The background of the entire cover is a deep red color. Overlaid on this background is a dense, repeating pattern of red calligraphic strokes. These strokes are stylized and fluid, resembling traditional Chinese or Japanese brushwork. Some strokes are thick and bold, while others are thinner and more delicate. They are arranged in a way that they seem to flow and swirl around the central text, creating a sense of movement and energy. The overall effect is one of a rich, textured background that complements the martial theme of the book.

# THE THOUSAND CORRECT ACTIONS OF THE UPRIGHT SOLDIER™

COLLECTED TEACHINGS ON MARTIAL STRATEGY  
AND RIGHT ACTION



# THE THOUSAND CORRECT ACTIONS OF THE UPRIGHT SOLDIER: COLLECTED TEACHINGS ON MARTIAL STRATEGY AND RIGHT ACTION<sup>1</sup>

1. This abridged version of *The Thousand Correct Actions of the Upright Soldier* contains wisdom sufficient for the enlisted or conscripted mortal soldier, distilling the Five Elemental Wisdoms of the martial era in which it was originally recorded. Mortal soldiers are issued a copy of the abridged text upon achieving the rank of scalelord, or lieutenant. Those of lesser rank may purchase a copy of the abridged text from an officer-aide of the quartermaster of their legion, with the permission of their scalelord. If a mortal soldier achieves the rank of talonlord, or captain, he may purchase a copy of the unabridged text. (Soldiers graced with Terrestrial Exaltation are issued one new copy each of the abridged and unabridged text upon achieving their commission in the legions.)

Soldiers who achieve the rank of winglord, or major, are awarded a unique copy of the unabridged *Thousand Correct Actions* personalized by the Scarlet Empress herself.

It is the responsibility of every soldier who owns one to study his *Thousand Correct Actions* daily. He must keep it intact and legible and be able to produce it upon the command of a superior officer. He should likewise have it available for reference at the humble request of a subordinate soldier.

It is the responsibility of every scalelord, or lieutenant, to educate his subordinates in the martial wisdom contained in the abridged *Thousand Correct Actions*. It is the responsibility of every talonlord or Exalted soldier to educate those without a copy of the unabridged text regarding the subtleties excised from the abridged text, where those subtleties are pertinent to the current situation.

Finally, copies of the abridged and unabridged *Thousand Correct Actions* that are issued to soldiers are not annotated except by the soldiers themselves. Copies of the texts printed for civilian readers, however, often include such annotations to explain nuances of translation or obscure minutia regarding military life for which the civilian likely has no frame of reference.



# PREFACE

The warrior is the perfected ideal of the fighting individual. The warrior wields every weapon with unthinking mastery. The warrior survives every injury, showing no indication of weakness. The warrior defeats every opponent, evincing no emotion but fearless determination. The warrior is strong, proud, adaptable. The warrior is a storied hero whose name and whose legend resounds throughout history, never diminishing but only magnified with every retelling. To become a warrior is the pursuit of every able-bodied man and woman seeking what immortality fame provides.

This is the philosophy of the Anathema. They were defeated.

The warrior ideal is unrighteous, ignoble, selfish. To emulate it is self-indulgent folly. To attain it is to ensure one's own ignominious destruction.

Seek instead to embody the ideal of the upright soldier. The upright soldier has no motivation but service. The upright soldier has no face, no sex, no name. The upright soldier is not a hero. No legends are told of an upright soldier's deeds. The upright soldier is but a reflection across every corner of Creation and in every Age of history. It was not the singular might of the Anathema that subjugated this world, but the overwhelming masses of their armies. It was not the prowess of legendary Exalted heroes who cut the Anathema down in the Great Uprising following the hideous Era of Nightmares, but the coordination of the armies of the Thousand Gentes who set Creation free from those tyrants' yoke. No upright soldier can hoard the glory of an army's victory, but every upright soldier shares in it.

The upright soldier is the breath. The upright soldier is the drop of rain. The upright soldier is the ember. The upright soldier is the arrow. The upright soldier is the stone. Alone, each soldier is expendable and unremarkable. Yet the upright soldier does not, must not, exist alone. The upright soldier exists to magnify the efforts of those to the left and right, to the front and rear.

So shall you exist. So shall you serve. Not for yourself or your own glory, but for the dragons whose scales you are. You will be the upright soldier.

Victory will be your legacy.



# BOOK ONE: AIR WISDOM

In her time, the Shogun was many souls in succession with many names and faces. Turning ever from South to North, turning ever from West to East, turning ever from the Center outward, the Shogun embraced every element and made its power her own. Thus did the Shogun inherit the Mandate of Heaven. Thus did the Shogun subjugate the Ten Thousand Daimyos. Thus did the Shogun lead the Upright Legions to pacify Creation in its time of turmoil.

In one early turning, the Shogun trekked across the bleak aridity of the North at the pinnacle of the season of Air to meditate upon the elemental pole and gain enlightenment. She chanted sutras to ward off the suffocating silence of Adorjan and to internalize the serenity of Heaven. As she neared the Elemental Pole of Air, blue lightning caressed her and sighing winds emanated from her mouth. There, at the threshold of the Respiring Chasm, the Shogun leapt and did not fall. The spirit of Mela entered into her, granting her enlightenment.

When the Shogun returned, Air Wisdom permeated her mind. She spoke of it to the Invincible Legions.





# The Perils of Sacrifice

The Shogun said:

The army is the arms and legs of the Realm<sup>2</sup>. The army is the hands and the teeth of the Realm. The army is the loud voice of the Realm.

Upon its army does the Realm advance and expand, clearing away obstacles and leaving deep tracks to point the way back home. With its army does the Realm work its will—taking what pleases it and clinging to what it takes; showing fierce intentions to unwary rivals and tearing apart intractable enemies. With its army does the Realm declare its undeniable will and spread its sure philosophy.

The army accomplishes these ends through the exercise of warfare. For the Realm to survive and prosper, the subject of warfare must be diligently analyzed.

✧ ✧ ✧

The civilization of the Realm is a mind. The army is a living body. It eats, it grows, it desires. With discipline and training, it improves; it achieves; it thrives. Through neglect or abuse, it withers; it weakens; it dies.

The soldiery is the blood in the living organism of the army. When the blood is properly channeled and in sufficient quantity, the organism is healthy and strong. When the blood is dispersed randomly or prevented from flowing, the result is weakness, disease and death.

2. Scholars less educated in the subtleties of Shogunate-Era dialects of Old Realm espouse a theory that the use of the term "Realm" in the original texts is meant to generalize and lend accessibility to the presented material. It refers not, they claim, to the eternal dominion of the Exalted, centered upon the Blessed Isle, but instead to any dominion with the personnel and resources to raise an army. Indeed, in this scenario, the term could apply to any government, location, organization or even ideal for which a soldier feels obligated to take up arms.

This idea is wrong at best, and subversive and heretical at worst. The original text refers specifically to "the Realm," not "a realm" or "realms." Every respected classicist who participated in the translation of this most recent edition of the *Thousand Correct Actions* and in the condensation of the abridged text is in perfect agreement on this fact.





A willingness to sacrifice is the essential quality that defines uprightness.

The upright soldier sacrifices his reliance on the safety of home. The upright soldier sacrifices his expectation of tranquility. He sacrifices his desire for personal glory. He sacrifices his comfort and his perfect health. He sacrifices his potential for heroic significance. The upright soldier sacrifices his life.

The upright soldier is willing to sacrifice these things for the righteous reward found in serving the greater good of the Realm.



When the upright soldier understands that every soldier is a drop of blood, he understands the peril of sacrifice. To lose one or two drops of blood is not fatal, but neither is it preferable. The upright soldier does not shed his blood wantonly or without cause. Yet the upright soldier does not fear to lose the blood he cannot but shed. The upright soldier does not hesitate to make a potent sacrifice of blood to achieve a timely miracle. Yet the upright soldier sacrifices no more than is required. The upright soldier commits a sacrifice to achieve only what is necessary to serve the Realm. The upright soldier does not commit a sacrifice to achieve victory for the sake of glory.

The upright soldier does not squander the lives of those under his command. The upright soldier does not refuse to sacrifice himself when that sacrifice is necessary.



Surrender is not sacrifice. To command soldiers to submit to an enemy while they still have unbroken hopes of victory is not what is meant by sacrificing one's desire for glory. Surrendering when victory is difficult or uncertain is weakness, though forgivable. Surrendering when victory is easy or certain is cowardice, and unforgivable. Surrendering when victory is impossible is prudence, and admirable.

Defeat is not sacrifice. To command soldiers not to submit to their enemy when victory is impossible is not an acceptable sacrifice of their health or their lives. Fighting to the last soldier when victory is impossible and no greater necessity is served is stubborn and spiteful. The one who sheds his soldiers' blood in such a way breaks their trust and is unworthy of command.





# The Structure of Armies

The Shogun said:

An army is not a mob. A mob's components can be dispersed. This is because a mob's components are single individuals. A mob overwhelms but has no heart and no mind. A mob is easily confused and distracted. If a mob's components are scattered, the mob becomes disorganized. Sundered, it becomes myriad bodies at cross-purposes. Lacking true cohesion, a sundered mob loses its purpose and becomes worthless.

An army cannot be dispersed but only divided. This is because an army's components are not individuals but units of soldiers. Units interlock when gathered in mass, gaining in purpose and power. Units share the army's singular motivation and therefore cannot be set at cross-purposes through division.



An army unit evidences four capabilities in battle. Those capabilities are: awareness of the moment, freedom of movement, power of attack and sturdiness of defense. An army unit can have one of five Elemental Advantages against an enemy. Those Elemental Advantages are: the Advantage of Air<sup>3</sup>, the Advantage of Water, the Advantage of Fire, the Advantage of Wood and the Advantage of Earth.

A unit that has the Advantage of Air has poor awareness of the moment, being able to focus in only one direction at a time. This unit has excellent freedom of movement, able to change direction instantly. This unit has fair power of attack, being generally weak but able to penetrate a sturdy defense unexpectedly and inflict damage within the enemy unit's body. This unit has poor sturdiness of defense due to its awareness of the moment. It cannot attack while defending. It cannot claim territory or deny access to territory.

A unit consisting of a single soldier is said to naturally enjoy the Advantage of Air.

A unit that has the Advantage of Water has fair awareness of the moment, able either to focus in two directions simultaneously, to broaden focus in one direction or to refine focus on a single point. This unit has good freedom of movement and is able to change direction with minimal difficulty.

3. Older copies of the *Thousand Correct Actions* refer in the unabridged text to the Advantage of Air alternately as the Advantage of the Hero. Using that phrase is now considered counterproductive by modern strategists and should no longer be used.

This unit has fair power of attack, being able to magnify a single attack or attack from multiple directions simultaneously. This unit has fair sturdiness of defense due to its awareness of the moment and its ability to magnify defense. It can attack and defend simultaneously. It cannot claim territory but can deny access to territory beyond the line described by the limit to which its constituents can perceive one another and cooperate effectively.

A unit consisting of only two soldiers is said to naturally enjoy the Advantage of Water.

A unit that has the Advantage of Fire has good awareness of the moment, able to focus in three directions simultaneously or focus in two directions with broader or refined focus in one of those two. This unit has fair freedom of movement, able to change direction with occasional difficulty. This unit has good power of attack, being able to magnify one attack considerably, attack from three directions simultaneously or magnify one attack while attacking from a different direction simultaneously. The unit has good sturdiness of defense due to its awareness of the moment. It can attack while defending or magnify defense considerably. It can claim territory in an area described by the limits to which all constituents can perceive one another and cooperate effectively.

A unit consisting of only three soldiers is said to naturally enjoy the Advantage of Fire.

A unit that has the Advantage of Wood has excellent awareness of the moment, able to focus in any direction and broaden or refine focus in multiple directions simultaneously. This unit has poor freedom of movement but is able to change direction with some difficulty. This unit has excellent power of attack, being able to magnify one attack considerably, attack from any direction or magnify multiple attacks from multiple directions simultaneously. The unit has excellent sturdiness of defense due to its awareness of the moment. It can attack while defending or magnify defense considerably. It can claim territory described by the limits to which one constituent can perceive all other constituents simultaneously and coordinate them effectively, even if the other constituents cannot perceive each other simultaneously. It can deny access to two territories simultaneously without claiming either.

A unit consisting of only four soldiers is said to naturally enjoy the Advantage of Wood.

A unit that has the Advantage of Earth has excellent awareness of the moment, able to focus in every direction and magnify focus in any direction. This unit has poor freedom of movement, able to change direction only with difficulty. This unit has excellent power of attack, being able to magnify one attack considerably, attack from any direction or magnify multiple attacks from multiple directions simultaneously. The unit has excellent sturdiness of defense due to its awareness of the moment. It can attack while defending or magnify defense considerably. It can claim territory described by the limits to which one constituent can perceive all other constituents simultaneously and coordinate them effectively, even if the other constituents cannot perceive each other simultaneously. It can claim one territory while simultaneously denying access to an unclaimed territory.

A unit consisting of five soldiers is said to naturally enjoy the Advantage of Earth.





The smallest unit of tactical significance to the upright soldier is a unit consisting of five soldiers, naturally enjoying the Advantage of Earth. This unit is designated a fang.

A unit consisting of five fangs is designated a scale.

A unit consisting of five scales is designated a talon.

A unit consisting of two talons is designated a wing.

A unit consisting of two wings is designated a dragon.

A unit consisting of five dragons is designated a field force.

A unit consisting of two field forces is designated a legion.<sup>4</sup>

A legion is the largest infantry unit of tactical significance to the upright soldier. Legions can operate in concert to gain Elemental Advantages.



A legion's infantry should consist of medium infantry and heavy infantry in addition to the officer corps. The ratio of infantry soldiers should be three medium infantry soldiers for every two heavy infantry soldiers.

Medium infantry soldiers should carry a lightweight shield on one arm and a sturdy, lightweight weapon in the opposite hand. The armor of a medium infantry soldier should favor freedom of movement and sturdiness of defense in equal measure. The weapon a medium infantry soldier wields should favor freedom of movement and power of attack in equal measure. Every medium infantry soldier in the same talon must wield the same complement of arms and armor.

Heavy infantry soldiers should carry either a heavy two-handed weapon or a heavy shield on one arm and a heavy one-handed weapon in the opposite hand. The armor of a heavy infantry soldier should favor sturdiness of defense over freedom of movement. The weapon a heavy infantry soldier wields should favor power of attack over freedom of movement. Every heavy infantry soldier in the same scale must wield the same complement of arms and armor.

Mortal soldiers of the officer corps must wield weapons and armor at least comparable to that of the soldiers subordinate to them. They may also improve their kit with arms and armor of better quality if they provide it themselves or are awarded it. The arms and armor of an Exalted officer need not exactly match or essentially match that of her subordinate troops.



A legion consists not only of its infantry soldiers, but also auxiliaries and support personnel.

A legion's auxiliary consists of its signalers, archers, slingers, artilleryists, cavalry, armored cavalry<sup>5</sup>, sappers and engineers. The total complement of a legion's auxiliary should comprise no more than a field force unto itself. Archers, slingers, artilleryists, cavalry and armored cavalry should be organized according to the same structure as the infantry soldiers of the legions.

4. It was rare even in the Shogunate Era to deploy a field force on the battlefield as an independent unit. An examination of Realm military history shows that most strategists preferred to either deploy large forces by the dragon, by the flight (as described in the chapter "The Fielding of Wings") or simply deploy entire legions.

5. The phrase "armored cavalry" refers to the legion's charioteers.



Sappers and engineers traveling with a legion should be allocated to component units based on the strategic necessities of the situation at hand.

The phrase auxiliary personnel also refers to the armed forces of occupied or liberated foreign territory incorporated into one's own legion. Those who make up incorporated forces are not considered upright soldiers and should be considered subordinate to upright soldiers of matching rank who belong to one's own legion.

A legion's support personnel include its doctors, priests, armorers, fletchers, smiths, cooks, drovers, slaves and other noncombatants attached to or responsible for the upkeep and distribution of the legion's supplies. The total complement of a full legion's support personnel should not exceed more than two dragons' worth of persons.



# The Discipline of Soldiers

The Shogun said:

In order for a unit to function to the full potential of the Advantage of Earth, it must have a central figure who is its utter master. That upright soldier must be the unit's unquestioned lord.<sup>6</sup>



The upright soldier does not seek the position of lord. He does not desire it for his personal glory or in pursuit of power. The upright soldier is recognized as the lord of a unit by the upright soldiers of that unit before he acknowledges having achieved the position himself.

The upright soldier must acquiesce without question<sup>7</sup> to the upright soldiers who are lords above him.

The upright soldier should respect the disposition and wisdom of the upright soldiers who are subordinate to him.

Upright soldiers of equal rank must defer to the judgment of the most experienced upright soldier present.

6. The unabridged *Thousand Correct Actions* lays out a rank structure that includes the chain of command from foot soldier to Shogun, as well as a parallel chain of managers, administrators and organizers who coordinate day-to-day matters not pertinent to the waging of war on the battlefield. The organization of modern-day legions, however, forgoes that parallel command structure for a simplified one. It adopts the term "lord" for the commanding officer of a given unit—thus, "fanglord," "talonlord" and so on—with two exceptions. First, the commander of a legion is referred to as the legion's "strategos." Second, there is no specific rank reserved for the commander of a field force or flight. Any arrangement of dragons from a legion can be combined as required by battlefield necessity to form a flight or field force. If a strategos deploys a complete field force or flight, the strategos either acts as its lord personally or nominates the most experienced dragonlord as its commander.

In the Low Realm vernacular, the ranks are as follows: soldier, sergeant (fanglord), lieutenant (scalelord), captain (talonlord), major (winglord), colonel (dragonlord), general (strategos).

When multiple legions are employed to achieve a single goal, the strategoi involved are expected to defer to the senior and most experienced among them.

7. This passage is commonly understood to refer to the *orders* of the upright soldiers to whom one is subordinate. Some mortal officers and Exalted officers of the middle ranks who have not studied the unabridged *Thousand Correct Actions* go so far as to insist that the original text makes an explicit statement to that effect. This passage, however, has not been abridged.



The lords of the units that make up a legion's auxiliary are subordinate to the lords of equal rank in the infantry.

The legion's quartermaster, equivalent in rank to the lord of a dragon, is the lord of the legion's support personnel. The quartermaster has the authority to delegate responsibilities to and oversee the performance of a staff of officer-aides. Those officer-aides are equivalent in rank to lords of similarly sized infantry units, but they are subordinate to lords of equivalent rank in both the infantry and auxiliaries.



Familiarity between lord and subordinate is improper and erodes the authority of the lord. Lords in command of a scale or larger unit should not address subordinates except through the lords of the lower ranks.

Outside the context of battle, an upright soldier must not directly address a lord more than one rank above his own immediate superior unless that lord directly addresses him first. If an upright soldier wants to bring information to the attention of a lord more than two ranks above himself, he must pass that information to his immediate superior first. If the information concerns his immediate superior, the upright soldier may provide that information to his superior's immediate superior instead, but he must notify his superior nevertheless.

When speaking to a superior, the upright soldier must address the superior by rank and family name. When speaking to a subordinate, the upright soldier should refer to the subordinate by rank alone.<sup>8</sup>

When recognizing a subordinate for punishment or to acknowledge superlative conduct, the upright soldier should refer to the subordinate by rank and full name.



Morale is critical to the success of a military unit and to the army of which it is a part. Morale is defined as the willingness to commit sacrifice to serve strategic necessities on the battlefield. A soldier with high morale will lay down his life, without being ordered to do so, in order to achieve an objective. A soldier with acceptable morale can be ordered to lay down his life, but will do so with reluctance. A soldier with low morale quails at an order to lay down his life and will flee the field rather than carry it out. The upright soldier maintains a high morale and instills the same in fellow soldiers.

Praise and punishment controls the ebb and flow of morale from the barracks to the battlefield. Reversing the expectation of praise and punishment instills proper discipline. If a soldier is ordinarily lax, showing only the minimal acceptable level of uprightness, do not punish him for every minor dereliction of duty. Instead, praise him profusely for even minimally exceeding the expectations of uprightness. If a soldier ordinarily exceeds the expectations of uprightness, do not praise him for those ordinary excesses. Instead, punish him severely at the first dereliction of duty.

8. The unabridged text states that subordinates must refer to their superiors by rank and Gens, an archaic term. The modern upright soldier may use his superior's rank and the name of his Great House. If he knows it, he may substitute the name of his superior's subfamily to avoid confusion, as the subfamily is assumed to be part of the Great House.

Likewise, a superior may add a subordinate's family name if referring to the soldier by rank alone would cause confusion.



Under no circumstances should a lord fail to praise a subordinate for exceeding in a superlative or extraordinary way the expectations of uprightness. Under no circumstances should a lord fail to punish a subordinate for committing a gross dereliction of duty. Under no circumstances should a lord praise or punish a subordinate who neither exceeds nor neglects the expectations of uprightness and instead performs his duty in an unremarkably acceptable way.

✧ ✧ ✧

A mortal upright soldier has the right and authority to punish any soldier of lesser rank than himself when that soldier is in dereliction of duty, unless that derelict soldier is Exalted. An Exalted upright soldier has the right and authority to punish any mortal soldier of equal or lesser rank when that soldier is in dereliction of duty. An Exalted upright soldier has the right and authority to punish any fellow Exalted soldier of lesser rank than himself when that soldier is in dereliction of duty.

Acceptable punishments for enlisted mortals with no lord ranking include increased manual labor, reduction or withholding of rations, shaming<sup>9</sup>, caning, compulsory transfer, compulsory discharge and execution.

Acceptable punishments for mortal lords of scales or larger units include garnishment or withholding of pay, shaming, caning, compulsory transfer, demotion, compulsory discharge and execution.

Acceptable punishments for Exalted officers include garnishment or withholding of pay, compulsory transfer, demotion, compulsory discharge and execution.

Summary punishment is acceptable for any mortal soldier and for any Exalted commander of a unit smaller than a scale, as long as the upright soldier carrying out the punishment has the right and authority to do so. All other offenders are to be punished according to the judgment of a court martial.

✧ ✧ ✧

A court martial will be held publicly at sunrise on a day no earlier than one week after the offense is recorded and the offender placed in custody. It will consist of a presiding lord commander at least two ranks higher than the offender, who, if he is related to the offender, is connected by no fewer than three degrees of blood separation.<sup>10</sup> The upright soldier with the right and authority to accuse the offender will present to the presiding lord commander the complaint. The offender will be in attendance for the presentation of the complaint. The offender may speak in his defense or rely on an advocate of equal or greater rank to do so. When the presiding lord commander is satisfied, he will call an end to the court martial, render his verdict and decide which punishment is appropriate to the circumstances. The presiding lord commander's decisions are final and not subject to appeal.

9. Shaming refers to practices ranging in severity from publicly dressing down an offender to locking the offender in stocks outside the barracks for 25 hours to etching a mark of censure onto the offender's armor or weapon to branding the offender's flesh.

10. The Shogunate-era concept of blood separation places every sibling born to the same two parents in a single group with zero degrees of blood separation between them. Outside of that grouping, every line segment one must follow on a genealogical chart to connect two individuals counts as one degree of blood separation.

If the presiding lord commander is unable to decide a verdict, the offender is to be presumed innocent but subject to compulsory transfer. A presiding lord commander may render a verdict of guilt but levy no punishment on the offender. If the offender is found guilty and subject to punishment, that punishment is to be carried out immediately.





# The Training of Soldiers

The Shogun said:

The power of the upright soldier courses in the strength of her arms. The power of the upright soldier abides in the hardiness of her constitution. The power of the upright soldier dwells in the sharpness of her mind. The power of the upright soldier is visible in her devotion to her subordinates. The power of the upright soldier is visible in her dedication to her superiors.

The power of the upright soldier comes from her training and is with her all the days of her military service.



An upright soldier who is properly trained obeys without question and without fear even in the worst heat of the bloodiest battle. For a lord to employ tactics effectively, the soldiers of her unit must know what activities are required of them and be able to perform those activities immediately when so ordered, without confusion or hesitation.

Proper training is neither so complex that it confuses a soldier of average intelligence nor so simplistic that it bores a soldier of average patience. Proper training repeats basic principles until soldiers can perform them automatically. Proper training teaches soldiers to combine automatically performed basic principles so as to employ tactics.

Proper training instills in the upright soldier the competence, loyalty and fearlessness she needs to achieve victory in any situation.



The lord of a scale is responsible for the physical training of the soldiers of her scale. She shall lead the soldiers of her scale in five hours of physical training every day that the legion is not deployed, including exercises of strength and endurance, combat training and other activities necessary on the battlefield.

The lord shall test her mortal soldiers against the Upright Physical Standards once every month while the legion is not deployed. If a soldier fails to meet the Upright Physical Standards, the commander of her fang shall be held accountable and the fang shall be punished. If one or more soldiers in the same fang fails to meet the Upright Physical Standards every week for a month, the fang shall be punished each week and the lord of the fang shall be severely punished at the month's end. If the same soldier fails to meet the Upright Physical Standards every week in a month, that soldier shall be severely punished alongside the lord of her fang.





The Upright Physical Standards are as follows:

A soldier wearing no armor and carrying no arms or equipment must be able to cover a distance of one mile in no more than 1<sup>o</sup> minutes.

A soldier wearing her full armor and carrying her full complement of arms and personal equipment must be able to cover a distance of one mile in no more than 2<sup>o</sup> minutes.

A soldier wielding a hand-to-hand weapon must be able to strike 5<sup>o</sup> fatal blows with her weapon against a stationary target in no more than one minute.

A soldier wielding a projectile weapon must be able to strike a stationary target 1<sup>o</sup> yards distant 1<sup>o</sup> times in no more than 3<sup>o</sup> seconds, with no more than 15 projectiles. She must be able to strike a stationary target 5<sup>o</sup> yards distant 1<sup>o</sup> times in no more than one minute, with no more than 3<sup>o</sup> projectiles. She must be able to strike a stationary target 10<sup>o</sup> yards distant five times in no more than one minute, with no more than 3<sup>o</sup> projectiles. She must be able to strike a stationary target 20<sup>o</sup> yards distant at least once, with no more than 1<sup>o</sup> projectiles.



The lord of a talon is responsible for the drill training of the soldiers of her scale. She shall instruct the lords of the fangs below her to recognize the orders of the march, of drill formation and of battlefield movement. She shall familiarize herself with the visible and auditory signals that correspond to those orders.

For five hours every day that the legion is not deployed, the lords of a talon's scales shall conduct drill training of the independent scales under the supervision of the lord of the talon. The soldiers of each scale will respond to the orders of the march, of drill formation and of battlefield movement. If a scale consistently fails to respond properly to the orders throughout the training period, the scale shall be punished and its lord reprimanded. The lord of any fang that performs exceptionally poorly shall be severely punished.

