

EXALTED[®]

SECOND EDITION

THE MANDATE OF HEAVEN



THE
MANDATE
OF
HEAVEN

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WHITE WOLF PUBLISHING
2075 WEST PARK PLACE BOULEVARD
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STONE MOUNTAIN, GA 30087

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THE MANDATE OF HEAVEN

The Game of Statecraft may have few rewards when compared to the Games of Divinity, but Creation's rulers have nevertheless played the Game of Statecraft since before the First Age. The Shogunate-era manuals known as *The Harmonious Triptych Accords* are thought of as definitive works codifying most matters of state under a single broad philosophy. Commissioned by the mad, self-styled god-emperor Nohuba Felan the Punctilious Bastard, savants consider the 10-volume set a masterpiece, if somewhat long-winded. Its contents are attributed to a team of transcribers elaborating upon the (supposedly) divine words of Nohuba Felan, who is said to have uttered them in the throes of self-induced epileptic trances. Fragments of the philosophy's aphorisms have antecedents in surviving First Age materials, leading some savants to question exactly how much originated from the god-emperor's trances.

The Realm's Dragon-Blooded children study a streamlined derivative in secondary schools known as *The One Hundred Fifty-Six Score and Five Maxims of Assiduous Concor-*

dance. This set of three scrolls contains no illustrations beyond functional diagrams and replaces Shogunate-era models of statecraft with more recent examples from the Realm, but the underlying philosophy and terminology is unaffected. *The Assiduous Maxims*, as they are sometimes known, also remove all mention of Nohuba Felan and attribute the divine adages to Mela, the Immaculate Dragon of Air.

Both texts reduce all levels of interaction between communal groups to broad applications of political, martial and social power. The texts define the necessity of legitimization as a requirement for the many to accede to the leadership of the few. Finally, the works outline the responsibilities of leadership at all levels of society.

The Assiduous Maxims are, by far, the most common of the two and can be purchased for Resources •• on the Blessed Isle and in most civilized locations in the Threshold. *The Harmonious Triptych Accords* are banned for sale on the Blessed Isle without an Immaculate-certified expurgation of the illustrated plates, and the set's rarity finds a common

asking price at Resources •••+ depending on the quality of the copy. The only functional difference is the *Accords'* extensive accounts of Shogunate-era politics.

DEFINITIONS

An individual societal group is referred to as a *dominion*, and a dominion's populace is its *society*. Both are used regardless of size. A dominion and its society can be a village of a dozen families or an empire that spans the length and breadth of Creation.

Dominions take *action* to gain advantage over their neighbors. Interaction between dominions typically lasts months or years, so actions are measured in seasons, years or decades.

Events are random, often detrimental, occurrences that affect dominions. During play, another player or the Storyteller selects your dominion's events to keep them random.

GAINING THE MANDATE

A typical Mandate of Heaven game assumes players control the direction of dominions. The players have limited influence on opposing dominions through the selection of events, so they can flesh out (or avoid) plot points. In this way, players help to decide the overall direction of the game, which lets the Storyteller focus on story elements interesting to them.

Note that this is *player-directed*, not necessarily *character-directed*. The players themselves guide the series' direction to help create the game in which they want to play. Players interested in their characters actually running dominions should see "Characters Running Dominions" on p. 13.

Here are some suggested ways for players and Storytellers to use the Mandate of Heaven in play.

LIMITED PLAY

The most common use of the Mandate of Heaven occurs during any downtime between sessions that lasts at least a few months. At the end of an **Exalted** session, the players direct a single turn of the dominion in which they will next begin play. The dominion sheet is either provided by the Storyteller or filled out ahead of time according to the

WHAT EXACTLY IS THIS?

The Mandate of Heaven lets Storytellers and players explore the philosophy of rule presented by *The Assiduous Maxims*. It is also a plot generator describing the rise and fall of nations in **Exalted**. Players and Storytellers interested in directing nations can use this "**Exalted** mini-game" during downtime to develop the direction of a series. Although you can use the Mandate of Heaven to develop plots, it is by no means the only way to do so.



Storyteller's restrictions. This should take 10 to 20 minutes to play at the session's end.

The players direct this dominion's actions, typically interacting with one or occasionally two dominions controlled by the Storyteller. The Storyteller dominions should be no more than 1 Magnitude higher than the players' dominion. When directing actions or events, the players are encouraged to use stunts to describe exactly what causes the events to occur.

At the end of the turn, the Storyteller incorporates the turn's outcome into his notes for the next session. When the characters next enter regular **Exalted** play, the effects of the Mandate of Heaven turn should tie into the next session in some way — perhaps the dominion's army lost a crushing battle or the new minister of trade's repudiation of exorbitant tariffs on goods from a neighboring city-state allows the characters to more easily purchase firedust. Enterprising Storytellers can use the results to craft the next few sessions of play by focusing on the elements that most interest the players.

SEASONAL MAP

Similar to limited play, the seasonal map style has the players and Storyteller direct a single turn for the three-month season. The Storyteller uses this as a general indication of what major events will occur during this span of time and keys the story arcs to the progress of the season. The players and Storyteller play the next turn at the beginning of the next season. If possible, the Storyteller should time the end of a season to coincide with a story award (see "Experience," on p. 272 of **Exalted**).

EXTENDED PLAY

This is a more complex form of limited play that involves longer periods of downtime. Extended play typically occurs in blocks of five turns, with each lasting a season or year. This can take a few hours to complete, so Storytellers

ABSTRACTION, NOT SIMULATION

The Mandate of Heaven does not attempt to simulate every possible interaction between sovereign nations. Instead, the Mandate of Heaven abstracts the general happenings between the players' dominion and any who oppose them, whether their opponents try to do so with invading armies, back-room diplomacy or a clash of philosophy.

There is no attempt made to track specific national resources or to chart the order of battle for neighboring lands. The Storyteller and players use this abstraction to their advantage by figuring out exactly what the changing numbers mean within the context of the game.

and players should expect to devote roughly half a session to extended play.

All players can direct one dominion, or they can split into groups of at least two players per dominion. (In this case, the players' dominions are not necessarily on the same side.) Generally, the players will create the dominion before play. The Storyteller should direct no more than three dominions, and only one of them should be 2 Magnitude greater than the largest player dominion. Characters in extended play can take advantage of long-term experience awards (see **Exalted** p. 275).

PLOT DEVELOPMENT

If players have no interest in directing dominions, Storytellers can still generate plot hooks and create backgrounds for areas through which the characters travel. This can help provide a thumbnail summary or develop a region's complicated history. If two city-states war for 30 years, how does that affect their societies? Are neighboring regions secretly backing the war for their own benefit? Is one city-state in danger of open rebellion after decades of seeing its sons and daughters ground into dust for reasons even its leaders have forgotten? Storytellers can use the rules for background dominions (see p. 12) and incorporate the outcome into **Exalted** sessions.

DOMINION CREATION

Every dominion has Traits similar to those of a character. The dominions important to your **Exalted** game track these Traits on a special form of character sheet (see p. 32). It may help you to think of dominions as characters, with their societies responsible for the individual goals, flaws and interactions as their personalities.

MAGNITUDE

Magnitude represents a combination of a dominion's relative landmass, population, influence and overall prestige. Magnitude is an abstract estimate of a dominion's capability rather than a literal interpretation of square miles. Generally, a dominion with larger Magnitude than its suggested size is a dominion on the rise, capable of great conquest or expansion. Dominions with smaller Magnitudes than their relative sizes are failing states in danger of dissolution, whether through internal social upheaval or external force of arms.

Magnitude limits a dominion's Traits and determines how often it can act. Dominions gain Attribute ranks, Ability dots, Virtue dots and bonus points as their Magnitudes increase. Increasing or decreasing in Magnitude is a major event that can shake the very foundation of a dominion, for good or for ill.

One rule of thumb is to assume that each rating of Magnitude is composed of roughly five to 10 dominions, each at (Magnitude - 1). For example, a single Magnitude 5 territory could have anywhere between five and 10 city-states of Magnitude 4. Smaller dominions within cities can be tracked as wards and boroughs or as individual neighbor-





Magnitude	Equivalent	Example
0	Village/Minor Tribe/City Block	—
1	Town/Tribe/Neighborhood	The Plaza
2	Large Town/Major Tribe/City Borough	—
3	City/Tribal Alliance	Great Forks/Ten Tribes
4	City-State	Paragon, Lookshy
5	Territory/Major City-State	Nexus
6	Nation/Region	Realm Prefecture/The Scavenger Lands
7	Large Nation	Scarlet Empire
8	Empire	Shogunate
9	Colossal Empire	Old Realm

hoods. Please note that “five to 10” is a general estimate, so don’t feel pressured to constrain yourself if you need some wiggle room.

Magnitude 0 dominions are effectively non-entities. They are small villages, fading towns, dwindling tribes, areas with many displaced squatters and refugees, cities blasted by natural disaster/outbreaks of Contagion or something along those lines. These dominions are incapable of taking action, but they are included because they can be absorbed by dominions larger than themselves and can resist external forces attempting to affect them.

ATTRIBUTES

Every dominion has three Attributes: Military, Culture and Government. Dominion Attributes are combined with a related Ability or Virtue when a dominion takes an action. High Attributes indicate a dominion’s stronger points, while low Attributes reveal an area in which the dominion is particularly lacking. Certain actions (described below) can bolster Attributes with temporary bonuses, allowing dominions to compensate for weak areas or emphasize strong ones.

Military

The Military Attribute represents a dominion’s martial capability, organization and quality. This Attribute does not necessarily correlate to army size. A dominion with a low Military could have a massive army of green conscripts with inferior equipment, serving under dozens of bickering generals concerned with their own prestige. High Military could mean tiger warriors operating in dense jungle if they had a vast logistical network of loyal villagers supporting highly mobile lightning raids into neighboring territories.

Culture

The Culture Attribute corresponds to a dominion’s social impact, influence and history. This Attribute is also a measure of how influential a society can be upon surrounding dominions. Low Culture could mean that a dominion has particularly forgettable or backward traditions looked down upon by others or that the dominion is a relatively new community that follows another dominion’s lead when it comes to accepted social customs. High Culture means that a dominion

is known throughout the region (or perhaps Creation!) for a unique, much-desired, greatly feared or incredibly bizarre aspect of that dominion’s society.

Government

The Government Attribute symbolizes a dominion’s governmental efficiency, complexity and integrity. This Attribute is also a measure of how effectively a dominion can lead its own society. A dominion with low Government might have internal issues such as warring rebel factions or suffer from repeated disasters, be an impotent lackey-state that decides policy as required by its benefactor or possess a sustained lack of confidence in its leaders. Such a dominion will generally find providing more than rudimentary needs for its society difficult. High Government indicates a great capability to get things done, whether providing for society, enforcing laws, utilizing resources or dealing with neighboring dominions. The level of political intrigue and outright espionage does not exactly correspond to the Government rating, for large numbers of political stratagems can pull a dominion apart as much as they can hold it together.

STARTING ATTRIBUTES

Attributes are rolled with Abilities when dominions take actions and combined with Virtues to serve as a base difficulty for actions targeting the dominion. Each Attribute begins at one dot, and a dominion receives one additional dot to divide among its Attributes for each rank in Magnitude. These additional dots may never raise a dominion Attribute higher than 5 during dominion creation. In addition, dots may not be gained during an increase in Magnitude. Actions may increase an Attribute to no more than twice its base rating, but may never reduce an Attribute below 0.

Once the Attribute is selected, draw a vertical line to the right of each Attribute’s highest dot on the dominion sheet. This line should extend through the second row of Attribute dots. Because actions can cause Attributes to grow or shrink, the line indicates the point at which Attribute dots gained from actions cycle to the second row,

as well as indicating the maximum Attribute rating on the second row. Move the line only when base Attributes increase or decrease due to a change in Magnitude.

Example: Beau wants to create a Magnitude 4 city-state named Fury of the Bear located in the Northern Threshold. Every dominion starts with a Military 1, Culture 1 and Government 1, but she has four additional dots to spread among these Attributes. She decides her dominion is a Realm tributary that, beyond a lackluster militia, relies entirely upon the legions for its defense (Military +0). Its people are known throughout Creation for their elaborate artwork, consisting of beautiful abstract patterns and color combinations, and the Realm frequently imports Furian artisans because the Immaculate monks don't proclaim their aniconic murals, weavings, sculpture and carvings as blasphemous (Culture +3). Although the dominion is run mostly by hereditary families who pass more laws related to paint color than zoning regulations, its legislature is competent enough to enact nonaggression pacts with neighboring dominions (Government +1). Fury of the Bear's Attributes are now Military 1, Culture 4, Government 2. She draws a vertical line to the right of each Attribute's highest dot to indicate the Attribute's current maximum.

