choose a belief to become common, a behavior to become taboo, an emotion to become widespread, or an individual or group to become notorious. If the society's leader is actively opposing you, they may Save against this effect.

**Flawless Brush Discipline:** You write with the hands of legendary sages, making every stroke ideal. Invest any number of MD; any character who reads the writing must Save or be overcome with admiration of the quality of the work, forming an emotional bond to its author that lasts [dice] times it becomes relevant.

**Unbreakable Fascination Method:** Invest MD as you begin to speak before a crowd. Listeners must Save to interrupt your oration, and are compelled to listen raptly if they fail. The effect ends if you take any action other than talking, or after [sum] minutes. If you invest 4 MD, no save is allowed without some sort of magical protection, and there is no time limit to how long you can speak.

## **ECLIPSE-CASTE ADMINISTRATOR**

**Starting gear:** Replace the yeddim or skiff with 1d4+4 resourceful and perfectly trustworthy clerks.

**B:** Pacts of the Ambassador, Speed the Wheels, +1 MD

**Speed the Wheels:** You can invest MD to accelerate the progress of a bureaucracy on a specific task by orders of magnitude, or slow it down by the same effect. Move [dice] steps along the following track—centuries to years to months to weeks to days to minutes. If you fall off the “minutes” end of the track, the task is already complete but whoever you're talking to just hadn't realized it yet. If you fall off the “centuries” end, the task will still be in the planning stages when the organization eventually falls apart.

## **ECLIPSE-CASTE RAIDER**

**B:** Pacts of the Ambassador, Perfect Reckoning Technique, +1 MD

**C:** Wind-Racing Essence Infusion, Perfect Brush Technique, +1 MD

**Perfect Reckoning Technique:** As long as you do nothing but guide your ship, mount, or warband, you automatically succeed at finding paths around known hazards to a known destination, and no external effect can reduce your speed.

**Wind-Racing Essence Infusion:** You can invest MD to speed your ship or mount to [sum]x10 miles per hour for the next 24 hours. Your mount or crew suffers no fatigue from maintaining this pace.

# THE DRAGON-BLOODED

**Anima Banner:** Dragon-Blooded templates modify how your MD work. Instead of suffering mishaps and dooms, you have an anima banner, a visible manifestation of your essence that scourges those around you. Whenever you roll doubles on a magic dice roll, or burn a magic die, the strength of your anima banner increases. When you roll triples or more, it increases two steps. Resting for 20 minutes reduces your anima banner by one step.

- [0] Your anima banner and caste mark are invisible, though you can cause your caste mark to briefly glow with a moment of concentration.
- [1] The caste mark on your forehead shines brightly, making visual stealth impossible.
- [2] You are shrouded in an aura of elemental power that destroys wood and cloth, and deals 1 damage per minute to any mortal who remains within 1m of you for that entire time. This and all higher levels leave your personal gear unharmed.
- [3] You are engulfed in a pillar of your element, visible from miles away. Any mortal who comes within 1m of you immediately takes 1 damage, and another every round.
- [4] The elemental manifestation shapes into a pattern that uniquely identifies your character; for example, you might have a serpent of water or burning wings. Any character, mortal or otherwise, who comes within 1m of you takes 1d6 damage and the same every round. If you avoid investing any MD for 1 minute, the shape fades, appearing as [3] until you invest any MD again, or until you rest and actually reduce it to [3].

**The Great Curse:** When you take your first Dragon-Blooded template, choose Compassion, Conviction, Temperance, or Valor. Once per rest, you can reroll any d20 roll when acting on the chosen virtue; but when acting against it you must Save or accumulate a point of Limit. When you have ten Limit, you Limit Break, suffering an effect for one scene depending on both your first Dragon-Blooded template and your chosen virtue, then resetting your Limit to 0.

Aspect	Compassion	Conviction	Temperance	Valor
Air	Idealism leaves you unable to handle life's cruelty	Vision leaves you unwilling to consider short-term costs	Moral rectitude leaves you unwilling to tolerate imperfection	Arrogance leaves you unwilling to plan around failure
Earth	You obsessively protect cherished institutions	You cruelly punish those who oppose your ideals	You carelessly disregard any who fail to match your level of devotion	You heedlessly risk, confident in your practices and traditions
Fire	The sight of injustice drives you to passionate rage	Passion for your goals drives you to leave chaos in your wake	Impossible standards drive you to scorching self-hatred	Hatred for your foes drives you to discard reason
Water	You disregard all else to nurture those you care for	You disregard all else to focus single-mindedly on your plans	You disregard all else to get some peace and quiet	You disregard all else to pick the simple, destructive solution

Aspect	Compassion	Conviction	Temperance	Valor
Wood	You become reckless and destructive in the defense of that which you care for	You become cold and cruel in the pursuit of purging weakness	You become remorseful and frustrated in the wake of your excesses	You become aggressive and risk-taking in the pursuit of something new

**Terrestrial Reinforcement:** When working in their area of expertise, the Dragon-Blooded are coordinated and effective. A Dragon-Blooded can invest any number of MD before they or anyone within reach makes an ability check to add [dice]x2 to that creature's ability score for the purpose of that check only, or [dice]x4 if the Dragon-Blooded investing the MD has a relevant skill.

## AIR ASPECT

You are an AIR-ASPECT DRAGONBLOODED, heir to Mela's guile.

**Starting gear:** A blue jade skycutter boomerang, a blue-jade-reinforced breastplate, a Gemstone of Surface Thoughts set in an amulet, powerful connections on a citywide scale (see table), a steward, and a secretary

**Skills (1d4):** Cryptography, studying tirelessly, ghost lore, destroying evidence

**A:** Anima Vortex, Language-Learning Ritual, +1 MD

**B:** Soundless Action Prana, Persistent Hornet Attack, +1 MD

**C:** Wind-Carried Words Technique, Vengeful Gust Technique, +1 MD

**D:** Deadly Blades of the Five Dragons, +1 MD

d6	Influence
1	within your House
2	at your alma mater
3	with the local government
4	in the Immaculate Order
5	with organized crime
6	in the military

**Anima Vortex:** You can invest MD to surround yourself in a vortex of air, making you immune to fall damage, able to jump three times as far, and gain a +[dice] bonus to AC against ranged attacks until the end of the scene or encounter.

