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LEVEL 1

AIR

GEM OF ECHOES

Trigger: Concentration

This Hearthstone is a black jewel that glows softly with an inner light. It throws confusing echoes of any sounds its bearer makes, causing footfalls or whispers to come from odd directions, misleading anyone trying to locate the source of the sounds. Mechanically, it adds 2 to the difficulty of anyone attempting to use hearing to detect the bearer.

GEM OF HOUNESS

Trigger: None, constant

This Hearthstone is a banded, light-purple gem. Its bearer takes on a faint air of holiness, and unless he does something to obviously contradict this aura, people will take him to be a devout and trustworthy man. The character gains one die to any Manipulation or Charisma rolls when attempting to convince people that he can be trusted.

JEWEL OF THE FLYING HEART

Trigger: Combat

This blood-red stone has a number of sharp facets. The Jewel grants the possessor a bonus to Dodge rolls equal to one-half her Conviction rounded-up. In addition, if the Jewel of the Flying Heart is set in an edged weapon, it grants the owner a one-die bonus to any melee attacks made with that weapon.

STONE OF QUICK THOUGHT

Trigger: Concentration

This Hearthstone is banded with opaque red and dark silver. When the bearer concentrates, time seems to slow down for her, but in reality, her thought processes speed up. It gives her time to think when in a tense and time-pressured situation and increases her reflexes. Mechanically, this gives the stone's bearer one extra die for Wits and Dexterity rolls.

EARTH

EYE OF THE FIRST GOAT

Trigger: Non-combat situations

This pale-orange stone has a slitted red "eye" in its center. The Eye grants the possessor a bonus to Athletics rolls equal to one half his Temperance, rounded-up. In addition, if the Eye of the First Goat

is set in a blunt weapon, it grants the owner a one-die bonus to any melee attacks made with that weapon.

GEM OF DIGNITY

Trigger: None, constant

This stone is luminescent and perfectly clear. Its bearer possesses a natural dignity, and any attempts to make her look foolish or stupid are at a+ 1 difficulty.

GEMSTONES OF SYNCHRONICITY

Trigger: None, constant

When more than one of these stones are formed within a single Manse, multiple people attuned to the Manse may carry them. The stones themselves are octagonal and bright green. Each Exalted in the bond will feel the pains of the others. Though this is unpleasant, the sensation is muted and does not generally impede the characters. When the pain of one is extreme, it causes a penalty of at most one die to all actions attempted by the others. If one of those bearing a stone from a set dies, the others feel it as a searing pain of the heart that lasts for a full minute before easing. These stones only form in sets of two or more.

STONE OF BREATH

Trigger: None, constant y

This Hearthstone is a flat, opaque stone of pale green. When not exerting herself, the bearer settles naturally into deep breathing – a simple, abdominal rhythm of breath. This breathing increases overall vitality, aids circulation and strengthens the body. Mechanically, the bearer gains one die to all Endurance rolls.

STONE OF COMFORT

Trigger: Conversation with target

This plain white stone enables the bearer to soothe the emotional pain of others. The effect lasts for half a day, and it eases the effects of any derangements. This power may only be used once per day.

FIRE

FIREGEM

Trigger: Concentration and breath

This Hearthstone is a transparent, reddish-orange gemstone. It allows the bearer to breathe on a piece of wood or other flammable material and thereby spark a small magical fire. In order to remain alight, this fire must be fed further flammable material and protected from wind and rain.

GEM OF NIGHT VISION

Trigger: Concentration

This Hearthstone is completely clear. Its bearer sees perfectly in non-magical darkness, even when there is absolutely no light at all.

STONE OF CIRCULATION

Trigger: None, constant

This Hearthstone is a translucent green. It grants the bearer good blood circulation, helping to keep her warm in cold weather and vice versa. It also improves her immune system and staves off the dehydration of heat and the stiffness of cold. However, it cannot prevent injury from more severe temperatures – for example, frost bite or scalding. Mechanically, the bearer gains one extra die for appropriate Stamina and Resistance rolls in non-temperate locations.

STONE OF PASSION

Trigger: Speaking of important matters

This dark purple stone causes the bearer's voice to take on an appealing tinge of passion whenever he speaks on a matter of emotional import to him. This zeal gives him two extra dice on any Charisma- or Manipulation-based rolls that have to do with such topics.

STONE OF THE LIGHT SLEEPER

Trigger: Sleep

This disk is a bright, fiery red, with a stylized sun etched into its surface. It blazes with inner light. Its bearer can awaken at a moment's notice with no sleepiness or confusion and will wake up at the slightest out-of-place sound. This Hearthstone will make it difficult for her to sleep in noisy places.

WATER

GEM OF INJURY SENSE

Trigger: Place hands next to the target's skin and Concentrate

This Hearthstone is a beautiful blue and green stone shot through with glistening hairline cracks. The bearer of this stone senses any injuries or illnesses as disruptions in an invisible energy field that surrounds her patient. This won't give her exact details of what's wrong, but it will tell her where the problem is and the approximate severity.

GEM OF THE NOBLE BROOK

Trigger: None, constant

This pale-pink stone is delicate and smooth. While carried, the possessor cannot have a poor Social Trait. If the carrier has an Appearance, Manipulation or Charisma of 1, the Trait is raised to

2. As soon as the stone is removed from the owner's presence, the Trait reverts to its original level.

THE LABYRINTHINE EYE

Trigger: Concentration

This stone is a perfect, glimmering sphere of gold and brown bands. Its owner will always pick the right path to reach either the exit or the center (her choice) when navigating mazes or labyrinths. The path she should follow will simply be evident to her when she's confronted with a choice. This gem conveys no knowledge of whether or not the route is safe – merely that the route will lead the bearer to her destination.

