

COMPENDIUM EXALTED

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GIFTS FROM THE GODS



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ABBYSAL CHARMS

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LAST CHARM ADDED : EBON CLAWS METHOD

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ARCHERY CHARMS

Black Arrow

write by Blue Moon

Cost: 5
Duration: Instant
Type: Supplemental
Minimum Archery: 2
Minimum Essence: 2

The exalted enchants the arrow with the energy of the shadowlands. The bolt leaves a hollow echo trailing it, and when it hits, the target explodes into pain.

If the arrow hits, the target immediately (before soak) starts functioning at a wound level one lower than her current one (that is, -0 would become -1, -1 would become -2, -2 would become -3, -4 would become -5). This continues until the arrow is removed.

Chilling Arrow

write by kattkin

Cost: 2 motes
Duration: Instant
Type: Supplemental
Minimum Archery: 2
Minimum Essence: 2

The character concentrates Essence in an arrow and then launches it, coating it in an icy aura. This Charm adds damage dice equal to the character's Essence score. These arrows are cold enough to freeze liquids and a single arrow under the affects of Chilling Arrow can freeze roughly 8 liters of liquid.

Terrible Strike

write by kattkin

Cost: 1 mote per die penalty
Duration: Instant
Type: Supplemental
Minimum Archery: 1
Minimum Essence: 1

The character extends her anima into the shaft of her arrow, making it preternaturally likely to strike its target. For each mote of Essence the player spends, he may reduce his target's parry or dodge pool by 1 die. The target's die pool to dodge or parry cannot be reduced to less than their Essence score. The player must decide how much Essence she is going to use in this Charm prior to making the attack roll.

Bow of Midnight

write by Griever

Cost: 8 motes, 1 willpower
Duration: Instant
Type: Simple

Minimum Archery: 5
Minimum Essence: 3

This creates the bow of death essence, from which all shots are soaked at -1 soak. The bow does damage equal to the characters strength plus essence.

Black Bolt

write by Griever

Cost: 2 motes per dice of damage and -1 soak
Duration: Instant
Type: Simple
Minimum Archery: 4
Minimum Essence: 2

This fearsome attack allows the abyssal to forge her ammunition of pure entropy, causing the target's soak to be reduced as the arrow's damage increases the target's soak and damage may not exceed the abyssal's permanent essence score.

Shaft of the Night

write by Griever

Cost: 1 mote per arrow
Duration: Instant
Type: Supplemental
Minimum Archery: 3
Minimum Essence: 2

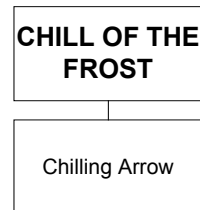
The target creates an arrow of the fabric of the night itself. This arrow has a base damage of the characters permanent essence.

Flash Freeze Strike

write by Griever

Cost: 5 motes
Duration: Instant
Type: Supplemental
Minimum Archery: 3
Minimum Essence: 2

The target damaged by this foul attack is crippled, finding that she loses a dice from all of the next rounds actions, above her wound penalty. This charm cannot reduce a dice pool to less than the targets permanent essence.



Chill of the frost

write by Griever

Cost: 1 mote per die
Duration: Instant
Type: Supplemental
Minimum Archery: 1
Minimum Essence: 1
Following Charms: Chilling Arrow

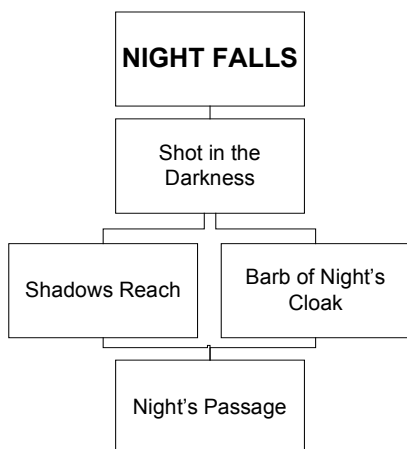
The arrow becomes poisoned with the stuff of the dead, and inflicts its poison on a target. The target of this arrow that is damaged by it takes the above additional damage, and lowers speed by the amount of damage she took for the next round.

Chilling Arrow

write by kattkin

Cost: 2 motes
Duration: Instant
Type: Supplemental
Minimum Archery: 2
Minimum Essence: 2
Prerequisite Charms: Chill of the frost

The character concentrates Essence in an arrow and then launches it, coating it in an icy aura. This Charm adds damage dice equal to the character's Essence score. These arrows are cold enough to freeze liquids and a single arrow under the affects of Chilling Arrow can freeze roughly 8 liters of liquid.



Night Falls

write by Griever

Cost: 1 mote per –1 soak
Duration: Instant
Type: Supplemental
Minimum Archery: 2
Minimum Essence: 1
Following Charms: Shot in the Darkness

This charm infuses the abyssal's arrow becomes charged with entropy, each mote drains the targets vitality by one point,

effectively lowering the soak of flesh and armor by one dice per mote spent up to the characters Essence + Archery

Shot in the Darkness

write by Griever

Cost: 1 mote
Duration: Instant
Type: Supplemental
Minimum Archery: 2
Minimum Essence: 1
Prerequisite Charms: Night Falls
Following Charms: Shadows Reach, Barb of Night's Cloak

The abyssal exalted have a far greater edge in their natural darkness and as such can attune their essence to better target a subject in the darkness, when targeting consider any target in shadow, even their own as completely non obscured when applying modifiers for conditions.

Shadows Reach

write by Griever

Cost: 3 motes
Duration: Instant
Type: Supplemental
Minimum Archery: 3
Minimum Essence: 1
Prerequisite Charms: Shot in the Darkness
Following Charms: Night's Passage

The abyssal becomes so attuned to darkness that she is able to warp space in the shadows, any attack the abyssal makes using this charm is ranged from the nearest shadow to the target other than it's own if such is a lesser distance than normal.

Barb of Night's Cloak

write by Griever

Cost: 5 motes
Duration: Instant
Type: Supplemental
Minimum Archery: 4
Minimum Essence: 2
Prerequisite Charms: Shot in the Darkness
Following Charms: Night's Passage

The abyssal's arrows become invisible, blending with their surroundings, targets attempting to dodge her shots do so at penalty equal to the abyssal's permanent essence.

Night's Passage

write by Griever

Cost: 7 motes, 1 willpower
Duration: Instant
Type: Simple
Minimum Archery: 5
Minimum Essence: 3

Prerequisite Charms: Barb of Night's Cloak,
Shadows Reach

This powerful charm causes the abyssal's arrows fired from her bow to erupt from the shadows surrounding her target, these shots are considered pointblank range, and the target suffers a penalty to dodge and soak equal to the abyssal's permanent essence.

BRAWL CHARMS

Crushing Blow

write by kattkin

Cost: 3 motes
Duration: One turn
Type: Simple
Minimum Brawl: 1
Minimum Essence: 1

The character can suffuse his body with Essence, concentrating his anima until it is a howling, tangible force around him, and making him capable of terrible destruction. This charm must be used to attack inanimate objects and halves the amount of soak those objects would normally receive. This does not allow the character to ignore armor soak, although it makes it easier to destroy the armor itself.