ABILITIES

Dominion Abilities are often rolled with a related Attribute when dominions take actions. Consider Abilities a dominion's resources, representing a cross section of the society's aptitudes, supplies, manpower and capability to use them to the dominion's advantage. The following 10 Abilities are used in the Mandate of Heaven.

Dominion Abilities	Specialties
Awareness	Blackmail Official, Foment Corruption, Superior Diplomats
Bureaucracy	Form Committee, Red Tape, Well-Placed Bribe
Craft	Intellectual Movement, Public Works, Rally Artisans
Integrity	Religious Edict, Secret Police, Tight-Knit Heritage
Investigation	Conduct Interviews, Due Diligence, Witch Hunt
Occult	Binding Agreement, Savant Academy, Supernatural Etiquette
Performance	Fool the Populace, Rousing Rhetoric, Sabre-Rattling
Presence	Imperious Demands, Organized Crime, Religious Conversions
Stealth	Agents Provocateurs, Calculated Assassination, Sabotage
War	Forcing an Engagement, Massive Cavalry Screen, Slash & Burn Tactics

Starting Ability points are determined by a dominion's Magnitude, as illustrated by the following table. Dominion Abilities begin at 0, and at no point can a dominion Ability be increased above 5 or the dominion's Magnitude, whichever is lower. Mark Abilities with solid dots.

Magnitude	Abilities
0	0
1	5
2	10
3	15
4	19
5	23
6	27
7	30
8	33
9	36

Example: Beau's Magnitude 4 dominion allows her 19 dots to distribute among Abilities. The dominion's Magnitude prevents her from increasing any Ability above 4. After Beau spends points, Fury of the Bear begins with Awareness 2, Bureaucracy 3, Craft 4, Integrity 2, Occult 1, Performance 3, Presence 2 and War 2.

SPECIALTIES

Dominion specialties represent specific talents to be found within a dominion's society. They provide bonuses to Abilities when the Storyteller deems the specialties relevant. Players looking to utilize dominion specialties can more easily do so by working them into stunt descriptions. **Specialties are never used during events.**

No more than three specialties may be purchased for any one Ability, though the same specialty may be selected up to three times. Specialties are purchased with bonus points provided during dominion creation, acquired during a reallocation of bonus points or received upon a Magnitude change.

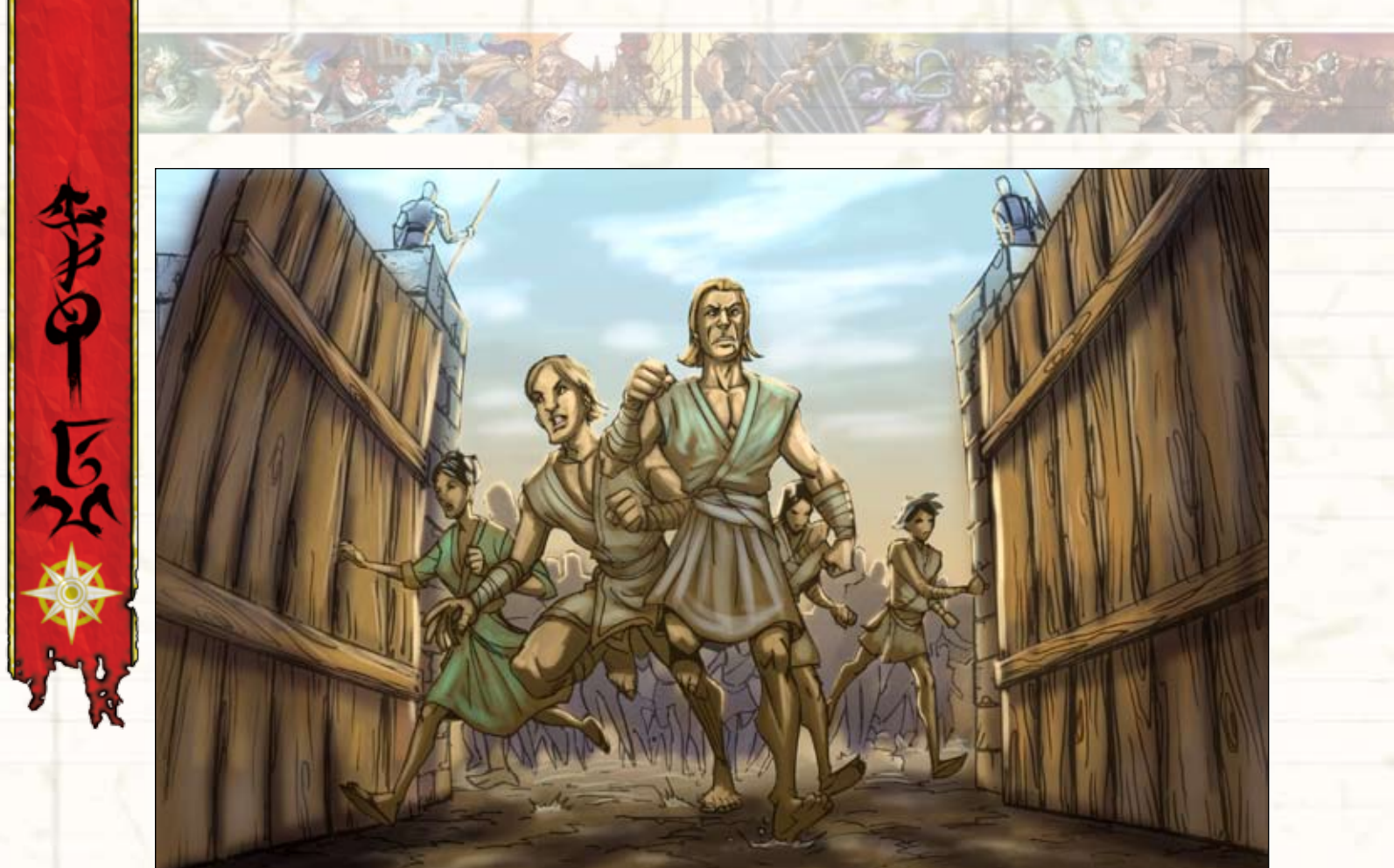
See the table above for suggested specialties. If the Storyteller allows, players may create their own, but they must follow some guidelines. Specialties can never be so general that they can be added to any Ability roll, and they cannot be named for specific dominion Traits or actions. As always, the Storyteller has the final say.

Example: Beau selects three specialties for Bureaucracy: Well-Placed Bribe +1 and Red Tape +2. If her Storyteller felt that either or both came into play during one of Fury of the Bear's long turns, Beau would receive the individual (or combined) bonuses listed for each.

VIRTUES

A dominion's Virtues summarize the attitudes of its society and are identical in name to character Virtues. Do-





minion Virtues measure what a society holds important and how strongly a dominion’s society will deliberate about an issue. High Virtues help resist external forces of change, but also make it harder for a dominion to alter its own makeup. Low Virtues allow easy internal change, but other dominions may take advantage as well.

A Virtue combined with an Attribute forms the difficulty a dominion must exceed with an (Attribute + Ability) roll. If a dominion does not meet an action’s Ability minimum, a Virtue can be rolled with an Attribute when a dominion takes an action, but doing so can increase the dominion’s Limit. See Step Two of “Dominion Conflict” below (p. 16).

Starting dominion Virtues begin at one dot apiece and receive additional dots depending upon Magnitude. There is no restriction as to how these Virtues may be spent. No Virtue can begin above five dots without special circumstances (see “Supernatural Dominions” below). Use the following table to determine the pool of starting Virtue points.

Magnitude	Virtue Dots
0-1	5
2-3	6
4-5	7
6-7	8
8-9	9

Example: Beau’s Magnitude 4 dominion receives seven dots of Virtues to distribute. Fury of the Bear begins with a starting Compassion 1, Conviction 1, Temperance 1 and Valor 1. Beau decides her city-state composed of skilled artisans is full of disparate passions and philosophies regarding the righteousness and justice of a society (Compassion +3), but the people generally lack the motivation to backup their beliefs with practice (Conviction +1). The society mostly believes there is no way to affect the disagreeable state of the world and doesn’t usually act on its radical notions, preferring to explain misfortune away as a necessary inevitability that could not have been averted (Temperance +3). However, the dominion frequently runs to the Realm for help when there is even a hint of bandits in the area (Valor +0). Fury of the Bear’s Virtues are now Compassion 4, Conviction 2, Temperance 4 and Valor 1.

VIRTUE FLAW

The highest of the dominion’s four Virtues gains a Virtue Flaw, which is distinctly different from that suffered by Exalts. Although dominions do not bear the stigma of the Great Curse, the defining Virtue of a society can be a mixed blessing. A Valorous society will have a much harder time accepting a ceasefire from an invading enemy, while a Compassionate society should find it difficult to turn away hordes of refugees fleeing from a beastman army. While it is not impossible for a nation to act in opposition of its Virtue, doing so can cause unrest and unhappiness.

Circle the associated Virtue to indicate which one bears the Flaw. If, for whatever reason, this Virtue is exceeded by



another, reassign the Flaw to the dominion's new highest Virtue. Otherwise, Flaws cannot change.

Replacing a minimum Ability with your Flawed Virtue or canceling an event that targets your Flawed Virtue causes you to roll the Virtue and increase Limit by the number of successes. However, allowing an event targeting your Flawed Virtue to occur allows you to roll the Virtue and *reduce* Limit by the number of successes.

Example: Fury of the Bear has a Compassion 4 and Temperance 4. Beau decides Furians are known more for their romantic ideals than for their stubbornness, sometimes allowing their zeal to get the better of them, enacting laws actually detrimental to their society (Compassion Virtue Flaw). Should Beau increase Temperance at a later point, Temperance will automatically become Fury of the Bear's Virtue Flaw.

LIMIT

A dominion's Limit is the stress its society undergoes as the dominion acts in opposition to its society's desires. To some degree, Limit measures a society's unrest and unhappiness. A dominion ending its turn with a Limit of 10 undergoes a Limit Break during the dominion's next turn. Limit Breaks are times of tumult that can easily result in riots, rebellion or even loss of Magnitude. When a dominion suffers a Limit Break, the player of an opposing dominion or the Storyteller directs the dominion along a path of self-destruction. The dominion's player has limited ability to counteract these actions, but it could easily be too little, too late.

However, a Limit Break can be incredibly cathartic for a society, immediately reducing the dominion's Limit to 0. The dominion gains temporary Willpower equal to the Flawed Virtue, even if doing so exceeds the Willpower total or causes temporary Willpower to rise above 10.

Dominions begin with a Limit equal to (Magnitude - lowest Virtue). Alternatively, a Storyteller may prefer to randomly assign Limit by rolling 1d10 and subtracting 3, to prevent a dominion from beginning on the edge of a Limit Break condition. In such case, treat negative results as 0 Limit.

Example: Fury of the Bear's Magnitude 4 and Valor 1 (its lowest Virtue) means the dominion begins with a Limit of 3. If Beau does not manage her dominion's Limit, 7 more points will provoke a Limit Break.

WILLPOWER

A dominion's Willpower epitomizes the society's capability to endure great hardship. Dominion Willpower also stands for the society's capacity to undergo fundamental changes to the society's makeup. Starting Willpower is equal to the dominion's two highest Virtues and can be increased with bonus points. Willpower does not increase if the Virtues change after play begins, and can never be increased above 10.

A dominion begins with points of temporary Willpower equal to the permanent Willpower rating. Temporary

Willpower is spent to activate actions with a Willpower requirement. Temporary Willpower can never be increased above its permanent Willpower rating unless as a direct result of a Limit Break. If a dominion does not have enough temporary Willpower to perform an action, the dominion cannot take that action. A dominion ending its turn with 0 temporary Willpower immediately gains 1 point of Limit, potentially provoking a Limit Break.

A dominion may spend 1 point of temporary Willpower for an automatic success on any roll at any time prior to the Storyteller describing the results. Dominions can force stable societies to enact rapid changes. The dominion channels temporary Willpower through one of the Virtues for a number of extra dice on the action roll equal to the Virtue rating. The dominion may do so as often as it wants, but the Limit cannot exceed the highest Virtue rating prior to spending Willpower. Channeling Willpower through Virtues adds Limit equal to half the Virtue rating (rounded up) or the full Flawed Virtue rating.