LULLABY STONE

Trigger: Sleep

This Hearthstone is a pale translucent blue. The bearer will sleep a calm, restful and nightmare-free sleep, regardless of circumstances. However, the difficulties of any attempts to wake up before the night's sleep is over are increased by 1. Difficulties for spirits or others trying to invade her dreams are similarly increased by 1. In addition, anything they try to do within her dreams that would frighten or harm her fails.

WOOD

THE FARMER'S STONE

Trigger: Tending farmland

This Hearthstone is a long, angular, pale-blue gem. The bearer's crops grow particularly well. They must be at least minimally watered and taken care of, but they will invariably grow, flower and yield a perfect harvest, even when the conditions for growth aren't favorable. This Hearthstone affects any size of farm, so long as the bearer of the stone takes a personal hand in tending it throughout the season.

The bearer may aid a farm that he does not ordinarily tend by spending one full day working it just after planting has taken place. This effect works on a maximum area of one square mile, and it only protects at minor problems: mild droughts, brief periods of flooding and small infestations.

STONE OF SHELTER

Trigger: Concentration

This Hearthstone is an opaque dark blue with bright green flecks. Each night, its bearer will find a place to sleep that is sheltered from the elements. Shelter might mean that house of a farmer, an abandoned barn, a dry cave or even a hollowed out tree. The shelter is not necessarily safe and doesn't always come with food and drink, but it will be dry and protected from the elements.

STONE OF THE EMERALD ROOSTER

Trigger: None, constant

This stone is primarily green but has rainbow sheen in the noonday sun. The Hearthstone grants a bonus on all Survival and Endurance rolls equal to one-half the possessor's Valor, rounded-up.

STONE OF THE HUNT

Trigger: Concentration

This Hearthstone is a sphere banded with swirling patterns of light and dark green. Its bearer gains an empathy for wild animals. This gives him two additional dice to any roll involved in hunting, taming or otherwise understanding untamed animals.

CELESTIAL

GEM OF STARLIGHT

Type: Sidereal

Trigger: Concentration

This Hearthstone is a silvery, crystalline rod, very similar to the Gemstone of Shadows, in which shadows and light eternally swirl about. When the bearer wishes, the light within the stone flares up, casting a pale, flickering glow in an area the size of a small room.

GEM OF WATER-WALKING

Type: Solar

Trigger: Sunlight

From sunup to sundown, the bearer of this yellow pyramid may walk upon water as though it were land. If he rides a horse, the horse will sink as normal; the water is solid only to him. If the water is rough and stormy, make a Dexterity + Athletics roll for the bearer to keep his footing. If he falls, the surface of the water will remain solid to him, and he may be roughly tossed about. If he stays on the water when the sun sets, he will fall through the waves.

GEMSTONE OF SHADOWS

Type: Lunar

Trigger: Concentration

This Hearthstone is a silvery, crystalline rod. It causes an inky shadow five feet in diameter to flow about the bearer. This shadow may be penetrated by magical sources of light, and it is not completely black - anyone peering directly into it will see vague shapes but no specific details. It increases the difficulty to spot something that lies within the shadow by 1. This penalty can be raised even higher if the power of this stone is used in a place where a shadow is not obvious, such as outside at

night, and the person doing the spotting doesn't know where to look.

ABYSSAL

LIFE-DRAIN STONE

Trigger: Concentration

This Hearthstone is a deep purple that changes to blood-red in direct sunlight. The bearer's player makes a Manipulation + Socialize roll for the Exalted to catch his target's eye. The target's player makes a Willpower roll, with a difficulty equal to the number of successes the bearer got. If this roll fails, then, for the next day, the target feels listless and tired. She loses one die from all Wits and Dexterity rolls.

ROAD OF HATRED STONE

Trigger: None, constant

This stone is a smooth, swirling black and gray. Any bearer who possesses a driving hatred of someone or something finds her will strengthened when pursuing that goal. The bearer gains one die to any Willpower rolls that aid her in the pursuit of the subject of her hatred. She also regains one extra temporary Willpower when she achieves a goal related to her driving hatred.

LEVEL 2

AIR

GEMSTONE OF SURFACE THOUGHTS

Trigger: Concentration

This Hearthstone is a round, light blue gem, with fiery flecks of color throughout. It enables the Exalted bearing it to pick up another person's surface thoughts – whatever is foremost in the target's mind.

The bearer's player must succeed at a Perception + Awareness roll; the number of successes she achieves determines the amount of information the Exalt picks up. One success allows the bearer to pick up brief, enigmatic phrases and partial images. Two successes gives her a general idea of what subject most occupies the target's thoughts at the moment. Three successes adds detail to that general impression. Four or more successes gives the bearer a thorough idea of what the target is currently thinking about.

JEWEL OF THE CLEVER MERCHANT

Trigger: Business negotiations

This silvery-white stone carries many complex facets. The bearer of this stone gains a three-die bonus to all rolls associated with business negotiations, including price dickering, contract negotiation and bidding for rights. This bonus can be applied to both Mental and Social rolls.

MIND SHIELD STONE

Trigger: None, constant

This Hearthstone is a smooth blood-red. This stone prevents the bearer from developing any new derangements it does not cure derangements that the bearer already possesses.