Once every month that the legion is not deployed, the lord of a talon shall conduct a drill review of the entire talon before the lord of the wing. The soldiers of the talon will respond to the orders of the march, of drill formation and of battlefield movement. If any unit performs poorly, the lord of the talon shall be reprimanded, the lord of the offending unit punished and the soldiers of the offending unit severely punished.

Once every season that the legion is not deployed, the lord of a wing shall conduct a drill review of the entire wing before the lord of the dragon. The soldiers of the wing will respond to the orders of the march, of drill formation and of battlefield movement. If any unit performs poorly, the lord of the wing shall be reprimanded, the lord of the offending unit punished and the soldiers of the offending unit severely punished.

Once every year that the legion is not deployed, the lord of a dragon shall conduct a drill review of the entire dragon before the lord of the legion. The soldiers of the dragon will respond to the orders of the march, of drill formation and of battlefield movement. If any unit performs poorly, the lord of the dragon shall be reprimanded, the lord of the offending unit punished and the soldiers of the offending unit severely punished.

No more than once in a five-year period that a legion is not deployed, the Shogun may choose to conduct a drill review of the entire legion. The soldiers of the legion will respond to the orders of the march, of drill formation and of battlefield movement. If any unit performs poorly, the lord of the legion shall be reprimanded, the lord of the offending unit severely punished and the soldiers of the offending unit executed.

✧ ✧ ✧

The persons of the signaler auxiliary shall train daily alongside the soldiers of the legion. The signalers of the auxiliary shall become familiar with the signals that correspond to the orders of the march, of drill formation and of battlefield movement. They shall become familiar with the symbols representing the units to which they are assigned and to those units' component units.

The signalers of the auxiliary shall also assist in the regular training and drill reviews of the legion's soldiers by performing the necessary signals corresponding to the orders of the march, of drill formation and of battlefield movement, as directed by the lord observing the unit's review.

✧ ✧ ✧

The lord of a dragon is responsible for training the Exalted soldiers of her unit in effective coordination and the use of martial and combat Charms. She is responsible for maintaining a record of the elemental aspects of the lords subordinate to her and an updated list of which martial and combat Charms her subordinate lords are capable of.

For two hours every day, the Exalted soldiers belonging to a dragon must practice with their sworn brotherhoods any specialized combat maneuvers they have developed and simulate the performance of cooperative or elemental Charms advantageous to the practice of warfare.

Once every month that a legion is not deployed, an Exalted commander must devote specialized training to her unit in performing activities under the effects of Charms that affect or pertain to the entire unit. This training shall be demonstrated during the wing's seasonal drill review before the lord of the dragon.





# The Laying of Plans

The Shogun said:

A war either is legitimate and justified in the eyes of Heaven or it is not. An upright soldier can fight in a war that is not legitimate, but an upright soldier cannot lead others in the battles of an illegitimate war or conduct an illegitimate war and be considered upright.

A legitimate war is one whose goals are pleasing to Heaven. Legitimate causes for war include the defense of the Realm, the expansion of the Realm's benign influence, the defense of a protectorate of the Realm, the suppression of rebellion in the Realm and the suppression of forces antithetical to Creation. When a war is legitimate, Heaven favors the Realm and will not interfere in the exercise of the army's strategy.

✧ ✧ ✧

The aim of a legitimate war must be pacification rather than destruction. The lord must lay his plans with the express goal of capturing his objectives rather than overpowering his enemies. He must strive to capture the enemy's soldiers and make them his own. He must strive to occupy the enemy's capital and make it his home. He must strive to capture the enemy's lords and learn from them. He must strive to take the enemy's supplies and husband them against desperate times at home.

A mass that expands without adding to itself becomes brittle and is easily crushed and swept aside. So also an army that kills and burns and conquers, ever expanding. The army must instead add to itself by preserving the defeated enemy. A lord who wins 1,000 battles but never leaves one enemy alive dishonors the Realm and his army. A soldier who convinces the enemy to lay down its weapons before the armies march is worthy of the praise of Heaven.

✧ ✧ ✧

An excellent strategy undermines an enemy's plans so that the enemy is too amazed to fight. A good strategy damages an enemy's alliances so that the enemy is alone and surrounded by hostility, too afraid to fight. A fair strategy forces a confrontation between the army and the enemy's army in hopes that the enemy will be too injured and weakened to fight. A poor strategy sees the army lay siege to the enemy's sturdiest cities in the vain assumption that the enemy will be too tired and demoralized to fight.



The laying of plans occurs in nine stages. The first stage is the realization of the army's objective. The second is the assumption of legitimacy. The third is the recognition of the army's capability. The fourth is the recognition of the enemy's capability. The fifth is the formation of strategy. The sixth is the arrangement of tactics. The seventh is the organization of logistics. The eighth is the selection of the lords. The ninth is the inspiration of the soldiery.

When the goal of a war is legitimate, when the balance of opposing forces has been calculated, when the means of victory and their necessities have been managed, when competent lords are chosen, when the soldiers are made ready and willing, then will victory be woven into the destiny of the army.



To attain victory, five conditions must exist. The army's lords must know when they can fight and when they cannot. The army's lords must know how to utilize units of any size against enemy units of any size, employing the Elemental Advantages. The hearts and minds of the soldiers must be aligned with the goals of the army and the lords. The lords must be fully prepared and able to move when the enemy is unprepared. The bureaucracy of the civilian government must not interfere in the lords' practice of making war.



# BOOK TWO: WATER WISDOM

In his time, the Shogun was many souls in succession with many names and faces. Turning ever from South to North, turning ever from West to East, turning ever from the Center outward, the Shogun embraced every element and made its power his own. Thus did the Shogun inherit the Mandate of Heaven. Thus did the Shogun subjugate the Ten Thousand Daimyos. Thus did the Shogun lead the Upright Legions to pacify Creation in its time of turmoil.

In one early turning, the Shogun swam into the crushing depths of the West at the pinnacle of the season of Water to meditate upon the elemental pole and gain enlightenment. He defied the curses of She Who Lives in Her Name clamoring to confuse the secrets he sought. As he neared the Elemental Pole of Water, the Sun-Swallowing Wave rose over him to cast him insensate into black shadow. There, caught at the threshold where sky and sea become indistinguishable, the Shogun floated and was not swallowed. The spirit of Daana'd entered into him, granting him enlightenment.

When the Shogun returned, Water Wisdom flowed within his mind. He spoke of it to the Upright Legions.





# The Moving of Armies

The Shogun said:

When an army moves, each of its soldiers must obey the orders of the march. The orders of the march are as follows:

When the order is "Forward," the unit so ordered will march at a pace suitable to cover a distance of one mile in no more than 20 minutes.

When the order is "Wind Speed," the unit so ordered will march at a pace suitable to cover a distance of one mile in no more than 10 minutes.

When the order is "Pause," the unit so ordered will pause its forward motion but continue to march in place.

When the order is "Cease," the unit so ordered will cease marching and stand at attention until dismissed.

When the order is "Guide Right" or "Guide Left," the leader of the unit so ordered will turn to the indicated direction and continue the march. The soldiers following the leader will continue forward to the leader's previous position before making the turn in the indicated direction.

When the order is "Flank Right" or "Flank Left," the unit so ordered will turn in unison to the indicated direction and continue the march.

When the order is "Reflect," the unit so ordered will turn in unison to the opposite direction and continue the march.

The order of the march shall not be carried out until the caller of the marching cadence completes the order by saying "March."

Only the unit indicated by the caller of the marching cadence shall carry out the given marching order.



When the army deploys to a distant location, the marching formation shall consist of forward scout patrols, the infantry, the auxiliary, the supply caravan, the rear guard and the rear scout patrols.

The forward scout patrols shall consist of cavalry scouts and infantry scouts. One band of scouts shall precede the army per dragon of infantry, at a distance of no less than two miles in advance of the infantry. It shall range across a distance no less than one mile, perpendicular to the course of the army.



The soldiers of the infantry will march as a segmented column. Each segment shall consist of a single wing of infantry, divided into two parallel columns by talon. Each column shall consist of the talons' scales marching together. Each soldier in a scale shall be one arm's length from each other, and each scale shall be two arm's lengths from each other. The lord commanding the army on the march shall appoint a caller of the marching cadence, who shall march to the left of the center of the infantry and give the orders of the march. From the signaler auxiliary, one drummer shall be selected per wing of infantry soldiers to follow the caller of the marching cadence and relay the orders by drum. The lord of each wing shall repeat the orders of the caller of the marching cadence.

The auxiliary shall march in accordance with the infantry, obeying the orders of the caller of the marching cadence.

This marching formation is called the Advancing Wyrms Formation.

The personnel of the supply caravan are not required to march in accordance with the infantry and the auxiliary, but they must maintain the pace set by the caller of the marching cadence. Should the caller of the marching cadence separate the infantry and auxiliary from the supply caravan, the quartermaster shall assume temporary command of the supply caravan and the rear guard, halting its progress and deploying the soldiers of the rear guard in defensive positions around the supply caravan.

This formation is called the Wyrms' Coil Formation. The quartermaster shall maintain the Wyrms' Coil Formation until the infantry and auxiliary returns, or until a messenger is sent to inform the quartermaster to renew the advance of the supply caravan.

The rear guard shall consist of one fifth of the infantry and one fifth of the cavalry and archer auxiliary. It shall march in accordance with the infantry, obeying the orders of the caller of the marching cadence.

The rear scout patrols shall consist of no less than one fang of scouts from the cavalry auxiliary, following the army at a distance of no more than one mile.



Before an army marches, the priests among the army's support personnel shall direct a prayer, when feasible, to Mars and to the war god of the direction in which the conflict shall take place. They shall direct a prayer also to the gods of the major roads the army shall use, to the patron gods of the lands through which the army shall pass and to the involved legions' own patron gods. The purpose of these prayers is to notify the gods of the army's intent.

Do not deploy an army on the march or begin an offensive campaign during the time of Calibration unless the hesitation will have disastrous consequences.



While marching, the army might have to cross mountains, rivers or wetlands. The lord of the army and the caller of the marching cadence must understand how to cross such territory.

To cross mountains, search out broad valleys and stable paths for the infantry and the supply caravan. Send scouts to the heights and investigate them thoroughly for signs of the enemy. Deploy archers from the auxiliary to the heights before the infantry enters. When the infantry, auxiliary and supply caravan have crossed, recall the archers before the rear guard. Do not cross mountains through tunnels or beneath overhanging rocks unless the scouts and engineers have declared such passages to be free of enemies and structurally sound.

If an enemy already occupies the broad valleys, avoid the mountains. If an enemy already occupies the heights, do not climb up to engage in battle.

At rivers, cross quickly at fords or stable bridges or by using floating bridges constructed by engineers from the auxiliary. Once across, distance the army from the river quickly. If an enemy is advancing, do not cross the river to engage it. Do not engage it in the water. Do not engage it with the river behind you. If half of the enemy is across the river and half is not, then attack it from secure land.

An army should not linger in wetlands, but cross them quickly or avoid them when feasible. Do not engage an enemy in a wetland with groves of trees at the enemy's back. If a confrontation in a wetland cannot be avoided, remain in areas with marsh grass.

✧ ✧ ✧

The forward scout patrols shall be aware of the terrain and what its signals indicate and report those indications back to the lords of the infantry.

Foam on a river indicates rain upstream, preceding a swell. The army should not cross until the river settles.

Overhanging outcroppings, ravines, defiles, tall grass, thick forests and wild undergrowth can all hide an ambush or spies and should be diligently searched before the army draws near.

Thick mists, impenetrable shadows and unusually sparse vegetation can indicate the presence of a shadowland. If the affected territory is too large for the entire army to cross during daylight hours, the army should avoid it.

Prodigies and the presence of mutation in local flora and fauna indicates either a nearby Wyld pocket, the approaching boundary of a Bordermarch or the existence of a demesne. Any such territories should be avoided when feasible.

If an enemy challenges battle from a great distance, it has the advantage of terrain and wants the army to advance.

If birds take flight or animals are afraid, enemy forces are waiting nearby. If the animals are calm, the enemy is not lying in ambush.

If dust rises in sharp columns, chariots are coming. If it is low and flat, the infantry is coming. If it is sparse and intermittent, the enemy is encamped.





## The Ceasing of Movement

The Shogun said:

In most circumstances, the army should not try to march more than 15 miles in one day. In dire circumstances, the army should march no more than 30 miles in one day.

The soldiers shall rest for no less than five hours in one day. Poorly rested soldiers will be lax in discipline, sluggish on the march and confused in battle.

✧ ✧ ✧

When the "Cease" order has been given and the day's march is concluded, the army will encamp. The army must encamp on level, defensible terrain advantageous to the army but disadvantageous to the enemy.

The shape of the army's encampment shall be the castrum. The castrum shall be square with the corners arrayed to the north, east, south and west. The castrum shall be quartered by two lanes converging in the center. One exit from the castrum shall open toward the direction of the army's advance; one exit from the castrum shall open in the opposite direction. The latrines shall be dug along the walls to the rear of the castrum, opposite the direction of advance.

The castrum shall be fortified by earthworks consisting of a berm no less than 10 feet in height and a downward-sloping ditch outside the wall no less than 10 feet in depth. If a forest lies convenient to the castrum, the earthen walls shall be topped with a palisade. Towers or sturdy platforms are to be erected at each corner of the castrum. Lookouts and archers from the auxiliary are to be positioned at each corner. Artillery pieces are to be positioned at the centers of each wall of the castrum.

The lord of the legion is to encamp in a plaza at the center of the castrum where the lanes converge. The soldiers of the legion and personnel of the supply caravan are to array their tents in parallel in the four quadrants of the castrum, arranging themselves in the order of the march.

This encampment arrangement is called the Structure of Creation Encampment Formation, with the lord of the legion representing the Blessed Isle and the soldiers the peoples of Creation. It is auspicious under Heaven. A legion that does not encamp in this arrangement is cursed and will be destroyed in battle.



Upon making camp, the shifts of the watch shall be established. Each shift shall consist of no less than one talon of infantry soldiers for the castrum and a single scale of archers of the auxiliary at each corner of the castrum. The same soldiers shall not be assigned to the watch on consecutive shifts or consecutive nights.

Soldiers not on watch once the castrum has been established shall study the Thousand Correct Actions of the Upright Soldier, engage in physical exercise, eat a meal prepared by the supply personnel, repair damaged equipment, rest or exchanged soiled footwear for fresh. Sexual congress is forbidden if battle is possible during the night or expected on the following day so that energy shall not be unnecessarily expended.



The legion may leave the earthworks of a castrum in place when the army continues the march if the terrain is isolated and the legion will return home by the same route. The legion may also leave the earthworks in place if the castrum must be abandoned in haste.

At the end of a successful campaign, the legion must completely disassemble the castrum before returning home, leveling the berm and filling in the ditches. The wood from the palisades, towers and watch platforms should be salvaged and entered into the legion's supplies.

If, at the end of a successful campaign, the legion has captured advantageous territory or enemy fortifications and occupies them, the castrum may be retained and repurposed to contain prisoners of war. Namely: the ditches outside the berm shall be filled in and new ditches shall be dug inside the perimeter of the berm. The open corners of the berm shall be enclosed and heavily guarded. The central plaza where the quartering lanes converge shall be where prisoners are executed and buried.

This arrangement is called the Structure of the Underworld Internment Formation. Those who are imprisoned within are cursed and will never experience peace among their family members again.





# The Formation of Soldiers

The Shogun said:

On the battlefield, a unit of soldiers can take on one of four basic drill formations. What is meant by formation is not a precise arrangement of the soldiers' positions relative to each other and the enemy, but rather the density of soldiers who comprise the unit. The basic drill formations are: unordered, skirmish, relaxed and close.

The unordered drill formation reflects a lack of discipline or improper training. It can also result when proper coordination between units has been rendered impossible. The unordered formation is the formation of the mob or the swarm. Its power of attack and sturdiness of defense are enhanced by greater numbers. Greater numbers reduce its freedom of movement. Its awareness of the moment is poor.

The upright soldier must never deploy a unit in the unordered drill formation if that unit is unable to shift to a different formation on command.

In the skirmish drill formation, soldiers stand ready at one spear's length from each other. This formation has no effect on a unit's power of attack. This formation enhances a unit's sturdiness of defense against ranged attacks or widespread attacks. This formation reduces a unit's sturdiness of defense against opponents in close combat in favor of enhancing the unit's freedom of movement. This formation can further enhance a unit's freedom of movement at the expense of its awareness of the moment.

In the relaxed drill formation, soldiers stand ready at two arms' lengths from each other. This formation has no effect on a unit's awareness of the moment, freedom of movement, power of attack or sturdiness of defense.

In the close drill formation, soldiers stand shoulder to shoulder with no more room to move their hands than is required to swing a weapon or raise a shield. This formation enhances a unit's awareness of the moment and power of attack at the expense of its freedom of movement. This formation enhances a unit's sturdiness of defense against opponents in close combat. This formation reduces a unit's sturdiness of defense against ranged attacks or widespread attacks.<sup>11</sup>

11. In previous eras, the relaxed drill formation was considered preferable in most situations, allowing commanders to shift units quickly to skirmish or close formation as battlefield conditions necessitated. Modern commanders, however, prefer to employ the close drill formation in most situations. The primary reason for this is that weapons capable of exploiting the close formation's reduced sturdiness of defense are rarer in the modern day than in eras past.



## The Coordination of Units

The Shogun said:

Every soldier shall bear symbols designating his rank. The symbol shall appear on the upper right shoulder of the soldier's armor. When the soldier is out of armor, he shall bear a token pendant marked with the symbol of his rank.

An unranked enlisted soldier's status is designated by a single minor Air emblem. The lord of a fang's rank is designated by five minor Air emblems arranged in a cross, connected tangentially. The lord of a scale's rank is designated by a single minor Earth emblem. The lord of a talon's rank is designated by five minor Earth emblems arranged in a pentagon, connected tangentially. The lord of a wing's rank is designated by a single major Earth emblem. The lord of a dragon's rank is designated by two major Earth emblems side by side, connected tangentially. The lord of a legion's rank is designated by five major Earth emblems arranged in a pentagon, connected tangentially.

The lord of every unit larger than a fang shall be issued a mon standard and harness to be worn over the armor during battle.<sup>12</sup> The mon standard shall identify the unit and designate whether it is infantry or to which branch of the auxiliary it belongs. The mon standard must remain visible to the lord of the legion at all times.

A legion's mon standard shall display a pentagon bearing the crest of the legion's lord. A dragon's mon standard shall display a pentagon identifying its legion over a diamond marked with the dragon's identifying symbol. A wing's mon standard shall display a diamond identifying its dragon over a triangle marked with the wing's identifying symbol. A talon's mon standard shall display a triangle identifying its wing over a circle marked with the talon's identifying symbol. A scale's mon standard shall display a circle identifying its talon over a rectangle identifying the scale by number.

12. Mon standards in the modern Imperial legions are rarely worn except in parades celebrating important affairs of state. Far more commonly, the standard is attached to a pike staff and carried by hand by a noncombatant attached to the unit for no other purpose.





The Exalted lords of the 10 dragons in a legion shall form two sworn brotherhoods among themselves, deferring to the most experienced lord, to perfect their cooperation. The Exalted lords of the talons and wings in a dragon shall form a sworn brotherhood among themselves, deferring to the most experienced lord of the highest rank, to perfect their cooperation. The Exalted lords of the scales in a talon shall form a sworn brotherhood among themselves, deferring to the most experienced lord, to perfect their cooperation. If a soldier ranked lower than the lord of a scale is Exalted, that soldier should not become part of a sworn brotherhood until he achieves the higher rank.



During battle, the lord of the legion shall observe from a safe remove. He shall tell the orders of drill formation and battlefield movement to the signalers who shall relay them by flag or by bugle to signalers among the units on the field. The signals shall indicate the intended unit and the order of the lord by prearranged code.<sup>13</sup>

The signaler relays on the field shall indicate the orders of the legion's lord to the lords of the intended units by bugle or by whistle in prearranged code.

The lords of the battlefield units shall convey the orders of the legion's lord to their subordinate lords by whistle in prearranged code or by telling those orders in voice.

The lords of the subordinate units shall tell the orders in voice or by prearranged hand signal to their soldiers who shall carry them out.



The codes indicating the orders of drill formation and battlefield movement for signaler auxiliary and the lords on the battlefield shall not be recorded<sup>14</sup> and shall change regularly against the possibility of espionage.

13. Military veterans accept that the *Thousand Correct Actions* overstates the degree to which a strategos controls the minute movements of soldiers on the field. In practice, the strategos gives commands pertaining to gross strategy, and occasionally large-unit tactics, which are necessary simplified. When the commanders of the subordinate units on the field receive these orders, they filter out their own units' specific roles and pass down orders pertaining to those rules alone. By the time an order reaches the ears of a foot soldier, it has been filtered and broken down time and again until it is so simple the soldier can carry it out without thinking about it. Integrating the ten thousand small maneuvers of fangs of soldiers into the flawless strategies of flights and legions is the purpose of a soldier's constant drill training. Being able to coordinate communication between the strategos and the battlefield units is the purpose of the signaler auxiliary's training.

14. This admonition pertains specifically to the *Thousand Correct Actions*' own text. Historically, legions have maintained codebooks from which to train the flag corps, buglers and runners of their signaler auxiliary, as well as the lords of their combat units. Legions do not allow signalers or soldiers to carry their codebooks into the field on campaign, however. Learning the meanings of the various signals is another purpose of the legions' constant drill training. The frequency with which a legion changes its drill signals depends on the uprightness of the strategos.



# The Maneuvering of Troops

The Shogun said:

Tactics are carried out by the coordinated integration of battlefield movements and assumptions of drill formations. Soldiers must master carrying out the orders of drill formations. They are: disorder ranks, order ranks, open ranks and close ranks.

When the lord's order is "Disorder Ranks," the soldiers of her unit must assume the unordered drill formation.

When the lord's order is "Order Ranks," the soldiers of her unit must assume the relaxed drill formation.

When the lord's order is "Open Ranks," the soldiers of her unit must assume the skirmish drill formation.

When the lord's order is "Close Ranks," the soldiers of her unit must assume the close drill formation.



Soldiers must master carrying out the orders of battlefield movement. They are: advance, assume formation, attack, charge, disengage, envelop, lock ranks, unlock ranks, merge ranks, split ranks and retreat. The lord will give the order, designating the unit to carry it out. The lord of that unit will repeat the order, and the lords of the component units will repeat the order again. The soldiers will carry the order out.

When the lord's order is "Advance," the soldiers of her unit must move at marching speed toward the enemy or toward a strategic objective.

When the lord's order is "Assume Formation" and she names the tactical formation<sup>15</sup>, the soldiers of her unit must assume the formation she commands.

When the lord's order is "Attack," the soldiers of her unit must engage the enemy in combat.

When the lord's order is "Charge," the soldiers of her unit must move at Wind Speed or better toward the enemy or toward a strategic objective.

15. A tactical formation refers to the overall tactical arrangement of the soldiers, unlike drill formation, which refers to the soldiers' relative positions and dispersal within a tactical formation.



When the lord's order is "Disengage," the soldiers of her unit must break off attacking the enemy, fall back to a position on the battlefield so ordered and regroup to await the lord's next order.

When the lord's order is "Envelop," the soldiers of her unit must position themselves to attack the designated enemy unit from every side.

When the lord's order is "Lock Ranks," the soldiers of her unit must defend themselves from an enemy's attack, neither withdrawing nor returning the attack until the lord so orders.<sup>16</sup>

When the lord's order is "Unlock Ranks," the soldiers of her unit must disregard the "Lock Ranks" order and assume their previous tactical formation.

When the lord's order is "Merge Ranks," the soldiers of her unit must integrate the soldiers of a depleted unit into their own, forming a new unit at full strength.

When the lord's order is "Split Ranks" and she names the component units so ordered, the soldiers of the component units must separate from the lord's unit to form a new unit consisting of the split units. The most senior lord of the component units shall be the lord of the created unit.

When the lord's order is "Retreat," the soldiers of her unit must withdraw from the battlefield immediately.

16. The "Lock Ranks" command is typically employed to resist unexpected projectile fire or battlefield sorcery. It is also the command given to pike- or spear-wielding heavy infantry to resist cavalry charges. It can be employed by one infantry unit against another as well, but such circumstances are rare.

# BOOK THREE: FIRE WISDOM

In her time, the Shogun was many souls in succession with many names and faces. Turning ever from South to North, turning ever from West to East, turning ever from the Center outward, the Shogun embraced every element and made its power her own. Thus did the Shogun inherit the Mandate of Heaven. Thus did the Shogun subjugate the Ten Thousand Daimyos. Thus did the Shogun lead the Upright Legions to pacify Creation in its time of turmoil.

In one early turning, the Shogun crawled into the blistering vastness of the South at the pinnacle of the season of Fire to meditate upon the elemental pole and gain enlightenment. She avoided the passages to Cecelyne yawning open to mislead her on her journey. As she neared the Elemental Pole of Fire, her clothing burned and the blinding, colorless heat scorched her bare skin a deep crimson. There, at the threshold of the Ultimate Conflagration, the Shogun danced and was not consumed. The spirit of Hesiesh entered into her, granting her enlightenment.

When the Shogun returned, Fire Wisdom burned within her mind. She spoke of it to the Upright Legions.







# The Variation of Tactics

The Shogun said:

In military confrontations, an army cannot be a single mass exerting the will of a single mind. This is the behavior of the mob. Instead, the units must behave independently while the lord enables them to cooperate flawlessly.

In military confrontations, an army's units cannot all possess the same power and the same talents. This is the behavior of the mob. Instead, the units must possess different abilities while the lord understands how best to apply them simultaneously.

In military confrontations, an army cannot seek only to match the enemy's advantages five for five. This is the way of eternal longing. Instead, the army must neutralize the enemy's advantages while the lord applies additional pressure to achieve victory.

✧ ✧ ✧

Conditions develop constantly during wartime, and so the lord must be prepared to alter his tactics immediately. He must be bold so that he can press for victory after an advantageous development. He must be cautious so that he can preserve his soldiers and equipment in spite of a disadvantageous development. He must be patient so that he can discern the difference between advantageous and disadvantageous developments. He must be wise so that he can distinguish between natural developments and false circumstances created by the enemy as part of a stratagem.

It is important for a lord to be able to think quickly so that he can adapt his strategy and tactics to the never-ending ebb and flow of wartime intelligence. It is better, however, for a lord to prepare multiple strategies and tactics in advance. A lord who has prepared a good strategy can win a battle if the weather doesn't change. A lord who has prepared five good strategies can still win if the weather changes.