**Language-Learning Ritual:** You can speak, read, write, and understand any language you've heard for at least one hour in the past week.

**Soundless Action Prana:** Your actions are never noticed by creatures that don't have line of sight to you.

**Persistent Hornet Attack:** Invest zero or more MD as you throw a weapon; it bounces to [dice] additional targets after the first, attacking one each round without your interference, then returns to your grip before the start of the next round.

**Wind-Carried Words Technique:** Whisper a message and invest MD, and the wind will carry it to anyone you name and know the approximate location of within  $10 \times 10^{[dice]}$  m (100m for 1 MD, 1km for 2 MD, 10km for 3 MD, 100km for 4MD).

**Vengeful Gust Technique:** When you're missed by a ranged attack that would have hit if not for your Anima Vortex, you can make the projectile reverse course, forcing the attacker to repeat the attack against themselves.

**Deadly Blades of the Five Dragons:** You can shape thrown weapons from air, which function as light artifact weapons and give a -4 penalty to the next attack or ability check a damaged target makes.

## AIR-ASPECT OCCULTIST

**B:** Elemental Burst Technique, Spirit-Grounding Shout, +1 MD

**Elemental Burst Technique:** You can invest MD to attack each creature in a [dice]m radius area with a blast of air that deals [sum]/2 damage to creatures you hit and gives a -4 penalty to the next attack or ability check a damaged target makes.

**Spirit-Grounding Shout:** Invest any number of MD to force a spirit with less than [sum] MD to save or become material, spending its own MD to do so if able.

## AIR-ASPECT OPERATIVE

**A:** Anima Vortex, Poisoned Tongue Technique, +1 MD

**C:** Wind-Walking Technique, Vengeful Gust Technique, +1 MD

**Poisoned Tongue Technique:** While close enough to a conversation to hear it clearly, you can manipulate the content other people hear by investing MD. A [sum] of 2 lets you obfuscate minor details and tone, a [sum] of 6 lets you alter significant details, and a [sum] of 12 lets you control precisely what each listener individually hears. A speaker can save to recognize that their words are being distorted.

**Wind-Walking Technique:** You have perfect balance, and can move across any horizontal surface without difficulty, including water or the leaves of the canopy; but if you ever spend a round stationary, this effect ends.

## EARTH ASPECT

You are an EARTH-ASPECT DRAGONBLOODED, heir to Pasiap's strength.

**Starting gear:** A white jade grand goremaul set with a Gem of Adamant Skin, a white-jade-reinforced breastplate, command of a talon of 125 soldiers, five loyal heroic mortal scale-commander subordinates

**Skills (1d4):** Infantry tactics, masonry, ritual practice, noticing discrepancies

**A:** Anima Attunement, All-Encompassing Earth Sense, +1 MD

**B:** Stone-Carving Fingers Form, Granite Curtain of Serenity, +1 MD

**C:** Dragon-Scarred Battlefield, +1 MD

**D:** Obedient Ramparts of Earth, Unfeeling Earth Meditation, +1 MD

**Anima Attunement:** You can invest MD to fill yourself with stone's durability for the rest of the scene or encounter, gaining a [dice] bonus to physical saving throws and Constitution checks.

**All-Encompassing Earth Sense:** So long as you have both feet on the ground, you cannot be surprised.

**Stone-Carving Fingers Form:** With nothing but your bare hands and invested MD, you can shape stone to your will. A [sum] of at least 2 allows you to reduce a stone object to neatly quarried blocks; of at least 6 to fashion a simple statue or functional pottery; of at least 12 to create a true masterpiece of sculpture. This takes but 1 minute.

**Granite Curtain of Serenity:** You can invest MD before rolling a Save against an effect that would alter your emotions, control your mind, induce madness, or compel your action other than the Great Curse. Add [dice] to your result, and each other such save you make this scene or encounter.

**Dragon-Scarred Battlefield:** You can impose the power of your anima on a 100m radius area around you, leaving the ground shaking until the end of the scene or encounter. Anyone in the area except other earth-aspected dragonblooded or mortal troops under your command takes a -[dice] penalty to attack rolls, ability checks, and saving throws.

**Ramparts of Obedient Earth:** You can invest MD with a stomp of your foot to reshape dirt, sand, mud, or gravel, moving [dice] cubic meters per turn to form improvised barriers, tunnel into the earth, or create sinkholes. This does not require your action.

**Unfeeling Earth Meditation:** Your wound penalty is always 0, no matter how many negative hit points you have. You must still save against unconsciousness or death when you take damage below 0 hit points.

EARTH-ASPECT TACTICIAN

**B:** Armor-Hardening Concentration, Phantom-Warrior Horde, +1 MD

**Armor-Hardening Concentration:** You can invest MD to give yourself and [sum]x[dice] allies +1 AC for one scene or battle, or +2 AC for anyone wearing artifact armor made at least partially from white jade.

**Phantom-Warrior Horde:** Spend MD to raise from the earth [sum] soldiers made of dust. They don't actually fight, but they look dangerous, and enemies who see you do it must check morale immediately. This doesn't use your action; you can do it as part of taking another action, but matched dice between these MD and any rolled for that action count as doubles.

EARTH-ASPECT ASCETIC

**B:** Inviolable Dragon Spirit, Granite Curtain of Serenity, +1 MD

**C:** Earth Protection Form, +1 MD

**Inviolable Dragon Spirit:** You can invest an MD to shake off any natural or unnatural compulsion—social attacks, addictions, mind altering spells, and so forth. If MD were invested into the compulsion, you must invest the same number for Inviolable Dragon Spirit to have any effect.

**Earth Protection Form:** You take 1 fewer point of damage from attacks using metal weapons, earth-elemental magic, rockslides, and falling.

FIRE ASPECT

You are a FIRE-ASPECT DRAGONBLOODED, heir to Hesiesh's passion.