STONE OF FIRST IMPRESSIONS

Trigger: Concentration

This stone is an opaque blue and white. Whenever its bearer meets someone for the first time, he gets an immediate sense of whether he likes or dislikes her, based on what that person's intentions are at that time toward the bearer or his immediate concerns. The stone only grants a first impression; it lends no insight into a person's overall personality or trustworthiness.

EARTH

GEM OF PERFECTION

Trigger: Non, constant

This Hearthstone is a beautiful, moss-green gem, transparent and smooth. It causes the bearer to ignore the effects of long term injuries, scars and birth defect. Congenital conditions vanish under the effect of this stone. Paralysis is lifted and chronic pain vanishes. It can even restore what is missing, although it takes two months for whole limbs to regenerate. This stone does not allow the bearer to ignore the penalties incurred during combat, but after a week of healing any remaining penalties go away. If the bearer loses possession of this stone, the ill effects of any permanent injuries and defects return, although regenerated limbs remain.

GEMSTONE OF DEEP DRINK

Trigger: Concentration

This grass-green chunk of glass-like stone with very sharp edges allows its bearer to drink as much alcohol as she likes. It will act in all respects as water to her, apart from the taste, even to the point of satisfying thirst.

KILL-HAND GEM

Trigger: Unarmed combat

This stone is such a dark green that it almost looks black. When the bearer engages in unarmed combat, it enables him to hit his opponent's

vulnerable points. Rather than doing bashing damage, his unarmed blows deal lethal damage.

SPHERE OF BALANCE

Trigger: None, constant

This Hearthstone is a sphere of dark green shot through with white. Its bearer has perfect balance. Any attempts to knock her down or otherwise throw her off balance suffer a + 2 penalty to difficulty. She gains two dice to any Athletics rolls that involve balance, such as walking across walls or tightropes or keeping her footing on ice.

SPIDER'S EYE STONE

Trigger: Meditation

This stone is a smooth gray color, with sparkling veins of blue throughout. The bearer can see through the eyes of any spider within a 10-yard radius. This effect also works on Ahnules (spider-demons) and other spider-like creatures.

FIRE

GEM OF SEDUCTION

Trigger: None, constant

This Hearthstone is a deep purple that changes to dark blue under direct sunlight. It causes the bearer to seem more attractive to others, giving him an additional three dice on rolls pertaining to seduction attempts. It also gives one extra die to any other Appearance roll.

GEMSTONE OF LAST RESORT

Trigger: Focus anger and rage

This Hearthstone is a brown and black speckled stone. The bearer may choose to ignore all wound penalties during a combat. When he reaches Incapacitated, this effect ends immediately, and he can still die. If the stone's power is invoked, the bearer will take twice as long as usual to heal from any wounds sustained in the combat, and the Essence cost of any magical healing will be doubled.

THE SENTINEL'S STONE

Trigger: Concentration

This Hearthstone is a cloudy white shot through with black streaks that seem to move at night. It gives its bearer an additional one die to use in any Awareness roll, three if he is standing watch.

WATER

THE BLOODSTONE

Trigger: (Tiré du Dawn et reste à déterminé)

This stone purifies and controls the blood of any Exalted who carries it. While carrying such a stone, the

Exalted is immune to all poisons and diseases. She also never bleeds. Although all wounds do normal damage, the character never loses blood and so never need worry about bleeding to death. The stone is a deep sea-green liberally speckled with blood-red flecks.

GEM OF ACCLIMATION

Trigger: None, constant

This Hearthstone is a blending of dark purple and white. It allows the bearer to feel comfortable in very hot and cold climates and reduces any heat- or cold-based damage she takes. Mechanically, reduce damage taken from any source of heat or cold by two health levels per turn.

GEM OF OMENS

Trigger: Concentration

This stone is a transparent, faceted blue-gray. It enables its bearer to understand the omens she sees: in flights of birds, patterns of tea leaves and so on. Omens are not entirely reliable predictors of things to come, but they often give a brief glimpse into the future. Mechanically, the character concentrates on a pattern or event (usually one found in nature), and her player makes an Intelligence + Occult roll with two extra dice. If the roll succeeds, the Exalt gains some minor insight into the immediate future.

GEM OF TEARS TO POISON

Trigger: Shedding tears

This Hearthstone is a bright, shining blue. The tears of the Exalted who carries it act as a poison. They have no effect on skin contact, but if ingested, they induce pain and vomiting for one day for each drop swallowed. The tears do not become poisonous until they are shed. If the tears are not ingested within one day of being shed, they revert back to normal tears.

STONE OF RECOGNITION

Trigger: Concentration

This Hearthstone is a rough sphere of azure-blue stone mottled with white. It causes a target to believe he has met or heard of the bearer before. To use the stone, the bearer concentrates and her player makes a Manipulation + Socialize roll for the Exalt to catch her target's eye. If this roll succeeds, the target's player makes a Willpower roll at a difficulty that equals the number of successes the bearer's player got. If the roll fails, the target is generally well disposed toward the bearer but can't quite remember where he's heard of her before. If the roll botches, he believes the bearer to be someone good

and trustworthy – a childhood friend or famous hero. If the roll succeeds, nothing happens.

WOOD

STONE OF BLOOD INVIOLETE

Trigger: None, constant

This Hearthstone is a mottled red and green. As long as an Exalted bears it, his blood cannot be spilled. He can be injured, strangled, beheaded and so on, and he may certainly be killed, but he will not bleed -not even if a limb is severed. Neither can blood be deliberately drawn from him.