✧ ✧ ✧

Military confrontations are rarely settled by straightforward clashes of legions of equal size. Forces differ in size. Forces differ in strength. Forces differ in the quality of their equipment. Forces differ in the intensity of their training and the uprightness of their lords. The weather favors one force over the other. Terrain favors one force over the other, or favors none.

A lord understands how best to apply the Five Elemental Advantages to the differences between his force and the enemy by means of the conditions of the battlefield. He understands his enemy's capabilities as compared to his own. He knows which Elemental Advantages his enemy possesses and how best to exploit them with his own Elemental Advantages.

✧ ✧ ✧

Adaptability on the battlefield is more valuable than strength. Organization is more valuable than ferocity. Adaptability is not simple reactivity. The lord whose forces only react cannot attain victory, but can only ensure a stalemate. Adaptability means taking new action at opportune times as advantageous circumstances arise. Adaptability forces the enemy to react, which diminishes the enemy's aggression and certainty. An uncertain enemy whose aggression is spent loses the will to fight and can be easily captured.





## The Fielding of Wings<sup>17</sup>

The Shogun said:

A fang is the smallest a unit of upright soldiers can be and still be tactically effective. This does not discount the bravery of sorcerers or the heroism of gifted soldiers mortal and Exalted, but neither does it count on them or base strategy on their efforts. An individual can fail. An individual can be studied and tempted. A strategy planned around an individual is a roof supported by a rotten timber.

The fang, therefore, stands in for the individual in military strategy. The fang enjoys the Advantage of Earth. With proper training and coordination, the soldiers following the orders of the fang's lord without question or hesitation, the fang can also enjoy the Advantage of Air. When a fang enjoys the Advantages of Air and Earth, it is said to have the Unity of Essence Advantage. A fang with the Unity of Essence Advantage can easily defeat a mob of 25 barbarians on equal terrain.



As the scale of a conflict increases, larger forces are deployed. A lord need not, however, match her opponent's forces five for five to achieve victory. When an enemy is less well trained or poorly equipped or has insufficient will to fight or has lax discipline, a lord need only combine a minimum number of her small units harmoniously and keep soldiers in reserve to replenish their numbers.

A harmonious combination of units is built upon the Advantage of Earth as a sturdy foundation and employing a subordinate Elemental Advantage to accomplish a strategic goal. Such harmonious combinations are called the Unity of Heaven Advantages. The Unity of Heaven Advantages are: the Unity of Essence Advantage, combining the Advantages of Earth and Air; the Unity of Souls Advantage, combining the Advantages of Earth and Water; the Unity of Storms Advantage, combining the Advantages of Earth and Fire; the Unity of Home Advantage, combining the Advantages of Earth and Wood; and the Unity of Adamant Advantage, multiplying the Advantage of Earth.

17. The title of this section is somewhat misleading, as it refers to the fielding of military units of different sizes rather than wings alone. The chapter also describes a powerful battlefield deployment known as a flight. It is possible that the title was intended to be "The Fielding of Flights," as the modern words for wing and flight come from the same Old Realm root, but there is no scholarly consensus on the matter—especially considering that flights are not the sole subject of the chapter.

When its soldiers are properly trained, a unit or formation of units that possesses one of the Unity of Heaven Advantages can easily achieve victory against a unit of the next larger size by effectively employing its subordinate Elemental Advantage.

✧ ✧ ✧

When armies oppose one another, it is imprudent to commit an entire legion to oppose an enemy's legion. It is preferable to deploy a flight of soldiers arrayed in the Soaring Phoenix Formation. The hard beak and claws of the phoenix consist of three dragons of heavy infantry, capable of inflicting maximum damage while sustaining minimal casualties. The swift pinions of the phoenix consist of one dragon each of medium infantry, sweeping the battlefield to control the enemy's access to territory and to defend the phoenix from counterattacks from the flanks. The thrashing tail of the phoenix consists of a single dragon of archer or cavalier auxiliary, scattering the remnants of the enemy and defending the phoenix from counterattack from the rear.

The remaining dragons remain in reserve, arranged in the Nest of Embers Defensive Posture. As reinforcements are needed, units of soldiers deploy from the nest to restore the phoenix where it withers.





# The Need for Espionage

The Shogun said:

Heaven does not assure the outcome of the affairs of human beings. No god can arbitrarily grant victory or cause defeat. The fate a lord reads in the stars is merely a possibility. Remember, the Anathema had usurped the Mandate of Heaven, but they were slain and the Mandate passed from them in the Great Uprising.

✧ ✧ ✧

To achieve victory in battle, a lord must know his enemy as well as himself. He must learn what the enemy wants, what the enemy's capabilities are and what the enemy intends. To find this information, the lord must employ spies.

Five types of spies exist and can be used by a lord. They are: found spies, corrupt spies, converted spies, hollow spies and loyal spies.

Found spies live in the enemy's territory but have insignificant standing in the community. They can provide information about terrain, native wildlife, the deployment of enemy forces and the sentiment between the masses and their government.<sup>18</sup>

Corrupt spies live in the enemy's territory and hold positions of significance in the government, the army or the clergy. They can be tempted to provide information about the predilections of the local gods, the strategy of the enemy and the policies of the government from within enemy territory.

Converted spies are enemy spies captured within the Realm who can be tempted to provide helpful information for their captors or spread false information back to the enemy.

Hollow spies do not collect information but instead spread false information to the enemy. They are completely expendable: given either misleading instructions or forged documents, they are allowed to fall into enemy hands.<sup>19</sup>

18. The category of found spies also includes local scouts who travel with the army, rather than simple peasants who part with helpful information in exchange for food or money as the army passes through.

19. Hollow spies are often recruited from the Realm's civilian criminal population or selected from those soldiers subject to courts martial. An offender is offered freedom in exchange for a one-time-only military service. When he accepts, he is given minimal training and released into enemy territory. In the best case, the offender is captured by the enemy, playing out the perfect role of hollow spy. In the worst case, the offender simply disappears into enemy territory to commit his crimes on enemy soil rather than his home soil.

Loyal spies are employed by the Realm for no other purpose than spying. They venture into enemy territory, collect intelligence and return to the Realm to relay that intelligence.



Gathering information of worthwhile importance to the army and the Realm is accomplished through the Active Flow of Intelligence and the Reactive Flow of Intelligence.

The Active Flow of Intelligence is as follows: The Realm selects and trains individuals to become loyal spies. The loyal spy goes into enemy territory. There, the loyal spy employs found spies to help him refine his search for worthwhile intelligence. Refining his search, the loyal spy identifies individuals to become corrupt spies. He tempts those individuals until he finds worthwhile intelligence. Having gained worthwhile intelligence, the loyal spy returns to the Realm to tell it.

The Reactive Flow of Intelligence is as follows: The Realm discovers and captures one of the enemy's loyal spies. The Realm tempts that spy until that spy becomes a converted spy. The converted spy returns to the enemy while hollow spies also go into enemy territory posing as the Realm's loyal spies. The converted spy uses his knowledge to dupe found spies and unwitting corrupt spies. He then either returns to the Realm, posing as a loyal spy for the enemy, or meets with one of the Realm's loyal spies at the border to tell his information.

A wise lord engages in the Active Flow of Intelligence and observes the Reactive Flow of Intelligence with equal diligence. He learns everything there is to learn about the enemy before engaging that enemy in battle.





## The Use of Essence

The Shogun said:

It is wise for the upright soldier to utilize Essence when it is available.<sup>20</sup> What is meant by utilizing Essence is taking advantage of the capabilities of sorcerers and the Exalted. Any capability of a unit that derives from a source other than the strength and ingenuity of the mortal soldiers who compose it should be noted by the commander. Every such capability should not be hoarded or wasted, but should be employed whenever applicable or advantageous.

✧ ✧ ✧

The advantageous capabilities of the Exalted should be employed whenever a unit contains Exalted soldiers. The combat Charms of an Exalted soldier are worth the fighting prowess of 10 mortal veterans. The defensive Charms of an Exalted soldier enable her to withstand attacks fatal to any mortal soldier. The battlefield Charms of an Exalted soldier can bestow advantages on an entire unit, alter terrain to the advantage of a unit or alter terrain to the disadvantage of an opponent. The hardiness and piety of an Exalted soldier can inspire loyalty and morale in a unit that no mortal commander could.

Exalted soldiers should be positioned prominently in a unit when battle begins so as to inspire one's own soldiers and demoralize the enemy.

Should an Exalted soldier be wounded in battle and unable to continue fighting, soldiers of her unit must defend her against the enemy until she can be removed to safety, though it cost them their lives.

20. Some soldiers perceive a contradiction between the wisdom of "The Use of Essence" and the wisdom of "The Wielding of Artifacts." No contradiction exists, though the shade of meaning that distinguishes one from the other is subtle. The latter chapter counsels against an over-reliance on artifacts and Essence-powered technology that precludes the natural strength and ingenuity of one's soldiers. This chapter, however, counts the supernatural prowess of the Exalted and the extraordinary capabilities of sorcerers as among the "natural" strength and ingenuity of a unit.

In both chapters, what is important is to employ the strategy and tactics of the *Thousand Correct Actions* in all circumstances. When one utilizes Essence, doing so constitutes an enhancement of those strategies and tactics. When one wields artifacts, doing so occurs in addition to those strategies and tactics.

The advantageous capabilities of sorcerers should be employed whenever a unit contains sorcerers. What is meant by a sorcerer is a soldier in a unit whose natural capabilities far exceed the capabilities of the other soldiers of equal rank and training in the same unit. A sorcerer is also a soldier in a unit who has specialized capabilities independent of the other soldiers in her unit.<sup>21</sup>

A sorcerer is integral to the unit to which she belongs, and the unit's tactics should focus on supporting the sorcerer's capabilities, but the sorcerer is not the lord of the unit. The lord of the unit containing a sorcerer is one who understands how to utilize the sorcerer's unique capabilities. In battle, a sorcerer in a unit may employ her unique capabilities independently of the actions of the rest of her unit as long as doing so does not contradict the explicit orders of the unit's lord, and as long as her actions are the actions of an upright soldier. A sorcerer whose independent actions are not those of an upright soldier shall be punished by the lord of her unit after the battle is over, regardless of the outcome of those actions.

A sorcerer should not be positioned prominently in a unit when battle begins unless that sorcerer is also an Exalted soldier.

Should a sorcerer be wounded in battle and unable to continue fighting, soldiers of her unit should defend her against the enemy until she can be removed to safety. If the sorcerer is also an Exalted soldier, the other soldiers must defend her to the death.

When an enemy employs an attacking sorcerer against a unit of the same size without a sorcerer, the unit should cease advancing or attacking and defend itself as best as it is able against the sorcerer. The attacked unit should attempt to avoid the sorcerer's attack, redirect it or absorb it with minimal casualties. Only when the sorcerer ceases attacking should the unit resume its advance or attack.

If an enemy sorcerer's attack is continuous, the attacked unit should signal for assistance from another unit while keeping the sorcerer's attack centered upon itself. The assisting unit should attack the enemy sorcerer's unit before the sorcerer can redirect her attack.

If no units are available to assist a unit beleaguered by the continuous attack of a sorcerer, the beleaguered unit should disengage or seek a strategic advantage.

When a unit employs a sorcerer against an enemy unit of the same size without a sorcerer, the sorcerer's unit should attempt to capture the enemy unit.

When a unit attacks a numerically inferior enemy that employs a sorcerer, the unit should attempt to capture the enemy's sorcerer.

21. The eldest manuscripts of the *Thousand Correct Actions* use a Shogunate-Era dialectic term in this chapter that is difficult to translate precisely. The term derives from an archaic root that can be understood to mean "single," "capable," "lonely," "special," "uncanny," "occult," "lost," "hidden," "obscured" and/or "deranged," depending on context and vocal inflection. Later editions of the text have translated the term alternately as "specialist" or "sorcerer." The most modern consensus among classicists is to use the term "sorcerer," though editions using "specialist" are extant and in use by the senior officer cadre of certain legions.

Veteran strategists and military historians apply the term to soldiers highly skilled at ranged combat, to soldiers with special training in the use of unique martial artifacts and to literal sorcerers of the Emerald Circle. Noncombatants who deploy onto the battlefield with fighting soldiers—such as tactical engineers, arcane savants, astrological advisors or divine neutral observers—should be treated as sorcerers as well, depending on the reason they have been deployed with the soldiery.



When a unit faces a numerically superior enemy that also employs a sorcerer, that unit should signal for reinforcements until the size of its forces match those of the enemy. If insufficient reinforcements are available, the unit should disengage or seek a strategic advantage.

When a unit containing a sorcerer attacks an enemy with a sorcerer, the unit's lord should not allow the unit's sorcerer to confront the enemy's sorcerer directly until the battle's end, lest the sorcerer's capabilities neutralize one another. Should an attacking unit's sorcerer's capabilities be neutralized by the capabilities of an enemy sorcerer, the attacking unit's sorcerer should disengage so as to avoid the possibility of capture or death. The sorcerer should deploy elsewhere on the battlefield where his capabilities will not be neutralized.

When a unit containing a sorcerer is attacked by an enemy's sorcerer, the unit's commander should use the capabilities of the unit's sorcerer to neutralize those of the enemy sorcerer. Once the enemy sorcerer's capabilities are neutralized, the unit should attempt to capture the enemy sorcerer.



## The Wielding of Artifacts<sup>22</sup>

The Shogun said:

The power of the upright soldier does not lie in the weapons he wields. The power of the upright soldier does not lie in the armor he wears. The power of the upright soldier does not lie in the conveyance that transports him. The power of the upright soldier does not lie within the walls he inhabits.

The power of the upright soldier courses in the strength of his arms. The power of the upright soldier abides in the hardness of his constitution. The power of the upright soldier dwells in the sharpness of his mind. The power of the upright soldier is visible in his devotion to his subordinates. The power of the upright soldier is visible in his dedication to his superiors.

The power of the upright soldier comes from his training and is with him all the days of his military service.



Essence-channeling artifact devices are the purview of the Exalted and should not be handled by mortal soldiers.

Should an examination of the battlefield reveal the existence of lost or discarded artifact devices, under no circumstances should the upright soldier claim them carelessly. Under no circumstances should the upright soldier attempt to use them immediately. The upright soldier must bring the existence of found artifact devices to the attention of the lord of his wing via the proper chain of command. The lord of the wing must then dispatch a qualified investigation detail to survey the scene.

An investigation detail shall include no less than one senior sorcerer-engineer and one fang's worth of technician savants. If the artifact device is located in uncertain territory, a detachment of soldiers should accompany and protect the investigation detail. The detachment should include no fewer than one fang of soldiers and no more than one talon of soldiers depending upon the size and potency of the artifact versus the potential danger presented by the terrain and threat posed by enemy forces.

22. The teachings regarding artifacts have also been applied successfully to modern-day use of firedust and alchemical products of thaumaturgy.



Found artifacts should be examined in detail and catalogued immediately. Under no circumstances should found artifacts of uncertain provenance be repaired in the field by deployed forces. Under no circumstances should found artifacts of uncertain provenance be tested in the field by deployed forces. Found artifacts of uncertain provenance must be transported to the nearest Realm-controlled research-and-development installation when the circumstances of the battlefield permit. A detachment of no less than one fang and no more than one talon of soldiers must oversee and ensure delivery.

Found artifacts of certain provenance may be entered into the legion's supply stores to replace damaged, destroyed or stolen equipment of the same type.

✧ ✧ ✧

Martial artifacts should be used to augment the power of a properly trained unit, never to supplement the weakness of a lax unit.

Martial artifacts must never be used to replace a properly trained unit.

Martial artifacts may be used to replace units of the army's auxiliary, but the auxiliary must never be considered the core of any martial strategy.

# BOOK FOUR: WOOD WISDOM

In his time, the Shogun was many souls in succession with many names and faces. Turning ever from South to North, turning ever from West to East, turning ever from the Center outward, the Shogun embraced every element and made its power his own. Thus did the Shogun inherit the Mandate of Heaven. Thus did the Shogun subjugate the Ten Thousand Daimyos. Thus did the Shogun lead the Upright Legions to pacify Creation in its time of turmoil.

In one early turning, the Shogun traveled into the verdant lushness of the East at the pinnacle of the season of Wood to meditate upon the elemental pole and gain enlightenment. He ignored the fury of Malfeas, ending its attempt to poison his righteous heart. As he neared the Elemental Pole of Wood, the leaves and undergrowth stained his skin a healthy green. There, at the bole of the Tree Whose Shadow is Night, the Shogun ate the fruit of that tree and was not poisoned. The spirit of Sextes Jylis entered into him, granting him enlightenment.

When the Shogun returned, Wood Wisdom lived within his mind. He spoke of it to the Invincible Legions.







## Stratagems of Attack<sup>23</sup>

The Shogun said:

What is meant by “attack” is to take action to achieve an objective. The most preferable type of attack is to make the enemy unable or unwilling to fight. The least preferable type of attack is to raise weapons against the enemy’s soldiers.

✧ ✧ ✧

When attacking, do not aim where the enemy is strong. Do not attack in a way that the enemy can predict. Attack the enemy where he is weak. Attack in a way she cannot predict. Victory is attainable only by defying expectation and doing the unexpected.

✧ ✧ ✧

Create false expectations through feints. Then, when you attack, defy the false expectations you have created. Your attack cannot but be unexpected, leaving your enemy weak against it. This is called the Gossamer Stratagem.

✧ ✧ ✧

Attack openly and directly while also attacking indirectly and with great subtlety. This is called the Fire and Snake Stratagem.

✧ ✧ ✧

Wait for chaos to overtake and disorder the enemy before attacking. This is called the Drunken Brothers Stratagem.

✧ ✧ ✧

Make friends with a hesitant enemy through irresistible overtures. When she relaxes her defenses, attack her unexpectedly. This is called the Lovely Raksha Stratagem.

✧ ✧ ✧

When carrying out attacks, remain flexible enough to seize sudden and unexpected opportunities, even ones unrelated to your objectives. This is called the Money in the Street Stratagem.

23. The number of stratagems included in the Wood Wisdom chapters of the unabridged *Thousand Correct Actions* far exceeds the number included in the abridged version. They vary from general advice to minutely specific tips. While each entry is significant, the ones included here are considered the most basic and fundamental. They are also considered the most widely applicable to conflicts having nothing to do with war.



If you are unsure of what an enemy intends to do, pretend to attack and see how she reacts. If you can divine her state of mind from her reaction, you know what she expects, what she is likely to do and how capable she is. Once you know these things, use this knowledge to plan an unexpected attack. This is called the Unsigned Letter Stratagem.<sup>24</sup>



If the enemy is well defended in a place of power, lure her out with the prospect of gain before you try to attack her.<sup>25</sup> This is called the Jade Across the Moat Stratagem.



Never attack an enemy in such a way that she believes she has no hope of escape. If an enemy perceives no means of escape, she will fight with her whole heart, willing to die for the sake of her pride. If she believes she can yet escape, however, she will not fight with her whole heart but consider her options. Surrender is an acceptable form of escape. This is called the Open Gate Stratagem.



When an enemy's forces are bound only by the charisma of a powerful leader or fear of an undeniable tyrant, focus your attack on the leader. When the leader is gone, the enemy forces will disperse. This is called the Father and Child Stratagem.

24. The name of this stratagem comes from a Shogunate-Era folktale. In it, a clever daimyo tests his ministers' and advisors' loyalty by secretly sending them unsigned letters proposing an alliance in a conspiracy against the daimyo. Those who are loyal report receiving the letters the next morning. Those who are not, the daimyo has taken into custody and executed.

25. An alternative version of this stratagem is expressed in the military aphorism, "Burn the temple to entice the pious general."





## Stratagems of Ground

The Shogun said:

When the army moves, it must be mindful of its terrain and the lord must understand how best to exploit what the terrain offers. He must first identify it by its general type and then plan his actions accordingly.

The general types of terrain are: dispersive, light, contentious, traversable, focal, heavy, entrapping, encircled and fatal.

Dispersive terrain is terrain on which the enemy is fighting on its own land. It is best not to engage the enemy on dispersive terrain but to lure the enemy away.

Light terrain is terrain on which an army stands within enemy lands but only shallowly within the enemy's borders. It is best not to stop the army on light terrain but to move quickly.

Contentious terrain is terrain on which whoever occupies it enjoys its natural advantages. It is best to seize contentious terrain quickly. It is best not to attack on contentious terrain but to build and fortify one's defenses.

Traversable terrain is terrain on which the army and the enemy can come and go. It is best not to become isolated on traversable terrain, lest the enemy envelop and capture the isolated forces.

Focal terrain is terrain surrounded on three sides by potential allies of either the army or the enemy, and where whoever seizes the terrain first will gain the support of all potential allies. It is best to seize focal terrain quickly. It is best not to consider the enemy but to form alliances with and unite those surrounding the focal terrain.

Heavy terrain is terrain on which an army stands deep within enemy lands, well within the enemy's borders. It is best not to use up one's supplies in heavy terrain but to plunder the towns and arable lands for provisions.

Entrapping terrain is terrain where the roads are difficult to negotiate due to the existence of mountains, forests, ravines, defiles, wetlands, marshes, shadowlands or Wyld pockets. It is best not to wait but to move through entrapping terrain steadily with cautious haste.

Encircled terrain is terrain with a narrow entrance and no easy return path. In such terrain, a small enemy can devastate a larger force. It is best not to panic or rely on numbers in encircled terrain but to employ clever strategy.

Fatal terrain is terrain on which a force that fights with great courage and determination will survive but a force that does not fight with great courage or determination will not survive. It is best not to retreat or hesitate on fatal terrain but to engage the enemy with matchless intensity.



While avoiding terrain that is disadvantageous to his forces, the wise lord will maneuver his enemy onto terrain that is disadvantageous to it or force the enemy to fight with disadvantageous terrain at its back. This is called the Burning Bridge Stratagem.



A lord must not settle for terrain that is disadvantageous to his forces, advantageous to the enemy or neutral toward both sides. He must fight on terrain that is advantageous to his forces and disadvantageous to the enemy. If such terrain is not available, the lord must engineer earthworks to create advantage to himself and disadvantage toward the enemy. Properly engineered earthworks<sup>26</sup> slow an enemy's advance, restrict an enemy to only expected avenues of approach, force an enemy to take an expected drill formation or otherwise force the enemy to conform to selected methods for which the lord can easily prepare.

26. The unabridged *Thousand Correct Actions* expands on the construction and specifications of certain types of basic earthworks, such as moats, berms, trenches and stake traps. The legions' auxiliary engineers also produce manuals that expand even further on such earthworks, as well as more specialized types of battlefield traps and obstacles suited to Creation's different climates.





## Stratagems of Superiority

The Shogun said:

The one who is superior in battle is the one who knows her forces' and her enemy's capabilities, but does not let the enemy know her forces' capabilities. The one who is superior in battle is the one whose strategy cannot be guessed though she predicts the enemy's strategy with ease. The one who is superior in battle is the one who comes and goes as she pleases though the enemy's movements are forced or constrained. The one who is superior in battle is the one who attacks where the enemy cannot defend. The one who is superior in battle is the one who is heavily defended where the enemy cannot attack. The one who is superior in battle is the one who is ordered while the enemy is disordered. The one who is superior in battle is the one who is unified while the enemy is divided. The one who is superior in battle is the one who is flexible while the enemy is rigid and brittle.



When a lord has superiority in battle, she must watch the enemy closely and react appropriately to the enemy's behavior. She must be deferential to a strong enemy in order to make the enemy hasty and arrogant. She must stand back and wait when the enemy is well rested and well fed. She must show unflappable patience when the enemy is insulting. She must soothe a wild enemy who leads with a heart of fire. She must be the paragon of righteousness when the enemy is rebellious. She must make overtures when the enemy is upright but the enemy's ruler is wicked.



An army with superiority in battle should obfuscate a surprise attack by appearing to be engaged in normal activity, rather than attempting to avoid notice altogether. Affecting a semblance of mundane activities lulls an enemy off its guard, which makes it an easy target for an unexpected attack. This is called the Nearsighted Sentinel Stratagem.

✧ ✧ ✧

An army with superiority in battle can reserve its strength by convincing an ally to attack an enemy. This is called the Borrowed Sword Stratagem.

✧ ✧ ✧

An army with superiority in battle should choose the time and location of a battle and force the enemy to attend. When the army chooses the time and location of a battle, it can arrive at the battlefield first and settle in behind fortifications before the enemy has reached the destination. The superior force has time to define its strategy and deploy its rested soldiers; the inferior enemy must hasten to the battlefield and has no time to properly deploy its exhausted soldiers. This is called the Stranger's House Stratagem.

✧ ✧ ✧

An army with superiority in battle should not attack if the enemy is healthy and unified. Instead, the army should wait until famine or disease infects the enemy, throwing the citizenry into chaos. It should wait until the enemy's people are at the point of rebellion, distracting the enemy from within. If these conditions do not exist, the army must cause them to exist. When these conditions do exist, the army must then attack the enemy. This is called the Rats in the Riot Stratagem.<sup>27</sup>

27. This name refers to the classical aphorism, "When you riot in the street, rats eat your grain." It is this very stratagem that the Fair Folk employed to begin the Balorian Crusade that ended the Shogunate Era.





## Stratagems of Inferiority

The Shogun said:

It is inescapable that a lord will find his army in desperate situations. If he is blessed and exceedingly wise, these times will be few, but they cannot be avoided altogether. Not every calamity can be planned for. Not every soldier can be counted on. Not every enemy can be outwitted. Not every god can be propitiated. Not every destiny is glorious.

When an army is in a desperate situation, its position is said to be inferior to that of the enemy. This sense of inferiority is not the opposite of battlefield superiority. The enemy that faces an opponent with battlefield superiority is doomed to defeat. The enemy has no hope of winning. When an army is in an inferior position, its enemy is said to be greater or ascending. The army in the inferior position still has options. Those options are surrender, flight, suicide and strategy.

The wise lord chooses strategy or flight in a desperate situation. The uncertain lord always chooses flight. The weary lord chooses surrender. The trapped lord chooses suicide. The foolish lord has suicide thrust upon him.

✧ ✧ ✧

An army in an inferior position can make up for its lack of strength by tricking a third party into attacking the greater enemy. This is called the Stolen Sword Stratagem. The army in the inferior position can also employ the Borrowed Sword Stratagem against a greater enemy if doing so will not entice its ally to opportunistically join forces with the greater enemy.