**Starting gear:** A red jade short daiklave, a red-jade-reinforced buff jacket, a Gem of the Calm Heart set in an amulet, 1 d6+6 noncombatant mortal servants, an influential relative (see table), a name people recognize

**Skills (1d4):** Incurable flirtation, commanding respect, partying hard, heavy lifting

**A:** Anima Flames, Incense Smoke Ladder, +1 MD

d6	Relative	Reputation
1	parent	sorcerous scholarship
2	elder sibling	victorious command
3	grandparent	deadly skill
4	great-grandparent	generous wealth
5	aunt or uncle	enlightened wisdom
6	great-aunt or great-uncle	ruthless ambition

**B:** Virtuous Negation Defense, Auspicious First Meeting Attitude, +1 MD

**C:** Moth to the Candle, +1 MD

**D:** Ghost-Fire Blade, Unassailable Body of Fire, +1 MD

**Anima Flames:** You can invest MD to shroud yourself in fire for the rest of the scene or encounter, dealing [dice] damage to anyone who hits you with an unarmed attack or who you hit with an unarmed attack, and igniting flammable objects with a touch.

**Incense Smoke Ladder:** So long as you remain continuously in motion, you can run up and along walls and across liquids, though not along ceilings. If you slow down to a walking pace or stop, you fall.

**Virtuous Negation Defense:** When an ally within 5m becomes the target of an attack, you can invest MD and leap to their defense. Your AC against the attack becomes 5+[sum], and you become the target.

**Auspicious First Meeting Attitude:** You get +2 to reaction rolls from people who have never interacted with you before. If you would say or do something that would make a bad first impression, the DM is 50% likely to warn you in time for you to have done something else, if you'd like.

**Moth to the Candle:** Invest MD and taunt an enemy. They must save or spend their next turn charging you, if doing so would not be instantly lethal. Until your next turn, they take -[dice] to AC against anyone but you.

**Ghost-Fire Blade:** You can conjure a weapon of fire by investing MD. It has statistics identical to a mundane melee weapon of your choice, but adds [dice] to damage rolls, and can damage incorporeal creatures and creatures of darkness normally.

**Unassailable Body of Fire:** When you become the target of a dodgeable attack, so long as the attack is not water-based and you are not touching water, you can invest an MD to perfectly dodge it, your body temporarily turning to flame. Rolling the same number on different uses of this ability across a single turn counts as rolling doubles.

## **FIRE-ASPECT TROOPER**

**A:** Anima Flames, Safety Among Enemies, +1 MD

**B:** Virtuous Negation Defense, Threshing Floor Technique, +1 MD

**Safety Among Enemies:** When an attack fails to hit half your AC, you can force the attacker to reroll it against another target within 3m of you and reach/range of the attacker.

**Threshing Floor Technique:** Invest MD as you attack a target. Until your next turn, up to [sum]+2 of your allies within normal movement range can also attack that target even if space would normally not permit, as you perfectly coordinate rotation to the front without exposing any vulnerability.

## **FIRE-ASPECT SOCIALITE**

**A:** Anima Flames, Friend-to-All-Nations Attitude, +1 MD

**B:** Warlord's Convocation, Auspicious First Meeting Attitude, +1 MD

**Friend-to-All-Nations Attitude:** You take no penalties for being a foreigner or not speaking the local language; if necessary, you make yourself understood through tone and gestures well enough to get by, if not to communicate any actual details.

**Warlord's Convocation:** When you spend a scene interacting peacefully with a mortal NPC, you can invest one or more MD. If they fail a saving throw, they become loyal to you for [dice] weeks; if you require



only minor assistance and make it apparent you value their loyalty, the duration increases to [dice] months. If you achieve a [sum] of 12 or more, the target permanently becomes your henchman.

## WATER ASPECT

You are a WATER-ASPECT DRAGONBLOODED, heir to Daana'd's versatility.

**Starting gear:** Black jade lamellar armor, a Freedom Stone set in an amulet, tiger claws, a worldly and wise mentor though whom you have access to a broad web of regional contacts

**Skills (1d4):** Realm law, Immaculate philosophy, sailing, spycraft

**A:** Anima Tide, Disarming Strike Prana, +1 MD

**B:** Thrashing Carp Serenade, Tampering Detection Technique, +1 MD

**C:** Revelation of Associates Hunch, +1 MD

**D:** Deck-Striding Technique, Window-in-the-Door Technique, +1 MD

**Anima Tide:** You can invest an MD to gain total freedom of movement on the surface of or beneath water for the rest of the scene or encounter, including the ability to breathe water.

**Disarming Strike Prana:** When you hit an armed enemy with an unarmed attack, you may take their weapon instead of damaging them.

**Thrashing Carp Serenade:** You can speak so as to bring to a halt all bureaucratic or administrative activity within earshot, for the remainder of the scene or until you cease speaking. Characters may save to continue their work.

**Tampering Detection Technique:** With a moment's glance, you can determine whether an object was tampered with and how, within the past year. This can detect picked locks, ransacked desks, forged documents, and even unsuccessful attempts at such.

**Revelation of Associates Hunch:** Upon any social interaction with someone, invest MD, and learn the names and one-sentence descriptions of [sum]/2 relevant allies, contacts, or employers they have.

**Deck-Striding Technique:** You can climb up rigging, walk on the deck of a storm-tossed ship, and otherwise move around on a vehicle as easily as if it were solid ground. You can invest MD to share this effect with [dice] other characters.

**Window-in-the-Door Technique:** Invest MD to see through a [sum]-inch radius area of a surface up to [dice] inches thick for one round. Magical materials are not affected.

## WATER-ASPECT ADMINISTRATOR

**A:** Anima Tide, Precise Ink Technique, +1 MD

**D:** Distraction of the Babbling Brook, Window-in-the-Door Technique, +1 MD

**Precise Ink Technique:** You can invest MD to perfectly forge up to [dice]x[dice] pages of someone's handwriting, such that no mundane method can differentiate them.

**Distraction of the Babbling Brook:** When you write a contract, you can conceal a single hidden clause within in it, obfuscated so well even an expert cannot decipher it. Each person reviewing the contract is

d6	Mentor
1	a cynical bureaucrat
2	a notorious pirate captain
3	a successful industrialist
4	a merchant prince
5	a nameless spymaster
6	a famous martial artist

permitted a saving throw to notice that something is wrong. This cannot encode clauses that you know are impossible to fulfill, or that at the DM's discretion are not "reasonably subtle." (For example, a clause stating that the other party's business is forfeit if he fails to meet the contract's deadlines is permissible; a clause stating that he agrees to sell himself into slavery for a nominal fee is not.)