RENDING FIST

*Slowing the Foot's
Fall Technique*

Rending Fist

write by kattkin

Cost: 1 mote
Duration: Instant
Type: Supplemental
Minimum Brawl: 1
Minimum Essence: 1
Following Charms: Slowing the Foot's Fall Technique

When the Abyssal makes an attack, his opponents attempt to parry or dodge is reduced by half. A character trying to defend against this charm must make 2 successes per the Abyssal's 1. (Four successes to dodge is actually 2 successes)
Any fractional successes left over are discarded.

Slowing the Foot's Fall Technique

write by kattkin

Cost: 3 motes
Duration: Instant
Type: Reflexive
Minimum Brawl: 3

Minimum Essence: 1
Prerequisite Charms: Rending Fist

The character pours Essence into slowing the motions of those around her. When Slowing the Foot's Fall is activated, all others involved in combat (friend and foe) have their initiative reduced by the character's Essence rating. If an Abyssal with an essence of 3 used this charm, all those around her would be at -3 initiative.

MARTIAL ARTS CHARMS

Ghostly Presence Prana

write by Awaikaze

Cost: 3 motes
Duration: Instant
Type: Supplemental
Minimum Martial Arts: 2
Minimum Essence: 2

The Abyssal learns to become as if one of the dead, silent and ephemeral. By diffusing dark Essence around his form, he may add his Essence rating to any single Stealth roll.

Obliviate

write by Griever

Cost: Variable, 1 willpower
Duration: Instant
Type: Simple
Minimum Brawl: 5
Minimum Essence: 3

The exalt focuses her entropy on an object, spending 3 motes of essence per either point of soak or health level to be removed, then rolls an unaided brawl roll. Each success deals 2 phantom damage to the object for one soul purpose, should enough phantom damage be done to destroy the target, it ceases to be anything of itself save for a fine dust.

Shatter

write by Griever

Cost: 6 motes
Duration: Instant
Type: Simple
Minimum Brawl: 4
Minimum Essence: 1

The character rolls her brawl before striking an object, each success above the difficulty is the multiplier by which the entropy increases her strength for the purpose of breaking an object :

Wood or glass	standard
Metal, reinforced oak	3
Stone, diamond	5

Grasp of Dust and Ash

write by Griever

Cost: 4 motes per round
Duration: Varies
Type: Simple
Minimum Brawl: 3
Minimum Essence: 2

The abyssal grasps or touches an object, each turn she remains in contact it receives her essence in lethal damage that ignores any soak. This attack is a quick answer to doors, though walls and the like are hardly capable of being broken in combat this way. This charm does not effect the five magical metals.

Rot

write by Griever

Cost: 1 mote per –3 on object soak
Duration: Instant
Type: Supplemental
Minimum Brawl: 2
Minimum Essence: 1

The abyssal channels entropy into her fists and strikes an inanimate object, her damage becomes lethal, and its soak is reduced by three per mote spent as the object rots in her touch. The abyssal may not spend more points in this than she has dots in brawl. . This charm does not effect the five magical metals.

Grasp of the Reaper

write by Griever

Cost: 10 motes, 1 willpower
Duration: One scene
Type: Supplemental
Minimum Brawl: 5
Minimum Essence: 2

For the rest of the scene the character is effected as if he was under the effects of touch of death, this charm is fully incompatible with weapons.

Touch of Death

write by Griever

Cost: 3 motes, 1 willpower
Duration: Instant
Type: Supplemental
Minimum Brawl: 3
Minimum Essence: 2

This power amplifies that of withering touch and allows it to breach metals protection, with this charm in effect, the abyssal ignores half the targets armor soak and his unarmed attacks do lethal damage. This charm is fully incompatible with weapons.

Touch of Decay

write by Griever

Cost: 1 mote
Duration: One scene
Type: Supplemental
Minimum Brawl: 4
Minimum Essence: 1

The exalt infuses her body with the essence of the underworld, any unarmed attacks she makes this round are considered to do lethal damage for the remainder of the scene. Thgis charm has no effect on armor, and opponents wearing armor are immune to its effects.

Withering Touch

write by Griever

Cost: 1 mote
Duration: Instant
Type: Supplemental
Minimum Brawl: 3
Minimum Essence: 1

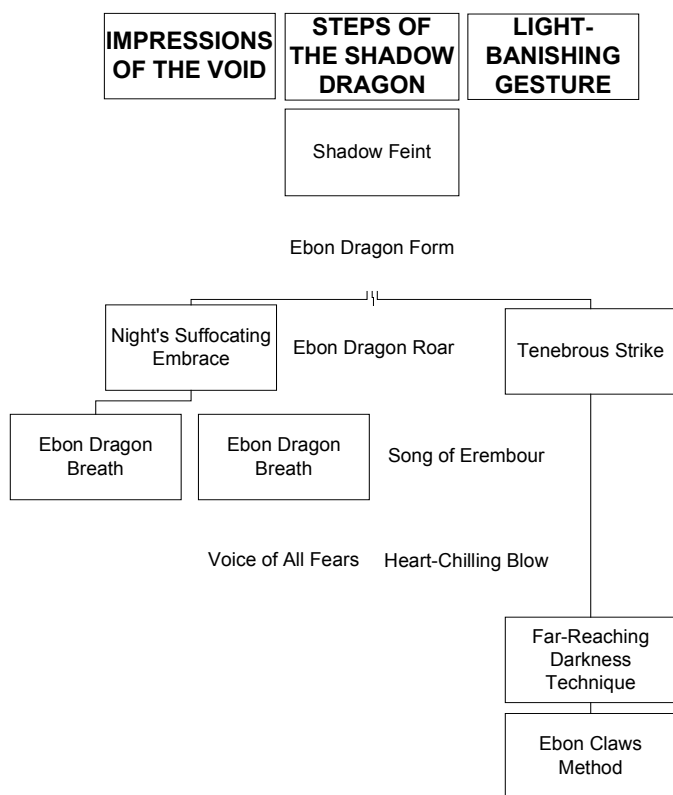
The Exalt cloaks her hands in the essence of death, any unarmed attack the exalt makes causes lethal damage as opposed to bashing. This power has no effect on armor however, as metal is fully inorganic.

Fist of Dust

write by Griever

Cost: one mote per –1 soak
Duration: Instant
Type: Supplemental
Minimum Brawl: 1
Minimum Essence: 1

The abyssal drains the target' vitality with her control of death essence, the target loses one soak per mote of essence spent for this attack this charm has no effect on armor, and cannot lower soak granted by armor.



Impressions in the Void

write by Soleil
 Cost: 5 motes
 Duration: One scene
 Type: Simple
 Minimum Martial Arts: 2
 Minimum Essence: 1
 Following Charms: Ebon Dragon Form

Impressions in the Void is the first step in learning the Charms of the Ebon Dragon style. Deep in the maddening prison of Malfeas, the Ebon Dragon has incepted this style of Martial Arts as a grim parody of the Immaculate paths. He seeks to lure Exalts into his grasp using the promise of these martial powers as one of many tools to tempt them.

I am listing this Charm Tree as "Abyssal", but in truth it should be regarded as Infernal (see Page 92, Games of Divinity). Powerful Demon followers of the Ebon Dragon might teach these 13 techniques to Exalts of any type in the process of steering their moral compasses towards the Yozis.

Impressions in the Void, also known as "Ebon Dragon Sight", allows a character to "feel" through darkness following a brief meditation. Out to a certain range, the character's senses are one with the dark - she can "feel" and discern things, as if the surrounding darkness were her own touch.