STONE OF COLOR

Trigger: Concentrate to initiate the change

This Hearthstone is a clear prism cut in a triangular shape. The bearer can change her skin, hair or eyes color at will to match those native to the area she is in.

THE MONKEY STONE

Trigger: (Tiré du Dawn et reste à déterminer)

This Hearthstone is a rich reddish brown, with a surface that looks and feels like soft, furry bark. It gives the bearer the agility of an arboreal primate. Any character who possesses such a stone reduces the difficulty of all Athletics rolls involving balance, jumping or climbing by 2 (to a minimum of difficulty 1). In addition, the stone doubles the character's climbing speed and the distance she can jump.

THE STONE OF EMPTY KNIFE

Trigger: Concentrate to change state of weapon

This Hearthstone is a silvery-black disk. Its bearer places a weapon against the skin of his arm, and it fades into the limb. The weapon leaves a "tattoo" perfectly representative of it on the surface of the skin. Only one weapon at a time may be stored on each arm. The weapon must be small enough that the tattoo will fit on the character's arm between wrist and shoulder. If the skin in which the tattoo rests is cut, scarred or indelibly marked, the weapon is lost forever. The bearer must have possession of the stone in order to remove the weapons; he does this by placing a hand over the tattoo and concentrating. This process takes as long as drawing a normal weapon. It is permissible for the character to hide a weapon into which the stone is set, and the character will still be able to retrieve it afterward.

STONE OF MENDING FLAWS

Trigger: Concentration and touch

This Hearthstone is a porous green and blue rock the size of a person's eye. Its bearer may mend any

small cracks or flaws in the surface of a non-living material, over a maximum area of five feet in diameter, at a touch. He may not heal cracks and flaws in any of the Five Magical Materials, nor in Hearthstones or other mystical items.

SURVIVAL STONE

Trigger: None, constant

This Hearthstone is a leaf-green stone with brown striations. Its bearer will never starve or die of thirst. He will feel hunger and even intense pain from that hunger, but he will not die of malnutrition or become too weak to function. If he goes more than four days without food or water, he suffers a -1 die penalty to all actions representing the distraction of intense hunger pangs or thirst.

CELESTIAL

GEM OF FALSE DEATH

Type: Sidereal

Trigger: Meditation

This Hearthstone is a pale yellow amber with a crack through the center. The bearer can put herself into a trance that mimics death, during which all vital signs halt. The bearer retains her senses, although, if her eyes are shut, she can't see. The bearer wakes up whenever she chooses; if the stone is removed from her body the trance ends immediately. While she is in this trance, she does not require air or food, but she can be injured as normal.

SNAKESKIN STONE

Type: Lunar

Trigger: Sleep

This oddly shaped, not-quite-flat rock bears a pattern of black, red and white reminiscent of a snake's scales. When the Exalted that bears this stone is injured, he will shed his skin the next time he sleeps. As a result, any surface-level injuries heal. Wounds close, burns give way to smooth new skin, and so on. Damage to internal organs is not healed by this stone and must be healed naturally (or by other magical means). Mechanically, this means that, for combat injuries, half of any damage (rounded up) is healed. The amount of damage healed from other wounds is up to the Storyteller to determine.

ABYSSAL

FLAWED GEM

Trigger: Touch and concentration

This transparent stone is violet blue. Its bearer can cause flaws in any non-living substance; the area of effect is five feet in diameter, radiating outward

from the spot that the bearer touches. These flaws include cracks, pitting and weaknesses, and the item will break within the next day. This stone will not cause flaws in any of the Five Magical Materials, nor in Hearthstones or other mystical items.

GEM OF SHADOW

Trigger: Concentration

This Hearthstone is a dark blue crystal the size of a large man's finger. The bearer is extremely difficult to follow; she slips into crowds or shadows as easily as a spirit. The difficulty of any attempt to follow her is raised by 2, though she can still be tracked normally in the wilderness by hunters and hounds.

LEVEL 3

AIR

GEM OF ELEMENTAL TRAVEL

Trigger: None, constant

This faceted, bright-red gemstone allows its bearer to walk safely on water, lava, mud, ice, quicksand or any other naturally non-traversable ground. This does not grant the bearer the ability to walk on air or to travel on anything other than a generally horizontal surface.

GEM OF FORGETTING

Trigger: None, constant

This arrowhead-shaped Hearthstone bears a pattern of swirling red and rose, and its surface is perfectly smooth. Anyone who meets the bearer of this stone will be unable to remember her clearly later. Only repeated and prolonged exposure to the possessor of this stone will negate this effect. Thus, the bearer's family and friends will remember what she looks like, while random shopkeepers will not. The player of any character who sees this Exalted after their first meeting must make an Intelligence roll at difficulty 3 for his character to remember who she is. Repeated contact lowers this difficulty.

EARTH

GEMSTONE OF THE WHITE JADE TREE

Trigger: None; constant

This blue-violet stone seems to glow with an inner light. Any damage suffered (after soak) by the possessor is halved, rounding all fractions up. At the same time, the possessor's Dexterity pool and movement speed are halved, rounding down.