## **WATER-ASPECT CAPTAIN**

**Starting gear:** Replace the Freedom Stone with a yacht or small merchant vessel and 1d10+10 crew.

**B:** Sturdy Bulkhead Concentration, Water-Dragon-Claw Strike, +1 MD

**Sturdy Bulkhead Concentration:** You can invest MD to fortify a ship you're aboard, increasing its hit points by [sum] and reducing any damage it takes by [dice]. Any bonus hit points not lost, and the damage reduction effect, end at the end of the scene or if you disembark from the ship.

**Water-Dragon-Claw Strike:** When you hit a creature with an unarmed attack for the first time each combat, they must save or their lungs fill with seawater; they skip their next turn coughing it up.

## **WOOD ASPECT**

You are a WOOD-ASPECT DRAGONBLOODED, heir to Sextes Jylis's intuition.

**Starting gear:** A green jade powerbow set with a Monkey Stone, a short green jade daiklave, a set of green jade lamellar armor, a tough or clever companion animal, command of a scale of 25 elite scouts

**Skills (1d4):** Herb lore, animal handling, extreme climates, expensive taste

**A:** Anima Growth, Unobstructed Hunter's Aim, +1 MD

**B:** Blossom Hides Thorns, +1 MD

**C:** Disease-Banishing Technique, Quarry Revelation Technique, +1 MD

**D:** Ravenous Thorn Technique, +1 MD

**Anima Growth:** You can invest one or more MD to gain immunity to plant-based poisons and take [dice] less damage from attacks made using wooden or partially wooden weapons until the end of the scene.

**Unobstructed Hunter's Aim:** You can invest an MD to make a ranged attack that passes through cover granted by wooden objects, or two to make a ranged attack that curves around any kind of cover.

**Blossom Hides Thorns:** When you interrupt yourself to start combat, you always surprise your foes.

**Disease-Banishing Technique:** With a touch, you can invest an MD to cure any nonmagical or thaumaturgical disease that you have correctly diagnosed.

**Quarry Revelation Technique:** You automatically can find in less than a minute and follow any tracks not concealed by a magical effect.

**Ravenous Thorn Technique:** You may invest MD as you make a ranged attack to ensnare any creature it damages in writhing vines, inflicting 2 damage each round for [sum] rounds unless the vines are destroyed.

## **WOOD-ASPECT MEDIC**

**Starting gear:** Replace the companion animal and scouts with a fully stocked medical laboratory.

**B:** Wound-Closing Touch, +1 MD

**Wound-Closing Touch:** Touch a creature and invest MD to stop any bleeding, and heal up to [sum] hit points to a maximum of 0. (That is, this effect only heals creatures that are already wounded to negative hit points.)

## **WOOD-ASPECT OUTFRIDER**

**B:** Great Heart Companion, +1 MD

**C:** Charge of One Hundred Generals, Quarry Revelation Technique, +1 MD

**Great Heart Companion:** Your mount never checks morale and is immune to your anima effects.

**Charge of One Hundred Generals:** Invest MD as you begin combat mounted and leading up to  $10^{\text{dice}}$  cavalry. You and all your troops get +[dice] to initiative and your first melee attack roll, your troops get +1 to morale, and any morale checks made as a result of you or your troops charging is at -1.

# ADVANCED CLASSES

Your first template must not be from an advanced class; you must have a different template first, then meet the prerequisite of the advanced template before leveling up with it.

## EXALTED SORCERER

**Prerequisite:** You must have undergone the five trials of initiation—humiliation to purge you of hubris, tutelage to point you to insights, a journey to gain appreciation of the world, facing your darkest fear and mastering it, and a great personal sacrifice.

**A:** Shaping Sorcery, +1 Spell Known, +1 MD

**B:** +1 Spell Known, +1 MD

**C:** Celestial Circle Sorcery, +1 Spell Known, +1 MD

**Shaping Sorcery:** You can use sorcerous spells of the Emerald Circle, which are slow and difficult to cast, but extremely powerful. Casting sorcerous spells always requires at least two consecutive actions—one to shape the spell and a second to cast it. Having a shaped spell is incredibly obvious via some sort of visual effects, and any damage taken requires a Save to avoid losing it. No action, movement, or reaction can be taken between shaping and casting the spell. Other than the free spells gained by these templates, learning new spells requires great quests, multiple weeks of research, or both.

**Celestial Circle Sorcery:** You can use sorcerous spells of the Sapphire Circle, which require two actions to shape and a third to cast. You must make a second, greater sacrifice to take this template, and you can only do so if you are a Celestial Exalted of some sort. Sapphire Circle spells tend to take a few months rather than a few weeks to invent, and the quests to find them are deadlier still. Spells of the Adamant Circle, possible only for the Solar Exalted, also existed once. These epic workings could summon third-circle demons, create city-destroying storms, and utterly annihilate any magical effect. Perhaps one day you will be fortunate enough to find one or ambitious enough to re-invent one. No rules for them are provided here; those who master the Adamant Circle are beyond the need for rules.

## EMERALD CIRCLE SPELLS

### Death of Obsidian Butterflies

R: Area 30m wide, 100m long, 10m high T: All creatures in area D: 0

Summons a swarm of razor-sharp obsidian butterflies. Brush, grass, and small trees are destroyed; large trees and wooden structures are badly damaged; stone and metal are merely defaced; the ground is covered in broken glass. Creatures with several inches of wood or any amount of stone for cover are unharmed; make a ranged attack against each other target dealing [sum] damage on a hit. If your attack rolls are modified by stats, use Wisdom/Perception instead of Dexterity.

### Demon of the First Circle

R: Interplanar T: One first-circle demon D: A year and a day or until the task is complete

This spell requires a ritual performed from sunset until midnight, which summons a first-circle demon from its realm. It must Save at -[dice] or be bound to your service; if it succeeds, you must Save at +[dice] to banish it before it escapes. If you do not have a proper containment set up with ritual implements and protective sigils, the demon saves at an additional +2 and you at -4.

### **Emerald Countermagic**

R: 30m T: One spell D:0

This spell can be shaped as a reaction to someone else beginning to shape a spell; you must still cast it as an action either way. Shatter a spell of the Emerald Circle or weaker if your [sum] is greater than their [dice]. This process is loud, messy, and mildly destructive of terrain.

### **Impenetrable Frost Barrier**

R: 5m T: Air in range D: 20 minutes

Fill the area with swirling mist, which freezes then buffets to the ground incoming projectiles of 30 pounds or less, giving them -[sum] to hit and -[dice] to damage.