✧ ✧ ✧

An army in an inferior position can send an enchanting gift into the greater enemy's camp to upset the enemy's cohesion. The enemy's lord will forgo his responsibilities to admire the gift. That lord's rivals will scheme among and against one another to take the gift for themselves. The lord's favorites, whom the lord ignores to admire the gift, will scheme to get rid of the gift and reacquire the lord's admiration. In short time, the enemy's camp will become a circle of daggers pointing inward. This is called the Ambitious Neomah Stratagem.<sup>28</sup>

28. For the purposes of this stratagem, any "gift" will do as long as it is well-chosen to suit the tastes of the enemy. Most instances of its being used in military histories involve beautiful young men and women, and occasionally the eponymous infernal courtesans. Other examples of gifts successfully used include rare treasures—real and gossamer—peaches of immortality, First Age relics, impressive Wyld prodigies and, in one fragmentary account, a bright red duck.



An army in an inferior position can affect a seeming of calm during a desperate situation to confuse the greater enemy. The lord commands his soldiers to hold their positions and be at ease despite being surrounded by numerically greater enemies. The lord posts no archers atop his fortifications and leaves the gates open in defiance of the siege that seems soon to begin. If the enemy lacks thorough intelligence of the army's capabilities, or has been misled with false intelligence through the use of hollow spies, the army's unusual behavior will hint at an unexpected advantage. This misapprehension will cause the enemy to hesitate. This is called the Silk Daiklave Stratagem.



An army in an inferior position can feign or display some prior injury to the greater enemy. The lord causes the inferior army to seem weak, thus convincing the greater enemy to commit fewer forces than is necessary to subdue it. Alternatively, the lord ingratiates his army with the greater enemy by blaming the injury on a third party who is a mutual threat. This is called the Limping Bandit Stratagem.



An army in an inferior position suffers no shame in retreat if victory by stratagem is impossible.





## Stratagems in Uncertainty

The Shogun said:

In battle, the conditions of superiority and inferiority are not always clear. Intelligence on the enemy's capabilities and military disposition is not always readily available. The enemy's spies are not always identified or caught. A lord does not always know about the enemy or know what the enemy knows about her army. Such situations are known as uncertain battlefield conditions.

✧ ✧ ✧

When the enemy deploys an unfamiliar piece of equipment, makes an alliance with a heretofore-unknown ally or displays some other unexpected advantage, the army should attempt to neutralize that advantage before the battle begins. The unfamiliar equipment should be stolen or sabotaged. The alliance should be disrupted. The means of the advantage should be taken from the enemy and used, if it can be, by the army. This is called the Damming the River Stratagem.

✧ ✧ ✧

If the condition of uncertainty causes the enemy to hesitate and lose cohesion, the army should prolong the enemy's uncertainty by performing unusual actions. The enemy will focus its attention on the unusual activity, which can leave it vulnerable to a surprise attack. The enemy's reaction will reveal much about its capabilities and disposition, as well, which alleviates the army's uncertainty while deepening the enemy's. This is called the Perceptive Madman Stratagem.

✧ ✧ ✧

If uncertainty cannot be alleviated, the lord can withdraw her soldiers in secret but leave behind a false impression of their presence. This façade temporarily holds the enemy's attention while the army either retreats from the battlefield or repositions itself on the battlefield unexpectedly. This is called the Legion of Scarecrows Stratagem.<sup>29</sup>

29. Lords who employ this stratagem often litter the abandoned position with hidden traps as well, allowing the enemy to injure itself for no measurable gain.

✧ ✧ ✧

When a region is rife with uncertain diplomatic relationships, the wise lord induces a third party to unite forces against a known enemy. The lord shares in the fighting but allows the third party to suffer greater casualties. Then, when the known enemy is soundly defeated, the army turns against the weakened third party and conquers it. This is called the Inheriting a Sword Stratagem.<sup>30</sup>

✧ ✧ ✧

When a lord cannot tell if an enemy is using a deceptive stratagem of superiority or inferiority, she may employ one of these stratagems.

30. This stratagem is fundamentally different from the Stolen Sword Stratagem and the Borrowed Sword Stratagem in that the army employing the Inheriting a Sword Stratagem engages in the fighting alongside the third party, whereas the other two stratagems leave all the dirty work up to the third party. The other two stratagems also leave open the possibility for future cooperation with the third party, whereas this one does not.

# BOOK FIVE:

## EARTH WISDOM

In her time, the Shogun was many souls in succession with many names and faces. Turning ever from South to North, turning ever from West to East, turning ever from the Center outward, the Shogun embraced every element and made its power her own. Thus did the Shogun inherit the Mandate of Heaven. Thus did the Shogun subjugate the Ten Thousand Daimyos. Thus did the Shogun lead the Upright Legions to pacify Creation in its time of turmoil.

In one early turning, the Shogun climbed to the utmost peak of the Omphalos of Creation at the pinnacle of the season of Earth to meditate upon the elemental pole and gain enlightenment. She withstood the temptations of the Ebon Dragon mounting to crush her without a fair battle. When she reached the peak of the Elemental Pole of Earth, her skin hardened and became as one with the white marble of the mountain. There, with the Omphalos's coruscating pulse of Essence flowing through her and falling upward into the eternal aurora that crowns the mountaintop, the Shogun knelt and was unmoved. The spirit of Pasiap entered into her, granting her enlightenment.

When the Shogun returned, Earth Wisdom abided within her mind. She spoke of it to the Invincible Legions.<sup>31</sup>





31. Unlike the other chapters of the *Thousand Correct Actions*, the chapters that comprise the Book of Earth Wisdom are sparse and short. They offer a handful of guidelines on successful military trends in each direction, general strategic advantages at play in each direction and some notes on soldier specialists to deploy in the directions' extreme climates.

Since the original writing and collection of the *Thousand Correct Actions*, many supplemental texts have been written pertaining to special tactics and training for soldiers deployed to the disparate corners of Creation. The modern legions of the Scarlet Empire circulate a set of four texts called the *Rigorous Manuals of Specialized Training*, which address concerns of supply, transportation and training in the Threshold. These manuals represent the pinnacle of specialized tactical knowledge, drawing on such historical texts as *The Empyrean's Ideal Arrangement of Forces* (a Northern classic), *A Traveler's Observations of Strength and Weakness* (whose only extant copies were discovered in the ruins of Rathess), *Alight on Golden Plains* (an epic poem set in the South during the Great Uprising) and *The Admiral's Accounting* (thought to be the premier collection of strategic wisdom pertaining to naval warfare).



## The Terrain of Fire

The Shogun said:

When marching to make war in the South, remember at the outset to give notice to Mars and to Ahlat. Give Ahlat no offense. His purviews are raiding and cattle. Remember also Ingenious Flame, whose purview is firedust weaponry. Rely, however, solely on your training and your fellow soldier and you shall attain victory.

✧ ✧ ✧

The most common types of engagements in the South include sieges, raids and mountain warfare. Established desert populations, having found sustainable water and arable soil, build high walls and defend them against all outsiders. Nomadic desert cultures attack quickly, make off with whatever necessary supplies they can carry, and disappear into the vastness of the desert. Mountain populations secure the heights and watch the most convenient passes, requiring far fewer numbers to defend fixed positions than are needed to successfully attack it.

✧ ✧ ✧

The chief special advantages of the terrain in the Southern deserts are visibility and openness. The crucial quality an army must possess in the deserts is mobility, as the terrain provides little cover and great distances separate necessary resources. The primary objective of an army operating in the deserts is to locate and secure a ready supply of fresh water.

The chief special advantages of terrain in the Southern mountains are limited mobility and increased danger, both favoring defenders in fixed positions over invaders. The crucial quality an army must possess is numbers when invading the mountains and thorough knowledge of the terrain when defending the mountains. The primary objective of an army operating in the mountains is to secure the heights and the convenient passes.

✧ ✧ ✧

Special personnel recommended for operations in the South include fast-attack light infantry, fast-attack light cavalry, projectile sorcerers<sup>32</sup>, firewand shock troops and mountaineers.

32. This phrase is generally assumed to refer to snipers, who can take advantage of an open desert's general lack of cover to wreak havoc on an exposed unit and disappear into the vastness.



## The Terrain of Water

The Shogun said:

When preparing to make war in the West, remember at the outset to give notice to Mars and to Siakal. Give Siakal no offense. Her purviews are blood and slaughter. Rely, however, solely on your training and your fellow soldier and you shall attain victory.

✧ ✧ ✧

The most common types of engagement in the West include ship-to-ship combat, naval bombardment and wetlands infantry skirmishes. Ship-to-ship combat includes ramming, boarding and artillery barrages. Naval bombardment refers to ships attacking an undefended or blockaded port or harbor with shipboard artillery. Wetlands infantry skirmishes are carried out by soldiers deployed by ship to engage land-based forces.

✧ ✧ ✧

The chief special advantages of the terrain in the West are openness and mutual danger in the open water. The crucial qualities an army must possess in the West are efficiency and resourcefulness, as it must rely on only those supplies it has in its cargo until it can secure a stable base on land. The primary objective of an army operating in the West is to locate and secure a stable base of operations on defensible land.

✧ ✧ ✧

Special personnel recommended for operations in the West include sailors, nautical artilleryists and marines.





## The Terrain of Air

The Shogun said:

When marching to make war in the North, remember at the outset to give notice to Mars, to Nasamara and to Voharun. Give neither Nasamara nor Voharun any offense. Their purviews are glory and tragedy respectively. Rely, however, solely on your training and your fellow soldier and you shall attain victory.



The most common types of engagement in the North include raids, aerial bombardments, aerial deployments and widespread, small-scale infantry engagements. Raids against invaders by local defenders predominantly target supply lines, as an army whose supply lines have been cut either must withdraw or will soon starve. Aerial bombardments involve the use of artillery or incendiary devices from flying vehicles. Aerial deployments involve the insertion of ground forces behind enemy lines by use of flying vehicles. Protracted infantry sieges are undesirable in the Northern climate, as defenders need merely wait for the cold of winter to drive attackers back to shelter.



The chief special advantage of the terrain in the North is mutual danger from the harsh climate. Proper equipment is of paramount concern to an army operating in the North, from suitably warm clothes and tents to fire-starting gear to articles that ease transportation over snow and ice. The primary objective of an army operating in the North is to secure supplies and shelter sufficient to last through winter.



Special personnel recommended for operations in the North include fast-attack ski troops, arctic heavy infantry, aerial marine jump troops and flying vehicle pilots.



## The Terrain of Wood

The Shogun said:

When marching to make war in the East, remember at the outset to give notice to Mars and Sunipa. Give Sunipa no offense. Her purview is martial duty.<sup>33</sup> Rely, however, solely on your training and your fellow soldier and you shall attain victory.

✧ ✧ ✧

The most common types of engagement in the East include open-field infantry engagements, guerilla ambushes, sieges and river-based bombardment.

✧ ✧ ✧

The chief special advantages of the terrain in the Eastern forests and jungles are limited mobility and limited visibility, favoring defenders over invaders, and an abundance of supplies and material. The crucial qualities an army must possess in the East are training and strategy, as Eastern terrain rarely imposes unusual necessities. The primary objective of an army operating in the East is to achieve battlefield superiority through strategy and timely deployment.

✧ ✧ ✧

Special personnel recommended for operations in the East include long-range reconnaissance light infantry rangers, projectile sorcerers, river pilots and jungle warfare light infantry.

33. Modern strategoi and priests among their support personnel are wise also to be aware of and not offend Tahn Jo, a very young god who styles himself the God of Righteous Revolts and Uprisings. This god was not among the Celestial Bureaucracy when the *Thousand Correct Actions* was first penned, but his support of unruly rebels in the modern day proves a constant irritant during Eastern campaigns.



## The Terrain of Earth

The Shogun said:

When preparing to make war while upon the Blessed Isle, remember at the outset to give notice to Mars and to Tachi-Kun. Give Tachi-Kun no offense. His purview is Exalted warfare. Remember also Ten Thousand Spears, whose purview is large armies.<sup>34</sup> Rely, however, solely on your training and your fellow soldier and you shall attain victory.

✧ ✧ ✧

Should invaders lay siege to the Blessed Isle or malcontents engage in rebellion, the most common types of engagement will include open-field infantry engagements, river-based artillery bombardment, naval bombardment, wetlands infantry skirmishes, urban artillery bombardment, sieges and urban guerilla warfare.

✧ ✧ ✧

The chief special advantages of the terrain in the urban centers of the Blessed Isle are limited mobility and limited visibility, favoring defenders over invaders, and a three-dimensional battlefield. The crucial qualities an army must possess on the Blessed Isle are training, strategy and uprightness, as only an army with such qualities can prevail under the direct gaze of Heaven. The primary objective of an army operating on the Blessed Isle must be to secure the heights of Mount Meru and maintain open supply lines to the fertile fields of the prefectures.

✧ ✧ ✧

Remember that which remains unspoken.<sup>35</sup>

34. In the modern day, Ten Thousand Spears has risen to a position of much greater prominence as the patron god of the Realm's legions. He took this position at the behest of the Scarlet Empress herself early in her reign.

35. This enigmatic final sentence is thought to be cautionary and gives rise to two classical interpretations. The first is that, although the text seems to make a point not to mention it, one should give Mars, the Maiden of Battles, no offense when preparing to make war. Why such a warning should remain unspoken when the text specifically mentions the directional war gods is unclear.

The second classical interpretation of this sentence is that it pertains to the impossible calamity of a civil war on the Blessed Isle. The consensus among strategoi and classicists who uphold this interpretation is that what remains unspoken is the fact that, in a civil war, combatants on both sides will have internalized the deep wisdom contained in the *Thousand Correct Actions* and will be able and prepared to anticipate its stratagems.



# SELECTED MARTIAL APHORISMS<sup>36</sup>

Shed your skin to escape the snare.

A legion is only as strong as its weakest fang.

Laxity is slow poison to a unit.

Training makes every battlefield the same battlefield.

It's better to force a surrender than to fight a battle.

An army moves on its stomach.

Dirty socks can hobble an army.

A net, a fence, a wall—each has its use.

The imp may as well have a dagger.<sup>37</sup>

Winning is so simple a general can manage it.

Step on a spider, chop up a snake.

A wing for a dragon; a flight for a legion. Only what's required.

Pay your spies in jade or you'll pay the crows in blood.

Don't spite the Dragons.

Even a stone can kill.<sup>38</sup>

36. The original text of the *Thousand Correct Actions* does not contain martial aphorisms. The ones printed here, as well as countless others, were coined by officers and enlisted soldiers in the Realm's countless military conflicts. Later editions of the abridged texts collected and included the most popular sayings to be used as a teaching or memory aid. Subsequent abridged editions that omitted the aphorisms proved so unpopular that they were deemed contrary to morale.

37. This saying refers to a traditional House of Bells cautionary tale about relying on sorcery—specifically the Infallible Messenger spell—or Essence-powered technology instead of established coordination signals. The tale culminates in the tragic deaths of a dragonlord's sworn brotherhood when crucial orders are sent by Infallible Messenger rather than signaled appropriately and transmitted by relays. The imps fatally distract their intended recipients at critical moments, indirectly causing their deaths.

38. Veteran soldiers understand this aphorism to have a double meaning. The primary meaning urges soldiers to remember that a simple tool can be used to achieve a straightforward goal and that one must not rely on overly complicated artifact equipment for such goals. The second meaning is cautionary and refers to finding obscure or deceptive artifacts, such as those created by the Anathema and scattered across the face of Creation in the Great Uprising. The aphorism warns that even a device that seems harmless or, indeed, seems nonfunctional can still cause significant damage when inexpertly handled by unqualified laymen.

The sword will give you truer answers than the stars.  
Battles are won by the spade as well as the sword and spear.  
History is written by the victors.  
Destiny uplifts those who uplift themselves.  
Even the best-laid plans rarely remain intact upon exposure to the enemy.  
If no one's fighting over the oasis, don't drink the water.  
Make sure it's worth it before you load the ships.  
Don't pick a fight if you can't win before winter.  
Fight the enemy you see. Fear the one you don't.<sup>39</sup>  
Keep the Mountain's peak at your back.

39. This aphorism has a particularly Eastern flavor, referring not only to the possibility of ambush in that region's dense forests and jungles, but to the hosts of diseases, parasites and dangerous plants that abound in Eastern theaters.









## DRAGON-BLOODED CHARMS

Wise commanders understand that war is fought on many fronts, and that victory on the battlefield can be undermined by a treacherous courtisan's pillow talk. Triumph must be won in every arena if it is to last. Only fools draw distinctions between the magic of soldiers and that of other professions. In developing broad competence, Terrestrials improve their worth as soldiers of the Elemental Dragons.

In addition to new Charms, this section provides expansion and updates for many Charms found in **The Manual of Exalted Power: The Dragon-Blooded**. Wherever the rules listed here contradict the rules in that book, these take priority. As an opening clarification, the extra mote required to activate a Charm that does not share a Terrestrial Exalt's aspect is never committed, even for non-Instant Charms.

### NEW AND UPDATED KEYWORDS

**Action-Only:** A reflexive Charm with this keyword can be activated only on a tick when the character acts and only once per tick. It may not be used on the ticks between actions.

**Cooperative:** Close contact means that each participating Dragon-Blood must be within five yards of one or more other participants to harmonize animas.

**Dynasty:** A Charm with this keyword has special effects on human descendants and occasionally other

blood relatives. For these purposes, a blood relative is defined as anyone with whom the character shares a common ancestor no more than five generations back. A descendant is anyone who traces direct lineage to the Exalt, regardless of the number of generations. Some Charms differentiate between relatives who are mortal versus Dragon-Blooded, as noted in their description. Celestial Exalted are never considered blood relatives or descendants unless a Charm explicitly says so.

**Elemental:** When the same or different Charms list effects that vary by element which are functionally identical, these effects *never* stack. For example, a target choking on seawater cannot have his action delayed more than three ticks by repeatedly hitting him with further action-delaying attacks. Some common Elemental effects function differently than were originally printed. The -2 internal penalty for buffeting should be a -1 external penalty. Charms that induce knockback or knockdown with a successful hit always function and do not afford a roll for the victim to avoid falling prone. Further, hurling someone back or prone is a Knockback effect and only imposes the buffeting penalty on complementary unit targets unless the Charm encompasses most of the area the unit occupies. References to bonus levels of damage (usually via fire) add dice instead. Wood toxins are a Poison effect and any penalties they impose are internal. Although they do not stack, these toxins automatically take hold with a successful

hit to impose their usual penalty; the victim's player receives no roll to avoid this. For reference, the Wood anima toxin is: Damage (Essence)L/action, Toxicity (Essence), Tolerance None, Penalty -(half Essence) and inflicts one dose per action to each victim who makes skin-to-skin contact, whether momentary or continuous.

**Holy:** A complementary unit primarily composed of creatures of darkness is itself considered such for the purpose of Holy Charms.

**Leader #:** Any character capable of acting in mass combat may use Charms as explained on p. 166 of **Exalted**, including unit commanders. Yet, applying non-Excellency Charms to enhance the entire unit's action or to extend the benefits of a personal Charm to the entire unit normally requires justification as a form of special stunt. Charms with the Leader keyword do not require this justification and have the same overall function in mass combat when leading a complementary unit as they do normally, whether to enhance the unit or the unit's actions. Unit bonuses also apply normally to use of these Charms. Unless specific differences are noted, Leader Charms operate identically in both personal and mass combat. When the Leader keyword lists a number beside it, an Exalt must have that Essence rating to apply the Charm to a unit she leads. Cooperative Charms with a Leader function allow the led unit to join with its special characters to produce the usual magnified effect. By definition, Charms with the

Leader keyword automatically have the War keyword.

**Purity #:** Charms with this keyword channel the Elemental Dragons through birthright, requiring the minimum Breeding indicated in parentheses to learn them. The Eclipse anima and similar powers allow these Charms to be learned without Breeding as though their minimum Essence was one dot higher. The steady dilution of the Dragon-Blooded race has made Purity magic ever rarer, almost legendary. Knowing about each of these Charms requires an (Intelligence + Occult) roll at a difficulty of the highest minimum trait required for them. Incidentally, this is also the difficulty to know about the special support effects of each Terrestrial Charm capable of aiding Celestial Exalted leaders, as the Immaculate Order does its utmost to stamp out this heretical knowledge.

**War:** All special characters in a complementary unit and that unit's champion during mid-battle duels are *fellow officers* to one another. If a Charm functions differently when targeting a fellow officer, it deactivates if that relationship no longer applies due to either character leaving the unit. Cooperative Charms ignore their usual range limit for close contact when used by fellow officers, as the unit itself conducts the harmonization.

## GENERAL CHARMS

### UPDATES

**Terrestrial (Ability) Reinforcement:** Keyword: War. No contact is





## NEW RULE: CHANGING SPECIALTIES

Once a character has three specialties for an Ability, he is barred from purchasing any more. While this constraint certainly helps to define and stake out a character's niche and signature style, further growth in the character could ultimately make the original selection inappropriate or limiting. Characters with three specialties can learn a new specialty at a reduced cost of two experience points, but doing so forfeits one existing specialty for the Ability. Once a story, a player may make one such swap for free. Learning a new specialty always requires the usual training time.

required to target a fellow officer; Exalted fellow officers may have Abilities raised higher than twice their rating (but still no higher than the donor's rating). With Essence 4+, targeting an Exalted unit leader and committing additional motes equal to the unit's Magnitude simultaneously applies the Charm to every member of the unit. Only Exalted fellow officers ignore the twice rating cap for a unit blessing, but boosting rank and file can increase the unit's Close Combat Rating or Ranged Combat Rating.

### (ABILITY) SPECIALTY FOCUS

**Cost:** —; **Mins:** (Ability) 3, Essence 3;

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Second (Ability) Excellency

In the specific duties a Terrestrial assigns himself, his power comes easily. This Charm enhances its prerequisite, reducing its cost by one mote per specialty that applies to the enhanced action (minimum zero motes). Every

success added with Second (Ability) Excellency still counts as two dice for the purpose of Charm bonus limits.

### SURGING (ABILITY) MASTERY

**Cost:** 6m, 0+wp; **Mins:** (Ability) 5,

Essence 4; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One action

**Prerequisite Charms:** First (Ability) Excellency or Third (Ability) Excellency

Like natural disasters incarnate, Dragon-Blooded explode with power and force. Upon activating the Charm, the Dragon-Blood chooses the First or Third Dragon-Blooded Excellency for the same Ability. The cost to activate the chosen Charm becomes zero motes until his DV refreshes, regardless of how much benefit he chooses to gain from it. This Charm costs six motes to activate, plus a number of Willpower points equal to the number of times the character has used any version of Surging (Ability) Mastery previously in the scene (maximum two Willpower points).



## LINGUISTICS

### UPDATES

**Language-Learning Ritual:** Keyword: Stackable. Each commitment sustains fluency in a different language (written fluency requires Lore 1).

**Cipher Missive:** Deciphering a document created with this Charm is an extended action with a difficulty equal to the Exalt's Essence rating, cumulative difficulty equal to the successes the Dragon-Blood's player rolled and a roll interval of a number of days equal to the Exalt's Essence rating.

**Craft Icon:** Replace the word "reduce" in the second paragraph with "reproduce."

**Thousand Tongues Meditation:** The Exalt can reflexively shift which characters the Charm targets at will.

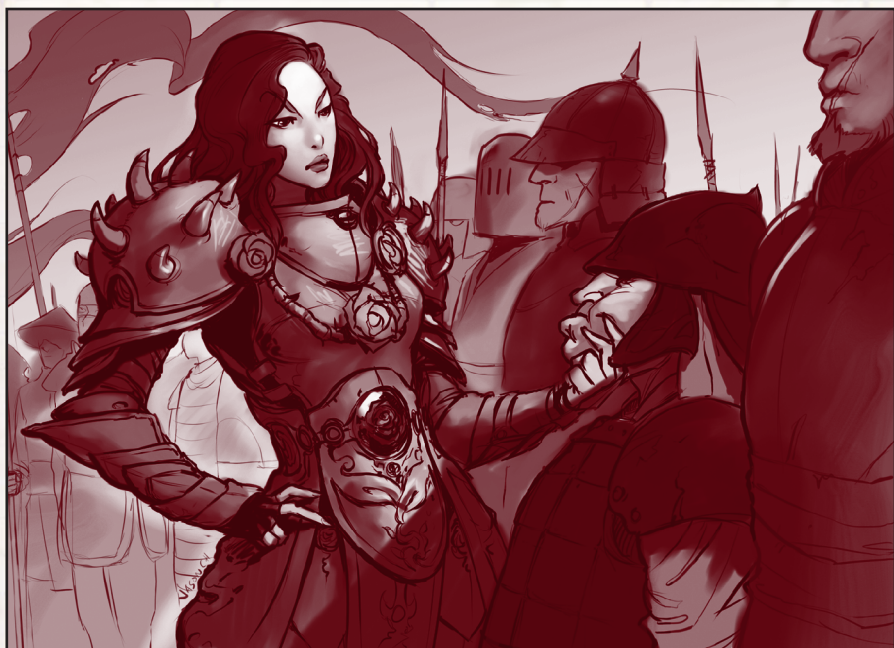
**Poisoned Tongue Technique:** Keyword: War. The listed duration means the character must constantly reactivate the Charm to maintain its effects, but the cost to do so is 0m as long as the Exalt keeps targeting the same overall conversation. When he uses this Charm to alter the resolution of a target's social attacks, the Terrestrial replaces the target's dice pool with his own (Manipulation + [Presence or Performance as appropriate to the type of address]). He may use the hijacked action to do anything that is normally possible with a social attack using that dice pool (within the limits established by the successes rolled). Social attacks enhanced by magic are beyond the power of this Charm to twist. Used in mass combat to target an enemy unit in range, each success reduces

the total number of relays that unit is considered to have (communication failure can result). If the unit leader realizes that this is going on and successfully rallies for organization, relays are restored and the unit is immune to further use of the Charm for the rest of the scene.

**Voice of Mastery:** The Charm's targets can't be reset without reactivation.

**Wind-Carried Words Technique:** Keyword: Social. The Charm can target any location the Exalt can describe, as noted. If the intended recipient is within (Essence x 5) miles of that location and is not in an airtight room, the message finds him. The message can carry a single normal Presence-based social attack as part of activating the Charm, but this attack can't be further augmented with Charms other than Presence Excellencies.

**Speech Without Words:** The Exalt must be able to see all participants at the time of activation and can't change them without reactivation. The roll to transmit or understand complex messages is reflexive and mandatory, with a difficulty of 1–5 set by the Storyteller. Social attacks may be conveyed through gestures, but doing so might also require a transmission roll for complex statements. Such attacks automatically fail to affect targets whose players do not make a required understanding roll. A second purchase at Linguistics 5+ removes the need for transmission/understanding rolls and allows participants to gesture subtly enough that onlookers fail to



recognize them as communication without a (Perception + Awareness) roll at a difficulty equal to the Exalt's Essence.