A character who activates this charm takes no penalty for loss of vision in darkness, whether that darkness is night or magical in origin. Furthermore, she adds her Martial Arts in automatic successes to her Awareness when rolling to perceive anything within (Character's Essence x5) yards of the character, when both she and the thing that she is perceiving are in darkness. This makes her extremely difficult to ambush at night. The extra successes cannot be applied to anything that is not within range AND in the dark.

Light-Banishing Gesture

write by Soleil
 Cost: 3 motes
 Duration: Instant
 Type: Simple
 Minimum Martial Arts: 3
 Minimum Essence: 1
 Following Charms: Ebon Dragon Form

This Charm is the second technique of the Ebon Dragon style.

The character makes a swift motion with his arms, usually a sharp clap of his hands, and light sources within (Character's Essence x5) yards are all suddenly extinguished.

All conventional light sources are immediately snuffed out: candles flicker and die, torches gutter and lanterns cease to illuminate. If the source of light is magical in origin, make a reflexive opposed roll, rolling the character's Essence against the Artifact rating of the light source, or, if the light source is another character, that character's Essence rating. This power can snuff out the glow of a Caste Mark, and even an Anima Banner.

This Charm has no effect on light from the Celestial Incarna (i.e. natural sunlight, moonlight and starlight). It is also ineffective against the light of Ligier, whether he is present as the Green Sun of Malfeas, or present in his anthropomorphic form.

Steps of the Shadow Dragon

write by Soleil
 Cost: 4 motes
 Duration: Instant
 Type: Supplemental
 Minimum Martial Arts: 1
 Minimum Essence: 1
 Following Charms: Shadow Feint

This is the third of the 13 Charms that comprise the Ebon Dragon Style.

A character who activates this power momentarily moves as if he were a shadow; he seems to glide weightlessly, sliding across surfaces with liquid smoothness.

In the turn in which this Charm is activated, the character can move up walls and across ceilings, as long as he maintains at least walking speed. The surreal evasiveness of the character's motions in this turn means that he adds his Martial Arts to his Dodge rolls for the length of the turn. In the turn, the character can also make reflexive dodges using just his Martial Arts pool if he has no other way to dodge the attack (this does not apply to surprise attacks).

Shadow Feint

write by Soleil

Cost:	3 motes
Duration:	Instant
Type:	Supplemental
Minimum Martial Arts:	3
Minimum Essence:	2
Prerequisite Charms:	Steps of the Shadow Dragon
Following Charms:	Ebon Dragon Form

The fourth Ebon Dragon Style technique, the Shadow Feint allows a character to conjure a shadowy double. The silhouette exists only for a split second, overlaid on the character. As the character makes his move in combat, the shadowy double veers the other way, throwing off an adversary's ability to keep track of the Exalt.

In terms of rules, the character can add his Martial Arts pool to a single dodge attempt, or add his Dodge pool to a single Martial Arts move, usually an attack. This power can, of course, be comboed (and thus "stacked") with Steps of the Shadow Dragon, which could allow an Exalt to add his Martial Arts to a dodge attempt twice.

Ebon Dragon Form

write by Soleil

Cost:	5 motes
Duration:	One scene
Type:	Simple
Minimum Martial Arts:	4
Minimum Essence:	2
Prerequisite Charms:	Shadow Feint, Light-Banishing Gesture, Impressions in the Void
Following Charms:	Night's Suffocating Embrace, Ebon Dragon Roar, Tenebrous Strike

By executing a series of katas originally mastered by the Yozis, the practitioner of this dark martial style invokes the insidious power of the Ebon Dragon. His stance becomes cloaked in silhouette, and his actions become very difficult to perceive.

If the form is successfully performed, the character no longer takes any penalties for fighting in dark conditions for the rest of the scene. Whenever the Exalt makes an attack in this

scene, his target must achieve a single success on a reflexive Perception + Awareness roll, or the attack counts as a surprise attack; the target just did not see it coming out of the darkness that now surrounds the Exalt. Any attempts to observe details about an Exalt using this form, such as spotting what weapons he is carrying, or noting the features of his face, add two to the difficulty. This increased difficulty also applies to all opponents' attempts to make "called shots" in the combat.

If the form is not invoked successfully, the motes of Essence are wasted.

Night's Suffocating Embrace

write by Soleil

Cost:	7 motes, 1 willpower
Duration:	One hour
Type:	Simple
Minimum Martial Arts:	4
Minimum Essence:	3
Prerequisite Charms:	Ebon Dragon Form
Following Charms:	Ebon Dragon Breath

Using the sixth technique of the Infernal Ebon Dragon style, the Exalt, surrounds himself with supernatural darkness. The black gloom extends outwards from the character in all directions, out to a distance of (character's Essence x5) yards. The cloak of shadows blocks out even the sun for all those standing within its radius, and the dark is both cold and suffocating.

All characters within this darkness suffer penalties for acting in darkness, including the Charm's user, if he has not been smart enough to activate another Charm from the Ebon Dragon style to deal with the penalties.

Characters within the darkness, except for the Exalt who activated the Charm, suffer a 1 die mobility penalty, and begin to suffocate in the inky blackness. Treat this as the same as drowning in extremely cold water (see the Exalted rulebook, page 243). The suffocating ceases as soon as the victims leave the darkness, but a wise user of this Charm will attempt to keep his targets within its range.

Ebon Dragon Roar

write by Soleil

Cost:	10 motes
Duration:	Instant
Type:	Simple
Minimum Martial Arts:	4
Minimum Essence:	3
Prerequisite Charms:	Ebon Dragon Form
Following Charms:	Ebon Dragon Breath, Song of Erembour

This variation of a kiai shout harnesses the terrifying roar of the Ebon Dragon, inspiring the sort of fear that a person would also associate with the Dawn Caste Anima Power.

When a character uses Ebon Dragon's Roar, he rolls his Essence + Martial Arts. All characters within earshot (except for the deaf, automata and the walking dead) make reflexive Valour rolls. Each character who does not achieve as many successes as the Exalt suffers a 2 dice penalty when taking any aggressive action towards the Exalt. This penalty lasts for as many minutes as the number of successes that the Exalt scored over the character.

If the Exalt using Ebon Dragon's Roar scores more extra successes over a character than that character has Willpower points, that character immediately flees in terror, as fast as possible.

Ebon Dragon Breath

write by Soleil

Cost:	10 motes, 1 willpower
Duration:	Instant
Type:	Simple
Minimum Martial Arts:	5
Minimum Essence:	4
Prerequisite Charms:	Ebon Dragon Roar, Night's Suffocating Embrace

Ebon Dragon breath is an extremely potent weapon in combat, and one of the most feared tactics that an Infernal Exalt can muster. An Exalt who uses this power takes a level of Bashing Damage herself.

The breath weapon is a blast of toxic, inky blackness that billows out in a 45-degree arc from the Exalt's mouth, reaching out to a range of twice her Essence in yards. All creatures, friend or foe, caught in the area of effect are affected by the blast. This attack cannot be blocked, but may be dodged, if a character can cover enough ground to get clear.

The inky blackness clings to the eyes, blinding any character it hits (apply appropriate penalties). The darkness also attempts to claw its way down a victim's throat and afflict that victim with a deadly poison. The difficulty for resisting the poison is equal to the permanent Essence of the Exalt who used the Charm. The difficulty rating is also the amount of Aggravated damage that the Charm does if the poison is not successfully resisted. If the poison is resisted, then it does 3 levels of Lethal damage. The poison has a duration of 6 hours, and a -3 penalty to its victims.