THE JEWEL OF STABILITY

Trigger: (Tiré du Dawn et rest à déterminer)

This stone is solid inky black and slightly rough. Any character bearing it cannot lose his balance or fall down as long as he is standing on the ground. In addition to being immune to knockdowns and knockback, the character will never slip or fall while running along a narrow ice-covered mountain path or sprinting along a slick walkway of small, wet, moss-covered stones. The character also cannot be picked up while standing on the ground. Even when standing on one foot, he remains firmly rooted to the earth. All forms of movement while climbing ropes and ladders or on upper stories of a building are unaffected by this Hearthstone.

STONE OF JUDGMENT

Trigger: Concentration

This Hearthstone is a smooth piece of rich blue stone. The bearer asks someone whether or not he committed a crime or oilier harmful act. If me subject answers, me bearer' s player gets an extra three dice to use in a Perception + Socialize roll to determine whether or not he is telling me truth.

FIRE

DISCORD STONE

Trigger: Concentration

This stone is a slim, dark-blue disc, and it causes people to bicker amongst themselves. The bearer must pass within 10 feet of me people to be affected. Up to three people can be affected at once, and this power can only be used once per day. The effect lasts for half a day; during that time, me targets' players must succeed at Willpower rolls in order for me characters to pass up any opportunity to argue with someone. In order to realize that me urge to argue came from somewhere else, their players must succeed at Intelligence + Occult rolls, difficulty 3; these rolls are made after me effect fades.

GEM OF THE BURNING HOUSE

Trigger: Concentration

This Hearthstone is a near-perfect two-inch cube of red. The possessor is immune to damage or burning from all normal fires, including damage caused by smoke inhalation. Thus, she could enter a burning building without harm, but she would take damage as usual from a magical fire or an arrow that has had the

Fiery Arrow Attack Charm used on it. Neither the bearer nor her immediate possessions (carried or worn) will catch fire.

SPHERE OF THE REVOLUTIONARY DOG

Trigger: None, constant

This orb is a brilliant orange, and it appears to be filled with slowly billowing tongues of flame. This sphere increased the rate at which temporary Willpower is regained. Anytime the owner recovers Willpower for any reason, the amount of Willpower regained is increased by one. This bonus will never raise the character' s temporary Willpower above his permanent Willpower.

WATER

GEM OF DESIRE

Trigger: Concentration

This stone is a transparent and beautifully faceted, bright-yellow gem. It causes a person to be overtaken with moderate desire for something or someone; this effect lasts for half a day .During this time the target must succeed at a Willpower roll in order to pass up any opportunity to satisfy his desire. This stone may only be used once per day on a single target, and the bearer must be within 10 feet of that target.

When the effect ends, the target' s player makes a Willpower roll; if the roll fails, this stone will spark a longer-lasting desire within the character. If the roll botches, he becomes obsessed with the object of his desire.

GEMSTONE OF SPOKEN LANGUAGE

Trigger: Concentration

This Hearthstone is an watery blue-green. The bearer understands anything spoken aloud in any language or dialect. This doesn' t help with written language, and it doesn' t give the Exalted the ability to speak other languages.

STONE OF AQUATIC PROWESS

Trigger: (Tiré du Dawn et reste à déterminer)

This Hearthstone appears to be a smooth ovoid of pure water bound into a solid shape. It is completely invisible if placed in water. Anyone attuned to this Hearthstone becomes fully amphibious. In addition to being able to breathe water and survive swimming in near-freezing seas without harm, the user can also swim at a maximum speed equal to her normal running speed. Also, all fatigue and mobility :penalties for armor are reduced by -1 while in water. Characters wearing light or medium armor can swim normally. Those wearing heavy or superheavy armor can not swim, but can comfortably walk along the bottom of the lake or ocean. The user can also fight normally in the water and suffers no penalties when battling aquatic creatures. Most examples of this

Hearthstone are found in Manses that are partially or completely submerged.

WOOD

GEMSTONE OF ENTRANCE

Trigger: Touch

This shimmering blue stone causes all locked doors and windows to unlock at a touch. It only works on points of entrance and egress, not on locked strong boxes or shackles.

GEMSTONE OF MENTAL HEALTH

Trigger: None, constant

This smooth, cloudy orange stone permanently cures any derangements the bearer suffers from. Any new derangements are cured as quickly as they are gained.

STONE OF THE SURE PATH

Trigger: Concentration

This red, striated, gleaming Hearthstone allows an Exalted who knows her destination to find her way to it. The more definite her knowledge of the destination, the more likely her path is to be straight and true. The rougher her knowledge, the more her path will wander and the more likely it is to lead her through danger. Regardless, her path will always lead her to her destination eventually – though, in some cases, it may take years. If an area is sorcerously concealed, this Hearthstone will lead the bearer in circles. It cannot negate the concealment.

CELESTIAL

GEM OF GRACE

Type: Solar

Trigger: None, constant

This Hearthstone is a cloudy white sphere. Its possessor evokes mild feelings of awe and respect in others, even other Exalted. It adds three dice to relevant Charisma and Manipulation rolls.

GEM OF WAKEFULNESS

Type: Sidereal

Trigger: None, constant

This Hearthstone is a dull gray, perfectly flat rock. It allows the bearer to stay awake as long as he wishes, without feeling tired and without loss of cognitive abilities. For each full day after the first, however, his player must make a Stamina + Endurance roll. The first roll is at difficulty 1, the second at 2, the third at 3, and so on. When the roll fails, the Exalt starts having hallucinations and waking nightmares. If the roll botches, he gains a temporary derangement that will not fade until he

has slept a full eight hours for each day after the first that he stayed awake. It only takes a single night of sleep to end the hallucinations and waking nightmares.