Example: Beau's dominion has a Compassion 4 and Temperance 4. Unless she increases these ranks with bonus points during dominion creation, Fury of the Bear will begin with Willpower 8.

BONUS POINTS

Dominions receive an allotment of bonus points during dominion creation equal to 5 per rank of Magnitude. If a dominion increases or decreases in Magnitude, the dominion's bonus point total changes accordingly. Bonus point dots are considered to be part of the Trait's permanent rating and do not allow a dominion Trait to exceed its maximum rating.

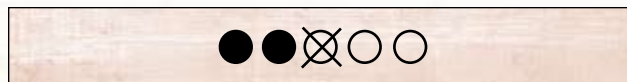
DOMINION BONUS POINTS	
Trait	Cost
Ability	4
Specialty	1
Virtue	7
Willpower	6

Unlike characters, dominions can reconstitute spent bonus points by taking actions that "remove" bonus point-increased Traits, freeing up bonus points to be concentrated elsewhere. Dominions should track *available* and *total bonus points* to determine what can be reused. Specialties can only be purchased with bonus points, which makes tracking them easy. Other Traits can be tracked by marking a large X through the dot. Bonus point dots are placed to the right of permanent Trait dots. Bonus points captured by other dominions recover slowly every turn.

Dominions may also gain *external bonus points* from various sources. A dominion may never have more than (Magnitude x 3) external bonus points, as, beyond a certain point, a dominion does not have the logistics to effectively

manage the resources. External bonus points are tracked separately from available bonus points. Circle any specialties purchased in this manner to indicate they use external bonus points. Other Traits can be tracked by marking a single slash — such as / — through the dot. Record external bonus point dots to the right of standard bonus point dots and permanent Trait dots. External bonus points that aren't spent degrade slowly every turn.

Example: At Magnitude 4, Beau has 20 bonus points with which to play. She spends 7 bonus points to increase her dominion's Conviction from 2 to 3. She marks her Conviction Trait like this:



She spent 3 bonus points for Bureaucracy specialties earlier and now decides to spend 4 points to increase Military from 1 to 2 and her remaining 6 points to increase her Willpower from 8 to 9. With everything spent, Beau is now ready to unleash Fury of the Bear upon her Exalted game.

DOMINION TYPES

There are three types of dominions, each with different levels of complexity.

PLAYER DOMINIONS

Player-directed dominions are the most important within your game and have the most options available. The players themselves are, with Storyteller guidance, directing a dominion. It is their piece of Creation for them to create, expand or destroy as they will. This can happen even if their characters are wanderers tooling around the area. (For dominions where characters call the shots, see below.)

When at all possible, players should create dominions in which they are invested. Players who direct a preexisting dominion work with the Storyteller to get a feel for its society, using this to justify the Trait ratings. The Storyteller provides the Magnitude rating and, in some cases, general restrictions such as “low Culture” or “must have a Valor of 4 or higher,” but players should ultimately decide upon the bulk of the dominion's Traits.

The Magnitude provides players with the starting Traits. Select the dominion's Attributes, Abilities, specialties, Virtues, Willpower and starting Limit. Spend bonus points as desired. Players must track the often-changing temporary Willpower, Limit and Ability modifiers. Keep track of any ongoing actions, such as diplomatic ties or backing. Players typically direct dominions beginning with Magnitude between 3 and 5.

Players may select one person to handle everything related to the Mandate of Heaven or come to a group consensus. If there are more players interested than there are actions available and each insists on personally directing an action, the fairest way is to rotate the order of players.

Whatever your group decides, make sure everybody involved feels they have a say.

When the dominion receives additional permanent dots to spend due to a Magnitude change, player dominions must first spend bonus points into that Trait as a dominion action. Once the bonus points are successfully spent, the dominion immediately converts the bonus point dot into a permanent dot and immediately returns the bonus points to the available pool. This subsequent conversion does not take an action to perform. Dominions that plan ahead may immediately convert any Trait with preexisting bonus points already spent. No single Trait may be raised more than one dot this way in a single turn.

RIVAL DOMINIONS

A rival dominion is any Storyteller-directed dominion that has the potential to directly affect player dominions, typically neighboring or regional dominions important to the story. These dominions are out for their own interests, which may or may not coincide with those of player dominions. While all rival dominions are not necessarily opponents to player dominions, each has the potential to become one.

Determine Magnitude to assign starting Traits. Distribute the dominion's Attributes, Abilities, Virtues, Willpower and starting Limit. Rival dominions track temporary Willpower, Limit and Ability modifiers. Note long-term actions, such as diplomatic ties or backing. Rival dominions directly opposing player dominions should track bonus points, while rival dominions not yet engaged with player dominions do not need to do so (unless the Storyteller can handle the additional bookkeeping). As soon as the rival dominion begins to directly oppose a player dominion, the Storyteller immediately spends all bonus points as desired prior to any dominion actions taking place. However, the rival dominions can never purchase specialties with bonus points and may never use stunts.

Rival dominions increase Traits when their Magnitudes increase or with actions that allow them to spend bonus points. They gain bonus points during Magnitude increases.

BACKGROUND DOMINIONS

The simplest form of dominions are those that the Storyteller tracks to determine long-term changes to an area and develop narrative direction. These are simple thumbnails intended for a few quick rolls of the dice to direct the course of background events, never interacting with a player's dominion in any capacity. Background dominions can provide backing to rival dominions. Background dominions select Magnitude and distribute Attributes, Abilities and Virtues. Bonus points (and, therefore, specialties) are not used. Background dominions are generally best suited for year-long or decade-long ticks, with the outcome of these dominions' interactions unfolding over the course of the time period.

Background dominions increase Traits when their Magnitudes increase. Background dominions simply add

dots as they become available. Background dominions do not gain bonus points during Magnitude increases and may never use stunts.

CHARACTERS RUNNING DOMINIONS

Although players choose which actions a dominion will take, characters with appropriate qualifications have the capability to direct actions. *The Assiduous Maxims* refer to *savants* and *sorcerers* as those who pluck the zither strings of society, and the Mandate of Heaven allows such characters greater control over their dominions.

Savants tangentially affect a dominion's direction and often do so behind the scenes. Unless blatantly attempting to influence the dominion, only fellow savants and sorcerers paying attention to the political structure recognize savants for what they are. Savants possess a minimum of 8 in *any two* Backgrounds. A savant may replace her dominion's Ability with her own for one action per turn. The character's Ability must meet Ability minimums even if the dominion's Ability does not. Doing so adds 2 to the action difficulty, but the savant may stunt the action. A savant may also use Excellency Charms if she possesses them.

SUPERNATURAL DOMINIONS

Any dominion type can be considered supernatural if a two-thirds majority of its society isn't human, excluding personality-sapped slaves of the raksha, automata and the like. All types of Exalted, God- and other "-Blooded" varieties, beastmen and mortals are human or near-human. Dragon Kings, Mountain Folk and undead are considered mostly supernatural. Fair Folk, spirits and elementals are fully supernatural. If there is question as to the makeup of the society, it is always the Storyteller's call.

The society determines bonus Virtue dots as well as the maximum Virtue rank during dominion creation. For example, a Magnitude 1 spirit dominion would begin play with seven dots to add to Virtues and can increase Virtues no higher than seven ranks.

Society	Starting Virtues	Max Virtue Rating
Human/Near-Human	+0	5
Mostly Supernatural	+1	6
Supernatural	+2	7



Sorcerers openly affect a dominion's direction. Anyone who actively follows a dominion's current political structure recognizes a sorcerer for what he is. Sorcerers have a combined total of 11 in *three or fewer* of the Allies, Backing, Followers, Influence and Resources Backgrounds. (The Cult Background applies in dominions that share the same religion as that of the sorcerer.) A sorcerer may replace a dominion's Ability with his own as a savant can, but may do so for two actions per turn at +0 difficulty. A sorcerer may also Excellency Charms or Charms with the Mandate keyword if he possesses them.

It is strongly recommended that only the players' characters have the capability to become savants and sorcerers. If used, Storyteller savants and sorcerers should not be able to perform stunts. There should be no more than one Storyteller character per player savant and sorcerer, and the Storyteller should have no more than one per dominion. Storytellers often begin with higher Magnitude dominions opposing player dominions, so limiting this resource helps provide balance. Storytellers who ignore this should be very careful not to marginalize player dominions with overwhelming opposition.

LEGITIMACY

Sorcerers may seek to gain *legitimacy* by attaining rank within a dominion's power structure. While anyone can give themselves a title, a legitimate sorcerer actually commands the fear and respect of the dominion's society. Legitimate sorcerers are known by anyone with passing familiarity of the dominion and its politics. While not necessarily the dominion's leader, a legitimate sorcerer has great influence upon the direction of the dominion.

A legitimate sorcerer may also do each of the following once per turn:

- Replace a dominion's Virtue with his Virtue for one action. This alters the difficulty of any action targeting your dominion, including events or your own actions. This is considered reflexive and may be done after a dominion declares the action but before the action is rolled. If the target Virtue is the dominion's Flawed Virtue, increase Limit by 1.
- Spend his Willpower instead of the dominion's Willpower on any dominion action. This is considered reflexive.
- Reduce Limit by 1 for every 10 Essence spent (or 1 Limit per 2 Willpower for characters incapable of spending Essence). Doing this takes one dominion action.

Only one legitimate sorcerer may exist per dominion at any one time, and gaining legitimacy is very difficult. ([The highest Social Attribute] + [character Virtue matching dominion's Flawed Virtue]) of all contenders must be rolled against a difficulty of (the dominion's Magnitude + Willpower). The contender who exceeds the difficulty by the most successes gains legitimacy for this turn. If

any contender ties for highest number of successes, the character with the most favorable difficulty modifier wins. Should that number be the same, neither can prove legitimacy and the character with the next highest number of successes gains it. If none succeed, nobody has legitimacy this turn.

The following modifiers can alter the difficulty:

MODIFIER	DIFFICULTY
Character . . . *	
Is new to dominion this turn	+1
Has spent 5+ turns in dominion	-1
Has spent 10+ turns in dominion	-2
Has lived entire life in dominion	-3
Character is a . . . *	
Solar/Abyssal	-4
Lunar/Sidereal/Raksha	-3
Dragon-Blood/Spirit	-2
God-Blood/Heroic Mortal	-1
Character possesses . . . **	
Accords or Assiduous Maxims	-1
Backgrounds of ●●●●+	
known by society	-1 (each)
Character's Charms include . . . **	
Any social Excellency	-1
8+ social Charms	-1
Any social Charm with Essence	
minimum of 3+	-1
Any combat Charm with Essence	
minimum of 3+	-1
Dominion . . . **	
Underwent a Limit Break last turn	-2
Underwent a Limit Break two to	
five turns ago	-1
Changed Magnitude last turn	-1
Possesses any Limit	+(Limit/2)
	(round up)
* Select one.	
** Select each one that applies.	

These modifiers may be altered depending on the dominion. For example, in the Realm, a Dragon-Blood might have a -3 difficulty modifier while all other Exalt types have a +3, due to society's inclination to view other Exalted as demons.

WHO'S IN CHARGE?

Cooperative savants and sorcerers can coordinate the direction of actions, but characters at odds in the same dominion may occasionally attempt to direct the same action. In such cases, legitimate sorcerers trump sorcerers and sorcerers trump savants. If multiple characters of the same rank are able and desire to direct the next action, the player of each

character rolls a legitimacy check. The character with the highest number of successes (or the closest to the difficulty if below) takes the action.

MANDATE OF HEAVEN CHARMS

The following Solar Charms from the **Exalted** core-book are appropriate for use with the Mandate of Heaven and should be assumed to possess the Mandate keyword as described in these rules. This and future supplements will include the Mandate keyword to point out which Charms are usable to aid in dominion actions.

Bureau-Rectifying Method: This Charm supplements an organizational effort that the Solar leads — a dominion action taken by a bureaucratic, mercantile or governmental organization. For example, the Solar could lead a dominion's effort to build a network of roads, reducing the penalties imposed by bandits, uncleared wilderness and reluctant labor.

Immanent Solar Glory: Each hour spent inspiring the people or performing administrative tasks allows the Solar to recover motes equal to the dominion Magnitude.

Infinite Wisdom Well: See below.

Insightful Buyer Technique: This Charm may also supplement a dominion action to buy, sell or trade something wisely.