This power cannot poison inorganic beings. Against the inorganic, it acts as an acid that does damage equal to the Exalt's Essence, with 1-turn intervals, for 3 turns. For rules on acid, see the Exalted rule book, page 244.

Song of Erembour

write by Soleil

Cost:	5 motes, 1 willpower
Duration:	Concentration
Type:	Supplemental
Minimum Martial Arts:	5
Minimum Essence:	3
Prerequisite Charms:	Ebon Dragon Roar
Following Charms:	Voice of All Fears, Heart-Chilling Blow

An Exalt who uses this Charm must achieve a single success on a Performance roll each round, because it requires her to sing. During combat, the act of singing is likely to cause multiple action penalties for the performer, if she needs to fight at the same time.

While it is being performed, the Exalt's song is infused with the sinister power of Erembour, soul and servant of the Ebon Dragon. Her song, in Malfeas, brings out the shadowy denizens of the Yozi Realms whenever the Ebon Dragon casts his shadow across the Green Sun. In Creation, an Infernal Exalt who channels Erembour's song awakens the hidden, frightening darkneses in the minds of men. Those who hear the song feel haunted, beset by paranoia and psychological demons that hover at the edges of their perceptions. The state is enough to drive mortals, Exalts and even spirits, who may fear the Yozi's, to insanity.

When a character, other than the singer, hears the song produced by this Charm, he must make a reflexive Willpower roll. If he does not achieve any successes, he loses a point of Conviction temporarily (it will return in an hour). He must continue to make these Willpower rolls every turn in which he can hear the song. If a character is reduced to Conviction 0 by this Charm, he is incapacitated by madness, unable to act because of the intensity of his delusions and personal demons. The state of incapacity lasts until one hour after the singing stops, when the character's Conviction starts to return at a rate of 1 point per hour.

If the Performance roll is failed at any point, the Charm's effects end. The song can only last for 10 minutes maximum.

Voice of All Fears

write by Soleil

Cost:	20 motes, 1 willpower
Duration:	Instant
Type:	Simple
Minimum Martial Arts:	5
Minimum Essence:	6
Prerequisite Charms:	Song of Erembour

The student of the Ebon Dragon style now progresses from channeling the voice of Erembour to channeling a tiny fragment of raw power and voice from her master, the Ebon

Dragon himself. This power should never be used lightly; it does not just have an Essence and Willpower cost. The Charm's user must expend a permanent point of a Virtue and a permanent point of Willpower to utilise this gift. If this reduces a Virtue to 0, the Ebon Dragon briefly possesses the user after the Charm's effect expires, for a number of minutes equal to the Permanent Essence of the Exalt. After the spell of possession, the body of the user burns up from the intense power of the Yozi, and the Exalt dies (the Ebon Dragon's consciousness returns to Malfeas).

When an Exalt uses this power, he simply shouts in the voice of the Yozi, issuing either a one word command or a potent threat. He thus chooses to use the Voice of All Fears for one of two puposes - either to cow targets into submission and obedience, or to frighten them witless.

The targets must make Willpower + Valour rolls, and score more successes than the Exalt has Martial Arts. If they fail, one of the following happens:

If the character's intent was to cow the targets into obedience, they must obey the command, no matter how antithetical it may be for them. Victims of the Voice of All Fears can be made to murder their loved ones, while retaining enough self-awareness to realise the horror of what they are doing.

If the character's intent was to frighten the targets, all extras in earshot immediately die of fright. Important characters enter a state that is the equivalent of the Compassion Limit Break "Heart of Tears" (see Exalted rule book page 131) for a number of days equal to the Exalt's Essence. They do not gain Willpower from this condition, unlike the actual Limit Break for Solar Exalts.

If a character successfully resists the Voice of All Fears, he is nonetheless traumatised for a number of days equal to the Exalt's Esecence, and must spend a Willpower point whenever required to roll Valour in that period of time to avoid being afraid, or automatically fail the roll.

Heart-Chilling Blow

write by Soleil

Cost:	5 motes
Duration:	Instant
Type:	Simple
Minimum Martial Arts:	5
Minimum Essence:	3
Prerequisite Charms:	Song of Erembour

With this Infernal Charm, a character can strike at the very heart of a target, attacking that target's emotional centre with such malice that it cuts as harshly as any blade.

To use this Charm, a character must touch the target, possibly needing to make a Dexterity + Martial Arts roll. If this

succeeds, the target then must contend with the character's Manipulation + Martial Arts in dice of Lethal Damage.

This damage can only be soaked with the Compassion Virtue, and also with the "Fivefold Armour of Virtue Technique" Charm, if the character possesses it (see Castebook: Zenith, page 75).

Tenebrous Strike

write by Soleil

Cost:	3
Duration:	Instant
Type:	Simple
Minimum Martial Arts:	4
Minimum Essence:	2
Prerequisite Charms:	Ebon Dragon Form
Following Charms:	Far-Reaching Darkness Technique

With this Charm , the character lashes out with a claw made from demonic shadow, which extends from his own hand.

The claw strikes using the character's Dexterity + Martials Arts, as if it were a normal hand-to-hand strike. If it hits a living target, it's damage is the character's Essence + extra successes on the strike. The damage can only be soaked by Stamina and Charms. Armour is no protection - the shadowy claw just passes through armour.

Each level of damage that the character inflicts is Bashing, and cannot be made Lethal by other Charms. However, the target also becomes cold, numb and slowed. Each level of damage inflicts a -1 penalty on all of the target's actions, for a number of turns equal to the character's Essence + Martial Arts.

After a target has taken more hits from Tenebrous Strikes than he has Stamina in one scene, he must make a Fatigue roll against a difficulty of (the number of Tenebrous Strikes taken minus his Stamina), whenever he is hit by another Tenebrous Strike. If he fails, he collapses from exhaustion (see Exalted rule book, page 241).

Far-Reaching Darkness Technique

write by Soleil

Cost:	1 motes
Duration:	Instant
Type:	Supplemental
Minimum Martial Arts:	4
Minimum Essence:	2
Prerequisite Charms:	Tenebrous Strike
Following Charms:	Ebon Claws Method

This Supplemental Charm can only be comboed with Tenebrous Strike, and it is designed for that purpose. It does NOT cost Willpower to Combo this Charm with Tenebrous Strike(!).

The user can now stretch out with his claw of demonic shadow, making a Tenebrous Strike up to as far away as his Essence in yards.

Ebon Claws Method

write by Soleil

Cost: 1 mote per extra attack
 Duration: Instant
 Type: Extra Action
 Minimum Martial Arts: 5
 Minimum Essence: 3
 Prerequisite Charms: Far-Reaching Darkness Technique

Like Far-Reaching Darkness Technique, this Charm is only meant for being used in a combo with Tenebrous Strike. A combo including this Charm will cost a Willpower point as normal.

A character using this power can extend multiple claws of Demonic shadow from his hand, and attack with them simultaneously. The character must spend 1 mote of Essence, and pay the cost for Tenebrous Strike for each extra attack. Thus, each extra Tenebrous Strike in the turn costs 4 motes of Essence in practical terms, 5 if the Combo includes the Far-Reaching Darkness Technique. The character does not need to split his dice pools to strike with these additional shadowy claws.

A character cannot make more Tenebrous Strikes in one turn than he has dots in Martial Arts.