**With One Mind:** Keywords: Dynasty, War. This Charm links the Exalt and up to (Linguistics rating) individuals she can perceive within a mile for as long as those characters stay within this radius. The number of maximum participants doubles if all members are blood relatives of the Terrestrial. The activation cost is one mote per character, but this cost is waived for any character the Exalt gifts with trait dots. The difficulty of the roll to coordinate attacks by linked members is only 1, and they may always parry on each other's behalf as though they had used a Defend Other action to set this up. Trait dots conferred by this Charm cannot increase another's rating above the Exalt's rating. Because

the same bonus must be purchased for each beneficiary, the Terrestrial must still purchase wasted dots to give a higher bonus to members who can benefit from them. Used in mass combat, the Charm can link a unit leader with fellow officers, all of whom count as one additional relay regardless of actual role.

#### VICTORIOUS DRAGON PENNANT

**Cost:** 2m; **Mins:** Linguistics 4, Essence 3;

**Type:** Reflexive

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

**Duration:** Indefinite

**Prerequisite Charms:** Craft Icon

The Dragon-Blood's Essence paints a complex glyph approximately a foot square in size on any sufficiently large object she is touching, most commonly a flag affixed to armor or a long weapon such as a spear. During the First Age, such glyphs often



adorned the chest plates of warstriders. This symbol glows in the colors of its creator's anima while empowered by the commitment of her Essence and loses all power when this commitment ends. Repeated use of this Charm can empower as many pennants as the Exalt wishes to sustain.

When carried into battle by any special character in a complementary unit, an object enchanted with this Charm allows that character to count as an additional relay to prevent communication failure and adds one to the unit's Morale (maximum Morale 5). These benefits are cumulative with each special character carrying such an item; they lapse whenever a standard-bearer perishes. A replacement capable of raising it may be ordered to do so as a diceless miscellaneous action.

## LORE

### UPDATES

**Elemental Concentration Trance:** This Charm can accelerate training times for any non-magical trait or any Charm that shares the Terrestrial's aspect. Charms to learn sorcery or necromancy are never eligible, regardless of aspect. The Charm may also be used to speed research or other actions to gain information from available sources.


**Eternal Mind Meditation:** The Exalt can contest the effects of any Charm that altered the character's memories using a standard roll-off, though the character must first think to check the altered recollection. He can also focus on memories associated with an Intimacy (which reasserts it)

or his Motivation, doubling the MDV bonuses or penalties that trait provides in social combat for the scene as long as he is not already focusing on it.

### CHARM CONCEPT: REASSERTING INTIMACIES

If a Charm grants an Intimacy a character already has or specifically states that it reasserts an Intimacy, this process undoes the effect of scenes spent weakening it or any similar "damage" to the belief.

**Elemental Bolt Attack:** Keyword: Leader. Additional purchases of this Charm enable evocation of elements other than the Terrestrial's aspect, but each activation can express only one known element. The bolt may also be aimed with Thrown. Characters can always enhance a bolt's accuracy with Lore Excellencies (or Athletics Excellencies, if using that Ability). If using Archery or Thrown, the character can enhance it as normal for an attack using the Ability and may place Elemental Bolt Attack in a Combo with Charms of that Ability. The Accuracy bonus for Cooperative use of the Charm does not count against Charm dice bonus limits. The only limit is the number of Dragon-Blooded who may be gathered to unleash the fury of the elements. Any special character can contribute to a Cooperative activation, even heroes and relays.



**Elemental Burst Technique:** The Charm type is Permanent, purchase of which adds a new “setting” to Elemental Bolt Attack that functions as described for Elemental Burst Technique (subject to the pertinent rules established previously for a standard Elemental Bolt Attack). The Exalt assigns the setting per activation.

**GLORIOUS BIRTHRIGHT FONT**

**Cost:** 3m; **Mins:** Lore 4, Essence 3;

**Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Indefinite

**Prerequisite Charms:** Elemental Empowerment Method

Blessed and terrible are the descendants of the Elemental Dragons. While this Charm is active, Essence surges from the character’s eyes and flickers under her skin as it flows through her veins. She adds (Breeding + 1) to the raw damage of all physical attacks enhanced by or created with Terrestrial Elemental Charms. For Charms requiring motes to generate any base damage, she may pay 0m and rely entirely on Glorious Birthright Font. Charms that create environmental hazards add half the usual bonus to damage at each interval.

**OCCULT**

**UPDATES**

**Harmonious Wind-Luring Song:** Type is Simple (Speed 5 in long ticks, -0 DV). Duration is one day. This Charm does not summon an actual spirit, but rather invokes the power of such beings to create winds that may blow anywhere within a radius of (Occult x 100) yards around

the Terrestrial. Multiple currents can blow in different directions within the radius, typically to help allies while hindering enemies. When using this Charm to speed or slow a vehicle propelled by the wind (such as a ship or airboat with sails), the net modifier to per-tick speed is the Exalt’s (Sail + Essence), applied after any adjustments to the vehicle’s own speed. Changing the wind’s direction or rearranging where it blows within the permitted radius is a diceless miscellaneous action.

**Spirit-Grounding Shout:** Keyword: Shaping. A spirit forced to materialize must still possess the Materialize Charm to do so, but it accomplishes forced materialization reflexively. If the spirit lacks sufficient motes to become material, the Terrestrial knows how many motes are still required and may pay them. If he does not, the spirit also spends no motes and the Charm does nothing.

**Spirit-Chaining Strike:** Keywords: Crippling, Leader. Each threshold success on the activation roll imposes a cumulative -1 internal penalty. A spirit becomes inactive but fully conscious for a scene once the total penalty imposed by all activations of this Charm exceeds its Essence rating. The only actions a paralyzed spirit can take are mental actions that do not affect others. The Leader keyword applies only if attacking a solo unit or special character spirit while commanding a unit whose attacks can hit that spirit. A paralyzed spirit ceases to be a special character and drops out of its unit.



**Spirit-Shredding Attack:** Keywords: Leader. Each threshold success on the activation roll strips from the spirit a number of motes equal to the Exalt's Essence rating as a Shaping effect. The imposition of permanent death with a killing blow is not Shaping. Leader applies as per Spirit-Chaining Strike.

**Fivefold Resonance Sense:** Once the Exalt has (Occult 4+, Essence 3+), this Charm can detect artifacts and other objects made of detectable magical materials that are attuned to someone else, but any such items carried by their owner are considered to be concealed by any magic that conceals said owner. With (Occult 5+, Essence 3+), the Charm is no longer automatically trumped by Celestial or Solar magic and just uses

roll-off rules when confronted with concealing magic.

**Seeing the Maker's Hand:** This Charm can never discern the workings of N/A Artifacts and may analyze only simple artifacts by default. Analyzing the product of exotic crafts such as Magitech or Genesis requires that the Exalt have at least one dot in that Craft. Large artifacts require two uses to yield any useful information for anything up to the size of a warstrider, three for anything bigger (+1 if not a simple artifact). With Occult 5+, the Exalt can analyze artifacts attuned to others.

#### ELEMENTAL INTERNALIZATION TECHNIQUE

**Cost:** —; **Mins:** Occult 1, Essence 3;


**Type:** Permanent

**Keywords:** Elemental, Purity 2

**Duration:** Permanent

**Prerequisite Charms:** None





Whenever an Exalt with Elemental Internalization Technique activates an Elemental Charm that belongs to another aspect's Ability but evokes an effect solely corresponding to his own aspect, he does not have to pay the wrong-aspect surcharge to use that Charm. For example, a Fire Aspect would not pay the extra mote to throw a ball of flame with Elemental Bolt Attack.

### ESSENCE-UNVEILING TOUCH

**Cost:** 5m; **Mins:** Occult 5, Essence 3;

**Type:** Simple

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Seeing the Maker's Hand

This Charm duplicates the effects of the Solar Charm All-Encompassing Sorcerer's Sight (**Exalted**, p. 222), but the Terrestrial perceives the flow of Essence with her sense of touch rather than vision and therefore can't analyze anything with the Charm unless she is in physical contact with it. Such contact includes being inside the area of effect of any magic that encompasses a volume of space. This Charm is considered a supernatural improvement to Awareness.

## STEALTH

### UPDATES

#### Feeling-the-Air Technique:

Keyword: Leader 5. If a Dragon-Blood suffers a Crippling injury that blinds him completely, duration increases to Indefinite and cost becomes 0m.

**Soundless Action Prana:** Characters using this Charm are ineligible targets for (Perception + Awareness)

rolls based solely on hearing. For example, if the Exalt is moving around a room, but a closed door bars any visual detection, the sounds he would otherwise make do not prompt checks to notice him. Human-range senses other than vision and hearing are insufficiently acute to detect things at any real range, so an Exalt using Soundless Action Prana with full visual cover is basically undetectable without magic.

**Zone of Silence Stance:** See Soundless Action Prana, preceding. Obviously, this Charm suppresses spoken social attacks. If magic that functions via sound rather than producing sound as an incidental effect is used inside the zone, a standard roll-off determines whether it ignores the zone or fails to work. (In the latter case, no costs are paid, though an action may be wasted, depending on the magic.)

**Distracting Breeze Meditation:** Keyword: Leader 4. Leader allows the targeting of enemy units as though they were individuals.

**Trackless Passage Style:** Keyword: Leader 4. Leader treats dots of Magnitude as individuals to determine cost; must conceal all Magnitude to cloak a unit's march.

**Wind-Walking Technique:** Common sense guides the definition of horizontal surface; inclines are fine, sheer surfaces are not.

### DEADLY MIRAGE AMBUSH

**Cost:** 3m; **Mins:** Stealth 2, Essence 2;

**Type:** Supplemental

**Keywords:** Combo-OK, Leader

**Duration:** Instant



**Prerequisite Charms:** Distracting Breeze Meditation

Chosen of Mela are most dangerous when unnoticed. This Charm doubles the attack successes of any unexpected physical attack for the purpose of calculating raw damage. This Charm may be placed in Combos with Charms of other Abilities.

## THROWN

### UPDATES

**Loyal Weapon:** Keyword: Leader 4. If this Charm is used to retrieve a weapon that exists only in the moment of the attack (such as Elemental Bolt Attack or Deadly Blades of the Five Dragons), the projectile continues to exist with the same traits and returns to the Exalt's hand so that it may be hurled again without requiring reactivation of the effect that created it. Unless Loyal Weapon is applied again, such projectiles then disappear like normal.

**Persistent Hornet Attack:** Keyword: Leader 6. Type is Extra Action, but instead of creating a flurry, each of the actions occurs sequentially as noted in the Charm. Actions past the first use the indicated dice pool and require no additional effort on the part of the Terrestrial, leaving him free to do other things. Standard Combo rules govern the need to pay for other enhancing Charms per attack.


**Invisibly Hidden Chakram Method:** The cost is 2m and the type is Reflexive (Step 1 or 2). Each activation may either banish a held thrown weapon the Exalt owns Elsewhere or retrieve it from Elsewhere to an

available hand as a reflexive Ready Weapon action. The latter use may conjure a weapon as part of the attack that throws it (and perhaps to parry if the Exalt has some means of doing so with a Thrown weapon).

**Whirlwind Shield Form:** Keyword: Leader. Gusts of force apply an external penalty equal to half the Exalt's Essence rating against all ranged attacks made against him or protected allies within range. The Leader use allows the character to shield soldiers in a complementary unit with a maximum Magnitude of (Essence -1), paying for the extra protection as if the dots of Magnitude of the unit were individual allies protected by the Charm's standard effect. The entire unit must be protected, however, for the Leader use to function.

**Vengeful Gust Counterattack:** Keywords: Leader 5. Type is Reflexive (Step 5 and Step 9). The Charm's rolled parry is applied in lieu of the character's Parry DV. If this generates enough successes to throw the projectile back, only then is there a counterattack in Step 9, applying the appropriate number of successes in place of an attack roll. The counterattack has a base damage equal to the weapon's base damage in its original trajectory. With Essence 4+, the Charm can protect any vehicle on which the Exalt is a special character.

**Deadly Blades of the Five Dragons:** Keyword: Stackable. The duration is Until Thrown. For every three motes spent during activation, the Charm creates one elemental



weapon with the normal traits of its kind, which is clearly formed of the appropriate aspect Essence. Repeated activation of this Charm stacks to produce more weapons, but the Exalt cannot create more weapons among all activations than he has dots of Essence. These weapons may be given to others. They vanish into nothingness if thrown at their creator or used for any purpose other than throwing them at a target. When thrown, they ignore all multiple action penalties that apply to the attack roll and impose elemental effects as explained, but vanish after hitting. Additional purchases of this Charm each add another element to the Exalt's repertoire beyond that of his aspect, but a created weapon can have only one element imbued in it.

**Elemental Armor Technique:** Keywords: Leader, Stackable. Multiple activations of the Charm are cumulative, but cannot exceed the stated soak limits for a single activation of the Charm. Soak provided by the Charm is armor. Elemental effects that state they provide DV bonuses instead apply an equivalent external penalty to all relevant incoming attacks. Each purchase of this Charm after the first adds an additional element to the Charm. Characters may evoke these by adding two motes per element to the Charm's cost, in which case the armor has the powers conferred by those elements in addition to its normal effects.

## AWARENESS

### UPDATES

**All Encompassing Earth Sense:** Keyword: Leader.

**Entombed Mind Technique:** Keyword: Social. Type is Simple (Speed 5 in long ticks). This Charm does not go into effect until the character's DV refreshes, and only if the subject has been kept motionless by her own volition, by another compulsion or by physical restraints. Threshold successes determine how many hours a victim sleeps. Appropriate Charms can awaken a sleeper using roll-off rules. Dreams of treasure are a plot point under Storyteller control and can't be deliberately induced.

**Sense-Riding Technique:** Keyword: Shaping. The dice pool to notice an attempt to ride senses is (Wits + Awareness). Tagging someone is an unblockable, undodgeable Shaping attack. Wards against scrying block this Charm.

**Sense-Destroying Method:** Type is Simple. This Charm requires an unblockable attack roll to hit a target in line of sight using (Perception + Awareness + Essence), applying an external penalty equal to the target's Perception. On a hit, the number of successes remaining translates directly into the internal penalty applied to use of the targeted sense or negation of wound penalties if numbing touch, respectively.

**Essence Disruption Attack:** Keyword: Shaping. This is an unblockable, undodgeable attack with a range of (Essence x 3) yards. Reference to net successes in the activation roll means threshold successes.

### DISTANT MARCH INTUITION

**Cost:** —; **Mins:** Awareness 5, Essence 3; **Type:** Permanent



**Keywords:** War

**Duration:** Permanent

**Prerequisite Charms:** Feeling the Dragon's Bones

In contact with the ground, the Exalt feels for hostile vibrations of sound and Essence. This Charm improves its prerequisite, allowing it to scan out to (Essence rating) miles. When using this extended range, however, it detects only the Magnitude rating, location and vector of ground-based military units with Magnitude 3+, as well as ground-based vehicles transporting such units. This understanding is conveyed without need for a roll, but if any Charm conceals a unit from detection in the slightest, even an Excellency, resolve detection using standard roll-off rules. The Charm has no way to differentiate friend from foe, but it identifies military units without noticing non-violent crowds.

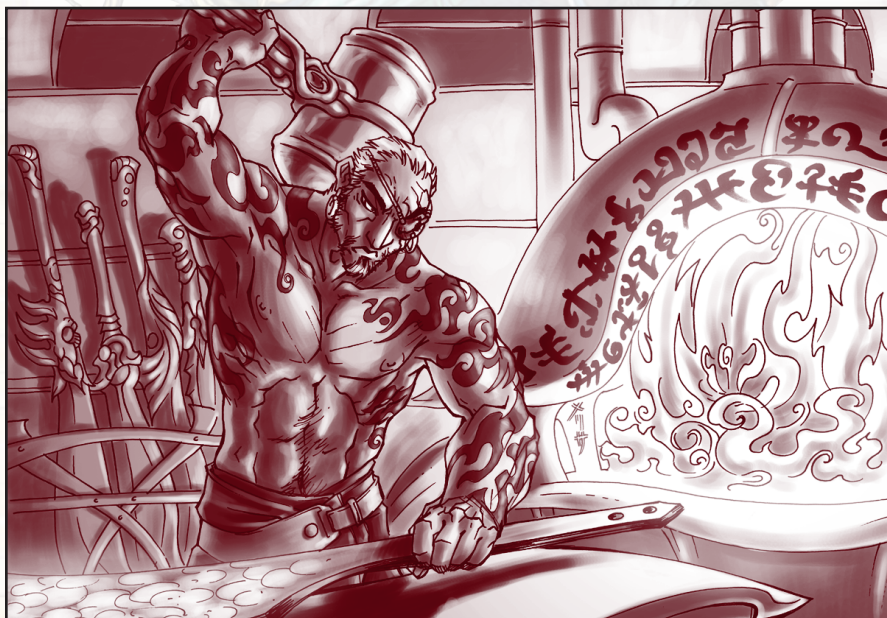
Provided the Exalt is able to use it, Feeling the Dragon's Bones self-activates to detect units whenever a valid unit in range fully resolves an attack the Terrestrial can't otherwise perceive. Because the attack must resolve, this does not help avoid ambushes. The Exalt may reflexively suppress this warning intuition for a scene to conserve notes.


## CRAFT

### UPDATES

**Shaping Hand Style:** Duration is Indefinite. In addition to its martial utility, this Charm provides a three-die equipment bonus to Craft rolls that could logically benefit from the emulated tool. This does not count against Charm bonus limits.

**Stone-Carving Fingers Form:** Cost is 1m per cubic yard. Keywords: Elemental, Shaping. Type is Simple (Dramatic Action). In addition to





sculpting rock, the Charm can create anything that can be made with Craft (Earth) by striking the appropriate raw materials, though the character can use any Craft Ability. Each additional purchase adds another element, but he must use the appropriate elemental Craft Ability for everything besides earth. Only non-magical items may be created with this Charm. The only living beings this Charm can modify are non-magical, non-sentient plants.

**Perfect Climbing Attitude:** Characters climbing with the aid of this Charm do so at twice their normal walking speed. With Essence 3+, the Charm helps scale any surface and can do so without digging into it (the Exalt can't choose to dig into anything magical, such as a manse's walls).

**Flaw-Finding Examination:** Keywords: Leader, War. Type is Simple (Dramatic Action). The activation roll uses the character's highest Craft ability. Fixing objects is a Shaping effect, and the Charm can only repair non-magical inanimate objects by default. Broken structures must be repaired by mending each component object. Repairing a damaged simple artifact requires Essence 3+, and each use counts as (Essence rating) successes toward the task. Repairing or maintaining magitech or other exotic craft products further requires at least a dot of the appropriate Craft. If a special character uses this Charm to study flaws, she can communicate her findings to her leader or a fellow officer to enhance the next attack against the target made by the unit or character, respectively. If a character

or unit has multiple applications of this Charm advising it on how to destroy an object, the formula for damage increase is (raw damage x 2) + (total Essence of additional advisors beyond the first).

**Charm of Lesser Unmaking:** Keywords: Combo-OK, Shaping, Touch. The activation roll uses the character's highest Craft Ability. This Charm must be successively activated a number of times equal to the difficulty to disassemble the target, but all activations after the first cost zero motes. This Charm can only disassemble inanimate artifacts that are inherently fragile, such as those made with the Art of Enchantment.

**Charm of Greater Unmaking:** Cost: —. Type and duration are Permanent. Keyword: Remove Combo-Basic. Instead of working as written, this Charm upgrades Charm of Lesser Unmaking by allowing it to be placed in a Combo with Charms of other Abilities, adding the option to tear something into original raw materials and letting a single activation destroy any non-magical object.

## INTEGRITY

### UPDATES

**Unsleeping Earth Meditation:** The number of hours is 25, not 24. Once Willpower begins to decay, it reduces the size of the Exalt's Willpower pool, but not her permanent rating. The pool resets to normal after appropriate rest.

**Untiring Earth Meditation:** Keywords: Leader 5. Blessed units can't lose Endurance, and enjoy a +1






Morale bonus from near immunity to pain.

**Oath of the Ten-Thousand Dragons:** Keyword: Dynasty. Prerequisites: None. This Charm bolsters Intimacies of loyalty, creating them as necessary. The loyalty must be to a group, a blood relative or a Celestial Exalt. The reinforced Intimacy reasserts itself each day at dawn if removed (temporarily nullifying that purchase of the Charm until it returns), and the Terrestrial cannot voluntarily weaken it. The bonus provided by this Charm is not limited by and does not count toward the maximum Charm bonus to MDV. Characters can purchase this Charm any number of times, but can't undo an oath that becomes inconvenient.

**Ten-Thousand Dragons Fight As One:** Mins: Integrity 2. Duration is In-

stant. Prerequisites: None. Use of this Charm instantly creates an Intimacy toward another Exalt that may have any emotional context the user wishes, positive or negative. It may also reassert an Intimacy to a Terrestrial or change the context of an existing Intimacy. Intimacies created by this Charm are normal Intimacies apart from the speed at which they form and fall away if the character has too many.

**Unflagging Vengeance Meditation:** Keyword: Leader. Once an Exalt has sworn vengeance, he brings the Charm's power to any unit he leads, pushing it until the weak die or desert their mad commander. Exalted with this Charm may swear oaths of eternal enmity with Oath of the Ten-Thousand Dragons to bolster Intimacies of vengeance against a



group or specific individual, provided they haven't sworn an oath of loyalty to that target.

**Granite Curtain of Serenity:**

Keyword: Leader. Type is Reflexive (Step 2). Prerequisites: Add Any Integrity Excellency.

**Inviolate Dragon Spirit:** Keyword: Leader. Type is Reflexive (Step 2). Prerequisite: Any Excellency (not Ten-Thousand Dragons Fight As One). This Charm empowers a curt retort to parry any mental influence, even unblockable attacks. It also rids the Exalt of all Compulsion effects currently affecting her, including all addiction. The Leader use can only parry attempts to sway the unit (such as Performance-based social attacks) and doesn't rid unit members of Compulsions.

**Chaos-Warding Prana:** Keyword: Leader 7. This Charm provides absolute immunity to all Shaping effects save for those generated by Celestial Exalted using any magic that Terrestrial Exalted are incapable of learning. This weakness does not apply if the Terrestrial's Breeding is greater than or equal to the Essence of the Celestial doing the Shaping. This Charm's defense extends to all objects within (Essence rating) yards of a protected character who owns them.

**Defense-From-Anathema Method:** Keyword: Leader 5. For the purposes of this Charm, Anathema includes Celestial Exalted and all creatures of darkness. The defense bonus also applies against complementary units predominantly composed of or

led by such beings. The capacity to ward against Creation's enemies is a Holy effect. The defense against Celestials draws on Gaia's Primordial power and her love for her descendants to protect them from the worst abuses of the Incarnae's Chosen, a feat the Yozis cannot match in their broken state.

**UNDAUNTED DRAGON HERO**

**Cost:** —; **Mins:** Integrity 3, Essence 2;

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Oath of the Ten-Thousand Dragons

Heroes who stand up for their beliefs do not falter. Whenever the Exalt would regain a Willpower point from a successful stunt and she channeled a Virtue rated 4+ to enhance that action, she may regain the Virtue channel she just spent instead (or in addition to the Willpower point in the case of a three-point stunt).

**WOUND-DENYING DRAGON FAITH**

**Cost:** 1m; **Mins:** Integrity 4, Essence 3;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Any Integrity Excellency

The Dragons know they are invulnerable, and so they are. Upon activating Wound-Denying Dragon Faith, the character substitutes his Dodge MDV for his Dodge DV to defend against a physical attack (meaning his maximum DV bonus recalculates from his Willpower and Integrity ratings). All current



bonuses and penalties that apply to either his Dodge DV or Dodge MDV apply to the DV generated by this Charm. If the Terrestrial dodges the attack, he appears to have exerted no effort to do so as though the attacker just missed. Solar and Abyssal Exalted have Mirror counterparts of this Charm named Invincible Ego Shield and Dark Will Triumphant (respectively) that have Cost: 5m, 1wp and Duration: One scene.

## RESISTANCE

### UPDATES

**Strength of Stone Technique:** Dots conferred by this Charm count against Charm bonus dice limits.

**Mountain Toppling Method:** Keywords: Leader. Strength conferred by this Charm may exceed but also counts against Charm bonus dice limits.

**Impervious Skin of Stone Meditation:** Keyword: Leader. Soak conferred is natural soak.

**(Element) Protection Form:** Keyword: Leader. Soak conferred is natural soak.

**Unbreathing Earth Meditation:** Type is Reflexive (Step 2).

**Unfeeling Earth Meditation:** Type is Reflexive (Step 2).

## WAR

### UPDATES

**Enfolded in the Dragon's Wings:** A steed is a valid beneficiary of this Charm. With Essence 3+, add the Cooperative and War keywords. Exalted acting as special characters in a complementary unit with Mag-

nitude less than their Essence rating may pay one mote per Magnitude dot to shield all members of the unit with this Charm (and all their mounts, in the case of cavalry). Each additional Exalt using the Charm this way cumulatively adds one to the highest Essence rating among them to determine if the unit can be protected, but all participants must commit motes equal to the unit's Magnitude to do so. While an entire unit is protected, all members are shielded—even Exalted.

**Tireless Footfalls Cadence:** References to fangs should be 10 soldiers. If the number of affected soldiers within the unit does not equal the number of members that constitute its Magnitude, the unit receives no benefit from the Charm.

**Armor-Hardening Concentration:** With Essence 3+, this Charm gains the power to enchant an entire mass combat unit as per Enfolded in the Dragon's Wings. The cost to do so is two motes per dot of Magnitude. Using the Charm this way increases the unit's Armor rating accordingly.

**Phantom-Warrior Horde:** Keyword: Action-Only. Penalties imposed by the Charm are internal. The difficulty of a mortal's Valor roll is the Exalt's War rating.