Taboo Inflicting Diatribe: A character can use this Charm as a dominion action, in which case her player may roll the Solar's (Charisma or Manipulation + Socialize) instead of a dominion dice pool for appropriate actions. The character must pay the cost for this Charm and any other Charms Comboed with it at the beginning of her next played-out scene.

Wise-Eyed Courtier Method: A character can use this Charm as a dominion action. This uses the same rules as for Taboo Inflicting Diatribe.

Wyld-Shaping Technique: To forge a stable society from chaos, the Solar must first create and populate the land. She may then spend this Charm's successes to buy dominion Traits (see p. 7) on a one-for-one basis. She cannot use Wyld-Shaping Technique to increase the dominion's Traits beyond the maximum for its Magnitude.

Also of use is the Solar Circle spell Benediction of Archgenesis, as it increases the Culture of any dominions in the region of its effect by one dot and increases the typical Compassion of extras from that region by one dot.

CHARM GUIDELINES

Savants and sorcerers can use Excellencies to enhance their chances of success when guiding a dominion's actions. Sorcerers can also use Charms with the Mandate keyword. Savants and sorcerers add (dominion Attribute + character

Ability) to determine the size of the dice pool before adding Charm dice. The pool size follows standard Charm limitations for the character's Exalted type. Solar Exalted can no more than double the pool of (dominion Attribute + character Ability).

Characters with non-Solar Attribute-based Charms can only double the dominion's Attribute. Social, Mental and Physical Attribute-based Charms correspond to Culture, Government and Military, respectively. A player of a character with Virtue-based Charms can add up to the character's Virtue to the (Attribute + Ability) roll, but this increases the action's Limit cost by 1. Regardless of the Charm bonus, the dominion's Trait is always used for purposes of action minimums and dice pools.

Savants and sorcerers regain 5 motes of Essence after each of their dominion's events and regain Essence during actions with stunts. Savants and sorcerers can regain Willpower through two- or three-die stunts, and both regain 1 point of temporary Willpower whenever the dominion regains Willpower. Characters next begin play with the Essence and temporary Willpower totals acquired during Mandate of Heaven play.

INFINITE WISDOM WELL

Cost: 1 Limit, 1 Willpower; **Mins:** Lore 5, Essence 1;

Type: Simple (Dominion Action)

Keywords: Combo-OK, Mandate

Duration: Instant


Prerequisite Charms: Any Lore Excellency

The savants of the Sun understand the rise and fall of empire. This Charm is a dominion action (see p. 17) to install spies in a target kingdom. This Charm uses the normal rules, but the character's understanding of historical imperatives reduces the action's Limit cost and allows her to gain superior insight from the spies' reports — the difficulty reduction from the installation of spies lasts for five dominion actions rather than three. The Exalt must pay 10 motes to fuel this Charm at the beginning of her next played-out scene.

STUNTS

Savants and sorcerers can increase their chances of success by performing stunts. To do so, players describe how the dominion goes about the action or their characters' involvement in seeing it through, and the Storyteller determines whether it counts as a stunt. Note that this is available *only* to savants and sorcerers whose characters are directing an action, not to standard dominion actions.

Use the standard stunt rules (see **Exalted**, p. 123) to determine whether a dominion can add one, two or three dice. The character performing the stunt regains Essence and Willpower as normal depending on the stunt's outcome.



A stunt does not allow a dominion to perform actions if the dominion does not initially meet the minimums or allow the dominion to target dominions of Magnitude higher than normally allowed. The same failure insurance of stunts applies here, meaning that a character directing the action will not be unduly penalized no matter how poorly the dominion fares in its action. Characters cannot be “killed offscreen” through stunt failure.

PLOT GENERATION

At the discretion of the players and Storyteller, any character performing a stunt can, once per turn, spend 30 motes of Essence and 3 Willpower to turn the stunt into an **Exalted** session. (Characters incapable of Essence expenditure may spend 5 Willpower instead.) The character will next begin play with the reduced Essence and Willpower ratings unless they are recovered over the course of Mandate of Heaven play.

The characters should play through a scene or a session determined by the stunt itself. The Storyteller may improvise on the spot or take the suggested idea and expand it for the next **Exalted** session. While the session might not be exactly what the player had in mind, it should tie into the stunt in some manner.

Meeting the goal indicates that the characters accomplish the action. Roll (dominion Attribute + character Ability) as normal and add one automatic success per stunt die awarded. Even if the roll fails, the characters’ successful efforts adjust the failed roll up to the minimum difficulty required for success.

Characters failing to meet the goal does not necessarily mean the action fails. As long as the characters did not catastrophically botch the session, the dominion itself still gets a chance to roll without the benefits of the stunt bonus or a character directing the action. Success indicates the dominion as a whole was able to accomplish the action through more conventional means despite the characters’ personal failure.

It is possible to run an entire series using this form of plot generation. This lets the players actively determine the course of the series while providing their Storyteller with a framework for the kinds of sessions they want to get out of the game. One session per turn is the standard, but you may change that to fit the pace of your group.

KEEPING TRACK OF IT ALL

Mandate of Heaven requires a small amount of book-keeping in order to work, but much less than that required for characters. Use a blank dominion sheet (see p. 32) or create your own to keep track of the numbers. You can use beads or coins to track Limit and Willpower as you would motes of Essence.

OPTION: COMPETENT DOMINIONS

By default, Mandate of Heaven dominions are “fresh” — for example, none begin with diplomatic ties or temporary Attribute bonuses. To better simulate the feeling of dominions in motion, rival and player dominions can take a number of actions prior to the start of play. Each dominion may take $([\text{Government} + \text{Temperance}] \div 2)$ actions (rounded up). Do not roll Initiative or include events. If there are no savants or sorcerers at the start of play, the Storyteller should direct these free turns for player dominions. New rival or player dominions introduced into an ongoing Mandate of Heaven game should also receive these free actions before entering play.

Dominions with three or fewer actions must take Constructive actions. Dominions with four or more actions may use Constructive or Diplomatic actions, but they are limited to positive actions (such as forming trade rights or alliances). If any free action would increase the Limit of any dominion to 10 or above, your dominion cannot take that action. It is not possible to alter Magnitude with free actions.

DOMINION CONFLICT

Whether through social interaction, diplomacy or force of arms, dominions inevitably come into conflict with each other.

TURN LENGTH

The Storyteller determines the length of the turn before play. Season-long turns last for three months, and Creation’s 15-month year means there are five seasons per year. Season-long turns are the default style of play. Year-long turns provide an extended interlude usable by Storytellers and players less concerned with month-by-month events. The largest unit of time is a decade-long turn. This is generally used by the Storyteller to quickly develop lengthy periods of background for dominions and to elaborate upon their interactions. Players interested in incredibly extended periods of downtime, perhaps in connection with long-term experience awards (see **Exalted**, p. 275), can also benefit from decade-long turns.

Turn length affects the difficulty of all actions. For example, if the difficulty of an action was 5 during a month-long tick, it would be reduced to a 2 during a decade-long tick. The modified action difficulty can never, under any circumstance, be reduced below 1.

Dominions taking actions that affect other nations are restricted by the opposing dominion’s Magnitude. There is only so much a dominion can affect in a short period, while, over the course of time, a dominion can have a much greater

affect upon its neighbors. A dominion looking to affect an opponent with a Magnitude rating exceeding this threshold must instead affect a smaller part of the whole.

Type	Action Difficulty*	Opponent Magnitude**
Season	+0	+1
Year	-1	+2
Decade	-3	+3

* Applies for all actions taken by all dominions. The action difficulty can never be reduced below 1.
 ** Add this number to your dominion's Magnitude to determine the largest opposing dominion you can directly affect with dominion actions.

Example: During a season-long turn, Gem (Magnitude 4) could only affect Magnitude 5 dominions, but during a decade-long turn, Gem could affect dominions up to Magnitude 7. In a season-long turn, Gem can't directly affect the Realm (Magnitude 7), but can oppose the Lap (Magnitude 4), a tributary state with Realm backing. During a decade-long turn, Gem could attempt to directly affect the Realm — assuming the Realm did not crush Gem for its insolence.

STEP ONE: ROLL INITIATIVE

The players of all dominions roll (Government + Temperance) at the beginning of play to determine the *initiative* order. The Storyteller records the number of successes and ranks the dominions from most successes to least. In the event of a tie, the dominion with the highest Temperance among the tied dominions goes first. If there is still a tie, the players of the affected dominions should reroll until they can determine the order among themselves.

Example: Beau rolls four successes for Fury of the Bear. The Storyteller rolls two successes for the rival dominion of Western Motalev and four successes for the rival dominion of Twelve Corners. Because Fury of the Bear and Twelve Corners tied, Beau and the Storyteller check to see which dominion has the higher Temperance. Fury of the Bear's Temperance is 4, beating Twelve Corners' Temperance of 2. Beau's Fury of the Bear acts first, Twelve Corners acts second, and Western Motalev acts third during this turn.

STEP TWO: DOMINION ACTIONS

A dominion takes a number of actions on its turn equal to its Magnitude. The Magnitude also determines the number of events per turn.

Select an action you want the dominion to perform, and make sure it can pay the action cost. If the dominion cannot pay the cost, the dominion cannot perform the action. Next, check to see that the dominion meets the Attribute and Ability minimums, if any. Attributes use their current rating (not their base rating) when calculating minimums,

Magnitude	Events
0	0
1-3	1
4-6	2
7-9	3

and specialties do not count toward Ability minimums. **Actions lasting for multiple turns are not canceled if the dominion's Attribute or Ability is subsequently reduced below the action's minimums.**

If the action requires a roll, check for any modifiers that may apply to the action (see p. 20), and then roll (dominion Attribute + Ability + modifiers). The difficulty is (the target dominion's Attribute + Virtue + modifiers), as determined by the action. **The target dominion adds these numbers together and does not roll them.** A dominion defaults to Mouse Calms the Nest Pacification if its player cannot decide which action to select.

If the dominion has enough actions remaining, it may take up to three actions, but must then move to Step Three to select an event. If any unused actions remain at the end of Step Three, the dominion returns to Step Two and takes them after the event occurs. Step Two and Step Three repeat in this manner until no actions or events remain. Events cycle in this manner so dominions with greater Magnitude have a greater chance to react to the events during a turn.

Savants and sorcerers may supercede an action to use Charms and stunts. Savants may replace dominion Abilities with their own, if the character's Ability is higher. Sorcerers may replace dominion Abilities with their own even if the dominion's Ability is higher than the character's Ability.

Example: Fury of the Bear is Magnitude 4. The dominion takes four actions and undergoes two events per turn. Beau takes three actions before Fury of the Bear proceeds to Step Three and undergoes the dominion's first event. She returns to Step Two and takes the fourth action, then returns to Step Three for the second event.

STEP THREE: CHOOSE EVENTS

Dominions simulate strife and internal disorder with events. Any dominion beginning Step Three with a Limit of 1 or greater must undergo an event, and any dominion completing this step with a Limit of 10 automatically undergoes a Limit Break during the dominion's next full turn. The player who acted before you selects an event for your dominion, as long as the event does not cost any Willpower. (The player of the last dominion in the turn selects the first dominion's events.) No player may select his own events. If a player (such as the Storyteller) controls multiple dominions, the events are selected by the previous players on the list.

The person selecting your events does so without looking at your dominion Traits. Once the events are selected,



check to see if your dominion meets the action's (Attribute + Ability) minimums. If not, the event does not occur. **Events are never directed by characters.** This means that Charms and stunts cannot be used for events.

HEY, STOP LOOKING AT MY SHEET!

Keeping other players guessing as to whether an event occurs is not intended to cause fights among players. If there is any question regarding a dominion's current Trait minimums, the Storyteller may check to confirm the event is not possible. Should anybody find this unacceptable, allow everybody to look openly at dominion Traits prior to selecting events, and ignore the additional benefits provided by spies.

If the event meets the minimums, the dominion's player has two options. Spending 2 Limit on the spot cancels the event before it occurs. If the defending Virtue also bears the dominion's Virtue Flaw, roll the Virtue and increase Limit by (1 + the number of successes). This represents

the dominion containing the event's effects, but at great distress to the dominion's society. Alternatively, the player can allow the event to occur, and doing so reduces the dominion's Limit by 1. If the defending Virtue bears the dominion's Virtue Flaw, roll the Virtue and reduce Limit by that amount. Though often detrimental in the long run, events that are allowed to occur can appease a society by following the natural order of things. **The Limit reduction does not apply if the selected event could not meet Attribute or Ability minimums.** Players who plan ahead and have actions to spare can choose Dragon's Open-Eyed Slumber Technique to cancel the next event.