JEWEL OF THE RABBIT' S SWORD

Type: Lunar

Trigger: Expenditure of Willpower

This sharply faceted stone is yellow-green in color, and its shape and number of facets seem to change rapidly. The possessor may expend one temporary point of Willpower to reroll any 1' s in any Ability check. This power may only be invoked once per Ability check.

SPHERE Of COURTESAN' S CONSTELLATION

Type: Solar

Trigger: None, constant

This perfectly spherical orange stone is filled with golden flecks. If the possessor of this stone has an Appearance of 2 or lower, the Trait is raised to 3. As soon as the stone is removed from the owner' s presence, the Trait reverts to its original level. In addition, the possessor of the sphere gets a two-die bonus to all Performance and Presence rolls.

STONE OF DREAM ENTRANCE

Type: Lunar

Trigger: Touch and concentration

This Hearthstone is a round, smooth, white stone with milky irregularities in its surface. It allows its bearer to enter someone' s dreams. He may observe those dreams, speak with the dreamer or alter those dreams as he pleases, turning them into beautiful fantasies or terrible nightmares. Anything that harms the dreamer within her dream will cause her player to make a Willpower roll at difficulty 2. If it succeeds, the character wakes up immediately, unharmed. The target may be woken up as normal by damage to her physical body, loud noises or someone trying to wake her, and she will awaken at her normal rising time. When the dreamer wakes, her player must succeed at an Intelligence + Awareness roll for the character to remember anything that happened while she was dreaming. The more successes she gets, the more detail she remembers.

ABYSSAL

THE DEATH-SPEECH GEMSTONE

Trigger: Concentration

This Hearthstone is cobalt blue and perfectly egg-shaped. The bearer may hold a conversation with any corpse, so long as there is still some flesh left on the bones. The corpse will have no knowledge that it didn' t already have when it died.

STONE OF DECAY

Trigger: Concentration and touch

This Hearthstone is such a deep purple that it almost looks black. The bearer can cause an area of a non-living substance up to 20 feet in diameter to develop major flaws at a touch: cracks, pitting, weaknesses and so on. It will break within the next 10 minutes after this power is used on it. This power will not work on Hearthstones, talismans or items made of the Five Magical Materials.

LEVEL 4

AIR

LIGHTNING ROD GEMSTONE

Trigger: None, constant

This Hearthstone is a shaft of very deep purple. Any lightning (normal or magical) that would strike within 10 yards of the bearer will instead be drawn into the stone and have its energy dissipated harmlessly.

STONE OF AIRWALKING

Trigger: (Tiré du Dawn et à déterminer)

Whenever the bearer of this stone desires, she can walk on the air instead of the ground. Although she still moves at her normal movement rate, the character can move safely across water or quicksand by walking on layer of air lying above the surface. In addition, the character can walk up or down the air as easily as others walk up or down a staircase. With sufficient climbing, the Character can walk along for miles above the ground. However, if the character trips or is knocked down, she may fall to her death unless she can get her feet under her by making a successful Dexterity + Athletics roll at difficulty 3. Also, the stone only allows the characters to move in this fashion. Any steed she rides must still travel along the ground. This stone is a soft white with brilliant sky-blue veins and swirls resembling a tiny solidified cloud.

STONE OF EASY BREATH

Trigger: None, constant

This Hearthstone is a cloudy, almond-shaped gemstone. It allows the bearer to breathe easily in any surroundings -under water, in toxic fumes, at elevations where the air is thin and so on.

EARTH

GEM OF SAFE HARVEST

Trigger: None, constant

This Hearthstone is a dark yellow amber of irregular shape. Any food eaten or drunk by possessor

of this Hearthstone will be safe: It cannot kill her or make her ill, even if it is poisoned.

STONE OF REFUGE

Trigger: Curl into a ball on solid ground and concentrate

This stone is a palm-sized green gem, rough and uncut. The bearer may fade into the ground, becoming a part of it. Her body will not be visible, her scent may not be detected in the earth, trail will fade as normal. Minor damage to the ground she lies in (scuffs, the removal of a handful of dirt, heavy things falling) will not affect her. If someone digs into the ground where the character lies, she will take one health level of bashing damage and will immediately rise up out of the ground. The character will hear and see nothing while in the ground, but she may feel the vibration of heavy footsteps or other movement above. She will starve as normal, but she will not suffocate. The character may emerge whenever she wishes. Magical sight will be able to detect the character.

FIRE

STONE OF BLOOD TO FIRE

Trigger: Concentration

This Hearthstone is a rough, cracked red. The bearer may transform any shed blood to fire, causing anything that has blood on it to catch fire. The blood must be within the bearer's line of sight, and the fire it creates maybe put out like any other fire. The fire does two health levels of damage per turn until it is put out, and it will cause any flammable materials it touches to burn. Without flammable material to burn, the fire will only burn for three turns. Not all blood within line of sight is set on fire, just that which the Hearthstone's bearer chooses.

WATER

GEM OF MASKS

Trigger: Concentration

This Hearthstone is a rainbow-colored sphere with cloudy rough spots on its surface. While possessing it, an Exalt may change the details of her face. She cannot use it to change anything about the rest of her body including her hair color, but any facial feature (eye color, nose, lips, the shape of her face, etc.) may be changed. This stone may not be used to alter or hide Caste Marks.