**Blazing Courageous Swordsmen Inspiration:** Keyword: Combo-OK. The extra health level conferred is a -0. When the Charm ends, reapply each beneficiary's current damage to his normal health track. With Essence 3+, this Charm gains the power to enchant an entire mass

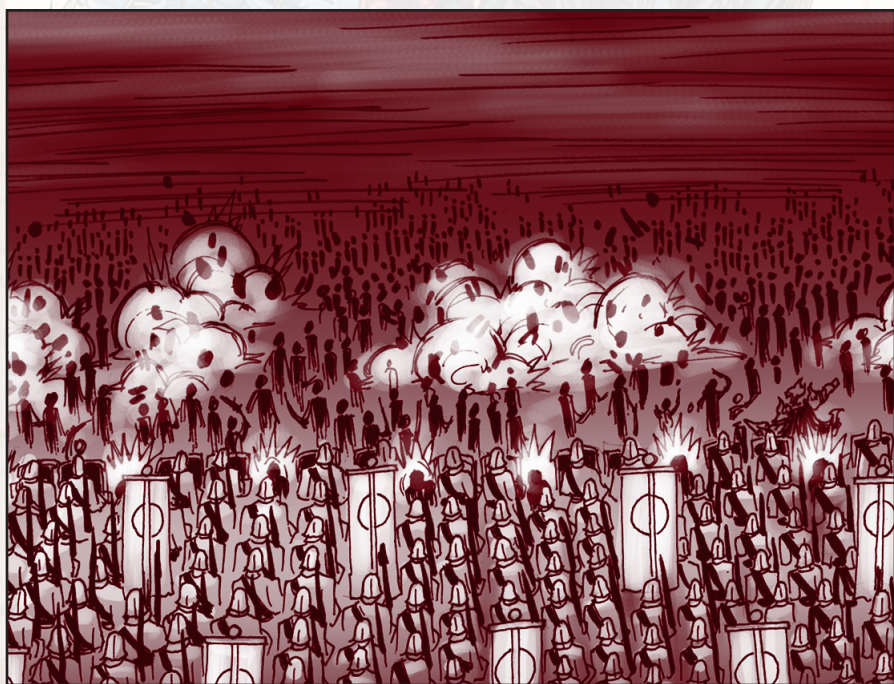
combat unit as per Enfolded in the Dragon's Wings. A unit blessed this way has one additional health level at every dot of Magnitude.

### **Ramparts of Obedient Earth:**

Keywords: Action-Only, Shaping. By default, each activation of the Charm molds one cubic yard per two motes spent. All affected volume must be contiguous. The difficulty to avoid falling in a sinkhole is the Exalt's Essence rating, and an entire unit may be knocked down if the pit or trench is large enough. With Essence 4+, the Terrestrial can shape 10 cubic yards per two motes and can mold rock, allowing more grandiose constructions and excavations. Modifying terrain can affect the cover provided and how swiftly units can move over it as appropriate to the resultant landscape.

**Dragon-Seared Battlefield:** The deleterious conditions of this Charm impose an external penalty to all non-reflexive actions equal to half the Exalt's War rating. The listed radius is a maximum; the Exalt may create a smaller effect.

**Dragon Vortex Attack:** This Charm creates an environmental hazard within its radius that inflicts (Essence rating)L dice of damage (not levels, unless Essence 7+) per action with Trauma (Essence rating). If a Dragon-Blood is immune to a vortex, characters she has protected with Enfolded in the Dragon's Wings are also immune (not just those protected by the vortex's creator). A second purchase of this Charm at Essence 6+ adds the Holy keyword, inflicting aggravated damage to creatures of darkness.





## TACTICS MEAN EVERYTHING

**Cost:** 1+m; **Mins:** War 3, Essence 2;

**Type:** Reflexive

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

**Duration:** One scene

**Prerequisite Charms:** Any War Excellency

Wise strategy is the cornerstone of victory, supporting the totality of other competencies. If this rock holds, so too will the forces a Terrestrial commands. All activations of this Charm stack, but the Exalt cannot commit more motes among all activations than his (War + 3). While the Charm is active and the Terrestrial commands a complementary unit with Magnitude 3+, he can use his War Excellency to enhance all attack and defense actions he orders that unit to take, regardless of the Ability used. He cannot add more dice to a roll this way than the number of motes committed to all activations of Tactics Mean Everything or (War + appropriate specialty), whichever is less.

Solar and Abyssal Exalted have Charms that are Mirror to one another named Shining General Puissance and Dread Warlord Stratagem (respectively) which have the same trait minimums and prerequisites as Tactics Mean Everything. These Charms are permanent, allowing use of War Excellencies to enhance attack and defense actions as though they were Excellencies for the appropriate Ability while commanding a Magnitude 3+ unit.

## LEADING FROM BELOW

**Cost:** 2m; **Mins:** War 2, Essence 2;

**Type:** Reflexive

**Keywords:** Combo-OK, Cooperative, War

**Duration:** Indefinite

**Prerequisite Charms:** None

Dragon-Blooded can lead, but they are more powerful when they serve. Any special character in a complementary unit who knows this Charm may activate it to enhance the unit. If the Terrestrial is the unit leader, he may choose any other special character in the unit as the target. If the Exalt is another kind of special character, he targets himself. Either way, the unit leader's War rating increases to the target character's War rating and the unit gains +1 Drill and +1 Morale from superior tactical coordination (to a maximum Drill and Morale of the unit leader's current War rating, or [War + Essence] if the leader is a Terrestrial with Breeding 5 or a Celestial Exalt). A unit may benefit from multiple activations of this Charm by separate special characters to improve its Drill and Morale, but the unit leader's War does not improve beyond the highest rating among contributing characters. This Charm remains active as long as the unit remains together.

## ROARING DRAGON OFFICER

**Cost:** 3m; **Mins:** War 3, Essence 2;

**Type:** Reflexive

**Keywords:** Combo-OK, Cooperative, Dynasty, War

**Duration:** Indefinite

**Prerequisite Charms:** Leading from Below

When the Chosen of the Elemental Dragons issue orders, the soldiers under their command pay attention. Any special character in a complementary



unit with Magnitude 3+ who knows this Charm may activate it to enhance the unit. For the duration of the Charm, that Exalt counts as (War rating) relays in addition to whatever other role she serves, and her unit may take a reflexive Signal Units action once per action tick to coordinate with allied forces. Unit leaders also add a number of bonus successes to all rally actions and rolls to avoid losing Endurance points equal to the number of special characters in the unit using this Charm. Special characters who are blood relatives to all other special characters in the unit double all benefits they provide by using this Charm (and count a unit leader who is a Celestial Exalt as a blood relative for this purpose). Roaring Dragon Officer remains active as long as the unit remains together.

#### GLORIOUS FIVE DRAGON ARMY

**Cost:** 6m; **Mins:** War 3, Essence 3;

**Type:** Reflexive

**Keywords:** Combo-OK, Cooperative, Elemental, War

**Duration:** One scene

**Prerequisite Charms:** Roaring Dragon Officer

The Elemental Dragons bless the armies led by their Chosen. Any special character who knows this Charm may activate it to enhance an infantry or cavalry complementary unit with Magnitude 3+ to which he



belongs. The effect is based on that Exalt's aspect. The benefits of different elements stack with one another, but a unit can apply each one only once. The Might of a unit blessed by this Charm increases to a minimum value of the number of separate elemental permutations of this Charm enhancing it (so a unit simultaneously enchanted by a Fire Aspect and Water Aspect becomes Might 2). If the unit's Might already exceeds this value, this benefit does not apply. Terrestrials may use their Breeding in place of Essence rating when determining the bonuses provided by Glorious Five Dragon Army.

**Air:** Mela grants troops great swiftness and mobility. Add the Exalt's Essence rating to the unit's Dexterity to calculate base Move and Dash speeds before applying the formation multiplier. Cavalry units simply double their normal speed. Furthermore, the unit may perform Turn actions reflexively and automatically without a roll, though each turn imposes a -1 DV penalty as normal. If the Exalt has Essence 5+, the unit's Dash actions automatically succeed without a roll and do not subtract from Endurance.

**Earth:** Pasiap provides durability, adding the Exalt's Essence rating to the unit's armor and providing a Hardness equal to half the unit's boosted Armor rating. A Terrestrial with Essence 5+ also adds his Essence in extra levels to the unit's health track at each dot of Magnitude.

**Fire:** The flames of Hesiesh spark in every raised blade, adding the Exalt's Essence rating to the unit's Close

Combat Damage. A Dragon-Blood with Essence 5+ brings smoldering righteousness to the unit, doubling this bonus when attacking units composed of creatures of darkness as a Holy effect.

**Water:** The waves of Daana'd wash over enemies as a drowning tide and recede just as inexorably. This effect adds the Exalt's Essence in bonus successes to the unit's Disengage actions and adds the same value to the difficulty for enemy units to disengage from the enchanted unit. Essence 5+ doubles this value, all but ensuring automatic success or failure to escape, respectively.

**Wood:** A unit blessed by Sextes Jylis is dynamic and organic, able to change formation in Step Two as a reflexive -1 DV action ahead of incoming attacks rather than afterward. Additionally, the unit adds a number of bonus successes equal to the Exalt's Essence on all rolls to change formation and half this value to its Ranged Combat Damage. With Essence 5+, the unit automatically succeeds on all rolls to change formation and adds the Exalt's Essence rating to its Ranged Combat Damage.

## FROM EGGS TO (ELEMENT) DRAGONS

**Cost:** 15m; **Mins:** War 5, Essence 3;  
**Type:** Simple


**Keywords:** Combo-OK, Dynasty, Elemental, Training

**Duration:** Two weeks

**Prerequisite Charms:** Roaring Dragon Officer

The grace of the Elemental Dragons uplifts the souls entrusted to





their care. This Charm is actually a cluster of Charms, one per element. A Dragon-Blood must learn the version appropriate to her aspect before she learns any others. All of the permutations work similarly, in that they may be used to teach a unit of students with a Magnitude no greater than the instructor's Essence rating. Each period of instruction requires 10 hours of instruction per day for two weeks straight. The beginning and end of each training regimen must fall inside the season that corresponds to the Charm's aspect. Failing to teach to this exacting schedule does nothing for the students but waste their time. Any pupil who misses so much as a minute of the lesson derives no benefit.

Each period of instruction may be spent to increase the student's ratings in any of the traits listed for the specific Charm version by one dot as a Training effect, up a maximum of the Exalt's own rating or his Essence, whichever is less. Non-extra students who are blood relatives of the instructor are limited only by the teacher's rating in the trait. Trait listings are broken into basic, intermediate and advanced categories according to who can learn them from the Charm: anyone (basic), non-extras (intermediate) and Exalted (advanced). Celestial Exalted students are considered blood relatives for the purpose of this Charm and gain the instructed trait after studying only one hour per day for a week. Moreover, classes for Celestial Exalted are not limited by season.

With an activation of this Charm, a Dragon-Blood can spe-

cifically target a willing Essence 4+ Celestial Exalt in her presence who knows a valid trait at an equal or better rating than herself. She may then begin an instruction period with a second normal use of the Charm any time before the targeted activation expires. If she does so, her patron's Celestial Essence augments her teaching, allowing her to instruct any students as though they were Celestial Exalted.

**Air:** *Basic:* Linguistics (can teach only those languages the instructor knows; this is the only trait that may be conferred by any version of this Charm to students who do not share a language with the teacher), Thrown. *Intermediate:* Any non-thaumaturgy specialty for Air Aspect Abilities, Stealth, Willpower. *Advanced:* Lore, Occult, Wits.

**Earth:** *Basic:* Awareness, Resistance. *Intermediate:* Any specialty for Earth Aspect Abilities, Mundane Crafts, Temperance. *Advanced:* Integrity, War, Stamina.

**Fire:** *Basic:* Athletics, Melee. *Intermediate:* Any specialty for Fire Aspect Abilities, Dodge, Valor. *Advanced:* Presence, Socialize, Dexterity.

**Water:** *Basic:* Martial Arts, Sail. *Intermediate:* Any specialty for Water Aspect Abilities, Bureaucracy, Conviction. *Advanced:* Investigation, Larceny, Strength.

**Wood:** *Basic:* Archery, Survival. *Intermediate:* Any specialty for Wood Aspect Abilities, Medicine, Compassion. *Advanced:* Performance, Ride, Perception.



### ARMY-TO-MOB ASSAULT

**Cost:** 3m; **Mins:** War 3, Essence 2;

**Type:** Supplemental

**Keywords:** Combo-OK, War

**Duration:** Instant

**Prerequisite Charms:** Leading from Below

To be a hero is to be a target. This Charm can enhance any attack using any Ability aimed at a special character in mass combat. The attacker may be a complementary unit as a whole, a special character within that unit or a solo unit. Regardless, the enhanced attack ignores the usual penalty for a called shot on the special character as well as all penalties for extended range or distracting environmental conditions. This Charm may be used by special characters to interfere with a mid-battle duel by attacking an enemy champion, but otherwise has no use in personal combat. Army-to-Mob Assault may be placed in a Combo with Charms of other Abilities.

### EXCELLENCE OF THE DUTIFUL (ROLE)

**Cost:** 5m; **Mins:** War 5, Essence 3;

**Type:** Supplemental

**Keywords:** Combo-OK, War

**Duration:** Instant

**Prerequisite Charms:** Army-to-Mob Assault

Those with lesser rank are not necessarily lesser. This Charm is actually two Charms, one for heroes and one for sorcerers. Characters may learn both. Whenever a Terrestrial makes a separate attack as the appropriate type of special character using any Ability, he may activate this Charm to enhance the action. Doing so improves the

attack with the benefits of the unit's Close Combat Rating, Ranged Combat Rating, Close Combat Damage, Ranged Combat Damage and Might as appropriate, applying these bonuses in the same way that they improve the unit's own attacks. This Charm may be placed in a Combo with Charms of other Abilities.

### BLESSED DRAGON CHAMPION

**Cost:** 8m, 1wp; **Mins:** War 5, Essence 3;

**Type:** Reflexive

**Keywords:** Combo-OK, Dynasty

**Duration:** One Duel

**Prerequisite Charms:** Excellence of the Dutiful Hero

Those who step forward as righteous champions of their armies never truly stand alone. This Charm may be activated by any Terrestrial acting as a champion in a mid-battle duel. For the duration of the duel, he accepts the limit of his War rating to use his other Abilities as though he were leading a complementary unit. In exchange, however, his actions gain the usual modifiers his unit receives from its traits whenever he is attacking or defending against the enemy champion. The unit's Might does not add to his Essence to resist effects, but the unit's Might is considered one dot higher if the Exalt is a blood relative of every member of his unit. Magnitude modifiers are based on the relative Magnitude of his unit and the unit whose champion he is dueling. This Charm may also be activated by a special character in a complementary unit during a duel to enhance a Celestial Exalted champion from the Terrestrial's unit. If multiple effects



allow an individual to enjoy the benefits of a unit while acting as an individual, these do not stack.

A second purchase of this Charm requires Essence 5+, but allows an Exalt using it to activate the non-permanent Dragon-Blooded Charms or Terrestrial Martial Arts Charms known by special characters in his unit as though he knew them, provided he meets their trait minimums. Borrowed Charms terminate along with Blessed Dragon Champion when the duel ends. This power is not conferred if the Charm enhances a Celestial champion.

#### WRATH-DIRECTING GESTURE

**Cost:** 1m; **Mins:** War 4, Essence 4; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious, Purity 3, Shaping

**Duration:** Instant

**Prerequisite Charms:** Dragon-Seared Battlefield

The Dragon-Blood holds out his hand toward an instance of Dragon-Seared Battlefield or Dragon Vortex Attack he created and can currently perceive. With each purchase of Wrath-Directing Gesture, the Terrestrial learns one of the telepathic commands listed here, some of which require higher Essence minimums,



can target only a Dragon Vortex attack and have a higher cost. Each activation issues one order.

**Drift:** The field moves in whatever direction the Exalt indicates, traveling at any velocity up to its creator's base Move speed. It maintains course and speed until given a new direction.

**Follow:** The field attaches itself to a target individual, unit, object or vehicle within it. It constantly relocates to center on that target and stays affixed until given new instructions. While anchored to its creator, a field increases its duration to Indefinite.

**Sculpt:** The field changes its size and shape, instantly assuming any form the Exalt can imagine that fits inside its maximum allowed radius.

**Shield:** Essence 5; vortex only; Cost: 6m. If within the field, the Exalt directs it to flare in Step Two as a defense against an attack originating from outside the vortex. Any fellow officer can pay the cost on his behalf, even those who don't know the Charm. The flare makes the field's outer edge indestructibly solid for a moment. Area attacks larger than the field affect everything around it normally, but do not penetrate the barrier. The fact that the vortex tends to destroy whatever it "protects" constitutes a unique flaw of invulnerability on this perfect defense.

**Teleport:** Essence 6; vortex only; Cost: 10m, 1wp. The Exalt teleports to the center of the field as a Leader effect (any fellow officer can pay this cost on his behalf, even those who don't know the Charm). He arrives as close to the center as physically possible and can't

teleport if there is insufficient vacant space to accommodate his arrival.

## ATHLETICS

### UPDATES

**Effortlessly Rising Flame:** Keyword: Leader. Using the Charm as a Leader effect also adds the Action-Only Keyword.

**Falling Star Maneuver:** Keyword: Leader. If applying this Charm to a ranged attack with a stunt, all that is required is for the target to lack cover.

**Bellows-Pumping Stride:** Keyword: Action-Only. Fires created by the Charm are treated as a one-time bonfire with only 1L damage that fills a trail one yard across, tracing the path of the Exalt's tread since his last action.

**Incense Smoke Ladder:** Add the Action-Only keyword.

**Dancing Ember Stride:** The penalty for aerial actions is internal.

### TAIL FOLLOWS HEAD

**Cost:** 1m; **Mins:** Athletics 3, Essence 3;


**Type:** Reflexive

**Keywords:** Combo-OK, Purity 3, Obvious, War

**Duration:** One action

**Prerequisite Charms:** Any Athletics Excellency

She who follows the Chosen of the Dragons sometimes feels the sparks of their Exalted might. This Charm may not be activated more times per scene than the Terrestrial's (Essence +1). While active, all Athletics Charms the character knows gain the Leader keyword unless the Storyteller deems that their effects solely relate to qualities



a complementary unit lacks. In this moment of glory, a unit can achieve the impossible and do things like run up walls or even fly.

Solar and Abyssal Exalted have counterpart Charms named Flying Faith Legion and Nowhere Is Safe, respectively. These Charms have a cost of three motes, duration of one scene, require Essence 4 and eschew the Purity keyword. The Solar version requires that every member of the unit have a positive Intimacy toward the leader, while its Mirror requires that all members be creatures of death.

## DODGE

### UPDATES

**Threshold Warding Stance:** Keyword: War.

**Hopping Firecracker Evasion:** Type is Reflexive (Step 7). This Charm may be activated only if the incoming attack missed and the Exalt applied a dodge-based defense against it. The character reflexively moves as per a Dash action away from the opponent, causing all subsequent attacks in a flurry that can no longer reach the Exalt to automatically miss.

**Virtuous Negation Defense:** Keyword: War. This Charm cannot protect against undodgeable attacks or attacks targeting characters more than (Dodge + Essence) yards away. If the attack is redirected, the target perfectly dodges it and the attack resolves normally against the Exalt. If the activation roll isn't sufficient to perfectly dodge the attack, the Terrestrial may apply his Dodge DV or Parry DV as normal. The possibility

for failure in this Charm constitutes its flaw of invulnerability. When used in mass combat, this Charm ignores usual range limits to allow a special character to protect any fellow officer in his unit (champions can only be protected from attacks by non-champions).

**Safety Among Enemies:** This Charm may be activated only if the Dragon-Blood successfully dodges an incoming attack as a result of applying Step Five defenses (do not compare DV and attack pools). Because the Charm is predicated on a successful defense rather than providing a defense, it is solely considered an attack for Charm conflicts.

**Elemental Defense Technique:** Keyword: Leader 6. By default, the Charm obliterates non-magical projectiles that are personal scale, whether arrows or thrown weapons. Inherently non-magical projectiles do not become magical because a Charm enhanced the attack. Conferred soak is armor that stacks with other armor. References to DV bonuses are separate external penalties applied against attacks. The Charm does not damage attackers directly, but instead projects an environmental hazard in a one-yard radius around the Terrestrial with Damage: 4B/action (2L/action for the fire version) and Trauma (Exalt's Essence rating).

**Smoldering Karma Strike:** Keyword: Leader. This Charm follows normal rules regarding its interaction with other counterattack effects and may be activated whenever the Exalt successfully dodges an attack by any means.



### Unassailable Body of (Element)

**Defense:** Keyword: Shaping. The limitations of this perfect defense constitute its flaw of invulnerability.

## MELEE

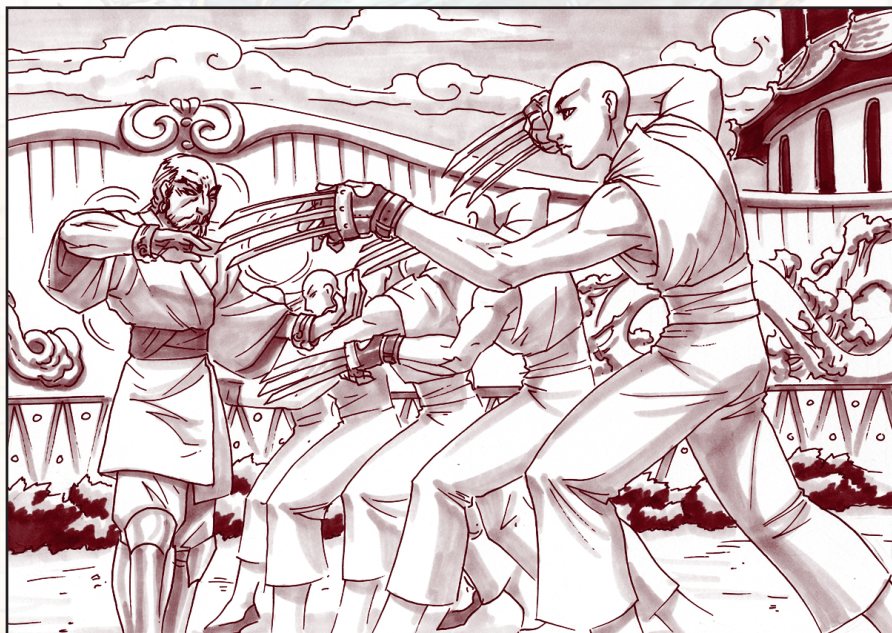
### UPDATES


**Dragon-Graced Weapon:** Keyword: Leader. Each additional purchase of this Charm after the first adds an additional element beyond the character's aspect. Every activation incorporates the Exalt's base element, but can also incorporate any number of additional elements unlocked with extra Charm purchases. The total cost to activate the Charm is half the number of elements unleashed, all of which provide their usual power.

**Blinding Spark Distraction:** Keywords: Counterattack, Crippling, Leader. Type is Reflexive (Step 9). The

Charm may be activated in response to any attack the Exalt defended against with a Melee-based parry, even if that parry was not sufficient to prevent a hit. The Terrestrial chooses a target within two yards (who need not be the attacker) and the Charm throws sparks at that target as an unblockable, undodgeable -0 DV counterattack. If this counterattack hits and the target successfully looks away, she suffers a -2 internal penalty to all non-reflexive actions until her DV refreshes twice. If she doesn't look away, the penalty increases to -4.

**Ghost-Fire Blade:** Keyword: Leader. If this Charm enhances the first attack in a flurry, each activation to enhance subsequent attacks in the flurry costs zero motes. The Leader use of this Charm can inflict aggravated damage, but does not extend the capability to strike





dematerialized beings. Ignore the last sentence of the Charm.

**Refining the Inner Blade:** The created weapon inflicts aggravated damage to creatures of darkness and benefits from all Elemental effects for elements the Exalt has integrated via purchases of Dragon-Graced Weapon.

**Portentous Comet Deflecting Mode:** Keyword: Leader. The Charm can't block unblockable attacks. The limitations on this perfect defense constitute a special flaw of invulnerability. The Leader use cannot block designated area effects, but may block the massed attacks of complementary units.

**Threshing Floor Technique:** With Essence 3+, all individuals blessed by the Charm are considered the same character for the purpose of imposing an onslaught penalty on the target against their attacks. This onslaught continues to accumulate until the Exalt's DV refreshes.

**Ringling Anvil Onslaught:** Keywords: Leader. The Charm provides a magical flurry of (activation roll successes + 1, maximum of Melee rating + 1) Melee attacks against a single target that ignore rate, do not suffer multiple action penalties and collectively impose a -1 DV penalty. The activation roll may be boosted with Melee Excellencies.

#### DRAGON BLADE BENEFICENCE

**Cost:** —; **Mins:** Melee 5, Essence 3;

**Type:** Permanent

**Keywords:** Leader, War

**Duration:** Instant

**Prerequisite Charms:** Refining the Inner Blade

This Charm enhances its prerequisite, conjuring an exceptional weapon (or perfect with Essence 4+). Refining the Inner Blade can also bless a Melee weapon the Exalt is wielding with the special properties of a weapon it creates. Finally, the Terrestrial can commit an additional mote per ally within 10 yards during activation (maximum of Melee rating allies), unleashing streams of power that extend the Charm's blessing to one Melee weapon each ally is holding. A weapon can have any number of different elemental blessings applied to it. The Leader use allows enchantment of any unit with Magnitude no greater than the Exalt's Essence, paying per dot of Magnitude as per aiding individuals.

#### CONFLAGRATION OF WARDING

**Cost:** —; **Mins:** Melee 5, Essence 3;

**Type:** Permanent

**Keywords:** Cooperative, Leader, War

**Duration:** Permanent

**Prerequisite Charms:** Portentous Comet Deflecting Mode

This Charm allows its prerequisite to parry attacks boosted or created by Charms and spells, provided that the attacker has a lower Essence rating. Any number of Dragon-Blooded within 100 yards who witness the attack may bolster the defender by raising their weapons in salute and also activating Portentous Comet Deflecting Mode at a reduced cost of three motes. Each supporting activation cumulatively increases the defender's effective Essence rating by one to determine if her defense works.



With any support, she can also block an unblockable attack. The Leader use can be supported only by fellow officers or other Dragon-Blooded in range.

## PRESENCE

### UPDATES

**Glowing Coal Radiance:** Keywords: Combo-OK, Dynasty, Leader, War; replace Compulsion with Emotion. Type is Reflexive (Step 2). No Willpower roll is required. Instead, the Charm exerts a fear-based internal penalty equal to the Exalt's Presence rating to all physical and social attacks aimed solely at him by anyone in range with a dodge MDV less than his (Appearance + Presence + Breeding). Apply intimidation-based effective Appearance for an ugly Terrestrial. Characters who pay two Willpower (four if a descendant) become immune all use of this Charm by the Terrestrial for the scene, ignoring its unnatural mental influence. Leader use affects units engaged with the Exalt's unit.


**Unbearable Taunt Technique:** Keywords: Action-Only, Combo-OK, Dynasty, Social, War; replace Compulsion with Emotion. Type is Reflexive (Step 1). Duration is always (Essence rating) actions, regardless of type of combat. In personal or mass combat, an affected target or unit the target commands suffers a -1 DV penalty when defending against anyone besides the Exalt or a unit he leads. In social combat, the victim suffers a -2 internal penalty to all social actions. Spending two Willpower (four if a descendant) makes a character immune to this unnatural influence for a scene.