Should the event proceed, roll (dominion Attribute + Ability + modifiers). Because events happen in spite of a dominion's leadership rather than because of it, the -2 difficulty modifier for targeting your own dominion does not apply.

If you have any actions remaining after the event, return to Step Two. Otherwise, the next dominion in the turn order begins Step Two. Once all dominions act, each proceeds to Step Four.



Example: After taking Fury of the Bear's three actions during Step Two, Beau begins her first event during Step Three. Because she acts first in the turn, there is no previous player, so the dominion that will act last selects her event. Her Storyteller controls Western Motalev, the last dominion in the turn order, and he selects Mouse Burns the Grain for Fury of the Bear. This event requires a dominion to have Culture 1 and Investigation 1. Fury of the Bear currently has no ranks in Investigation so the event does not happen. Because no event actually occurred, Fury of the Bear does not have the option to reduce its Limit by 1.

Beau returns to Step Two and resolves her fourth and final action before returning to Step Three for her second event. This time, her Storyteller selects Mouse Gnaws Bear Reduction. Checking the minimums, Beau sees that she exceeds them by far. She will need to roll (Culture 4 + Performance 3) against (her dominion's Military 1 + Valor 1), and if she meets the difficulty of 2, her Military will be reduced from 1 to 0. She decides to spend 2 Limit on the spot to cancel the event before rolling.

During Twelve Corners' turn, Beau is the previous player, so she will select its events. However, on Western Motalev's turn, the previous dominion to act is Twelve Corners, directed by the Storyteller. Because no player may select her own events, Beau also selects Western Motalev's events.

STEP FOUR: RECOVERY

Once all dominions complete their actions, the dominions have the chance to recover. All dominions automatically reduce Limit by 1, except for those about to undergo a Limit Break. Each dominion also has the chance to regain 1 point of temporary Willpower if it is currently less than the total Willpower. Roll the dominion's highest Virtue with the difficulty equal to current temporary Willpower. If the roll succeeds, increase the dominion's temporary Willpower by 1. This noticeably favors dominions that have spent a lot of temporary Willpower. Savants and sorcerers regain Essence and Willpower as explained above (see p. 15).

Some actions and modifiers end after a certain number of turns. Reduce all durations by 1. If the duration is reduced to 0, it expires.

Reduce unspent external bonus points by 2. Total bonus points reduced through raids return at a rate of 3 per turn. This is a natural economic recovery over time and is not "transferred" from the raiding dominion.

Example: Both Beau and her Storyteller reduce their dominions' Limit by 1. Twelve Corners' and Western Motalev's temporary Willpower ratings are at maximum, but Fury of the Bear is down to 6 out of 8. Beau rolls her highest Virtue (four dice) against a difficulty of 6 and receives a 5, 7, 0 and 0 — five successes, one shy of the target. Had she rolled one more success, Fury of the Bear would have increased its temporary Willpower by 1 this turn. When Step Four finishes, the turn ends.

LIMIT BREAKS

When a dominion undergoes a Limit Break, the dominion endures a fundamental breakdown of its society. This could

... BUT CAN I BLOW UP CITIES?

The Mandate of Heaven offers a look at the slow course of history and the interactions between dominions that can last generations. So, can the Storyteller or the characters blow up Gem during standard Exalted play without first taking the correct combination of dominion actions?

Of course! If the explosion happens in play, Gem becomes a smoking crater. The dominion won't exist as a Mandate of Heaven participant unless the Storyteller wants squatters to move into the area and form a Magnitude 0 or 1 dominion in its ruins. While it is certainly possible to get the same result through dominion actions, *actual play always trumps this system.*

The Storyteller is the ultimate arbiter of how such events affect Mandate of Heaven statistics. Generally, the easiest way to handle massive "onscreen" changes to a dominion is a complete redesign with a different starting Magnitude. Storytellers should take great care when applying this advice to player dominions.

be represented by a particularly brutal famine, insurgent fighting, severe political scandals, a sudden and unplanned change of leadership, a nearby supernatural menace, natural disasters or worse. A dominion's populace recalling the rough times usually thinks of the Limit Breaks.

A Limit Break is confirmed when a dominion completes an event with a Limit of 10. Once the Limit Break is confirmed, Limit is fixed at 10 until the Limit Break ends. Until then, ignore Limit cost for actions, and ignore all changes to Limit until after the Limit Break ends.

During the next full turn, the dominion undergoes events in place of its actions, and takes action when the dominion would normally endure events. As with any event, the opposing player is restricted to actions that cost no Willpower. The dominion's player can perform any action available, as usual. After this turn, the Limit Break ends.

Dominions can only lose Magnitude during a Limit Break. If a dominion attempts to increase in Magnitude and confirms a Limit Break during the subsequent turn, the dominion immediately returns to its previous Magnitude. The dominion cannot attempt to increase Magnitude again until at least one full turn after the Limit Break ends.

Thankfully, the bad times are usually followed by a cathartic recovery. After a Limit Break, the dominion's Limit drops to 0, and the dominion regains a number of temporary Willpower equal to its highest Virtue. Temporary Willpower regained this way can exceed the maximum Willpower or the total number of Willpower boxes.

Example: A few turns later, Fury of the Bear ends its first event with a Limit of 10. Beau finishes up this turn as usual,



although Limit is now fixed at 10 and she can ignore Limit costs for all actions. She does what she can to prepare for the next turn, when *Fury of the Bear* undergoes four events and takes two actions. This means her Storyteller selects three events, followed by Beau taking her first action. He then chooses the fourth event, which is followed by her second action. However, Beau still does not need to worry about Limit cost for any event or action. During Step Four of this turn, she reduces her Limit to 0 and increases her temporary Willpower of 6 by 4, *Fury of the Bear*'s highest Virtue. She now has 10 temporary Willpower even though *Fury of the Bear*'s permanent Willpower is 8.

EXTENDED DOWNTIMES

Storytellers have the option of running extended downtimes between series. Turns that occur in blocks of five or fewer work best for extended downtime. Season-long turns are best used when there is around one year of downtime, year-long turns work better with about five years of downtime and decade-long turns are best with roughly 50 years of downtime. It is possible to go beyond this if desired, but much can happen over the span of five turns.

You may "mix-and-match" different types of turns if downtime does not last for a nice round number of decades, years and seasons. Always start with greater turn lengths before dealing with the lesser. If you don't care to get so exact, you can round up any period of time to the next largest turn length.

Example: Beau's Storyteller advances the story by 55 years and nine months between series. They can play out five decade-long turns, five year-long turns and three season-long turns before downtime ends. If this is too involved, they can just play out six decade-long turns before resuming play.

DOMINION ACTIONS

The *Harmonious Triptych Accords* recount many techniques by which rulers syncretize order from chaos to form dominion. The most extensively noted techniques are compiled here in the form of dominion actions that describe the methods, effects and perils of statecraft.

Actions may be performed by any dominion that meets the minimum requirements. Each action contains the following information:

Cost: Increase the acting dominion's Limit by the listed amount, and if required, mark off temporary Willpower boxes by the listed amount.

Label	Cost	Example
# lim	Limit	(3 lim for 3 Limit)
# wp	Willpower	(1wp for 1 temporary Willpower)
# wp (c)	committed Willpower	(2wp (c) to commit 2 temporary Willpower)

DIFFICULTY MODIFIERS

ALL ACTIONS	DIFFICULTY*
Turn Length	
Season	+0
Year	-1
Decade	-3
Majority of your subjects are . . .	
Human/Near-Human	+0
Somewhat Supernatural	+1
Highly Supernatural/Alien	+2
Character's Political Status is . . .	
Savant	+2
Sorcerer	+0

* Applies for all actions taken by all dominions. Difficulty can never be reduced below 1.

EXTERNAL ACTIONS	DIFFICULTY
Target dominion is . . . *	
Currently backing you	+2
Supernatural non-ally	+1
Human/near-human non-ally	+0
Ally/backed by you	-1
Your dominion	-2

Target Dominion's defenses include . . . **

Infiltration by your spies	-1 to -3
Supernatural defenses	+1 to +3
Supernatural alliance with non-allied dominion	+2

* Select one.

** These are cumulative. Do not apply the modifier more than once per condition.

If the dominion cannot meet the Willpower requirements or the Limit would exceed 10, the dominion cannot perform the action. Mark off boxes of temporary Willpower with a single slash. Willpower (but not Limit) can be committed, in which case you should mark off the temporary Willpower with an X. Committed Willpower cannot be regained until the action duration runs out or its effects otherwise cease to exist.

Mins: The dominion must possess at least this rank in the Attribute and Ability when selecting actions, or the dominion cannot perform the action. However, if the dominion meets Attribute requirements, it can replace a required Ability with a Virtue as long as the Virtue exceeds the Ability requirement by 1 or more. Doing so adds 1 Willpower to the action cost. The extra Willpower is committed as well if the action requires it. Increase the Limit by 1 if the Virtue rolled matches the acting dominion's Virtue Flaw. The dominion may not do this as part of an event.

Dif: The base difficulty of most actions is always (the target dominion's Attribute + Virtue + modifiers). Some actions do not have a target difficulty but must meet other conditions to be selected. For any action with no listed difficulty, refer to the action description for details.

Keywords: The list of keyword qualities possessed by the action. These rules use the following keywords to describe qualities of an action.

Ally: This action can only be used with an allied dominion.

At Peace: This action can only be performed if you are currently at peace with the target dominion.

At War: This action can only be performed if you are currently at war with the target dominion.

Binding: If you break this treaty, your dominion will suffer repercussions for a period of time.

Espionage: This action may only be performed if you currently have spies installed in the target dominion.

External: The dominion targets another dominion with this action.

Internal: The dominion targets itself with this action. Use (the dominion's own Attribute + Virtue + modifiers total) as the difficulty.

Non-Ally: This action cannot be used with an allied dominion.

Activation: The activation time determines how often a dominion can perform an action. *Instant* actions can be performed as often as needed. *Season*, *Year* and *Decade* actions can only be **successfully** performed once per time period indicated. Unless otherwise noted in the action description, a dominion that fails an action may retry as often as the dominion has actions remaining. If the turn length is greater than the action's activation time, the action behaves as an *Instant*.

Example: During year-long turns, an action with a season-long activation time functions as an Instant and may be performed as often per turn as needed. Actions with a year-long activation time may only be successfully performed once per turn, and decade-long activation times may be successfully performed once every 10 turns.

Duration: The number of turns that the action lasts. Write this number in the space next to the Trait or diplomatic action. During Step Four, all durations are reduced by 1. Any durations reduced to 0 expire and do not exist at the beginning of the next turn. An action performed again before a duration expires resets the duration to its original number.

Traits with (d) after the turns degrade over time. When the duration reaches 0, reduce the Trait rating by 1. If the Trait still has dots, reset the duration. See "Attribute Degradation" below for a special case.

To simplify bookkeeping, the duration is in turns rather than tied to the activation time. An action that lasts three season-long turns will also last three decade-long turns or two year-long and one season-long turns.

CONSTRUCTIVE ACTIONS

Constructive actions involve dominions attempting to improve themselves or to fix internal problems.

TARGETING YOURSELF

Targeting your own dominion with an internal action is always at -2 difficulty. This does not apply to events, which simply happen to your dominion.

BEAR STARTLES MOUSE APPROPRIATION

Cost: 1 lim; **Mins:** Military 1, Presence 2; **Dif:** Culture + Temperance

Keywords: Internal

Activation: Season **Duration:** 3 turns (d)

The dominion seeks to expand its troop capacity, improve equipment quality, build fixed defenses or otherwise improve its Military Attribute.

Roll (Military + Presence) against your dominion's (Culture + Temperance). Success increases the Military rating by 1. Your Military rating can never be higher than double the base rating.

TIGER CONFOUNDS BEAR LEGISLATION

Cost: 1 lim; **Mins:** Government 1, Bureaucracy 2; **Dif:** Military + Compassion

Keywords: Internal

Activation: Season **Duration:** 3 turns (d)

Increasing the efficiency and efficacy of a dominion's civil leadership can come by many means, but the result is an increased Government Attribute.

Roll (Government + Bureaucracy) against your dominion's (Military + Compassion). Success increases the Government rating by 1. Your Government rating can never be higher than double the base rating.