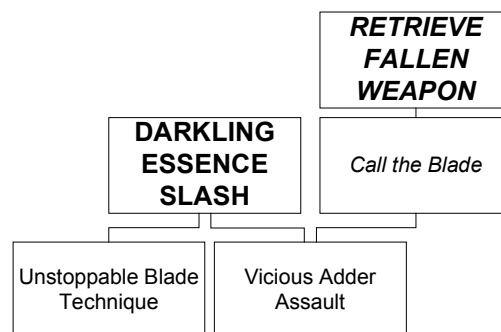
MELEE CHARMS

Fatal Weakness Strike

write by Yoshi

Cost: 1 motes per sucess
 Duration: Instant
 Type: Supplemental
 Minimum Melee: 1
 Minimum Essence: 1

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



Retrieve Fallen Weapon

from White-Wolf (Official)

Cost: 1 mote
 Duration: Instant
 Type: Simple
 Minimum Melee: 1
 Minimum Essence: 1
 Following Charms: Call the Blade,

Exalted, page 163

Call the Blade

from White-Wolf (Official)

Cost: 3 motes
 Duration: Instant
 Type: Simple
 Minimum Melee: 2
 Minimum Essence: 2
 Prerequisite Charms: Retrieve Fallen Weapon
 Following Charms: Vicious Adder Assault

Exalted, page 163

Vicious Adder Assault

write by kattkin

Cost: 15 motes, 1 willpower
 Duration: Exalted's essence turn
 Type: Special
 Minimum Melee: 5
 Minimum Essence: 3
 Prerequisite Charms: Darkling Essence Slash, Call the Blade

The Exalt focuses their essence within their blade, causing it to exude an oily black smoke. The blade gains a limited will of its own, and a ravenous hunger for the blood of its master's enemies.

Once the charm has been activated and the cost paid, the Exalt must make a successful melee attack. Provided this attack does damage, the Exalt releases the blade and allows it to work alone.

The blade will begin to work its way into the flesh of the target, burrowing ever deeper. Once per turn the sword will make an automatically successful attack independently of its owner, doing damage equal to its damage rating plus its owners permanent essence score. This damage may only be soaked by the target's stamina, not by armor.

Following the final turn that the charm is active, the weapon will tear itself free and return to the Exalt's hand.

This final action deals an additional amount of aggravated damage equal to the Exalt's permanent Essence score.

The blade will continue to burrow into its target until the charm ends, regardless of whether that target dies. It cannot be called back prematurely, or sent to another target.

Darkling Essence Slash

write by Awaikaze

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

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

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

Unstoppable Blade Technique

write by Awaikaze

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

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

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

BLACK ESSENCE PARRY

Dark Mirror
Deflection

Black Essence Parry

write by Awaikaze

Cost: 1 per 2 dice removed
 Duration: Instant
 Type: Reflexive
 Minimum Melee: 1
 Minimum Essence: 1
 Following Charms: Dark Mirror Deflection

As the Abyssal Exalted becomes attuned with the flow of his dark Essence, he becomes like a dancing shadow on the wall, almost impossible to strike. If the Abyssal opts to parry, he may spend 1 mote to reduce his opponent's attack dice by 2. This must be done before attack is rolled, and the number of dice removed cannot exceed the Abyssal's normal Melee pool.

If the opponent opts to make multiple attacks, the reduction of Black Essence Parry applies to the dice pool only once, unless the dice reduction is spread over multiple attacks. This Charm cannot reduce a dice pool below 1, and the Abyssal must block the attacks which are effected by Black Essence Parry. Even if they score no successes, he must still use a parry action.

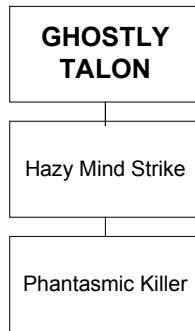
Dark Mirror Deflection

write by Awaikaze

Cost: 2 motes
 Duration: Instant
 Type: Reflexive
 Minimum Melee: 2
 Minimum Essence: 1
 Prerequisite Charms: Black Essence Parry

In an eerie likeness of Dipping Swallow Defense, the Abyssal becomes so familiar with his opponent's moves that he easily deflects them, the weaknesses of his opponent's fighting style becoming visible. The Abyssal may spend 2 motes to use his full Dexterity+Melee pool to parry any one attack he can anticipate.

THROWN CHARMS



Ghostly Talon

write by kattkin

Cost: 1 mote per die
 Duration: Instant
 Type: Supplemental
 Minimum Thrown: 2
 Minimum Essence: 1
 Following Charms: Hazy Mind Strike

The character infuses her thrown weapon with Essence, making it shadowy and hard to discern. For each mote of Essence spent, the player subtracts 1 die from their opponent's attempt to parry or dodge their attack. The player must declare how much Essence she will spend on this charm before the attack roll, and the opponent's parry or dodge pool cannot be reduced lower than their Essence rating.

Hazy Mind Strike

write by kattkin

Cost: 3 motes
 Duration: Instant
 Type: Supplemental
 Minimum Thrown: 3
 Minimum Essence: 1
 Prerequisite Charms: Ghostly Talon
 Following Charms: Phantasmic Killer

The character attacks, not only to do damage, but to confuse and disorient his opponent. The character attacks and damage is rolled as normal. However, for every health level of damage the attack inflicts, the target suffers a -1 penalty to all dice pools related to mental activity until the end of the scene. The player and Storyteller must work together to determine the dramatic effects of the attack, but it will generally be a strike to the head. This is by no means necessary, as the true damage is caused through Essence, and so this attack will work on automatons, the dead, etc.

Phantasmic Killer

write by kattkin

Cost: 3 motes
 Duration: Instant

Type: Supplemental
 Minimum Thrown: 3
 Minimum Essence: 2
 Prerequisite Charms: Hazy Mind Strike

Through the use of this Charm, the character can create a misleading illusion. The Abyssal makes his attack as normal, however attacks made using this charm appear to come from a shadowy figure standing in the distance, in the opposite direction from the one where the Abyssal truly is. This figure will immediately move out of sight (it will manage this even if in open field, moving down toward the ground and disappearing). If the real character is seen throwing the knife, it ruins the effect of the false image. Any character attempting to see through the deception is at a -1 on their Awareness roll.

PERFORMANCE CHARMS

Dischord Inducing Presence

write by kattkin

Cost: 6 motes
 Duration: One hour
 Type: Simple
 Minimum Performance: 3
 Minimum Essence: 1

An Exalted using this Charm sows anger and jealousy with every breath. While this Charm is in effect, add a number of dice equal to her permanent Essence to any Socialize, Presence, or Bureaucracy rolls on attempts to make individuals angry, unhappy, jealous, etc.

PRESENCE CHARMS

Clammy Cold Fist

write by Blue Moon

Cost: 3/target
 Duration: Six hours
 Type: Special
 Minimum Presence: 2
 Minimum Essence: 1

The Abyssal gathers the icy cold of death and implants it into those around her. A cold, fearful feeling surrounds them, welling up when they attempt to strike against the abyssal.

Mechanics: The character spends 3 motes per target to target all creatures within a certain range. (Thus if the character wants to affect a Solar exalted 10 feet away from her, and there are two other death-nights and a hapless mortal who are also within ten feet, the Abyssal using Clammy Cold fist must spend 12 motes of essence)

The character may affect creatures up to five feet away for every point of essence, but the measurement can be anything within the range.