GEM OF YOUTH

Trigger: None, constant

This Hearthstone is a dark, smooth black, with the fossil of some small, unrecognizable animal buried

in the center. The bearer will appear forever young, frozen at the age at which he took up this stone. His health at its natural rate however, and he will die of old age at the same time that he would have originally. If he gives up this stone, his appearance will start to age from the point at which it was frozen; his appearance will never catch up with his true age.

STONE OF GENDER TRANSFORMATION

Trigger: Meditation

This transparent crystal is peach-colored. It allows the Exalted who bears it to change gender. The Exalted will still be moderately recognizable; the stone re-shapes the body to make it conform to the standards of the new gender but does not radically alter size or features. The player of any character who knows the bearer gets a Perception + Awareness roll at standard difficulty for his character to recognize her. Other factors may increase the viewer's difficulty: radically different clothing, hidden face, time having passed since he last saw the bearer and so on.

WOOD

GEM OF MEMORY WILL

Trigger: Meditation

This Hearthstone is a smooth, metallic ore. It allows the bearer to recall (and mentally relive) any particularly positive and will-reinforcing memory. This recollection allows the bearer to recover a single point of temporary Willpower, once per episode.

STONE OF HEALER'S FLOWER

Trigger: Concentration, touch

This is a simple blue stone. At will, the possessor of this stone may touch any other individual and heal their wounds completely. Anyone who has ever used this stone to heal another is immune to its healing affects. The possessor of this stone immediately suffers half the damage she healed (rounded up), which cannot be negated, redirected or otherwise reduced. This damage must be healed normally and may lead, to the bearer's death. At the same time, the bearer of the stone may roll a number of dice equal to the number of health levels suffered. Each die success reduces the bearer's Limit by one point.

CELESTIAL

DREAM-STONE

Type: Sidereal

Trigger: Concentration

This Hearthstone is a smooth black stone, with abstract white markings. When its bearer remembers her dreams, they will always be prophetic in some way. Once each episode, the bearer's player may make a Wits + Occult roll upon her character's waking. Any success at all causes her to remember a dream from the night before that gives some indication of events to come. The more successes she receives, the clearer the dream.

GEMSTONE OF WILD LIFE

Type: Lunar

Trigger: None, constant

This rough stone of pale purple aids its bearer in figuring out how to make do in wild places. He has an easier time finding safe food and shelter, recognizing poisonous animals and plants and understanding dangerous weather conditions. Mechanically, this adds four dice to any Survival rolls the bearer's player makes.

JEWEL OF THE MONKEY'S FINGER

Trigger: None, constant

This round stone is a deep violet. This jewel adds two dice to all Dexterity and Charisma rolls made by the possessor's player. In addition, while leaping and capering like a monkey, the owner of this stone may use his Dexterity and Charisma scores interchangeably. While this can prove a massive boon to an Exalted who finds himself particularly blessed or limited in one of these areas, jumping and frolicking are not suitable under all circumstances. The Storyteller should feel free to increase the difficulty of appropriate checks by one or more dice in situations when monkey-like behavior would be a detriment.

SEVEN LEAPING DRAGON STONE

Type: Solar

Trigger: Combat

This Hearthstone is a translucent reddish-orange gemstone with a golden-orange iridescence that plays across its surface. The stone gives its bearer a better understanding of the weaknesses of the body. Mechanically, it adds four extra dice to any Martial Arts attack roll.

ABYSSAL

DEATH-SENSE STONE

Trigger: Concentration

This stone is a disc of opaque white. The bearer can sense any deaths that occur within a one mile radius and find his way unerringly to the site of the event. He can also sense and locate any deaths that have occurred within the last day. The bearer senses no information about a death other than location.

THE ICE-BLADE GEM

Trigger: Combat

This Hearthstone is a pale, icy blue and radiates a palpable air of cold. The blades of any weapons the bearer bears in combat become ice cold, adding +3 to their damage bonus against opponents who are not immune to cold.

LEVELS 5

AIR

STONE OF MEMORY CAPTURE

Trigger: Meditation

This Hearthstone is a bright orange gemstone. Its possessor can recall in perfect detail any memory she wishes. This allows her to pickup details that she missed when she first viewed a scene or to remember details that she might otherwise forget. The bearer meditates on the memory, and her player makes an Intelligence + Awareness roll. The more successes achieved, the more detail the Exalt remembers. One success allows her to recall general events. Five or more successes allows her to recall the most minute details.

EARTH

GEM OF IMMORTALITY

Trigger: None, constant

This Hearthstone is a smooth, darkest black, with the faintest rainbow sheen playing across its surface. Its bearer will not age while she bears this stone, and she will not fall prey to any of the infirmities or illnesses of old age. She can be harmed and killed as normal, but she will never die of old age or natural illness. If she stops carrying this stone, she will start aging normally.

FIRE

GEM OF BONES TO FIRE

Trigger: Concentration

This Hearthstone is a palm-sized slab that ranges from blue-purple at one end to green at the other. Along the purple end is a jagged layer of gold. The bearer concentrates, and his player makes a Manipulation + Socialize roll for the Exalt to catch someone's eye. The difficulty of this roll is the target's Essence score. If the roll succeeds, the target's player makes a Willpower roll at a difficulty equal to the number of successes the bearer got. If the target fails, her bones slowly turn to burning cinders, causing two health levels of unsoakable lethal damage per turn until death or until the bearer loses sight of her. If the target leaves the bearer's

line of sight, the burning stops, and she may heal normally.