MOUSE DEFIES TIGER ACCULTURATION

Cost: 1 lim; **Mins:** Culture 1, Craft 2; **Dif:** Government + Compassion

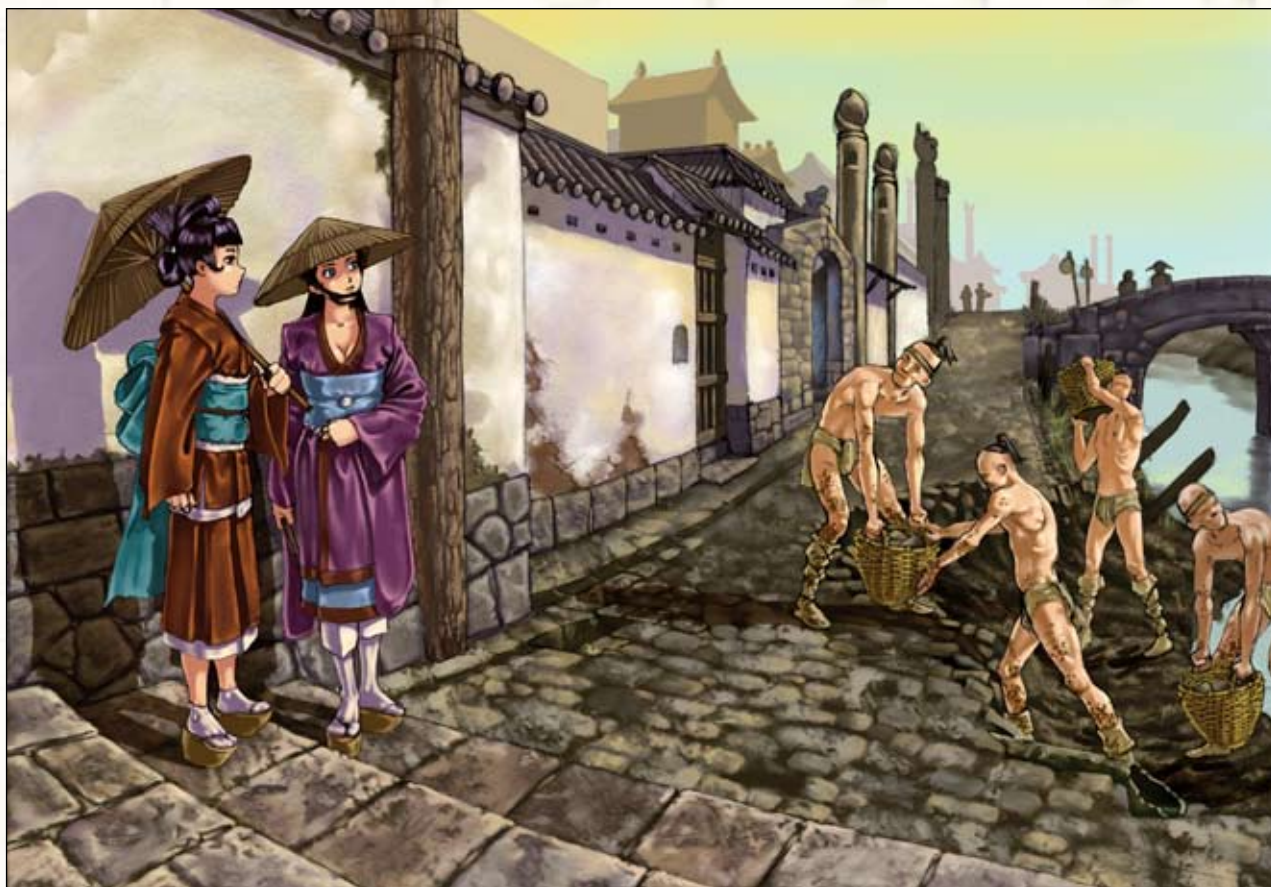
Keywords: Internal

Activation: Season **Duration:** 3 turns (d)

Civic improvements, religious movements, artistic sophistication and many other refinements augment a dominion's Culture Attribute.

Roll (Culture + Craft) against your dominion's (Government + Compassion). Success increases the Culture rating by 1. Your Culture rating can never be higher than double the base rating.





ATTRIBUTE DEGRADATION

Attributes above the base rating degrade over time. Reduce an Attribute by 1 if there are any dots above the base rating when the action expires. If the Attribute still exceeds the base rating, reset the duration. An Attribute reduced to the base rating or below (due to events, conquest actions or any reason), immediately sets the duration to 0 and does not further reduce the Attribute. You can maintain Attributes with Dragon Tends Its Claws Preservation.

Changes to an Attribute's base rating can affect dots above the base. If the base rating decreases, dots in excess of double the new rating are immediately lost, and the duration resets to 3. Base rating increases do not affect excess Attribute dots.

Example: Fury of the Bear's base Government rating is 4, and the dominion currently has a Government rating of 6. In Step Four at the end of Beau's third turn, the duration reaches 0. Because her Government rating exceeds its base rating, she reduces Government by 1 and resets the duration to 3. Fury of the Bear now has a Government rating of 5 for three more turns. Had she used Dragon Tends Its Claws Preservation before Step Four of this turn, she would have reset the Government duration to 4 and would still have a Government rating of 6.

DRAGON TENDS ITS CLAWS PRESERVATION

Cost: 1 lim; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Instant **Duration:** 4

The hard-fought improvements to a dominion can be easily maintained, if its society has the forethought to do so.

Attributes beyond their base rating eventually degrade, but a dominion can extend this with some effort. This action can be performed for any improved Attributes with a current duration of 1. Doing so resets each Attribute's duration to 4. Dominions cannot perform this action unless the duration rating is 1.

DRAGON'S OPEN-EYED SLUMBER TECHNIQUE

Cost: 1 wp; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Instant **Duration:** –

With forethought and drive, dominions can avoid the ill effects brought upon by events.

A dominion performing this action cancels the next event. Events that have already occurred cannot be “undone” by this action — it is preventative only. Dominions cannot “pre-spend” this action for successive events or perform it again if the upcoming event is already canceled.

MOUSE CALMS THE NEST PACIFICATION

Cost: –; **Mins:** Culture 1, Integrity 1; **Dif:** Culture + Compassion

Keywords: Internal

Activation: Instant **Duration:** –

Societies that have been pressed too heavily by their leadership may calm their hysterics with reason and attention to order.

Roll (Culture + Integrity) against your dominion's (Culture + Compassion). Reduce Limit by 1 for every success.

TIGER ESTEEMS MOUSE PETITION

Cost: 1 lim; **Mins:** Culture 1, Performance 1; **Dif:** Government + Conviction

Keywords: Internal

Activation: Year **Duration:** –

Festivals, celebrations and other forms of recreation can restore a society's drive.

Roll (Culture + Performance) against your dominion's (Government + Conviction). Regain 1 point of temporary Willpower for the first success, and 1 point for every two additional successes.

DILIGENT MINISTER'S ATTENUATION TECHNIQUE

Cost: 1 lim; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Instant **Duration:** –

A dominion in a state of turmoil may restore order with the diligence of its leadership.

If the dominion's Attribute is currently below its base rating, the dominion may spend 1 Limit to increase the Attribute by 1.

DRAGON SPREADS WINGS EXPANSION

Cost: 5 lim, [Magnitude] wp; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Decade **Duration:** –

The Assiduous Maxims assert that dominions must keep pace with their societies or else the dominions will be outgrown.

Spend 5 Limit and your dominion's Magnitude rating of Willpower to increase your dominion's Magnitude. Although this action has a decade activation time before another Magnitude increase is possible, a reduction of Magnitude before this time invalidates the decade-long wait. Additionally, the dominion cannot increase Magnitude within five turns of any Magnitude reduction or a failed attempt to increase Magnitude. If the dominion suffers a Limit Break in the same turn as a Magnitude increase, the action automatically fails. Otherwise, raise the Magnitude by 1 during Step Four of this turn.

There is an unpredictability to growth. The last player to select your event may move one Attribute dot, two Ability dots and one Virtue dot to other related Traits unless you spend 1 Limit to prevent this. After this "reshuffling," use

the additional points provided in the Magnitude increase to boost your dominion's Abilities, Attributes and Virtues. New bonus points are not initially spent and are added to the pool of available points.

DRAGON REARRANGES SCALES MANEUVER

Cost: –; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Season **Duration:** –

Altering a society's course is possible only if the society's leadership provides focus and the zeal for change.

Dominions with bonus points tied up in Traits can recover these to the available or external pools, but no more than (Temperance x 3) points per action. Additionally, the dominion may spend up to (Compassion x 3) available or external bonus points in any manner the dominion sees fit. Be sure to track where you spend bonus points so you can more easily use this action. You are not required to spend bonus points at the same time they are recovered.

METICULOUS ACTUARY'S

DISBURSEMENT RECTIFICATION

Cost: 1 lim; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Season **Duration:** –

Redistributing a society's resources must never be done lightly, but thorough officials can accomplish this by taking great care in their predictions.

You may alter one Ability dot per Magnitude rating. An Ability can be reduced by any amount but may be raised no more than (Compassion) dots per action. No Ability rank may exceed its Magnitude.

Example: Fury of the Bear (Magnitude 4) can move around as many as four dots of Abilities per action, but the dominion may raise no Ability higher than 4. Luckily, Fury of the Bear's Compassion 4 allows Beau to improve an Ability from 0 to 4 with a single action. If Fury of the Bear had a Compassion 2, Beau would need to use two actions (potentially delayed by the activation time) to raise an Ability from 0 to 4.

ARTIFICER'S CELESTIAL FORTIFICATION


Cost: 3 lim, 1 wp (c); **Mins:** Military 4, Occult 3; **Dif:** Culture + Temperance

Keywords: Internal

Activation: Year **Duration:** 6

A dominion can create or acquire supernatural defenses to keep it strong, such as warstriders, raksha cata-phractoi or a legion of mercenary undead. A dominion's Supernatural Defense rating indicates the overall prevalence in the defense plans of the dominion and could represent outside supernatural forces working for the dominion, a plethora of First Age military artifacts or a "secret weapon" of some kind. For smaller dominions, the rating may signify a band of artifact-bearing champions





available at the society's beck and call, a fleet of warships outfitted with implosion bows or a sorcerous effect that bolsters the dominion's defenses.

Roll (Military + Occult) against your dominion's (Culture + Temperance). Success increases your Supernatural Defense rating by 1, to a maximum of 3. Supernatural Defense adds to the difficulty of any Military-based external action that targets your dominion. The Storyteller may allow half of this rating (rounded up) to apply as a bonus to your Military-based diplomatic actions.

Only the first successful use of this action requires you to commit Willpower. Successive uses spend Willpower as normal. The committed Willpower is removed when your dominion no longer possesses a Supernatural Defense rating.

SELF-DESTRUCTIVE

Typically caused by events, these actions reduce a dominion's Traits due to a variety of internal problems. However, a dominion's leadership can pursue a self-destructive path when explicitly attempting to run the dominion into the ground.

MOUSE GNAWS BEAR REDUCTION

Cost: –; **Mins:** Culture 1, Performance 1; **Dif:** Military + Valor

Keywords: Internal

Activation: Season **Duration:** –

Societies that argue to diminish the apparatus of war may find themselves incapable of their own defense.

Roll (Culture + Performance) against your dominion's (Military + Valor). If successful, reduce the dominion's Military rating by 1. This does not reduce the base rating, which can only be altered with a Magnitude change.

BEAR COERCES TIGER MISAPPROPRIATION

Cost: –; **Mins:** Military 1, Bureaucracy 1; **Dif:** Government + Temperance

Keywords: Internal

Activation: Season **Duration:** –

An uneven emphasis on the tools of war can mire any leadership in the bog of procedure.

Roll (Military + Bureaucracy) against your dominion's (Government + Temperance). If successful, reduce the dominion's Government rating by 1. This does not reduce the base rating, which can only be altered with a Magnitude change.

TIGER CRUSHES MOUSE REGULATION

Cost: –; **Mins:** Government 1, Presence 1; **Dif:** Culture + Compassion

Keywords: Internal

Activation: Season **Duration:** –

Civil leadership can stifle a society's enthusiasm with an overabundance of law.

Roll (Government + Presence) against your dominion's (Culture + Compassion). If successful, reduce the dominion's Culture rating by 1. This does not reduce the base rating, which can only be altered with a Magnitude change.

MOUSE BURNS THE GRAIN

Cost: –; **Mins:** Culture 1, Investigation 1; **Dif:** Government + Conviction

Keywords: Internal

Activation: Instant **Duration:** –

A society that stares too closely at itself will find alarm in the necessary compromises of leadership.