**Moth to the Candle:** Keywords: Combo-OK, War. Resisting each use of this unnatural influence costs two Willpower, and this may be done at any point to terminate its effect. Complementary units are valid targets of this Charm. Supporting special characters cannot be compelled to leave their unit, but if affected, they take no action of their own for the duration. With (Presence 5+, Essence 3+), the compulsion lasts one scene and range increases to (Essence x 100) yards. Essence 5+ removes the Essence rating limit on valid targets.

**Aura of Invulnerability:** Keywords: Combo-Basic, Leader, War. Conferred soak is natural. When the temporary health levels fade, they heal three levels of bashing damage (lethal if Essence 4+) and any remaining damage is reapplied to the character's normal health levels. This can be fatal. The leader use of the Charm only applies temporary levels to the unit's health for its current Magnitude and does not provide healing.

**Terrifying (Element) Dragon Roar:** Keywords: Combo-OK. To use this Charm, make an unblockable attack roll of (Appearance + Presence + Breeding); the attack's range is (Essence x 6) yards. The target cannot be larger than (Essence x 2) yards in any dimension. A successful hit causes the following effects as appropriate.

**Air:** All non-magical glass within a yard of the target shatters, and the target suffers one level of unsoakable bashing damage. The target loses its sense of hearing for a scene as a Crippling effect.



**Earth:** The pulverizing vocalization destroys a non-magical inanimate target or comparably sized segment of a larger structure that is made of earth, clay, stone, et cetera. Other targets suffer 4B from the explosion of the ground beneath them.

**Fire:** Ignites everything readily flammable within a yard of the target as an environmental hazard with Damage 2L/action, Trauma 3. Non-flammable objects suffer no damage up front, but may be burned by the non-magical fires the Charm sets.

**Water:** The roar extinguishes any volume of non-magical fire it can target and knocks targeted beings prone.

**Wood:** As Air, but shattering non-magical wood instead of glass. A Terrestrial with Essence 5+ can pay an extra Willpower point when activating the Charm to unleash an area attack against every valid target in range.

**Warlord's Convocation:** Keywords: Combo-OK, Dynasty, Social; replace Compulsion with Servitude. The type is Simple (Speed 5 in long ticks). This Charm can exclusively target Terrestrial Exalted and humans (including those with supernatural heritage or awakened Essence). The roll for the Charm's unnatural social attack is (Appearance + Presence + Breeding). If the attack succeeds, the target must pay two Willpower (four if a descendant) or gain an Intimacy of loyalty to the Exalt. This Intimacy resists removal for a number of weeks equal to the remaining successes after applying MDV, during which time it reasserts itself completely whenever the target gets a roll to regain Willpower from

sleep. Good treatment extends the duration of enchantment as stated in the Charm. With 5+ remaining successes, a character made loyal by the Charm serves as faithfully as a henchman (per the Background) while bearing an enchanted Intimacy.

**Auspicious First Meeting Attitude:** While active, this Charm confers a +3 specialty "Exclusively against (target character name)" that applies to all social actions using any Ability during social combat. This counts as a natural specialty rather than a Charm bonus for the purpose of adding dice with other Charms, but the character still cannot apply more than +3 among all specialties. Simultaneous activations can target different characters. Cumulatively reduce the Charm's specialty by one per prior scene of social combat in which the Exalt and the target both participated. Each additional purchase of this Charm allows the Terrestrial to select one of the following conditions that "resets" the bonus: consensual sex with the target, not interacting with the target for a season or completing a task directly requested by the target that takes a scene or longer to accomplish.

**Passion Transmuting Nuance:** Keyword: Combo-OK. Type is Simple (Speed 5 in long ticks). This Charm cannot be a character's first action in social combat (replacing the requirement of ticks spent conversing). The Charm's unnatural social attack uses a dice pool of (Manipulation + Presence + Essence); if it beats the target's MDV, the desired emotion burns in




her heart for a scene (also reducing her Temperance to 1 unless that is her primary Virtue). Feelings conferred by the Charm provide the same social combat benefits and drawbacks as a high-rated Virtue. Paying one Willpower point at any point frees a character from this Charm.

## SOCIALIZE

### UPDATES

**Sweeten-the-Tap Method:** Keyword: Combo-OK. This Charm enchants a particular social event attended by no more than (Socialize rating) Magnitude individuals. Anyone at the event who consumes alcohol or any other recreational intoxicant finds the experience far more pleasurable than normal and suffers a penalty of -1 to MDV for the scene from lowered inhibitions. If any social attack botches against an intoxicated individual, she is deeply offended and must pay one Willpower not to Join Battle against the attacker with her next action as an unnatural Compulsion. This Charm may be repurchased multiple times to enchant different social pleasures, including having sex, participating in or being an active spectator to violence (such as duels or fight clubs), and anything else the Storyteller approves. Those who





indulge in the chosen vice are affected as described. Different versions of the Charm stack, but only one use of each version can enchant the same event.

**Jade Defense:** Keywords: Combo-OK; remove Social. The Charm's bonus adds directly to the Exalt's Dodge MDV rather than the difficulty of specific rolls. The bonus to Essence functions as written.

**Brother-Against-Brother Insinuation:** Keywords: Combo-OK, Emotion, Illusion. The roll for the Charm's unblockable unnatural social attack is (Manipulation + Presence), adding a number of bonus successes equal to the Exalt's Socialize. If successful, the target instantly gains a negative Intimacy toward the bad-mouthed person with an emotional context appropriate to the Terrestrial's allegations. If the target has an existing positive Intimacy toward the subject of the Dragon-Blood's ire, success converts that connection to a negative emotional context. Resisting the creation of a new Intimacy costs two Willpower. Preventing a positive Intimacy from becoming tainted is easier, requiring only one Willpower. Those who fail the roll to remember the Exalt's involvement later on may pay three Willpower to recall the truth, shattering the Charm's unnatural Illusion.

**Warm-Faced Seduction Style:** This Charm can enhance seduction-based social attacks using any Ability, and may be put in a Combo with Charms of other Abilities. It boosts the Ability used as indicated, with each dot added counted as a bonus die

from Charms. The attack also becomes unnatural mental influence costing one Willpower to resist.

**Soothing-Over-the-Past Technique:** Keywords: Dynasty; replace Compulsion with Illusion. The Charm costs only three motes to target a descendant. If the roll for this unblockable unnatural influence succeeds, the target can pay one Willpower right then to resist (but does not realize anyone attempted to alter her memories). Paying a total of three Willpower thus immunizes a character from further use of the Charm by the Exalt for a day. Once memory has been suppressed, however, the cost to break free and remember the truth is five Willpower per alteration. With Essence 5+, the duration drops to Instant, but suppressed memories remain so until reclaimed with appropriate Willpower expenditure.

### BLOOD CRIES FOR BLOOD

**Cost:** 6m, 1wp; **Mins:** Socialize 4, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Dynasty, Obvious, Servitude, War

**Duration:** Instant

**Prerequisite Charms:** Wary Yellow Dog Attitude

When kin cry for vengeance, swords flash from their scabbards. Upon activating this Charm, the Exalt shouts in anger and her player rolls (Charisma + Socialize). Every mortal and Dragon-Blood within 100 yards of the Terrestrial feels drawn to join her cause and inflict violence upon those who oppose the Prince of the Earth. This urge has no actual power to compel anyone, however, unless they are



blood relatives of the Terrestrial with a lower Essence rating than her and their dodge MDV is less than the number of successes rolled. Such junior relatives must pay two Willpower points to resist the unnatural influence.

Of all listeners who allow themselves to be affected or who are compelled to take up arms, the Dragon-Blood's player chooses the most combatively capable to form a mass combat unit with Magnitude no greater than the character's Socialize rating. He also chooses which characters will serve as special characters (and in what capacity). The capabilities of affected characters are not known to the Exalt, but her player gets a basic gist, enough to make a tactically sound allocation of resources. The unit created by the Charm forms up around the Terrestrial in the blink of an eye, with every member having drawn the most suitable weapon available to him. If mass combat has not begun, a Join War roll is in order.

This Charm has a special use in mass social combat in which the Terrestrial using it leads a social unit with Magnitude no greater than her Essence rating and all members are in range. Upon activation, the unit switches from a social unit to a mass combat unit, and a Join War roll is made for all parties who choose to involve themselves in the conflict. The Exalt adds her Essence rating in bonus successes to this roll, and precedes it with a  $([Wits + Socialize] - \text{Magnitude})$  roll to conceal the unit for a surprise attack at standard difficulty, as though the unit had actual concealment from

which to launch the attack. The usual benefits of surprise apply to the unit's first attack if the Terrestrial establishes it. By activating this Charm, a unit of relaxed partygoers can suddenly spring into action, draw weapons and launch a devastating assault on the Exalt's astonished enemies. If multiple unit leaders use this Charm simultaneously, none get any chance to surprise attack other users, but each gains the usual Join War bonus and may attempt to surprise other units.

## BUREAUCRACY


### UPDATES

#### **Benevolent Master's Blessing:**

Keyword: Combo-OK. Duration is Indefinite. Instead of the provided text, this Charm (while active) improves the capability of its prerequisite to boost the Bureaucracy rating of anyone who is a recognized subordinate in an organization to which the Exalt belongs. Applied to such targets, Terrestrial Bureaucracy Reinforcement treats all of them as if they were holding hands at the time of activation (regardless of actual location), ignores the usual cap of twice the beneficiary's Bureaucracy rating and has Indefinite duration.

#### **Confluence of Savant Thought:**

This Charm provides information, not access. The targeted organization does not regard the Exalt as a member or give her the privileges of such, but she does understand who within the organization has the power to bestow such privilege and may then lobby, bully or otherwise compel cooperation from those individuals. The Charm does not reveal any secrets that a



rank-and-file member of the organization could not learn with successful mundane inquiry, so insinuating into the All-Seeing Eye does not reveal the identities of secret operatives.

**Geese-Flying-South Administration:** Keyword: Combo-OK. The cost to resist the unnatural Intimacy formed by the Charm (and associated effects) cannot exceed five Willpower. With Essence 3+, the Charm affects Dragon-Blooded descendants as though they were mortals, but said descendants must still be recognized subordinates of the Exalt within the hierarchy of the enchanted organization.

**Bestow the Saffron Mantle:** Keywords: Combo-OK, Dynasty, Servitude. The Exalt may imbue a target with less than her own Bureaucracy rating, paying accordingly. A touched mortal can pay two Willpower to avoid the unnatural influence of this Charm, but he must do so at the time of activation. It is not possible to reactivate the Charm while using it. Transferring the Exalt's soul in the moment of death is an irresistible Total Control effect; the deceased uses the host's Physical Attributes and Appearance, but otherwise has her own non-magical traits while possessing her subordinate. The Willpower rating of a spent vessel drops to 0. Dragon-Blooded descendants are also viable targets of this Charm, but they can't be possessed.

**Thrashing Carp Serenade:** Instead of the listed rules for this Charm, use the following. Upon activation, the Exalt targets an organization. For the duration of the Charm, whenever any member of the targeted organiza-

tion who can perceive the Exalt takes any action that directly advances the group's official agenda, that action suffers an external penalty equal to the Exalt's Bureaucracy rating. This penalty does not apply to actions taken in personal or mass combat. It is not immediately evident that the Terrestrial is the source of the disruption. Only the highest penalty among all uses of this Charm applies to any action.

**Testing the Waters:** Keyword: Combo-OK. Voters with a dodge MDV greater than the Exalt's (Perception + Bureaucracy) count as abstentions. The Charm also can't analyze potential voters whom the Exalt can't perceive, such as those who are not present for the meeting. Because the Charm extracts the information from the minds of others rather than divining the future, it can predict the votes of beings outside fate.

**Finding the Water's Depths:** Keywords: Combo-OK, Dynasty, Compulsion. Duration is One scene. Add a number of successes to the activation roll equal to the Exalt's Essence rating (or twice that number if targeting a descendant). The number of successes remaining after applying the target's Dodge MDV (the attack is unblockable) determines what the Terrestrial learns. If the Exalt pays a price that he learns is acceptable before the Charm ends, the target must accept the deal unless she pays two Willpower to resist the Charm's unnatural influence (which prematurely ends it).

**Thoughtful Gift Technique:** Cost is 8m, 1wp. Keywords: Combo-OK, Dynasty, Servitude. This Charm



duplicates the effects of the Solar Charm Know the Soul's Price (**Exalted**, p. 214) with the following exceptions: The activation roll is (Perception + Bureaucracy) and the target is free after spending a total of five Willpower. Also, the Charm exerts no Servitude when targeting a character with an Essence rating more than one dot higher than the Terrestrial's unless the target is the character's sibling, parent or child. The Exalt may know what gifts are best for her elders, but this does not place them in her debt when she shows due reverence and gratitude for their daily beneficence.

**Distraction of the Babbling Brook:** Keywords: Replace Compulsion with Illusion. This Charm can enchant any written contract already written or any spoken contract the Exalt plans to offer with his next action. Either way, it requires an activation roll of (Wits + Bureaucracy), adding successes equal to the Exalt's Essence. Anyone whose Dodge MDV is less than the number of successes falls prey to the unnatural Illusion unless she pays three Willpower to notice the truth for a scene. Higher Essence and use of appropriate Celestial Charms also provides immunity as stated in the Charm. Application of MDV replaces the listed roll for defense.

**Drowning in Negotiation Style:** Keyword: Combo-OK. A contract is not binding unless the signatories sign of their own free will (i.e., not compelled by unnatural influence). Less invasive coercion such as threats doesn't void a signature. It is not re-

quired for all signatories to benefit from the contract. The penalty for deliberate breach of contract is (Exalt's Essence rating at the time of activation) L unsoakable damage. A signatory has a number of days equal to her Essence rating to fix an accidental breach to avoid this damage, but the countdown starts only upon her becoming aware of the error. Essence 4+ makes this Charm Holy, inflicting aggravated damage to creatures of darkness.


## INVESTIGATION

### UPDATES

**Scent-of-Crime Method:** A Storyteller should consider a character's actions against her Virtue ratings, Intimacies and Motivation when assessing how much guilt she carries. The following tiers provide a basic rubric for comparison: none, minimal (I'm not perfect, but I feel good about my deeds), slight (I harbor regrets, but nothing I can't live with), moderate (I don't think I'm a bad person, but I really screwed up in a way I can't get over), intense (No matter what good I do, I can't atone for my mistakes and frequently brood on these failings), severe (I'm a bad person) and overwhelming (I deserve death or worse for what I've done).

**Tampering Detection Technique:** The use of any Charm to enhance an action that qualifies as tampering forces a roll-off to determine if the Terrestrial discerns that action, even if that Charm is an Excellency.

**Bloodhound's Nose Technique:** Instead of the printed text, this Charm allows a standard Investigation roll



for the character to find, in a matter of seconds, clues that would normally take 10 minutes of careful searching. If the roll yields any successes, the Exalt also receives a brief murky glimpse of whatever individual the investigation is trying to locate (usually the criminal responsible for a crime). This glimpse is not enough to make an identification, but always contains clues that are relevant and useful in solving the mystery. The Charm automatically loses all roll-offs with other Charms that conceal evidence or otherwise contest its effects.

**Revelation of Associates Hunch:**

The soldiers of the gods should not pry into the affairs of their betters. Beings with a higher Essence rating and all Celestial Exalted are invalid targets of this Charm. All demons are valid targets regardless of their Essence. The Charm never reveals associates who are invalid targets.

**Homeward Trail Discovery**

**Method:** Knowing the location of a target's home yields direction and distance. If the Exalt already knows the location of the residence through other referents, the information is more specific (e.g. "on Redstone Street a block south of the intersection with Orchid Way"). The Charm cannot find residences in another realm of existence.

## LARCENY

### UPDATES

**Observer Awareness Method:**

The (total number of successes x 10) determines the radius in yards in which the Charm pinpoints the loca-

tion of observers, but it can't pinpoint observers who are supernaturally concealed—just note their presence.

**Trackless Walk Style:** Use of this Charm thwarts non-magical tracking attempts, but does not affect the resolution of supernatural tracking contests against Celestial Charms or comparable powers. Any Investigation roll to find clues at a crime scene protected by this Charm suffers an external penalty equal to the Dragon-Blood's Larceny rating.

**Ears of the Snowy Owl:** Use of this Charm eliminates penalties from obstruction and makes sounds valid targets for Perception rolls to notice as though such obstructions were not present. Wards against scrying block this Charm.

**Naked Thief Style:** Type is Reflexive. Use of the Charm negates all penalties for failing to have the right tools for a Larceny action (including all rolls of an extended action). It also provides a +2 quality equipment bonus that does not count toward Charm bonus limits.

**Window-in-the-Door Technique:** Wards that block scrying stop this Charm. Transparency extends one inch through metal, three inches through stone and six inches through anything else. With Essence 3+, all measurements upgrade to yards instead of feet or inches. Only the Terrestrial sees through matter affected by this Charm; others perceive its usual opacity.

**Imposter's Voice Technique:** Keyword: War. The disguise created by this Charm is purely auditory, but




infallible to those without supernatural senses to pierce it. Using this Charm to disrupt a unit's relays requires concealment and close proximity (generally restricting it to solo unit saboteurs), but the unit is considered to have (Exalt's Larceny rating) fewer relays for the purposes of communication failure until the commander successfully rallies for organization to make the unit immune for a scene.

**Precise Ink Technique:** The roll to remember handwriting is difficulty 2.

**Waters of Honesty Method:** If the cheating attempt is accomplished or hidden via Charms, a standard roll-off determines whether Waters of Honesty Method functions (with a +5 success bonus given to the opposing magic).

**Perfect Gambling Prana:** Type is Reflexive. This Charm enhances a non-magical effort






to cheat in ways that are possible (if highly improbable), ensuring the desired result. It does not alter probability or otherwise interact with fate.

**Flood of Victory Prana:** Duration is One game. Cheating is accomplished in the same ways as Perfect Gambling Prana.

## MARTIAL ARTS


### UPDATES



Leader Charms with grappling benefits apply those benefits to clinch only special characters or solo units, as complementary units are invalid targets of such attacks.

**(Elemental) Style Formulation:** This is a general Terrestrial Martial Arts Charm and may be learned by non-Dragon-Blooded.


#### Five-Dragon Style



All Charms save Five-Dragon Fist and Five-Dragon Wrath have the Leader keyword.


**Five-Dragon Invulnerability:** Used as a Leader effect, the Charm treats all attacks as magical.

#### Terrestrial Hero Style



All Charms save Currents Sweep to Sea, Riptide Method and Drowning Embrace have the Leader keyword.

**Blade-Deflecting Palm:** Keyword: Leader. Duration is one scene. Prerequisites are Currents Sweep to Sea or Pounding Surf Style (not any Martial Arts Excellency or supernatural Martial Arts Charm). The character also adds one to his Parry DV.



**Become the Hammer:** Keyword: Leader. Duration is one tick, type is Reflexive (Step 1).

**Disarming Strike Prana:** Keyword: Leader. Cost is 1m, type is Reflexive (Step 1). As a Leader effect this Charm may target only special characters or solo units. This takes precedence over the version of the Charm listed on p. 41 of *Scroll of the Monk*.

**Smashing Tidal Wave Technique (Scroll of the Monk, p. 42):** Keyword: Combo-OK. Cost is 0m or 3m (+3m per target), 1wp. Duration is Instant, type is Extra Action, total DV penalty and Speed are equal to the highest of any single attack in the flurry. Ignores Rate. If this Charm is being activated to sustain grapples initiated through previous use of the Charm, the cost is zero motes.

**Dragon-Claw Elemental Strike:** Keyword: Leader. This Charm enhances an unarmed attack. The earth effect blocks conscious movement that shifts location, such as walking or using a teleport power. It does not stop the target from moving in place to dodge or otherwise defend (albeit with a penalty). Being rooted in place is a -1 external penalty and -1 to Dodge DV, not a -2 internal/DV.

### ENLIGHTENING CHARMS

**Tiger-and-Bear Awareness:** Keyword: Leader. This Charm fails against supernatural concealment of any kind.

**Tiger-and-Bear Unity:** Keyword: Leader. This Charm applies successes in Step Four (not Step Six).

### AIR DRAGON STYLE

The style's power to throw two chakrams at once is incompatible with flurries.



## ELEMENTAL STYLES

Most martial arts styles do not resonate with a particular elemental aspect. Those that do, however, follow certain rules. Any being that naturally resonates with the proper element (an Air Aspect or air elemental for air, etc.) uses elemental style Charms as written. All other users add a one-mote surcharge to the activation cost. Water-aspected Dragon-Blooded are considered to resonate with all five Gaian elements for the purpose of elemental martial arts. Learning (Elemental) Style Formulation may remove this surcharge for Terrestrial styles of the appropriate element. Alternatively, mastery of any Glorious Dragon Style removes the surcharge for all Charms of that element (even non-Martial Arts Charms). Other specialized Celestial styles exist that similarly attune practitioners to exotic elements. Among Primordial Exalted, Alchemicals resonate with all six Autochthonian elements, Infernals resonate with Vitriol, and Abyssals resonate with all corpse elements.

The Five Glorious Dragon Styles confer their form weapon enhancements only to Dragon-Blooded practitioners, just as some Celestial styles provide unique benefits to other types of beings.

**Wind Dragon Speed:** Keyword: Leader.

**Breath-Seizing Technique:** Keyword: Stackable.



**Shrouding the Body and Mind:** Characters cannot lead a complementary unit while using this Charm.

**Air Dragon Form:** Keyword: Leader. The character may add dice to any unarmed Martial Arts attack (not any ranged attack).

**Tornado Offense Technique:** This Charm ignores Rate, and all actions in the flurry must be unarmed Martial Arts attacks.

**Wrathful Winds Maneuver:** Keyword: Crippling. To use this Charm the player makes an attack roll of (Strength + Martial Arts), which is separately applied to the defenses of all characters in the affected area and can't be parried. Targets hit by the attack suffer automatic knockdown, deafening and inactivity for the durations specified in the Charm. Targeting a single individual for an additional Willpower makes this attack undodgeable. All other printed rules for this Charm do not apply.

**Thunderclap Kata:** Keyword: Crippling. The players of all beings in range of the Charm make a (Stamina + Resistance) roll at a difficulty equal to the martial artist's Essence rating. Success leaves a character unaffected. Failure renders the character inactive until her next action; she also suffers a number of levels of bashing damage equal to (the Martial Artist's Essence – successes rolled), which ignore armor. Affected victims are



deafened as explained. This attack is an environmental effect.

**Lightning Strike Style:** Keyword: Leader. This Charm extends the range of all unarmed attacks by (Essence x 3) yards, and adds (Essence) to their raw damage.

**Hurricane Combat Method:** The extra attacks generated by this Charm are unarmed Martial Arts attacks that ignore Rate and may not be subdivided into flurries. The damage inflicted on the user by this Charm cannot be prevented by any means.

#### SPEED LIMIT

No effect or combination of effect may reduce the Speed of an action below 3 unless it explicitly states that it does so.



#### EARTH DRAGON STYLE

**Force of the Mountain:** Keyword: Leader. This Charm may be placed in a Combo with Charms of other abilities.

**Stone Dragon's Skin:** Keyword: Leader.

**Earth Dragon Form:** Keyword: Leader. This Charm's soak bonus is natural.

**Shattering Fist Strike:** Keyword: Leader.

**Weapon-Breaking Defense Technique:** Keyword: Counterattack. Type: Reflexive (Step 9). This Charm may be activated only if the martial artist has successfully blocked an attack with an unarmed parry, in which case it launches an automati-

cally successful counterattack, with the effects described in the Charm's rules. If used to "break" an artifact weapon, the weapon is not destroyed, but loses attunement and all powers save its innate indestructibility for one day.

**Earthshaker Attack:** This Charm has a range of (Essence x 5) yards. If used while leading a complementary unit, the Charm forces a rout check among the character's own forces.

**Stillness of Stone:** Cost is 5m, 1wp. This Charm cannot affect beings of higher Essence than the martial artist. Petrification includes non-magical possessions on the victim's person.

**Ghost-Grounding Blow:** Keyword: Compulsion. Five Willpower to resist per use. This Charm grants the target the ability to reflexively use any Charm required to materialize, even if doing so violates normal Charm timing rules.

**Perfection of Earth Body:** Keyword: Leader. This Charm's bonuses are dice added by a Charm, not an enhancement to the character's natural ratings.

#### FIRE DRAGON STYLE

**Flash-Fire Technique:** This Charm may be used to enhance a Join War roll if the character is a solo unit.

**Flame-Flicker Stance:** Keyword: Leader.

**Searing Fist Attack:** Keyword: Leader. As a Leader effect, this Charm may target only special characters or solo units.

**Perfect Blazing Blow:** An attack that hits as a result of this Charm is considered to have hit with zero suc-



cesses for the purpose of calculating raw damage.

**Fire Dragon Form:** Keyword: Leader.

**Fiery Hand Attack:** Keyword: Leader. Use normal environmental damage rules for (Martial Arts) actions of exposure to a bonfire.

**Breath of the Fire Dragon:** Keyword: Leader. This Charm inflicts dice of damage, not levels.

**Essence-Igniting Nerve Strike:** Keywords: Shaping, Touch.

**Overwhelming Fire Majesty Stance:** Keywords: Emotion, Leader. This Charm's influence is unnatural and costs three Willpower to resist for a scene.

**Consuming Might of the Fire Dragon:** Keywords: Emotion, Leader. Characters who spend three Willpower to resist this Charm for a scene also become immune to Overwhelming Fire Majesty Stance.

#### WATER DRAGON STYLE

**Flowing Water Defense:** Keyword: Leader. Cost is 2m. Opponents suffer a -2 external penalty (not -3 internal).

**Rippling Water Strike:** Radius is three yards. The character makes one attack, and compares it separately to the defense of all targets in range. This attack is piercing to all targets, but inflicts only bashing damage to secondary targets.

**Drowning in Blood Technique:** Keyword: Crippling.

**Shrugging Water Dragon Escape:** Type: Supplemental. Any valid action to escape personal restraint automati-

cally succeeds with a threshold equal to the character's Martial Arts rating.

**Water Dragon Form:** Keyword: Leader. The Essence bonus to Martial Arts is a dice bonus added by a Charm and does not add to the character's natural rating.

**Crashing Wave Style:** This flurry ignores Rate and has a total DV penalty of -1.

**Theft-of-Essence Method:** Keyword: Shaping.

**Ghost-Restraining Whirlpool Stance:** Keywords: Crippling, Shaping.

**Bottomless Depths Defense:** Keyword: Leader. Duration: One tick. The aggravated health level in this Charm's cost is considered a unique flaw of invulnerability. This Charm's Leader benefit may not be applied to area-of-effect attacks. Danaa'd is not harmed by the use of this Charm.