GEM OF LEGENDARY LEADERSHIP

Trigger: None, constant

This Hearthstone is such a dark green that it looks black in dim light. It bestows upon the Exalt who bears it the qualities of a great leader, granting two extra dice to use in any Presence, Performance or Bureaucracy rolls related to leadership or governance, as well as any rolls involving battle strategy. It also gives one extra die for all combat-related rolls, such as Brawl, Martial Arts, Melee, Archery and Thrown, as long as the bearer is leading troops into a battle. If the bearer is not the leader of his force or if he does not fight beside his men, then he doesn't get that combat bonus.

GEM OF PERFECT MOBILITY

Trigger: (Tiré du Dawn et reste à déterminer)

Any Exalted bearing this Hearthstone moves as swiftly as a racing fire. A character attuned to the stone can take two normal actions per turn without any penalties and may divide her dice pools normally to gain additional actions. By taking both actions as movements, the character can also walk, run or sprint twice as fast as normal. Sorcery still takes the normal time to cast, and using these additional actions makes the character appear inhumanly fast. Anyone seeing the character move or react this rapidly will know she is not human. This Hearthstone is a brilliant red and glows as bright as a candle. The additional action gained from using the stone is incompatible with all Extra Actions Charms. The character can use one or the other, but never both.

WATER

GEM OF SLEEP

Trigger: Concentration

This stone is a deep, translucent, dreamy cobalt blue. The bearer concentrates, and her player must make a Manipulation + Socialize roll in order for the character to catch someone's eye. If the roll succeeds, the target's player makes a Willpower roll at a difficulty equal to the number of successes the bearer's player rolled. If this roll fails, the target immediately falls asleep. He may be awakened by loud noises, shaking or anything else that would normally waken a sleeping person, and he will wake up regardless in five minutes' time. He awakens with all the confusion and sleepiness of anyone waking out of deep sleep.

WOOD

SONG OF LIFE STONE

Trigger: Singing

This Hearthstone is a brown and white banded sphere. Any plant life within the sound of the bearer's voice will thrive and grow. The rate of growth is noticeable: withered grass grows green and lush; trees flower and bear fruit; vines lengthen and spread over whatever surface they cling to; bushes grow tall and leafy. This can bring a dead plant back to life so long as its roots are still buried in the earth.

STONE OF LOYALTY

Trigger: None, constant

This Hearthstone is a solid brown jewel. The bearer inspires feelings of loyalty in all those she commands. The player of anyone under the Chosen's command who wishes to betray her must make a Willpower roll at difficulty 5 to do so. The players of those who are not under her command but consider her a friend, ally or partner must make a Willpower roll at difficulty 3 for their characters to betray her. Even players of her acquaintances must make a Willpower roll at difficulty 1 in order for their characters to betray her. The difficulty may be lowered if the betrayal is considered particularly innocent or insignificant.

CELESTIAL

GEM OF MADNESS

Type: Lunar

Trigger: None, constant

This Hearthstone is a jagged piece of hard black rock. Anyone who physically attacks the Exalted bearing it gains a single derangement. This Hearthstone will not give the same person multiple derangements, even if he repeatedly attacks the character. Once a derangement has faded or been worked through, then another may be caused in the same manner.

GEM OF SORCERY

Type: Solar

Trigger: Casting sorcery

This Hearthstone is clear, but its surface has an oily, gold sheen to it, and it glows brightly from within. At will, the bearer can reduce the Essence cost of casting one spell by 10 motes. This power can be used only once per day.

GUARDIAN GEM

Type: Sidereal

Trigger: None, constant

This Hearthstone is a shimmering silvery sphere, and fate watches out for its bearer. Twice per episode, the bearer's player may recoil a roll of her choice, and twice per episode, she may also force someone else who is acting directly against her to recoil a roll of her choice. She chooses which roll to keep. Alternatively, she may give up anyone of these recoils in order to subtract two health levels from a single incoming attack after damage is rolled. Both recoils can be sacrificed at one time to absorb particularly damaging attacks.

SCRYING STONE

Type: Sidereal

Trigger: Meditation upon an issue

This Hearthstone is a flat black stone polished to a high, reflective shine. The bearer sees visions in that surface related to any issue she chooses to meditate on. These visions can show the past, present or future. They either illuminate some aspect of what will happen or lend some understanding of the situation that the Exalted does not yet have. They may be clear or cryptic, symbolic or literal; the bearer's player makes an Intelligence + Occult roll to decipher the visions. Visions of the future are possible tomorrows, not definite ones.

ABYSSAL

GEM OF THE NIGHT SKY

Trigger: Concentration

This Hearthstone is a clear gem filled with tiny, star-like points of light. The bearer, by concentrating for 10 turns, may turn the sky over an area one mile in diameter to a night sky. No matter how sunny it is, the sky will cloud over, the light will dim to a nighttime level, and the temperature will drop precipitously. This effect lasts until the next sunrise and may only be used once per day. Make a Willpower roll for any humans in the area of effect; unless the rolls succeed, the mortals take a -1 die penalty to all Wits rolls due to fear.

THE WITHERING GEM

Trigger: Concentration

This Hearthstone is a translucent black gemstone with surprising depth to it. The bearer concentrates, and his player makes a Manipulation + Socialize roll for the Exalt to catch the eye of his intended target. If the roll succeeds; the target; becomes mildly ill for one day and receives a two-dice penalty to all actions during that time. If the roll garners more successes than she has points of Stamina, she becomes seriously ill for one week and receives a four-dice penalty to all actions during that time.