Roll (Culture + Investigation) against your dominion's (Government + Conviction). Increase the dominion's Limit by 1 for the first success and 1 for every additional two successes.

DRAGON DEVOURS TAIL RECESSION

Cost: –; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Decade **Duration:** –

The Assiduous Maxims also declare that dominions outpaced by their societies will shrivel and decay.

This action can only be performed during a Limit Break, whether as a dominion action or as a random event. This action can only be attempted once per Limit Break, although there is no restriction as to how often Limit Breaks can occur. If this action is successful, a decade must pass before the dominion may suffer a further Magnitude reduction.

Roll (the dominion's highest Attribute + Flawed Virtue) with a difficulty equal to (the dominion's Willpower). If successful, the dominion suffers a Magnitude reduction of 1 during Step Four of the Limit Break. This decrease reduces Attributes, Abilities, Virtues and bonus points, which are removed by the player who selected this action. If there are not enough available bonus points to reduce, the opposing player may reduce any Traits gained with bonus points, convert them to available bonus points and subtract the remainder from the available bonus point total.

Thankfully, the dominion's player can use the chaos of the Magnitude reduction to redistribute up to one Attribute, two Abilities and one Virtue after the Traits have been reduced but before the next turn.

COVETOUS MAGISTRATE PREVARICATION

Cost: –; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Season **Duration:** –

Corruption in a society's heart can dull the society's most capable assets.

The dominion reclaims up to $([Magnitude \times 3] - [Temperance])$ bonus points (minimum 1). The player selecting the event declares the two areas from which you should remove bonus points (i.e., Abilities, specialties, Virtues and Willpower). External bonus points in these two areas

are always recovered first. Next, return Traits boosted with bonus points to your available bonus point pool. If points still remain for you to reclaim, move to the other two areas. Within the scope of those limitations, you choose what to reclaim.

CONQUEST

All conquest actions involve blatant confrontation with another dominion. Activation time for conquest actions refers to a single dominion. This means you may target multiple dominions per turn with the same conquest action, regardless of activation time.

FURIOUS BEAR'S INTENSE ASSAULT

Cost: 2 lim, 1 wp; **Mins:** Military 2, War 3; **Dif:** Military + Valor

Keywords: At War, External

Activation: Season **Duration:** –

Dominions incapable of accord through words must do so with violence.

Roll (Military + War) against the target dominion's (Military + Valor). The dominion reduces Military by 1 for the first success, and 1 for each three additional successes. Under these conditions, there is some form of direct military engagement, whether fighting legions, guerilla warfare or war at sea.

WILY TIGER EMULATES SERPENT MANEUVER

Cost: 2 lim, 1 wp; **Mins:** Government 2, Stealth 3; **Dif:** Government + Temperance

Keywords: External, Not Ally

Activation: Season **Duration:** –

A war of words can harm a dominion as much as an invading legion.

Roll (Government + Stealth) against the target dominion's (Government + Temperance). The target dominion reduces Government by 1 for the first success, and 1 for every three additional successes. The target dominion experiences governmental turbulence at your hands, such as severe legal repercussions, loss of political credibility or raids upon its economic resources.

STURDIER MOUSE PERSUASION

Cost: 2 lim, 1 wp; **Mins:** Culture 2, Integrity 3; **Dif:** Culture + Compassion

Keywords: At Peace, External

Activation: Season **Duration:** –

The stoutest society is no match for those of weaker hearts.

Roll (Culture + Integrity) against the target dominion's (Culture + Compassion). The target dominion reduces Culture by 1 for the first success, and 1 for every three additional successes. At your direction, the target dominion's populace is negatively influenced by external factors, such as the introduction of ideologies contradictory to the domi-

nant culture, extensive black marketeering or an influx of foreign religion.

SERPENT TAINTS THE WELL DISRUPTION

Cost: 1 lim, 1 wp; **Mins:** Government 2, Stealth 2; **Dif:** Culture + Temperance

Keywords: Espionage, External

Activation: Season **Duration:** –

Roll (Government + Stealth) against the target dominion's (Culture + Temperance). The target dominion receives 1 Limit for the first success, and 1 for every two successes thereafter. This assumes some form of active espionage designed to reduce the faith of the target dominion's people in its leaders, whether through propaganda or active insurgencies.

BEAR'S TERRIFYING ROAR DEMONSTRATION

Cost: 2 lim, 2 wp; **Mins:** Military 2, Presence 3; **Dif:** Government + Conviction

Keywords: External, Not Ally

Activation: Season **Duration:** 3

Through sabre-rattling and a display of martial power, a dominion can force another to pay it tribute. This action can only target dominions of equal or smaller Magnitude with Attributes exceeding their base ratings.

Roll (Military + Presence) against the target dominion's (Government + Conviction). For the first success and for every three successes thereafter, reduce one Attribute dot of your choice from the target dominion and increase your dominion's matching Attribute by that amount. You cannot reduce the target dominion's Attributes below their base ratings, and your dominion's maximum Attribute ratings apply.

RAPACIOUS BEAR INCURSION

Cost: 2 lim, 1 wp; **Mins:** Military 3, War 3; **Dif:** Military + Conviction

Keywords: At War, Espionage, External

Activation: Season **Duration:** –


Martial conquest of another dominion can reap considerable assets.

Roll (Military + War) against the target dominion's (Military + Conviction). The target dominion reduces the available and total bonus points by 1 for each success. If the number of successes exceeds the number of available bonus points, the dominion's player selects any Trait increased by bonus points and returns the points to the appropriate pool. Remaining successes recover the newly available points at the rate of 1 bonus point per two successes.

Increase your external bonus point pool by the captured amount as long as you do not exceed the pool's (Magnitude x 3) maximum. You cannot capture the target dominion's external bonus points, but the dominion also reduces its external pool by the captured amount.

The target dominion's available and total bonus points recover during Step Four at a rate of 3 per turn until the





total bonus points return to their (Magnitude x 5) max. This natural recovery occurs regardless of how many external bonus points you retain and is not reduced from your external bonus points. Step Four explains how external bonus points are lost.

GLUTTONOUS BEAR ENCIRCLEMENT

Cost: 4 lim, 3 wp; **Mins:** Military 4, War 3; **Dif:** Military + Valor

Keywords: At War, Espionage, External

Activation: Decade **Duration:** –

Dominions dwindling in status may be absorbed by their betters.

The target dominion must have a smaller Magnitude than your dominion's Magnitude. The target dominion must be undergoing a Limit Break this turn, and must have lost Magnitude within the past three turns.

Roll (Military + War) against the target dominion's (Military + Valor). Each success transfers 1 temporary Willpower from the target dominion to your own, even if doing so exceeds your dominion's permanent Willpower rating. Your dominion may only gain temporary Willpower that the target dominion possesses, no matter how many successes you roll. If the target dominion's temporary Willpower is reduced to 0 (or the target dominion had no temporary Willpower to begin with), your dominion does not gain any temporary Willpower, but may absorb the dominion into your own. Doing so effectively removes that dominion as a Mandate of Heaven participant. If the dominion is only 1 Magnitude below yours, you may also immediately perform Dragon Spreads Wings Expansion as a free action, as long as you can afford the cost.

Should your dominion confirm a Limit Break this turn, this action is nullified. The target dominion immediately resolves the effects of a Rapacious Bear Incursion against you as though the dominion received (target dominion's Magnitude) successes. The target dominion's player may also direct your actions during the Limit Break, if desired.

SERPENT STALKS THE REEDS INSINUATION

Cost: 1 lim, 1 wp; **Mins:** Government 4, Awareness 3; **Dif:** Government + Valor

Keywords: External

Activation: Season **Duration:** 5

The Harmonious Triptych Accords frequently revile those who would betray their society, yet fills a volume on this action's most efficacious use.

Roll (Government + Awareness) against the target dominion's (Government + Valor). Success increases the Spy rating by 1 within the target dominion. Actions with the External tag you perform against this dominion reduce their difficulty by the Spy rating. You can have up to three dots of Spy per dominion. You must have spies in a target dominion to perform any action with the Espionage tag.

Additionally, once per turn, you may reduce your Spy rating by 1 to learn some of its Traits. The target dominion's player reveals a single Attribute, Ability and Virtue to you as well as temporary Willpower and current Limit. This is considered reflexive and does not count as an action. The player only needs to reveal this to you.

MONGOOSE HUNTS SERPENT INQUISITION

Cost: 1 lim; **Mins:** Government 2, Investigation 3; **Dif:** Government + Conviction

Keywords: External

Activation: Season **Duration:** –

A dominion unaware of what its neighbors plot becomes the target of their ill will.

Uncover enemy agents within your own dominion by rolling (Government + Investigation) against a target dominion's (Government + Conviction). Reduce the target dominion's Spy rating for your own dominion by 1 for the first success and 1 for every three additional successes. The target dominion *must* reduce the Spy rating by this amount but does not need to inform you how many dots are left or whether the target dominion had a rating before you took the action.

DIPLOMATIC

Diplomatic actions (also known as "treaties") determine how a dominion can or can't proceed with many external actions directed against other dominions. Activation time for diplomatic actions refers to a single dominion. This means you may target multiple dominions per turn with the same diplomatic action regardless of activation time.

Whenever a dominion enacts a treaty, those affected note the details on the dominion sheet. Record the treaty type and any duration, and circle it if the other dominion proposed the treaty.

SORCERER'S INSCRUTABLE DISENGAGEMENT

Cost: 2 lim, 1 wp; **Mins:** Government 2, Bureaucracy 2; **Dif:** Culture + Temperance

Keywords: Internal

Activation: Season **Duration:** –

A dominion that finds itself in less than beneficial entanglements may extricate itself with great care.

You may formally cancel treaties prior to their natural expiration. Roll (Government + Bureaucracy) against your own dominion's (Culture + Temperance). For the first success, and every two successes thereafter, your dominion may prematurely end one treaty it holds with any dominion. This is the only way to get out of any treaty with the Binding keyword without suffering difficulty penalties for breaking the treaty.

All treaties affected reduce the duration to 1, but remain Binding until they expire. If your dominion performs any actions before then that breaks any of those treaties, your dominion suffers consequences as usual.



DIPLOMATIC ACTIONS ONLY DIFFICULTY

You are canceling diplomacy
proposed by . . . *

Your dominion to an ally	+2
An allied dominion	+1
Your dominion to a non-ally	+0
A non-allied dominion	-1
A non-allied dominion at war with your ally	-2

During the past five turns,
your dominion has . . . **

Broken a trade agreement with any dominion	+1
Broken a nonaggression pact with any dominion	+1
Broken an alliance with any dominion	+1
Broken a nonaggression pact with target dominion	+1
Broken an alliance with target dominion	+1
Declared war upon target dominion	+1

* Select one.

** These are cumulative. Do not apply the modifier
more than once per condition.

SAVANT'S PERNICIOUS TREACHERY

Cost: 1 lim, 1 wp; **Mins:** Government 3, Performance 3;
Dif: Culture + Valor

Keywords: Internal

Activation: Instant **Duration:** 5

Occasionally, dominions must quickly loose themselves from constricting covenants, but doing so creates ill will that does not go away.

Your dominion may immediately break any treaty it holds with any another dominion. Roll (Government + Performance) against your own dominion's (Culture + Valor). For every success, you may break one treaty with one dominion and any of its allies. This takes effect immediately.


Mark the broken treaties with a large X over the treaty broken. The duration listed for this event indicates how many turns before you may erase each X. Until that time, you will have repercussions upon all diplomatic interactions with all dominions.

TIGER LOOSES BEAR DECLARATION

Cost: 3+ lim, 1 wp; **Mins:** Government 2, War 2; **Dif:** Culture + Compassion

Keywords: At Peace, Internal

Activation: Instant **Duration:** –



Before one dominion may put the full weight of its society toward the destruction of another, the dominion must first find legitimate cause for war.

Declaring war allows you take any action with the At War keyword on up to (Valor / 2, rounded up) dominions. This action also immediately breaks any treaties you have with those dominions per the effects of Savant's Pernicious Treachery. For each treaty broken in this manner, your dominion receives 1 Limit in addition to the action cost. The only diplomatic action you may perform while At War with a dominion is Tiger Fetters Bear Concession. You may not redeclare war upon a target dominion if you are currently At War with that dominion.