Targets feel slightly cold inside, and suffer a -2 dice pool penalty to attack the Abyssal, as the coldness flares up and deadens their limbs and senses. This ability doesn't affect those who are not intelligent enough to feel the cold fear, such as the undead.

The storyteller rules what constitutes an attack against the Abyssal.

Inharmonious Presence Meditation

write by BrandonQ

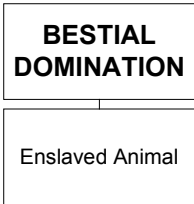
Cost:	6
Duration:	One hour
Type:	Extra Action
Minimum Presence:	3
Minimum Essence:	1

An Abyssal using this charm doesn't so make his Arguments more persuading as he confuses and befuddles those trying to resist the effects of those arguments, or rebutt the points brought about by the Abyssal.

The charm reduces a number of Dots equal to the Abyssals permanent Essence rating from any pool that is used to resist an Abyssals arguments either directly (a rebuttal or counterargument) or indirectly (the storyteller should take into account the targets fragmented state of mind when deciding how the audience reacts).

This charm cannot reduce a pool lower than the Targets Essence rating.

SURVIVAL CHARMS



Bestial Domination

write by kattkin

Cost:	3 motes
Duration:	One scene
Type:	Simple
Minimum Survival:	1
Minimum Essence:	1
Following Charms:	Enslaved Animal

Through the use of this charm, the character can cow nearly any wild animal. The character must be within one yard of the target per point of her Essence. Herbivores and smaller omnivores will immediately retreat in terror. Predators will flee if the Abyssal has not noticed them, but will lower their

eyes, roll onto their backs or make similar gestures to acknowledge the superiority of the Abyssal if confronted. This power will work against animals that are trained to attack and those that are insane, but allows them to make a valor roll to ignore it's effects. Sentient animals are at a -1 to all actions due to fear.

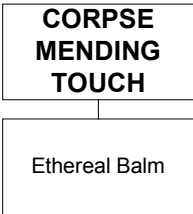
Enslaved Animal

write by kattkin

Cost:	10 motes, 1 willpower
Duration:	Instant
Type:	Simple
Minimum Survival:	3
Minimum Essence:	2
Prerequisite Charms:	Bestial Domination

By backing down an animal, chaining it up, beating it, and otherwise imposing his harsh will upon it, a character who knows this Charm can force the animal into magical bondage. Each time the character uses this Charm on the target, it's as if he gained a point of the Familiar background with the target animal as the Familiar. A character that wished to crush the will of a tiger would need to use this charm three times to make it sufficiently fearfull of him. Twice more to invade it's mind and body, speaking to it and using it's eyes as he saw fit. Using this charm in conjunction with Domination doubles it's efficiency. So enslaving a tiger while dominating it would take only three uses of this Charm.

MEDICINE CHARMS



Corpse Mending Touch

write by kattkin

Cost:	6 motes
Duration:	Instant
Type:	Simple
Minimum Medicine:	4
Minimum Essence:	3
Following Charms:	Ethereal Balm

This Charm allows the character to cure injuries recieved by the walking dead with only a touch. This has no effect on living creatures or dead with no physical forms. Nemmisaries possessing hosts are considered living creatures for the purposes of this Charm. Any skeleton or zombie touched by this Charm instantly heals a number of health levels equal to

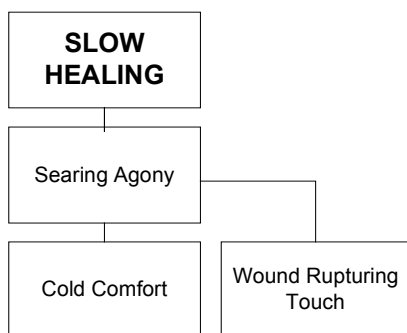
the character's Essence score. Severed limbs may be reattached.

Ethereal Balm

write by kattkin

Cost: 8 motes
Duration: Instant
Type: Simple
Minimum Medicine: 4
Minimum Essence: 3
Prerequisite Charms: Corpse Mending Touch

This Charm allows the character to heal damage even to incorporeal dead. Ghosts, War-Ghosts, and even Nemmisaries that are not currently within a host may be healed through the use of this Charm. The character heals a number of health levels equal to his Essence score to any ghost that he touches with this Charm.



Slow Healing

write by kattkin

Cost: 10 motes
Duration: One day
Type: Simple
Minimum Medicine: 2
Minimum Essence: 1
Following Charms: Searing Agony

This Charm allows the character to channel Essence into her target's body, slowing down the healing process and prolonging the time necessary to recover from wounds. This charm causes any damage recieved by the target for one day to heal supernaturally slowly. Any damage dealt to the target during that day has it's healing time increased by a multiple of 10. This charm does not slow the healing of aggravated damage, but almost certainly ensures that the damage involved will leave unsightly scars.

Searing Agony

write by kattkin

Cost: 5 motes
Duration: Six hours
Type: Simple
Minimum Medicine: 3
Minimum Essence: 2

Prerequisite Charms: Slow Healing
Following Charms: Cold Comfort
Wound Rupturing Touch

Searing Agony allows the character to increase the suffering of wounded or ill individuals. Wounded characters increase their wound penalties by two, and sick characters likewise increase up to two dice of negative symptoms. Searing Agony is highly distracting, and in addition to any wound penalties, characters under its influences are at -3 to any action that requires though, memory, or coordination.

Cold Comfort

write by kattkin

Cost: 8 motes
Duration: Three turns
Type: Simple
Minimum Medicine: 4
Minimum Essence: 3
Prerequisite Charms: Searing Agony

Channeling their Essence into comforting the dying, the Abyssal may grant a last burst of calm and a certain amount of numbness to their patient. Any creature that has been reduced to wound penalties of -2 or more, and is still conscious, may be the subject of Cold Comfort. After paying the Essence cost and laying their hands upon the target, the Abyssal uses their power to force the subject into a supernaturally calm acceptance of death, dulling pain and increasing determination. For every 2 successes rolled on the Abyssal's Medicine + Manipulation pool, reduce the target's wound penalties by 1. If the target is brought to 0 penalties and there are more successes on the Abyssals roll, they gain a 1 for 2 success bonus to all actions due to the icy calm with which they now face death. Following the last turn of this Charm's use, the target takes lethal damage equal to the amount of wound penalties/bonuses negated/granted by this Charm. This damage is soakable only by half their stamina's lethal soak due to their physical form's wish to pass into the next world.

Ex: Field of Sorrows decides to grant his servant, a mortal named Billy, an honorable death. Billy has been nearly incapacitated by an arrow to the chest, and so Sorrows chooses to use the Charm Cold Comfort upon him. Gaining 10 successes, Sorrows looks on as Billy rises to his feet. Not only did the first 8 successes reduce his -4 wound penalty to 0, but the final 2 gave him a bonus to all actions of +1. Sorrows rides on, leaving Billy to cover his escape from the Solars that follow. Even should Billy survive that battle through some miracle or the mercy of the Solars, he will likely die from the 5 points of lethal damage he will take immediately after. Field of Sorrows looks forward to meeting Billy again should the young man arrive as a spirit in the next life.

Wound Rupturing Touch

write by Soleil

Cost: 4 motes per Health Level
Duration: Instant
Type: Simple
Minimum Medicine: 5
Minimum Essence: 5
Minimum Essence: 3
Prerequisite Charms: Searing Agony

With but a touch, a Deathknight who is using this Charm can cause existing wounds to burst from an infusion of violent, hateful Essence. This Abyssal power is particularly vicious; it can cause injured limbs to become severed and blood to flow like wine. Used against an incapacitated foe, this Charm can administer a spectacular killing blow.