### **Infallible Messenger**

R: Anywhere in the world or heavens T: Creature described and named D: Less than a day

Summons a heavenly spirit with six chrome-blue wings to carry a message to the target, up to [dice] minutes in length. The spirit travels hundreds of miles per hour, and unerringly finds its target unless magically interferes with. It speaks with your voice.

### **Invulnerable Skin of Bronze**

R: 0 T: Self D: Until the next sunset or dawn

Your skin becomes as bronze, increasing your weight by 100 pounds but not encumbering your movement. You have an AC of 16+[dice] and your unarmed strikes count as ordinary medium weapons.

### **Stormwind Rider**

R: 0 T: Self D: Concentration

Summons a dust-devil that transports you and up to [sum]x100 pounds of passengers and cargo at speeds approaching 100 miles per hour. It flies low to the ground, able to ascend up to 10 meters off it for distances of up to 20 meters, and is maneuverable enough to fly through a forest avoiding the trees. When you step off the dust-devil, the spell ends.

### **Wood Dragon's Claw**

R: 0 T: Self D: Until dismissed

Your hands twist into gnarled claws of oak, which allow you to fight as if you had a heavy weapon in each hand and give you +[dice] to hit and damage, but prevent any kind of fine manipulation.

## **SAPPHIRE CIRCLE SPELLS**

### **Blood of Boiling Oil**

R: 0 T: Self D: [dice] minutes

This spell enhances your first unarmed hit during the duration, covering your hands in scarlet writing. The target of the attack's blood is transmuted to boiling oil, dealing 1d4 damage per round for [sum] rounds.

### **Demon of the Second Circle**

R: Interplanar T: One second-circle demon D: A year and a day or until the task is complete

This spell functions exactly as Demon of the First Circle, but the target can be much more powerful, and it can only be cast on the night of a new moon.

### **Dolorous Reflection**

R: 0 T: Self D: Until you move or attack plus [sum] rounds

Any physical ranged attack that targets you is hurled back to target the attacker instead.

### **Incomparable Body Arsenal**

R: 0 T: Self D: [dice] hours

Your skin becomes as iron, providing AC 16 while not increasing your weight or encumbering your movement. From your metal flesh, you can fold out a dizzying array of weapons. Your Strength and Constitution increase by four points each (to a maximum of 22), and your unarmed strikes count as magic heavy artifact weapons and can attack out to [dice] meters range. You do not need to breathe and you are immune to poison and extreme temperatures that would not melt iron. Your previous armor and weapons are banished into an extradimensional space until the spell ends.

### **Sapphire Countermagic**

R: 40m T: One spell D:0

This spell can be shaped as a reaction to someone else beginning to shape a spell; you must still cast it as an action either way. Shatter a spell of the Sapphire Circle or weaker if your [sum] is greater than their [dice]. This process is loud, messy, and rather destructive of terrain if it targets a Sapphire Circle spell; and extinguishes the spell without a trace otherwise.

### **Travel Without Distance**

R: [dice]x15 km T: Self D: 0

Vanish into a cloud of essence, to reappear in any location within range you have seen before. You must immediately take two more actions to unshape the spell upon arrival; if you are interrupted, you are out of phase until you next rest, taking -4 to all rolls. If the destination is unsafe, you arrive in the closest safe location.

## **SUPERNATURAL MARTIAL ARTIST**

**Prerequisite:** You must have found a teacher that has mastered the martial art you want to study.

Terrestrial styles can be learned by any Exalted character, any kind of magical creature, or a mortal who has achieved enlightenment and attuned themselves to the essence of the world. Celestial styles can be learned by any Celestial Exalted character, any god or equivalent creature, or a Dragon-Blooded character who is part of the Immaculate Order. Sidereal styles are used exclusively by the Sidereal Exalted, although it is at least theoretically possible a Solar or Abyssal character might be able to do so.

**A:** Martial Arts, Perk, +1 MD, +2 Techniques Known

**B:** Form Technique, +1 MD, +1 Technique Known

**C:** +1 MD, +1 Technique of Choice Known

**Martial Arts:** Martial arts is like magic, except it functions by punching the laws of physics until they do what you want them to. You have techniques, which work very similarly to wizards' spells, except they can't be written on scrolls and you don't need any kind of spellbook; you just do martial arts. Many techniques include or modify an attack; this must be with an unarmed attack. Each style of martial arts includes specialty weapons; those weapons (and their artifact equivalents) count as unarmed strikes for you and your unarmed strikes can count as any of those weapons, whatever's most beneficial. Your first three techniques are rolled randomly on 2d4 then 1d8, re-rolling duplicates; your fourth technique is chosen from any of the five you do not know yet.

**Perk:** Every martial arts style comes with a unique perk acquired with the first template of it.

**Form Technique:** Every martial arts style has a special technique called a Form. It lasts for an entire scene or encounter. If you somehow have multiple Forms, you can only use one at a time. Entering a Form also makes it instantly recognizable what style you are using.

## **FIVE-DRAGON STYLE (TERRESTRIAL)**

**Weapons:** Straight Sword, Spear

**Perk:** While using a specialty weapon of Five-Dragon Style (not unarmed attacks), you get +1 to hit.

**Form Technique:** Your speed increases by [dice] meters, and you get +[dice] to your Strength score for the purpose of ability checks to lift, move, or break things only.

### **1 | Five-Dragon Claw**

R: Melee T: One creature D: 0

Make an unarmed melee attack that deals lethal damage and ignores up to [sum] points of AC from armor or magic.

### **2 | Five-Dragon-Force Blow**

R: Melee T: One creature D: 0

Make an unarmed melee attack. If it hits, regardless of how much damage it does, it forces a save against knockback or knockdown at -[dice].

### **3 | Five-Dragon Fortitude**

R: 0 T: Self D: 0

Use this technique when you take damage from any source. Reduce the damage by [sum], or by [sum]x2 if it's nonlethal damage.

### **4 | Five-Dragon Blocking Technique**

R: 0 T: Self D: 10 minutes

You gain +[dice] to AC against weapon or unarmed attacks. This does not apply to any attack that can't be parried.

### **5 | Five-Dragon Fist**

R: Melee T: One creature D: 0

Use this technique when you hit with an unarmed melee attack, which must actually be unarmed and not using a specialty weapon. Any damage inflicted is lethal and cannot be reduced. You take the same amount of damage as nonlethal damage, reduced by [dice].