Roll (Government + War) against your own dominion's (Culture + Compassion) to determine whether or not you can gather enough internal support to declare war. Success indicates your dominion is now at war, which increases the target dominion's Limit by 1 and allows the target dominion to perform actions with the At War keyword upon you. However, the target dominion receives -1 Limit for each treaty broken with that dominion.

Elaborate networks of alliances and nonaggression treaties can have some unexpected or strange consequences when war is declared. In such a case, work outward from the initial dominions declaring war to determine where the other dominions stand. Refer to Savant's Serene Coalition for more details.

TIGER FETTERS BEAR CONCESSION

Cost: 1 lim, 1 wp; **Mins:** Government 1, Presence 1; **Dif:** Military + Valor

Keywords: At War, External

Activation: Instant **Duration:** –

War grinds societies more efficiently than the enemy, making peace an appealing alternative.

Roll your dominion's (Government + Presence) against the target dominion's (Military + Valor). The number of successes indicated below determines the outcome. If you receive any successes, your dominion is At Peace with the target dominion. **Any allies pulled into war on your side of the conflict may immediately choose to extend the result to their own dominions free, adding an automatic two successes to whatever you rolled.** If unhappy with your results, allies may remain At War or attempt Tiger Fetters Bear Concession themselves on their own actions. If you are now At Peace but your allies elect to continue fighting, you are not pulled back into war with the target dominion unless you (or an ally that chose to sue for peace with the target dominion) performs another Tiger Fetters Bear Concession.

Breakdown in Negotiations — No successes

Your efforts are rebuffed by the target dominion. You may attempt again later.

Unconditional Surrender — One or two successes

You automatically confirm a Limit Break, which your dominion undergoes next turn, and the target dominion's player selects your events.

Conditional Surrender — Three or four successes

The target dominion immediately resolves a free Raptacious Bear Incursion against your dominion as though the target dominion received (target dominion's Magnitude) successes. Additionally, the target dominion's player selects your dominion's next action as though it were an event.

Ceasefire — Five or more successes

The dominions mutually end the conflict. You must perform this action with any other dominions that choose to remain at war with your dominion.

TIGER WELCOMES MOUSE ENTICEMENT

Cost: 1 lim, 1 wp; **Mins:** Government 2, Awareness 2; **Dif:** Culture + Temperance

Keywords: At Peace, Binding, External

Activation: Year **Duration:** Indefinite

The right for dominions to trade implies stability between them, all the while boosting the society's treasury.

Roll (Government + Awareness) against the target dominion's (Culture + Temperance). If successful, both dominions record establishment of trade rights.

Each dominion increases external bonus points by (dominions' lowest Magnitude) as long as this does not exceed the external bonus point maximum. Step Four explains how external bonus points are lost.

Either dominion may perform this action again over time to improve trade. The activation time only applies to one dominion. It is possible for the other dominion to immediately perform the same action for added benefit.

TWO TIGERS CIRCLE COVENANT

Cost: 2 lim, 2 wp; **Mins:** Government 2, Performance 3; **Dif:** Government + Conviction

Keywords: At Peace, Binding, External

Activation: Season **Duration:** 5

Nonaggression pacts exist to delay conflict between rivals or to forestall potential invasion.

Roll (Government + Performance) against the target dominion's (Government + Conviction). If successful, the dominions involved now have a nonaggression treaty. They may not use Tiger Looses Bear Declaration alone to cancel the treaty, but must first perform Savant's Pernicious Treachery or Sorcerer's Inscrutable Disengagement.

If your dominion possess a nonaggression treaty with a dominion and war breaks out between the target dominion and your ally, you are not considered At War with the target dominion. However, due to the pressure from your ally, your dominion will not regain Limit during Step Four until the war ends or the nonaggression treaty expires, whether doing so happens naturally or is broken/cancelled by any party involved.

SAVANT'S SERENE COALITION

Cost: 3 lim, 1 wp (c); **Mins:** Government 4, Investigation 3; **Dif:** Culture + Valor

Keywords: At Peace, Binding, External, Non-Ally

Activation: Year **Duration:** 5

Allies stand by your dominion in times of tumult, but you must be prepared to do the same.

Creating an alliance with a dominion allows you to share resources and come to each other's aid. Your dominion may not ally with any dominion At War with your dominion, if any of its allies are currently At War with your dominion, if your dominion and the dominion are already allies or if either dominion broke a treaty with the other during the past five turns. Your dominion must have trade rights and nonaggression treaties with a dominion for at least one turn before attempting to form an alliance. Allying with a dominion requires your dominion to commit Willpower until the alliance has ended. Your dominion can have as many alliances as (its Magnitude ÷ 2), rounded up. There must no more than a 3 Magnitude difference between allied dominions.

Roll (Government + Investigation) against the target dominion's (Culture + Valor). Allies gain the following benefits:

- Allies find it easier to perform actions upon one another, reducing all difficulties by 1.
- A nonaggression treaty is considered indefinite while allied, and its duration resets to 5 upon the alliance's natural expiration.
- Dominions performing Tiger Shelters Cub Patronage on allies initially produce 1 less Limit in the target dominion and do not produce 1 Limit on a turn-by-turn basis.
- A dominion may forego its action to help an ally reduce Limit. The allied dominion performs an automatic Mouse Calms the Nest Pacification.

Dominions that go to war force the hand of their allies, which must decide where they stand in the matter. If your ally goes to war with another dominion, your dominion must either cancel or break the alliance before the first event of your next full turn. Otherwise, you are automatically At War with the dominion (at no cost).

However, until that time, you are not considered to be At War and cannot perform such actions unless you select the Tiger Looses Bear Declaration on your own. If your dominion is allied with two or more dominions that declare war upon each other, you suffer 1 Limit at the beginning of each turn in which the war continues. However, you are not required to choose sides. You still retain the benefits of alliance with both dominions.

SORCERER'S INVIOLE PACT

Cost: 4 lim, 2 wp (c); **Mins:** Government 5, Occult 3; **Dif:** Culture + Temperance

Keywords: At Peace, Binding, External, Non-Ally

Activation: Year **Duration:** 5

A powerful ally blunts the greed of your neighbors, but can also turn away their aid.

Though functionally identical to Savant's Serene Coalition, this action must be used if a target dominion's society is considered Mostly Supernatural or Supernatural. See Savant's Serene Coalition for details regarding alliances.

This type of alliance provides a +2 difficulty for all external actions that target your dominion, excluding the other dominion in the alliance. While you may have multiple alliances of this kind, the bonus is only counted once.

Only the initial use of this action requires you to commit Willpower. Successive uses for additional alliances spend Willpower instead of committing it. The committed Willpower is removed when your dominion no longer possesses any alliances with such a dominion.

EMISSARY'S NECESSITOUS ENDORSEMENT

Cost: 1 lim, 1 wp; **Mins:** Government 3, Bureaucracy 3; **Dif:** Government + Conviction

Keywords: At Peace, External

Activation: Instant **Duration:** 5

Dominions happy with their diplomatic ties should do all they can to maintain them.

Roll (Government + Bureaucracy) against the target dominion's (Government + Conviction). Each success allows your dominion to renew one existing treaty with the target dominion due to expire within the next three turns, whether or not you were the one to initiate the treaty. However, the treaty to be renewed expires immediately if you can't meet its minimums. Each treaty renewed resets its duration to 5.

TIGER SHELTERS CUB PATRONAGE

Cost: 2 lim, 1 wp (c); **Mins:** Government 4, Craft 3; **Dif:** Government + Valor

Keywords: At Peace, Binding, External



Activation: Year **Duration:** 6

A society that is not too proud to accept aid may garner benefit in spite of kowtowing's discontent.

Your dominion can provide backing to dominions of lesser Magnitude, but no more than 3 below your own. Your dominion must have trade rights, a nonaggression pact or an alliance with a dominion to provide backing.

Roll (Government + Craft) against the target dominion's (Government + Valor). Success means your dominion now backs the target dominion. Figure out the difference in Magnitude between your dominions. The target dominion immediately increases its Attribute ratings and its Limit by this amount. The target dominion may only increase an Attribute if yours is currently higher. You may also donate up to (your dominion's Magnitude) available bonus points. The target dominion adds the amount to its external bonus point pool if this does not exceed its (Magnitude x 3) maximum. The target dominion increases Limit by 1 for each turn in which your dominion provide backing.





You may spend an action to cancel backing to the dominion prior to the treaty's expiration without the repercussions of Savant's Pernicious Treachery. Backing is immediately cancelled if you undergo a Limit Break, should the target dominion successfully perform Cub Absconds Litter Refusal or when your dominion no longer has trade rights, a nonaggression pact or an alliance with the target dominion.

CUB ABSCONDS LITTER REFUSAL

Cost: 1 lim, 1 wp; **Mins:** Government 3, Integrity 3; **Dif:** Military + Compassion

Keywords: External, At Peace

Activation: Instant **Duration:** –

All children must one day leave their parents or grow stunted under their cloying care.

You may forcibly end the backing that the target dominion currently provides to your dominion. Roll (Government + Integrity) against the backing dominion's (Military + Compassion). Any successes reduces the duration of the treaty to 1. The target dominion may not attempt Tiger Shelters Cub Patronage until the next turn.

PARENT/CHILD RELATIONSHIP

Dominions that are lesser regions, cities or tribes within a greater dominion (such as an Imperial prefecture within the Realm or one of the Ten Tribes) gain the effects of backing free. Each *parent* dominion provides free backing to dominions 1 Magnitude less. Each *child* dominion is, in turn, a parent of its own, provide backing to dominions 1 Magnitude less, and so on. A child dominion does not increase Limit due to the backing, and the backing's duration is indefinite. Because a child dominion is actually a part of the parent dominion, they cannot perform external actions upon each other.

Child dominions often come into play when you want to target a dominion with a Magnitude that is currently too high for your dominion to oppose. In this case, your dominion can oppose a child dominion with backing provided by the parent dominion.





DOMINION NAME: _____
DOMINION TYPE: _____
SAVANT/SORCERER: _____

ATTRIBUTES

MILITARY ●○○○○○○○○○○
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CULTURE ●○○○○○○○○○○
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GOVERNMENT ●○○○○○○○○○○
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ABILITIES

AWARENESS ○○○○○
BUREAUCRACY ○○○○○
CRAFT ○○○○○
INTEGRITY ○○○○○
INVESTIGATION ○○○○○
OCCULT ○○○○○
PERFORMANCE ○○○○○
PRESENCE ○○○○○
STEALTH ○○○○○
WAR ○○○○○
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VIRTUE FLAW

LIMIT BREAK

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WILLPOWER

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MAGNITUDE

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VIRTUES

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CONVICTION
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VALOR
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DOMINION NAME: _____
DOMINION TYPE: _____
SAVANT/SORCERER: _____

ATTRIBUTES

MILITARY ●○○○○○○○○○○
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CULTURE ●○○○○○○○○○○
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GOVERNMENT ●○○○○○○○○○○
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ABILITIES

AWARENESS ○○○○○
BUREAUCRACY ○○○○○
CRAFT ○○○○○
INTEGRITY ○○○○○
INVESTIGATION ○○○○○
OCCULT ○○○○○
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VIRTUE FLAW

LIMIT BREAK

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WILLPOWER

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MAGNITUDE

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VIRTUES

COMPASSION
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CONVICTION
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TEMPERANCE
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VALOR
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DOMINION NAME: _____
DOMINION TYPE: _____
SAVANT/SORCERER: _____

ATTRIBUTES

MILITARY ●○○○○○○○○○○
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CULTURE ●○○○○○○○○○○
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GOVERNMENT ●○○○○○○○○○○
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ABILITIES

AWARENESS ○○○○○
BUREAUCRACY ○○○○○
CRAFT ○○○○○
INTEGRITY ○○○○○
INVESTIGATION ○○○○○
OCCULT ○○○○○
PERFORMANCE ○○○○○
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VIRTUE FLAW

LIMIT BREAK

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MAGNITUDE

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VIRTUES

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VALOR
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DOMINION NAME: _____
DOMINION TYPE: _____
SAVANT/SORCERER: _____

ATTRIBUTES

MILITARY ●○○○○○○○○○○
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CULTURE ●○○○○○○○○○○
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GOVERNMENT ●○○○○○○○○○○
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ABILITIES

AWARENESS ○○○○○
BUREAUCRACY ○○○○○
CRAFT ○○○○○
INTEGRITY ○○○○○
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PERFORMANCE ○○○○○
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VIRTUE FLAW

LIMIT BREAK

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WILLPOWER

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MAGNITUDE

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VIRTUES

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TEMPERANCE
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VALOR
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