By spending the necessary Essence and making contact with the target (possibly requiring a Brawl or Martial Arts roll), an Abyssal can transform already-existing, as-yet untreated Health Levels of Lethal damage that the target possesses into a levels of Aggravated Damage. The Abyssal must pay the cost up front; if the touch misses, the Essence is wasted. Also, the Charm does not give the Deathknight knowledge of his target's Health status. If the Abyssal spends more Essence motes than are necessary to convert all of the target's existing Lethal wounds to Aggravated damage, then the extra Essence motes are wasted.

This Charm can be put in a Combo with Charms that relate to other aptitudes. However, if it is used in a strike combo, it can only affect wounds that have already been inflicted, not wounds inflicted by the strike.

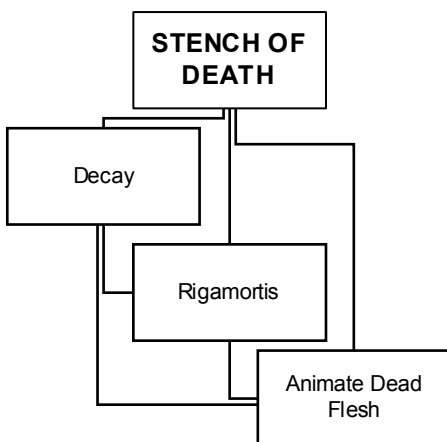
Minimum Essence: 2
Following Charms: Decay,
Rigamortis,
Animate Dead Flesh

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

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

Cost: 4 motes/ Essence Level desired

OCCULT CHARMS



Stench of Death
write by Mister McD
Cost: 4 motes/Essence level
Duration: One scene
Type: Simple
Minimum Occult: 2

Decay
write by Mister McD
Cost: 8 motes/Essence Level
Duration: Instant
Type: Supplemental
Minimum Medicine: 3
Minimum Essence: 2
Prerequisite Charms: Stench of Death
Following Charms: Rigamortis,
Animate Dead Flesh

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

Game Mechanics requires an Abyssal to expend 8 points per level of Essence used to attack his opponent. For every level of Essence used the Abyssal causes that much direct damage to the opponent ignoring armor and all forms of non-magical

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

Rigamortis

write by Mister McD

Cost: 15 motes, 1 willpower
 Duration: Special
 Type: Simple
 Minimum Medicine: 4
 Minimum Essence: 3
 Prerequisite Charms: Decay,
 Stench of Death
 Following Charms: Animate Dead Flesh

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

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

Animate Dead Flesh

write by Mister McD

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

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

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

Exalt Avenger

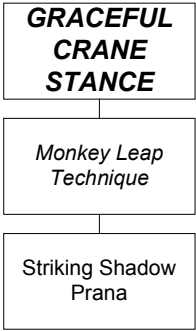
write by Josh Bain

Cost: 20 motes, 1 Permanent Willpower,
 1 XP
 Duration: Instant
 Type: Simple
 Minimum Lore: 5
 Minimum Essence: 5

This Charm allows the Death knight to Exalt a mortal into one of the lesser Abyssal Exalted known as Avengers. While they

are causing the Exaltation, this Charm is not powerful enough to create an avenger by itself, the Death knight is channeling the energies of his Deathlord, and thus this charm can only be used with the permission of the Deathlord.

ATHLETICS CHARMS



Striking Shadow Prana

write by Revenant
Cost: 5, 1 willpower
Duration: Instant
Type: Supplemental
Minimum Athletics: 3
Minimum Essence: 2
Prerequisite Charms: Monkey Leap Technique (Solar)

The character leaps into the air, swinging his weapon (or fist or feet) in a vicious arc as the very shadows appear to envelop the weapon and lend their strength to the attack.

The character makes an attack as normal, but the target's soak is halved. Characters cannot move during a turn when they use Striking Shadow Prana. Striking Shadow Prana is explicitly permitted to be part of a combo with Charms of other abilities.

AWARENESS CHARMS



Soul Sin

Rend Soul

Death's Door

write by MisterMcDonn
Cost: 5
Duration: Instant

Type: Supplemental
Minimum Awareness: 2
Minimum Essence: 1
Following Charms: Soul Sin, Rend Soul

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

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

Soul Sin

write by Mister McD
Cost: 5 motes, 1 willpower
Duration: Instant
Type: Simple
Minimum Awareness: 3
Minimum Essence: 2
Prerequisite Charms: Death's Door
Following Charms: Rend Soul

By use of this Charm an Abyssal or Death Lord may look into the heart of an enemy and see the sins of the soul. This allows the Abyssal to view all the damning actions that their opponent has made and how their soul will weigh in the future. By performing this charm an Exalted will see what type of Risen the Death Lord can turn them into in the future. If a person has a hellish soul that is full of sin they are ripe for use as the most fiendish of dead. If a person is only lightly sinful than they may not even be available for manipulation after death. As with the Deaths Door this ability is more perception driven so an Exalted viewing a victim might see their sins as levels of decay or see them as the creature they are fit to be. This effect can vary from as the Storyteller sees fit.

Game Mechanics will require an Exalted to spend 5 motes and 1 willpower to see into the soul of their enemy. Of course this power is mostly for use in the future events and is not immediately useful to the Abyssal. There is one exception to this however, if the Death Lord is able to discuss with the

opponent how sinful they are and how damned their soul is a person can find themselves in the deepest pit of Hell accompanied by the spawns of evil themselves. This effect is more role-played than actual however to support it in mechanics a Storyteller should roll Manipulation + Essence targeting the opponents Temperance. A success means that the person begins to feel remorse and sorrow for the sins they have created in the past. If the Death Lord get double the opponents Temperance than the person is completely overwhelmed with remorse and cannot act while in the presence of their persecutor. This power would be perfect for a combination with Deaths Door.

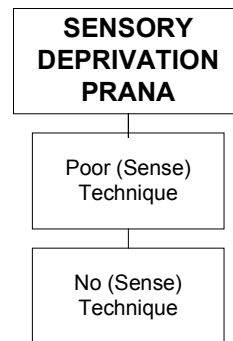
Rend Soul

write by Mister McD

Cost: 20 motes, 2 willpower
 Duration: Permanent
 Type: Simple
 Minimum Occult: 5
 Minimum Essence: 1
 Prerequisite Charms: Soul Sin, Death's Door

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

Game Mechanics a Death Lord will spend 20 motes and 2 willpower to pull fourth the soul of a recently dead sinner. This soul will follow the Exalted's every command and will have statistics and abilities based on their level of sin. The Exalted must roll Essence + Willpower targeting the Willpower of the recently dead to pull the soul out of the dying. Of course this action finishes off the victim and they immediately suffer from decay and rigamortis once the soul is removed. The soul removed will also be unspeakably misshapen and disgusting after being removed in such a horrible fashion. Unless the level of sin is previously know a Storyteller must determine the level of the sinner. To do this simply roll a d10 the higher the roll the more powerful the sinner and therefore the more powerful the spirit taken. Of course the power level used will vary from game to game so this power should not be randomly enforced, and should be used as more of a plot point.