### **6 | Five-Dragon Invulnerability**

R: 0 T: Self D: 0

Use this technique when you become the target of an attack. If the attack isn't enhanced by magic in any way and doesn't use an artifact weapon, or if the attack deals less than [sum] damage, instead you take no damage on a hit.

### **7 | Five-Dragon Wrath**

R: Melee T: One creature D: 0

Make unarmed melee attacks against the target until you've made [sum]/2 attacks or one of them misses. You take 1 nonlethal damage for each attack made this way.

## **8 | Five-Dragon Crush**

R: Melee T: One creature D: 0

Make an unarmed melee attack. If it hits, it deals either twice its normal damage or [sum] damage, whichever is less.

## **TERRESTRIAL HERO STYLE (TERRESTRIAL)**

**Weapons:** None

**Perk:** Your unarmed attacks still count as armed, even though they don't count as any specific weapon. If you are a Dragon-Blooded, you don't need a teacher for this style; any Dragon-Blooded that tries to formalize their natural brawling skills into a martial art inevitably develops something that at least approximately resembles Terrestrial Hero Style.

**Form Technique:** Divide [dice] between a bonus to grappling attacks and a bonus to AC against nonlethal attacks. You can re-allocate the bonus at the start of your turn.

### **1 | Currents Sweep to Sea**

R: Melee T: One creature D: 0

Make an unarmed attack that deals no damage, but automatically forces a save against knockdown at - [dice] if it hits. If the save fails, you also may immediately grapple the target.

### **2 | Pounding Surf Style**

R: Melee T: One creature D: 10 minutes

Make an unarmed melee attack that ignores up to [dice] points of AC from armor. If it hits, each of your attacks against the target for the duration also ignores up to [dice] points of AC from armor, stacking with itself.

### **3 | Flow from the Rocks**

R: Melee T: One creature D: Until the target escapes

Make a grapple attack. So long as the target remains grappled by you, your allies (but not you) deal + [dice] damage to them with unarmed and weapon attacks.

### **4 | Riptide Method**

R: Melee T: [dice] creatures D: Until the end of your next turn

Make a grapple attack against each target. When the duration ends, you must release all but one target unless you've use Riptide Method again.

### **5 | Drowning Embrace**

R: Melee T: One creature D: Until the target escapes

Make a grapple attack. If you successfully grapple the target, they cannot breathe, and take [dice] nonlethal damage each round.

### **6 | Slippery Escape Method**

R: 0 T: Self D: 10 minutes



You get +[dice]x2 to escape grapples, as well as to any Dexterity check to slip through a tight space or escape bonds.

## **7 | Bonds of Unbreakable Ice Technique**

R: Melee T: One grappled creature D: [dice] rounds

Release the target. They remain immobilized in place.

## **8 | Trireme Strikes the Rocks**

R: Melee T: One grappled creature D: Special

Make an unarmed attack that deals lethal damage and deals +[sum] damage. If the target loses any hit points this way, their spine is broken, paralyzing them from the waist down. If they're a mortal, this is permanent; if they're an exalt or other supernatural being, it lasts until they regain all their lost hit points.

# **SNAKE STYLE (CELESTIAL)**

**Weapons:** Hook Sword, Seven-Section Staff

**Perk:** Your sinuous motions are distracting; you get +1 to AC against enemies that can see you.

**Form Technique:** You take [dice] less damage from all attacks, as your skin hardens like scales.

## **1 | Striking Cobra Technique**

R: 0 T: Self D: 0

Use this technique as you roll initiative to add [sum] to the initiative roll, and all other initiative rolls you make this scene.

## **2 | Serpentine Evasion**

R: 0 T: Self D: 0

Use this technique when an attack would hit you. Add [dice] to your AC against that attack.

## **3 | Essence Fangs and Scales Technique**

R: 0 T: Self D: 0

For the remainder of the encounter, your attacks ignore up to [dice] points of AC from armor.

## **4 | Armor-Penetrating Fang Strike**

R: Melee T: One creature D: 0

Make an unarmed melee attack that deals lethal damage, ignores all AC from armor, and adds [dice] to damage.

## **5 | Snake Strikes the Heel**

R: Melee T: One creature D: 0

Use this technique when you are damaged by an attack. Make a counterattack against the target, using [dice] plus the number of points the triggering attack beat your AC by instead of your normal attack bonus.

## **6 | Uncoiling Serpent Prana**

R: [dice]x2m T: One creature D: 0

Make an unarmed melee attack, using your anima or the shadow of your hand.

## **7 | Striking Serpent Speed**

R: 0 T: Self D: 0

Immediately take  $[\text{sum}]/3$  extra turns, rounded down. You can't invest MD during those turns.

## **8 | Essence-Venom Strike**

R: Melee T: One creature D:  $[\text{dice}]$  days

Make an unarmed melee attack that deals  $+[\text{dice}]$  damage. The damage this attack deals can't be reduced, and will not heal until the duration expires.

# **SOLAR HERO STYLE (CELESTIAL)**

**Weapons:** Cestus, Gauntlet, Khatar, Tiger Claws, Improvised Weapon

**Perk:** Your hands count as magical weapons. Additionally, if you are a Solar, you don't need a teacher for this style; you can learn its techniques from subconscious memories of your own past lives.

**Form Technique:** While unarmed or using only the specialty weapons of Solar Hero Style, you get  $+$   $[\text{dice}]$  to AC, which counts as and does not stack with a shield. Whenever you hit a creature by a margin of 5 or more, roll your unarmed damage die twice and take the higher result.

## **1 | Fists of Iron Technique**

R: Melee T: One creature D: 0

Make an unarmed melee attack that deals lethal damage, and gets  $+[\text{dice}]$  to hit and damage.

## **2 | Sledgehammer Fist Punch**

R: Melee T: One inanimate object D: 0

Make an unarmed melee attack that deals double damage plus  $[\text{sum}]$  bonus damage.

## **3 | Dragon Coil Technique**

R: Melee T: One creature D: 0

Make an unarmed melee attack with  $+[\text{dice}]$  to hit that both damages and grapples the target on a hit.