**Essence-Dousing Wave Attack:** Keyword: Shaping. This Charm enhances an unarmed Martial Arts attack. It cannot suppress Adamant or Obsidian Circle spells, and it has no effect on astrological Charms.

**Tsunami Force Shout:** Make a single unblockable attack roll of (Charisma + Martial Arts + Essence) and compare separately to the defenses of all targets in range. Those hit by the attack are affected as explained.

#### WOOD DRAGON STYLE

**Wood Dragon Vitality:** Keyword: Leader.






**Soul-Marking Strike:** This Charm has the Crippling keyword when applied to spirits.


**Unbreakable Fascination Kata:** Keyword: Emotion. Resisting this unnatural mental influence for a scene costs two Willpower.

**Enthralling Blow Attack:** Keyword: Compulsion. Resisting this unnatural mental influence costs three Willpower. This resistance supersedes the rules given in the Charm's text.



**Spirit-Wracking Method:** Keyword: Crippling.

**Spirit-Rending Technique:** This Charm inflicts damage equal to [1 + (threshold successes / spirit's Essence, round down)].



**Death-Pattern Sensing Attitude:** Cost: 0m. Paying one mote to use this Charm's benefit does not count as a Charm activation or require commitment of Essence.

**Soul Mastery:** Keyword: Shaping. Aggravated damage inflicted by this Charm bypasses armor.



### WAVES BREAK THE SHORE

**Cost:** 3m, 1wp; **Mins:** Martial Arts 4, Essence 2; **Type:** Extra Action

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Pounding Surf Style



Fighting in tandem, Dragon-Blooded crush their opponents. This Terrestrial Hero Style expansion Charm duplicates Hammer on Iron Technique (*Exalted*, p. 243), with the exception that it can target only an enemy who is currently locked in a grapple with someone else.

If the Terrestrial has Essence 3+, the target's player makes a ([Stamina + Resistance] or Willpower) roll after resolving all attacks in the flurry at a difficulty equal to the number of attacks that hit. On a failure, the target fills all her remaining undamaged health levels with unsoakable levels of bashing damage.

## SAIL

### UPDATES

**Hurricane-Predicting Glance:** The Charm can detect impending changes to the weather caused by magic that has already been activated at the time the Terrestrial checks. With Essence 2, the Charm functions above water aboard an aerial vehicle piloted with Sail. With Essence 3+, it functions onboard any Sail vehicle without needing water.

**Seven Seas Wind-Luring Chant:** This Charm functions on or above any body of water at least a mile across, but deactivates if the Exalt goes ashore. With Essence 3+, it works in any terrain.

**Storm-Outrunning Technique:** This Charm can enhance any Sail vehicle, doubling the speed of its propulsion. Vehicles lacking propulsion receive no benefit. (A massive caravan wagon without teams of yeddim to pull it is as helpless as a becalmed ship.)

Solar and Abyssal counterparts of this Charm exist named Fleet-Outrunning Flagship and Wave-Slicing Keel Method, both of which have Indefinite duration, require Any Sail Excellency as a prerequisite and do





not require any extra Sail rolls to traverse dangerous waters.

**Fine Passage Negotiating Style:** With Essence 3+, this Charm adapts itself to map the terrain hazards appropriate to a Sail vehicle the Exalt is aboard (so a skyship crewmember could sense turbulence and topographical features that rise high enough to pose a crash risk, etc.).

**Sturdy Bulkhead Concentration:** This Charm adds Undamaged health levels. When these levels are gained or vanish with the Charm's deactivation, reapply the vehicle's current damage to its new health track. The soak bonus adds directly to bashing and lethal armor. Use of this Charm by separate Dragon-Blooded to enhance the same vehicle is permissible, but a character cannot activate the Charm if the total number of extant activations exceeds his Sail

rating. Any Sail vehicle is a valid target of this Charm.

**Deck-Striding Technique:** Keyword: Leader 4. The Leader effect of this Charm extends its benefits to Magnitude (Essence rating) crewmembers of a naval unit under the Exalt's command. Any Sail vehicle is a valid target of this Charm.

#### DRAGON CREW MEDITATION


**Cost:** 5m, 1wp; **Mins:** Sail 5, Essence 4; **Type:** Simple

**Keywords:** Cooperative

**Duration:** Until disembarking

**Prerequisite Charms:** Fine Passage Negotiating Style

The Dragons demand service from the ships aboard which they serve. Upon activating this Charm aboard a Sail vehicle, the Dragon-Blood falls into a deep trance and his eyes glaze over. His awareness becomes diffused throughout the vessel, allowing him



to notice events as though he were present at every point in the vehicle. More importantly, the Exalt can use his actions to mentally control any part of the vehicle that standard crew could operate, such as piloting, unfurling sails, manning weapons emplacements and so on. If the vehicle is owned and captained by a Celestial Exalt, she and the Terrestrial can telepathically communicate with one another, as long as they share a language and the captain doesn't travel more than a mile from her ship.

Up to five Terrestrials can use this Charm cooperatively, in which case they know each other's surface thoughts so that they can efficiently divide labor, may reflexively donate motes to one another at will and provide each other limited cooperation bonuses on all crew-related tasks. A single user of this Charm can control a non-magical craft or one rated Artifact 1; each additional Cooperative participant raises the Artifact rating that the group can collectively manage. Use of this Charm does not obviate the need for crew, it just allows Terrestrials to be wherever they are most needed.

## ARCHERY

### UPDATES

**Dragon-Graced Arrow:** Keyword: Leader. The Wood power delivers a dose of poison if it hits: Damage 4L/action, Toxicity (Exalt's Essence rating), Penalty -0. Only one use of this Charm can enhance an individual attack, but repeated use can enhance any number of attacks made as part of a flurry. Each additional purchase of

this Charm after the first adds an additional element beyond the character's aspect. Every activation incorporates the Exalt's base element, but can also incorporate any number of additional elements unlocked with extra Charm purchases. The total cost to activate the Charm is half the number of elements unleashed, all of which provide their usual power.

### BEYOND BOWS

Terrestrial Archery Charms can be used to enhance attacks using any personal-scale Archery weapons, but add a one-mote surcharge to their activation cost if the weapon isn't primarily constructed of jade or wood or doesn't launch jade or wood projectiles. For example, strafing a flurry of shots with a firewand using *Swallows Defend the Nest* would cost (number of attacks + 1) motes. Some outcastes wield exceptional firewands carved of thaumaturgically hardened ironwood to avoid this surcharge.

**Swallows Defend the Nest:** Keyword: Leader 5. The Charm's flurry ignores a weapon's Rate and has a total DV penalty equal to the highest penalty of any attack.

**Dragonfly Finds Mate:** Keyword: Leader. Other characters may be protected with this Charm, provided they are within the base range incre-



ment of the Exalt's weapon. Used by any special character in a unit, the Charm can protect the entire unit or fellow officers within it. With Essence 3+, the Charm can parry any ranged personal-scale attack, even those lacking a solid component (such as a blast of elemental Essence). Essence 4+ allows parrying of larger ranged attacks, such as from siege weapons and warstriders.

**Seven-Year Swarm Volley:**

Keyword: Leader. Replace Combo-OK with Combo-Basic. The Charm protects those within the base range of the Exalt's weapon. It can also protect an entire unit or fellow officers within it if the Terrestrial is a special character.

**Sparrow Dives at Hawk:** Cost is — (4m, 1wp). Type is Permanent. This Charm upgrades Dragonfly Finds Mate. If that Charm successfully parries an attack, the Exalt can pay four additional motes and one extra Willpower during Step Nine to launch an unblockable, undodgeable counterattack that applies a number of successes to hit equal to the (parry successes rolled – original attack successes) in place of an attack roll. The attack otherwise uses the traits of the Terrestrial's weapon. Using Dragonfly Finds Mate this way follows standard Dragon-Blooded reflexive Charm rules.

**Harvest of the Hunter:** With Essence 4+, this Charm may be used to harvest other non-artifact Archery weapon ammunition from appropriate concentrations of elemental Essence, such as collecting handfuls of firedust

that spark out of a bonfire and fall to the earth. Collecting ammunition for immediate use requires a standard Draw Weapon action.

**Unobstructed Hunter's Aim:**

Keyword: Leader 4. For its base cost, the Charm negates only wooden cover. Adding one Willpower allows negation of any cover, provided some indirect path exists to hit the enemy. If this Charm enhances Elemental Bolt Attack (p. 69) or another Charm that creates an attack out of raw elemental Essence, the Exalt may summon the destructive forces from an available source to strike indirectly (like calling down lightning strikes from the clouds).

**Life-Swelling Sap Strike:** Keywords: Holy, Leader. The term “undead” encompasses ghosts, walking dead and necromantic war machines. Incorporeal undead are hit by the attack as though they were solid. With Essence 4+, all creatures of darkness with an equal or lesser Essence rating to the Terrestrial suffer as undead. A complementary unit must chiefly consist of undead to be a valid target.

**Raven Thorn Technique:** Damage inflicted by the Charm is based on the base Damage of the projectile without any Strength modifiers and has the appropriate type. For projectiles that do not have a listed Damage less than the weapon itself (such as firewand blasts), the damage at each interval is four dice. Retry penalties apply to efforts to remove the embedded projectile, and accumulate with each would-be surgeon's failure.



## DRAGON ARTILLERY SHOT

**Cost:** —; **Mins:** Archery 5, Essence 4;

**Type:** Permanent

**Keywords:** Obvious, War

**Duration:** Permanent

**Prerequisite Charms:** Dragon-Graced Arrow

A Terrestrial with this Charm can apply Dragon-Blooded Archery Charms to enhance or provide ammunition for any non-magical Archery weapon she wields regardless of its scale (such as catapults, ballistae, etc.). Applying Dragon-Graced Arrow to a large projectile causes the elemental Essence to explode on impact, imposing its elemental power on all individuals and complementary units within a radius of (Essence x 5) yards as a one-time environmental hazard. Extra action Charms cost double the usual motes and an extra Willpower point to activate, and are automatically Obvious when used this way. Ravenous Thorn Technique costs 10m, 1wp to enhance artillery attacks; the boring missile inflicts its entire base damage at each interval and requires Craft (Earth) in place of Medicine to remove it.

## MEDICINE

### UPDATES

**Infection-Banishing Prana:** With Essence 4+, this Charm can also treat magical infections (but not other types of diseases), provided the Exalt's Medicine and Essence ratings are both higher than the Essence rating of the infection's source.

**Dread Infection Strike:** Keyword: Sickness. Type is Reflexive (Step 1). This Charm can enhance any physical

attack that successfully inflicts non-bashing damage. With Essence 3+, infection is automatic and must be overcome normally.

**Disease-Banishing Technique:** Type is Simple. When time is of the essence, this Charm may alternatively accomplish a standard diagnosis action in the span of time used to activate it and touch the patient. This action only detects physical diseases, does not ensure a successful diagnosis and requires a second activation to administer treatment. The agony of purging a disease is a Crippling effect that lasts only one action.

**Wound-Closing Touch:** This Charm can heal a patient's Dying levels of lethal damage outright (instead of converting them to bashing). Healing all Dying levels stabilizes the patient at Incapacitated.

**Madness-Analyzing Stare:** The Charm can diagnose any externally imposed conditions that negatively affect the patient's mind, as well as all insanity arising from external trauma or poor health. Having Virtues with a rating of 1 is considered madness. The Charm detects unnatural mental influence, but not natural. Learning the source of a particular effect means it becomes Obvious to the Exalt, not that he knows who specifically caused it or when.

**Purity of Mind Method:** This Charm cannot cure influence imposed by Adamant or Obsidian spells, and it costs 10 motes when treating effects of Sapphire or Onyx spells. Treating a derangement mutation that offsets the cost of positive mutations or other-



wise provides “free” experience points requires that the patient pay the appropriate number of experience points over time as a Training effect.

**Verdant Curtain of Serenity:**

**Keyword:** Leader. **Type** is Reflexive (Step 2). **Prerequisites:** Madness-Analyzing Stare (not Purity of Mind Method).

**Jade Crucible Method:** Characters can’t activate this Charm while holding more Peripheral motes than their Essence pools normally allow.

**VENOM EXPULSION METHOD**

**Cost:** 2m, 1wp; **Mins:** Medicine 3, Essence 2; **Type:** Simple

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

**Duration:** Instant

**Prerequisite Charms:** Infection-Banishing Prana

This Charm functions identically to Disease-Banishing Technique, but removes Poison effects instead of Sickness and uses Toxicity in place of Magical Treatment difficulty for the purpose of treating supernatural toxins.

**BATTLEFIELD TRIAGE INFUSION**

**Cost:** — (1m); **Mins:** Medicine 4, Essence 3; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Wound-Closing Touch

The Dragon-Blood can pay one mote when activating the Charm’s prerequisite to fill the patient’s body with a soft green glow. No damage is actually mended, but the patient stops bleeding and does not continue to die

if mortally wounded. All Sickness and Poison effects also go into remission (as do new effects applied while the Charm is active), effectively “stopping the clock.” After a number of hours equal to the Terrestrial’s Medicine rating or upon suffering new levels of damage, the patient must have a new infusion or her metabolism restarts (possibly with fatal results).

**PERFORMANCE**

**UPDATES**

**Talented Improvisation:** Type is Reflexive. Specialties aren’t needed to use the Performance ability with any instrument. Instead, this Charm cancels all external penalties that apply to Performance rolls for its duration and increases the rating of a stunt by one (max 3) whenever the action involves creating a new routine or act on the spot instead of presenting a rehearsed work. As a reminder, an opponent’s DV is not an external penalty.

**Dance of Flashing Swords:** **Keyword:** Leader 5. Resisting the unnatural influence imposed by all activations of this Charm for a scene costs three Willpower. It is possible to hide a fight in which the Exalt is merely an observer to two heroic combatants. With Essence 3+, the Charm can hide any number of heroic characters. The Leader effect allows the character to hide his unit’s involvement in mass combat, paying as if cloaking a number of individuals equal to the total dots of Magnitude among all hidden units. A war could rage through the streets with the citizens none the wiser.





**Blossom Hides Thorns:** Type is Reflexive. Use of this Charm enhances the (Dexterity + Stealth) roll needed to launch a surprise attack from plain sight, removing the usual +2 difficulty and instead adding a number of bonus successes equal to the Exalt's Essence rating. A single activation also adds a like number of successes to the Terrestrial's Join Battle roll. If the opening attack misses, the Charm exerts an unnatural Illusion forcing all witnesses to ignore that an attack was made (and thus not Join Battle), though anyone can pay two Willpower to ignore all instances of this Illusion for a scene. Although it is tradition to make surprise attacks in the midst of performing, this is not required. An identical Stealth Charm also exists named Tempest from Blue Skies Ambush that requires Stealth 4 and has Wind-Walking Technique as a prerequisite.

**Hidden Petal Aria Method:** Keywords: Leader, Stackable. Duration is One scene. With Essence 3+, the character may hide subtext in the oration of everyday speech. The Leader effect of this Charm costs only two motes to convey coded orders to all fellow officers, adding the Exalt's Performance to the difficulty of Read Strategy rolls to study the Terrestrial's unit (*Scroll of Kings*, p. 110).

**Soul-Stirring Performance Method:** Keyword: Social. Type is Supplemental. This Charm enhances a (Manipulation + Performance) social attack, making it an unblockable, unnatural influence and allowing it to be conveyed by any Performance-based action. The attack affects only mortals, and may be selectively targeted to affect some observers and not others. If used to instill an Emotion, affected targets act accordingly and suffer a -2 MDV penalty for the rest of the scene against mental influence that preys on



this emotional state. If used to incite action, the Compulsion is limited as described. In either case, affected characters can pay three Willpower to become immune to the Charm for a scene. Ignore the roll to determine how many listeners are affected. As a performance attack, anyone who hears is potentially affected. With Essence 3+, the Charm functions against all beings with an Essence rating less than or equal to that of the Terrestrial.

**Protective Performance:** Keywords: Leader. This Charm provides a Dodge MDV bonus equal to the Exalt's Essence rating against all unnatural mental influence from anyone other than the Terrestrial, followed by a +2 Dodge MDV bonus against specific unnatural influence as specified. Characters may pay one Willpower to make them immune to all use of this Charm for a day, as it is a specialized unnatural Compulsion unto itself. The Leader use of this Charm turns the act of command into an artistic performance, protecting the unit itself and all members as individuals (except the leader).

**Invisible Street Performer Technique:** This Charm may be used in conjunction with any form of artistic expression that falls under Performance, from a steady quiet monologue to a sensuous dance. Resisting the unnatural Illusion for a scene in the event of a failed roll to notice the Exalt costs one Willpower. An applicable specialty is not required, but improves the Charm's effectiveness.

**Tireless String-Plucking Meditation:** While this Charm is active, the


character accumulates no fatigue from any Performance actions and ignores all internal penalties for such rolls except multiple action penalties. She can dance for a day while grievously wounded or spend a night in the embrace of her lover without breaking a sweat. The sharp beauty of well-manicured nails fittingly accompanies all art forms and therefore always applies. Paying a mote to make an unarmed attack lethal does not count as a Charm activation. Time spent performing while using this Charm also counts as sleep for all purposes if the performance is at the direct request or command of a Celestial Exalt.

**Vibrating Strings Defense:** Keyword: Leader. Music is not the only medium for this Charm's power. Any mode of artistic expression that falls under Performance may serve as a focus for a parry. Eloquent prayers turn aside blows, while a dancer's gyrations drum staccato rhythms on enemy weapons mid-swing. No specialty is required to use this Charm, though applicable specialties improve its effectiveness.

**Three-String Sword Prana:** Minimum Essence is 3. Damage is in dice, not levels. Like Vibrating Strings Defense, other Performance media may conjure destructive phantasms through the use of this Charm. Using the Charm in conjunction with prayers to the Elemental Dragons or any of the Incarnae makes the attack Holy, inflicting aggravated damage to creatures of darkness. As usual for its type, this Charm can't be part of a flurry without placing it in a Combo with an extra action Charm.

## RIDE

### UPDATES



**Heaven-Graced Riding Technique:** Cost is 1m. Duration is One action. A mount or vehicle targeted by this Charm doubles its speed (and jumping distance), rather than the listed bonus. When used in conjunction with other Dragon-Blooded Ride Charms that quicken a mount or increase its jumping distance, the increase provided by those Charms doubles before it is applied. (For example, the Air version of Five-Dragon Horseman Prana multiplies the mount's jump distances by a factor of [Essence x 2] while boosted by Heaven-Graced Riding Technique.)

**Ebony Spur Technique:** Keyword: Leader. If this Charm is used to enhance an attack using a lance or other weapon with the L tag, the damage bonus increases to (Ride x 2). With Essence 3+, no activation roll is required.

**Charge of One Hundred Generals:** Remove minimum War. Type is Reflexive. Any special character in a complementary unit can use this Charm to enhance it, but a unit can benefit from only one activation at a time. A unit so enhanced gains the listed bonuses while it is carrying out successive charge actions (i.e., dashes), and loses no Endurance from doing so. Once the unit stops charging or makes a close combat attack, the Charm ends. If aborted by making an attack, all benefits last through the resolution of that attack and the Terrestrial's Ebony Spur Technique becomes Stackable for

### MORE THAN HORSES

Although horses are certainly the most common riding animals in the Second Age, they are hardly the only mounts Terrestrial Exalted use. Dragon-Blooded Ride Charms function on any familiar or non-sentient beast large enough to carry the Exalt. In addition, Ride Charms may enhance the piloting of vehicles that require the Ride Ability, but any Charm with a Minimum Ride requirement of 1–4 requires an extra dot of Ride above the minimum to be used this way.

that attack, to a maximum number of activations equal to the actions spent charging (or the charging character's Essence rating, if lower).

Disregard the Charm's printed rules for personal combat. Instead, this Charm allows successive mounted dashes to build up the potential for Stackable activations of Ebony Spur Technique as explained. This benefit can be extended to any mounted characters who know Ebony Spur Technique within 100 yards who are also dashing at the time of activation, allowing them to build up separate momentum.

**Irresistible Penetrating Charge:** Remove minimum War. Type is Reflexive. Duration is one charge. Instead of the Charm's printed rules, it enhances a mass combat unit's charges



using the same overall rules as Charge of One Hundred Generals. Yet, the benefit conferred to a charging unit is an external penalty of the Exalt's Ride rating applied against all attacks aimed at the unit or its special characters. Once the charge ends for any reason (including to make an attack), the protective penalty lasts for one more action before receding.

**Great Heart Companion:** A mount emboldened by this Charm is control rating 0, Valor 5 and automatically succeeds on all Valor rolls. Getting onto an unfriendly animal to tame it with this Charm requires a successful grapple, though it isn't necessary to win control of the clinch. When used on a Ride vehicle, the Charm keeps the character in her seat and lets her perform piloting actions reflexively, allowing her to devote full attention to other tasks.

**Elemental Halo's Mercy:** Mins: Ride 2, Essence 2. Type is Reflexive. The Charm also protects Ride vehicles and any passengers on the mount or vehicle, as well as all personal possessions carried or worn by protected characters. Reduce the cost to zero motes if targeting a mount or vehicle the Exalt owns.

**Five-Dragon Horseman Prana:** This Charm is actually a cluster of five Charms. Dragon-Blooded must learn the version associated with their aspect first. A Ride vehicle is also a valid target, in which case the Air power adds the Exalt's Essence rating to its Maneuverability in addition to cold immunity. Once a Terrestrial has enchanted a target with one version

of this Charm, the cost to apply other any other versions drops to one mote. With Essence 4+, the character can commit an additional mote per valid target within 500 yards, extending the Charm's benefits to that target as long as it stays within range.

**Dance of the Jade Bridle:** Replace Compulsion keyword with Servitude. Type is Simple (Dramatic Action). Duration is Instant. If the activation roll succeeds, the Exalt spends a scene subduing the target animal, after which the benefits of Great Heart Companion automatically apply while riding it. The steed also gains an Intimacy of loyalty toward the Terrestrial, doing all within the limits of its bestial intelligence to obey and please her. If the Exalt mistreats the mount, the effect lasts only a month; otherwise it is permanent. On a failed roll, the training scene goes very poorly and the Exalt suffers unsoakable levels of lethal damage equal to the net successes by which the mount won. Ignore the listed surcharge to apply other Ride Charms to large mounts. A Terrestrial can use this Charm to break a mount for a Celestial Exalt, in which case the animal transfers its loyalty as soon as it meets its owner.

#### TREAD ROOTED IN LIFE

**Cost:** 2m; **Mins:** Ride 2, Essence 3;


**Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One hour

**Prerequisite Charms:** Great Heart Companion


Infusing her mount or vehicle with living Essence, the Exalt provides a sustaining force of wholeness.



While blessed by this Charm, a living steed is considered to have engaged in half the strenuous activity it actually has from the standpoint of becoming fatigued. Likewise, Ride vehicles consider the hour of operation as half an hour for the purposes of accruing Maintenance upkeep.


## SURVIVAL

### UPDATES




**Quarry Revelation Technique:** If contested by another Charm, standard roll-off rules determine which wins.


**Trail-Concealing Measurement:** If contested by another Charm, standard roll-off rules determine which wins.



**Ration-Enhancing Method:** Cost is 1m. Type is Supplemental. This Charm enhances a hunting or foraging action, allowing the hunt to be accomplished in one hour regardless of terrain or skill. The roll ignores penalties for lacking tools or weapons, and further adds a number of bonus successes equal to the Exalt's Essence rating.



**Hostile Environment Preparation Method:** This Charm reduces all external penalties imposed by hostile environmental conditions by an amount equal to the Exalt's Survival rating, and provides a like number of bonus successes on all Survival rolls to avoid suffering and possible death from extreme climates.



**(Element) Shelter Creation Technique:** Keyword: Shaping. Duration is Indefinite. The structure fills a radius in yards no larger than (intended number of occupants x 2). It has a soak of 5L/10B and crumbles apart once it suffers 10 levels of damage. With Es-

sence 4+, the structure forms instantly. A second purchase of this Charm makes the shelter extremely restful, converting all dice to automatic successes when a player rolls for his character to regain Willpower after a night's rest.

**Extension of the (Element) Dragon's Blessing:** Once a character has any version of this Charm active, other known versions cost only one mote to activate, and allies already protected by the first activation inherit other version benefits at no additional cost. Essence 5+ Exalted with all five versions active suffer no penalties, damage or other harm from any environmental conditions—even those conditions not native to Creation (such as Primordial weather). Whenever an Exalt with this Charm creates a shelter with its prerequisite, the structure itself and all those within it automatically gain the protection associated with all known versions of Extension of the (Element) Dragon's Blessing.

**Nature's Healing Bounty:** Cost: —. Remove minimum Medicine and Medicine Charm prerequisites. Type and Duration are Permanent. A Terrestrial with this Charm can use Survival Excellencies to benefit Medicine actions as though they were Medicine Excellencies, provided she has access to medicinal plants. Enough plants for a single treatment can be foraged as per a day's worth of food or purchased at a Resource cost equal to the difficulty to forage in the local terrain. She may apply any combination of relevant Medicine and Survival specialties to the action, but they remain capped at a +3 bonus.



# THOUSAND CORRECT ACTIONS

---

Written by Carl Bowen and Michael Goodwin

Developed by Eddy Webb

Edited by Carl Bowen and Genevieve Podleski

Layout by Brian Glass

Art by HOON, Imaginary Friends Studio, Peter Mohrbacher, Pasi Pitkanen, UDON and Melissa Uran



© 2010 CCP hf. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden, except for the purposes of reviews, and one printed copy, which may be reproduced for personal use only. White Wolf and Exalted are registered trademarks of CCP hf. All rights reserved. Glories of the Most High the Unconquered Sun, Luna, the Maidens of Destiny, the Manual of Exalted Power the Lunars, the Manual of Exalted Power the Sidereals, the Manual of Exalted Power the Abyssals, Graceful Wicked Masques the Fair Folk, the Books of Sorcery, the White Treatise, the Compass of Terrestrial Directions, the Scavenger Lands, the West, the East, the South, the Compass of Celestial Directions, Yu-Shan, Scroll of the Monk,

Scroll of Heroes and Dreams of the First Age, Lords of Creation are trademarks of CCP hf. All rights reserved. All characters, names, places and text herein are copyrighted by CCP hf. CCP North America Inc. is a wholly owned subsidiary of CCP hf. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. This book contains mature content. Reader discretion is advised.

Check out White Wolf online at <http://www.white-wolf.com>