Sensory Deprivation Prana

write by kattkin

Cost: 5 motes
 Duration: One scene
 Type: Simple
 Minimum Awareness: 2
 Minimum Essence: 1
 Following Charms: Poor (Sense) Technique

Through the use of this Charm, the character reduces the perception of his target, hindering all five senses. The character's target need not be aware of what is taking place, although they may notice an increase in the difficulty of normal tasks. The basic mechanical effect is to reduce the target's Awareness by a number of dice equal to the character's Essence. It's up to the storyteller to make it harder for the character to see, hear, taste, smell, etc. the environment around them by reducing the amount of information available.

Poor (Sense) Technique

write by kattkin

Cost: 3 motes
 Duration: One scene
 Type: Simple
 Minimum Awareness: 3
 Minimum Essence: 2
 Prerequisite Charms: Sensory Deprivation Prana
 Following Charms: No (Sense) Technique

The character channels Essence into his target, reducing their perceptions by half. When purchasing this charm, the character must choose which sense it affects. Character's may purchase this charm more than once to affect multiple senses. Even the simplest actions, when governed by the sense affected by this charm, require a roll to perform.

Sight- Attacks made by a target affected by poor sight are at a -2 and distance attacks have their range reduced by half.

Hearing/Touch- A character with poor hearing must roll simply to hear someone running up behind him, and a character with a poor sense of touch must make a perception roll to tell the difference between silk and cotton without looking.

Smell/Taste- A character affected by poor taste and smell is hard pressed to tell the difference between broth and fresh water. While a person with a poor sense of smell would have trouble detecting smoke by scent.

Any rolls made which involve the affected sense are made with only half the target's available die pool, rounded down.

No (Sense) Technique

write by kattkin

Cost:	8 motes
Duration:	One scene
Type:	Simple
Minimum Awareness:	5
Minimum Essence:	1
Prerequisite Charms:	Poor (Sense) Technique

The character channels Essence to completely eliminate one of her target's senses. As with Poor (Sense) Technique, the character must choose a sense to be the target of this Charm when it is bought. This Charm, too, may be purchased multiple times in order to cover multiple senses, but only one sense at a time may be removed via No (Sense) Technique. A character may only purchase No (Sense) Technique for a sense for which they have already purchased Poor (Sense) Technique. Also, neither this charm nor Poor (Sense) Technique may be used in conjunction with Sensory Deprivation Prana, or one another.

Sight- The target is completely blinded. They are unable to parry or dodge, and can only make attacks against enemies they can hear, smell, or feel. These attacks are at a negative modifier.

Hearing/Touch- The character cannot hear or feel anything. The character is not allowed to roll to hear someone approaching from behind, and is at a -3 to all actions due to the sudden loss of all feeling in their limbs. A roll may be required to see if the target can continue to stand or move when they cannot feel where their feet are going.

Smell/Taste- The character could drink raw sewage without realizing it. No food or beverage has any taste or smell, and the character is unable to detect poison or gasses.

DODGE CHARMS

Ghostly Image Technique

write by Revenant

Cost:	1 per 2 dice
Duration:	Instant
Type:	Reflexive
Minimum Dodge:	2
Minimum Essence:	1

The character lets Essence flow through his body, allowing him to leave an Essence outlined after image of himself in the place he was previously standing.

For each mote spent, subtract two dice from an attempt to attack the Abyssal that he can see coming. A character cannot remove more dice than his regular Dexterity + Dodge pool. The player must declare he is using this Charm and how much Essence he will spend on it before his character's opponent makes his attack roll. If there are an odd number of dice in the character's Dexterity + Dodge pool, the fractional mote left over after buying the last die is lost.

STEALTH CHARMS

Sound-Slaying Technique

write by Aberrant

Cost:	3
Duration:	One scene
Type:	Simple
Minimum Stealth:	3
Minimum Essence:	1

Using this technique, the abyssal covers up his movements by actually killing the soundwaves that would give his presence away. For one scene, whenever someone attempts to detect the Abyssal by sound, they lose a number of successes equal to the Abyssal's permanent essence. However, if they have 3 remaining successes, they may notice the quieting of the area, even if they do NOT hear the Abyssal.

Cloak of Night

write by ShadowRaptor

Cost:	1 mote per 1 die
Duration:	One scene
Type:	Simple
Minimum Stealth:	3
Minimum Essence:	1

This charm allows the abyssal exalted to call forth darkness from the abyss to hide her from others. When in darkness or other weak-lit surroundings, such as outside at night or a big room with only 1 weak torch, the abyssal exalted can buy extra dice for 1 mote per 1 die, which are used on any action involving stealth. When exposed to bright light while using this power. It is suppressed as long as the exalted is exposed to bright light.

SAIL CHARMS

Cold Wind

write by Christopher

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

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

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

Mist on the Silent Lake Method

write by Soleil

Cost: 3 motes per die
Duration: One scene
Type: Simple
Minimum Sail: 3
Minimum Essence: 3

With the use of this Charm, an Abyssal Exalt calms the waters around his vessel, and summons a thick mist, thus muting and obscuring the ship. The ship continues to travel as normal, but it is stealthy and hard to perceive; those who do see it will note that it seems ghostly and eerily quiet.

For every 3 motes of Essence spent on this Charm, those who might observe the ship carrying the Abyssal take a 1 die penalty to their Perception-related dice pools when trying to notice it. This penalty cannot be greater than the Abyssal's Perception + Sail pool, and it cannot reduce an observer's Perception-related pool below 1 die. However, other conditions, such as sailing at night, could cause observers other penalties that would reduce their dice pool to zero.

Those guardians of the Scarlet Empire who know of this Charm greatly fear its use, and they worry that, without the great foresight of the Bronze Faction Sidereals, the Deathknights might sail a fleet into the Harbours of the Blessed Isle unnoticed, under the cover of mist.

APPENDIX A : DOCUMENT HISTORY

1st MARCH 2002

Bestial Domination
Black Essence Parry
Cold Comfort
Chilling Arrow
Corpse Mending Touch
Crushing Blow
Dischord Inducing Presence
Enslaved Animal
Ethereal Balm
Ghostly Presence Prana
Ghostly Talon
Hazy Mind Strike
Inharmonious Presence Meditation
No (Sense) Technique
Phantasmic Killer
Poor (Sense) Technique
Rending Fist
Searing Agony
Sensory Deprivation Prana
Shadow and Fire Strike
Slow Healing
Slowing the Foot's Fall Technique
Terrible Strike
Vicious Adder Assault

Far-Reaching Darkness Technique
Heart-Chilling Blow
Impressions in the Void
Light-Banishing Gesture
Night's Suffocating Embrace
Shadow Feint
Song of Erembour
Steps of the Shadow Dragon
Tenebrous Strike
Voice of All Fears

7th April 2002

Sound-Slaying Technique

21st July 2002

Ghostly Image Technique
Striking Shadow Prana

4th August 2002

Barb of Night's Cloak
Black Bolt
Bow of Midnight
Chill of the frost
Chilling Arrow
Exalt Avenger
Fist of Dust
Flash Freeze Strike
Grasp of Dust and Ash
Grasp of the Reaper
Night Falls
Night's Passage
Obliviate
Rot
Shadows Reach
Shaft of the Night
Shatter
Shot in the Darkness
Touch of Death
Touch of Decay
Withering Touch

11th September 2002

Cloak of Night
Mist on the Silent Lake Method
Wound Rupturing Touch

30th September 2002

Ebon Claws Method
Ebon Dragon Breath
Ebon Dragon Form
Ebon Dragon Roar