## **4 | Heaven Thunder Hammer**

R: Melee T: One creature D: 0

Make an unarmed melee attack that knocks the target flying back  $[\text{sum}]$  meters. If they collide with a solid object, they take 1 nonlethal damage for each meter they didn't move.

## **5 | Ox-Stunning Blow**

R: Melee T: One creature D: 3 rounds

Make an unarmed melee attack. On a hit, instead of dealing damage, give the target a  $[\text{sum}]$  penalty to all attacks and AC.

## **6 | Hammer on Iron Technique**

R: Melee T: One creature D: 0

Make  $[\text{dice}]+1$  unarmed melee attacks against the target.

## **7 | Crashing Wave Throw**

R: Melee T: One grappled creature D: 0

Release the target from your grapple, throwing them [sum] meters upwards or twice that distance horizontally.

## **8 | Shockwave Technique**

R: Melee and 25m T: Two creatures D: 0

Make an unarmed melee attack that knocks one creature flying towards another, using them as a weapon to make an unarmed ranged attack. Each target takes your normal unarmed damage plus [dice] if you hit. This cannot be parried or counterattacked except by magic.

## **AIR DRAGON STYLE (CELESTIAL)**

**Weapons:** Fighting Chain, Chakram

**Perk:** You can throw a chakram with each hand as an attack, making a single attack roll but dealing 2d6 damage on a hit.

**Form:** You get +[dice] to hit with all ranged attacks.

### **1 | Air Dragon's Sight**

R: 0 T: Self D: 10 minutes

So long as there is air around you, you can function normally while blindfolded or in total darkness, cannot be surprised, and add [dice] to your initiative.

### **2 | Breath-Seizing Technique**

R: Melee T: One creature D: Until the target regains all lost hit points

Make an unarmed attack. On a hit, instead of dealing damage, the target takes a -[dice] stacking penalty to all ability checks and attack rolls. If the penalty equals half the target's Constitution, they lose consciousness. Creatures who do not need to breathe are immune.

### **3 | Shrouding the Body and Mind**

R: 0 T: Self D: [dice]+1 rounds

You become mostly invisible, leaving merely a blur in the air; you are always concealed enough to hide as if out of line of sight.

### **4 | Cloud Treading Method**

R: 0 T: Self D: [dice] rounds

You can walk or run along the top of anything vaguely resembling a surface; leaves, raindrops, or trails of smoke suffice. You cannot remain stationary atop such an impossible surface. This technique does not require an action to use.

### **5 | Tornado Offense Technique**

R: Melee or weapon range T: One or more creatures D: 0

Make [dice]+1 unarmed attacks divided among the targets as you choose. You take -[dice] to AC until your next turn.

### **6 | Wrathful Winds Maneuver**

R: [dice]x3m T: One creature D: 0

Unleash a shout of essence at the target, which functions as an unarmed attack with +[sum] to hit. On a hit, the target takes no damage but must save vs knockdown; if they fail, they're also deafened and take a - [dice] penalty to all attack rolls and saving throws for [dice] rounds.

## **7 | Lightning Strike Style**

R: 0 T: Self D: [dice]+1 rounds

You can wield lightning as a weapon, which counts as a chakram, an artifact throwing weapon, and an unarmed strike and deals 2d3+[dice] damage on a hit.

## **8 | Hurricane Combat Method**

R: 0 T: Self D: [dice]+1 rounds

Ferocious gusts of wind surround you and fling away small objects within [dice]x3m. You move at triple speed, get +[dice] to AC, and can make [dice]x2 unarmed melee attacks or [dice]+1 ranged attacks each round. When the duration ends, you take [sum] nonlethal damage.

# **EARTH DRAGON STYLE (CELESTIAL)**

**Weapons:** Tetsubo

**Perk:** When you miss a creature with an unarmed attack, you deal 1 damage to them anyway.

**Form:** If you would take [dice] or less damage, instead you don't. This doesn't count as "reducing" the damage; you just don't take it.

## **1 | Force of the Mountain**

R: Melee T: One creature D: 0

Use this technique when you hit with an unarmed melee attack not modified with any other technique. Add +[dice] to the damage roll.

## **2 | Unmoving Mountain Stance**

R: 0 T: Self D: [dice] minutes

You don't suffer knockdown or knockback from high-damage attacks, and you add +[dice] to saves against forced movement effects and Dexterity checks to remain hidden while motionless.

## **3 | Stone Dragon's Skin**

R: 0 T: Self D: Until your next turn

Use this technique when any source deals damage to you. Reduce that damage and any other damage you take by [dice]x2.

## **4 | Shattering Fist Strike**

R: 0 T: Self D: [dice]+1 rounds

You deal twice as much damage to inanimate objects, regardless of the source.

## **5 | Weapon-Breaking Defense Technique**

R: 0 T: A weapon D: 0

Use this technique when a weapon attack misses you by 10 or more. You shatter a cheaply-made weapon with a [sum] of at least 2, a fine-quality weapon with a [sum] of at least 6, and an artifact weapon with a [sum] of at least 10. If you fail to, the attacker must still roll at least [sum] on 1d20 + their initiative bonus or drop their weapon.

## **6 | Stillness of Stone**

R: Melee T: One creature D: [dice] rounds

Make an unarmed melee attack, which must actually be unarmed and not using a specialty weapon. If you hit, the target is paralyzed and unable to take any action. If you would kill or knock a creature out with this attack, instead they're turned to stone permanently.

## **7 | Avalanche Method**

R: Melee T: One creature D: So long as you maintain eye contact

Make an unarmed melee attack. On a hit, the target takes  $-\text{[sum]}/2$  to all attack rolls, physical saving throws, and physical ability checks. If this penalty exceeds their Constitution, their speed is reduced to 0m.

## **8 | Perfection of Earth Body**

R: 0 T: Self D: 10 minutes

Your body becomes as stone. If you are unarmored, you get  $+\text{[dice]}$  to AC and to hit and damage with unarmed attacks, double your Strength modifier to damage with all melee attacks, and you ignore all wound penalties.

# **FIRE DRAGON STYLE (CELESTIAL)**

**Weapons:** Two Short Swords

**Perk:** You can treat "a short sword in each hand" or "a short daiklave in each hand" as a single Light weapon, a single Heavy weapon, and two Light weapons simultaneously; whatever is most beneficial. You do still need to use both hands, of course.

**Form:** You get  $+\text{[dice]}$  to AC against attacks from sources you are aware of. You can always choose whether your attacks do lethal or nonlethal damage, even if a type is specified.

## **1 | Flash-Fire Technique**

R: 0 T: Self D: 0

Use this technique as you roll initiative to add [sum] to the initiative roll, and all other initiative rolls you make this scene.

## **2 | Flame-Flicker Stance**

R: 0 T: Self D: Until your next turn

Use this technique when you become the target of an attack. Add [dice] to your AC, and whenever you invest MD you also add that much to your AC.

## **3 | Searing Fist Attack**

R: Melee T: One creature D: [dice]+1 rounds

Make an unarmed melee attack. On a hit, your target also takes -1 to all attack rolls and saving throws, stacking with itself and resetting the duration.

## **4 | Perfect Blazing Blow**

R: Melee T: One creature D: 0

Make an unarmed melee attack. If the attack would miss a target with an AC of  $10+\text{[dice]}\times 2$  or less, instead it hits but deals minimum damage.

## 5 | Fiery Hand Attack

R: Melee T: One creature D: [dice] rounds

Make an unarmed melee attack. If the attack hits, add +[dice] damage and the target must save or catch fire, which burns even underwater and cannot be extinguished by nonmagical means.

## 6 | Breath of the Fire Dragon

R: [dice]m T: One creature D: 0

Spit a gout of flame as an unparryable unarmed ranged attack, which deals [sum] damage instead of your normal unarmed damage, and harms spirits and other immaterial creatures.

## 7 | Smoldering Wound Attack

R: Melee T: One creature D: 1 round

Make an unarmed melee attack. If the attack hits, 1 round later, the target takes the same amount of damage again unless fire-extinguishing magic has been applied in the intervening time.

## 8 | Consuming Might of the Fire Dragon

R: 0 T: Self D: 10 minutes

You deal [dice] damage to anyone who hits you with an unarmed attack or who you hit with an unarmed attack, and can ignite flammable objects with a touch. This stacks with Anima Flames. You and your allies within [dice]m get +1 to AC against attackers who can see you.

# WATER DRAGON STYLE (CELESTIAL)

**Weapons:** Tiger Claws

**Perk:** If you have tiger claws on both of your hands, you get +2 to AC as if from a shield.

**Form:** You can't use this form if your armor reduces your speed by more than 1m. You get +1 to hit with unarmed attacks. Prevent the next [sum] damage you would take.

## 1 | Flowing Water Defense

R: 0 T: Self D: [dice] rounds

Use this technique when you become the target of an attack. Add +3 to your AC but take -1 to your attack rolls.

## 2 | Rippling Water Strike

R: Melee T: One creature D: 0

Make an unarmed melee attack. On a hit, the target and each other creature besides you within 3m of it takes [dice] nonlethal damage. If you invested 4 MD or more, only your enemies take damage.

## 3 | Drowning-in-Blood Technique

R: Melee T: One creature D: [sum] rounds

Make an unarmed melee attack. On a hit, instead of dealing damage, reduce the target's Constitution by 3. If their Constitution is reduced to 0 this way, they die instantly, drowned in their own blood.

## 4 | Shrugging Water Dragon Escape

R: 0 T: Self D: [sum] rounds

You cannot be restrained. Chains shatter, ropes snap, handcuffs drop away, and supernatural restraining effects are suppressed.

## **5 | Crashing Wave Style**

R: Melee T: One or more creatures D: 0

Make unarmed melee attacks against any targets until you've made [dice]x2 attacks or one of them misses. The first attack is at full accuracy, the second at -1 to hit, and each subsequent attack doubles the penalty.

## **6 | Theft-of-Essence Method**

R: Melee T: One creature D: [dice] minutes

Make an unarmed melee attack. On a hit, steal [dice] of the target's MD. You can only use these MD on Water Dragon Style techniques. When the duration ends, return the stolen MD, and burn any still unburnt.

## **7 | Bottomless Depths Defense**

R: 0 T: Self D: 1 week

Use this technique when you would take any amount of damage. Instead you take 1 point of damage that does not heal.

## **8 | Tsunami Force Shout**

R: [dice]m T: Each creature in a 45-degree arc D: 1 week

Each target must save or take [sum] damage that cannot be reduced, and does not heal until the duration ends. If they succeed, they must save or take [sum] lethal damage. If they succeed, they must save or take [sum] nonlethal damage.

# **WOOD DRAGON STYLE (CELESTIAL)**

**Weapons:** Shortbow, Longbow

**Perk:** You deal +2 damage with bows, and add +25m to their maximum range.

**Form:** You regain [dice] hit points at the start of your turn, if you have 1 or more hit points.

## **1 | Eyes of the Wood Dragon**

R: Sight T: One creature D: 5 rounds

Your attacks against the target deal +[dice] damage. If your attacks normally couldn't harm immaterial creatures and the target is immaterial, instead your attacks deal [dice] damage on a hit. Only living creatures can be targeted by this technique.

## **2 | Mind-over-Body Meditation**

R: 0 T: Self D: 0

You regain [sum] hit points.

## **3 | Wood Dragon Vitality**

R: 0 T: Self D: Until your next turn

Use this technique when any source deals damage to you. Reduce that damage and any other damage you take by [dice]. If that damage is nonlethal, instead reduce it to 0.

## **4 | Soul-Marking Strike**

R: Melee T: One creature D: 24 hours

Make an unarmed melee attack. On a hit, you deal no damage but mark the target's soul. You can sense the direction to that target, and whether you're within [dice]m of them. You get +[dice] to hit the target with attacks.

### **5 | Enthralling Blow Attack**

R: Melee T: One creature D: Until the target saves

Make an unarmed melee attack. On a hit, you deal no damage but the target must make a mental saving throw on its turn, each turn, instead of taking actions or moving.

### **6 | Spirit-Rending Technique**

R: Melee T: One spirit D: 0

Make an unarmed attack, which can strike and damage even immaterial spirits. If you reduce a spirit to 0 hit points this way, it is destroyed.

### **7 | Death-Pattern Sensing Attitude**

R: 0 T: Self D: 10 minutes

Up to [dice] times per turn, ignore any penalties that would reduce your AC.

### **8 | Wood Dragon Succor**

R: 0 T: Creature touched D: 0

Transfer up to [sum] of your hit points to the target.