

Enlightenment of the Imperfect Lotus

You have honed your mind and soul in distant monasteries and righteous battles, learning your own true nature in the process. Through these meditations, katas, and the tempering fires of war, you have grown aware of the chi that flows in and out of your body with each breath, and how to harness it. Through study of the martial arts of the Imperfect Lotus, you have grown to understand the flow of the world's chi, how to harness it, and even how to direct it back into yourself, a true master of the martial arts. *(Note: This initiation does not require any investment in actual Martial Arts Abilities, but many of its Shaping Rituals and most of its bonus Merits benefit from such investment.)*

Shaping Rituals

- The sorcerer centers herself through her martial arts, motions and katas designed to guide the flow of the world's essence around and through her. The sorcerer may make spend a point of willpower and make a martial arts roll (Perception + Martial Arts) gaining one Sorcerous Mote per success on the roll as the martial artist flows through slow, meditative katas, breathing in and out to gather their chi as a reflexive action. Sorcerous motes gathered in this manner remain until the sorcerer next sleeps, loses consciousness, or otherwise takes an extended rest. Activating this ritual again replaces the Sorcerous Motes already acquired with previous activations rather than adding to them.
- The sorcerer is now empowered when she fights against foes in combat. Whenever a sorcerer strikes a Withering attack against a foe in combat, she may channel any amount of Initiative she would normally gain from such a strike into half as many Sorcerous Motes instead. Once per battle, when she lands any blow with or supplemented by a Control Spell against a foe - Decisive or Withering - she gains Essence Sorcerous Motes on top of any other that the ritual would grant. Sorcerous Motes gained through this ritual fade at a battle's end, in the same moment that its combatants leave Initiative.
- The sorcerer gains one Sorcerous Mote every time they successfully dodge, parry, or soak an entire attack in battle. If the attack was successfully defended against through the help of a Control Spell which in some way improves the sorcerer's ability to dodge, parry, or soak, then she instead gains two Sorcerous Motes. Sorcerous Motes gained through this ritual fade at a battle's end, in the same moment that its combatants leave Initiative. *(Example: John of the Mountain is a battle-sorcerer with Invulnerable Skin of Bronze as his Control Spell. When attacked by a bandit while transformed by the spell, a sword blow glances harmlessly off of his body. Normally, he would gain one Sorcerous Mote from this, but because it is his Control Spell, he gains two.)*

Other Benefits

- **Fist of the Lotus** (Merit ••••): The sorcerer may learn Martial Arts charms for which she meets all other prerequisites as if they were sorcerous spells, allowing them to be activated with Sorcerous Motes instead of personal or peripheral motes as normal. Martial Arts charms acquired normally gain this benefit with an additional cost of 1xp per charm. *(Note: This expressly allows mortal martial artists to learn Essence 1 Martial Arts charms for which they otherwise qualify in the form of sorcerous spells.)*
- **Signature Technique** (Merit ••): The sorcerer may select a Martial Arts charm made into a spell through Fist of the Lotus as a Control Spell. If taken after Initiating, it allows the Martial Artist to swap a Sorcerous Control Spell for a Martial Arts one. Once taken, this effect is one-time and permanent. *(Example: Master Shin Qo, a mortal practitioner of Crane Style, chose the spell Obsidian Butterflies as his control spell upon initiating. Later, after*

gaining Empowering Justice Redirection as a spell through Fist of the Lotus, he takes Signature Technique to replace Obsidian Butterflies with Empowering Justice Redirection as his Control Spell. Once this purchase is made, it is permanent.)

(Note: Mortals who managed to learn Martial Arts charms through this tradition are subject to the Celestial and Mastery keywords as if they were Dragon-blooded.)

Arms of the Chosen

Some sorcery is inherited from birth, like that of the sorcerer kings of Ysyrr. For others, it's a thing bestowed upon them by a higher power. Others still work their way through trials and sacrifices to know themselves and discard their weaknesses to make room for power. Those of this tradition, though, learn the workings of essence and magic through the study of artifacts - the arms of the chosen. Through great examination and deep understanding, those who practice this tradition come to understand how to direct the flow of essence to productive ends, as observed in the tools left in the way of the exalted and spirits of Creation. *(Note: Most of this initiation pertains to or requires the use of an artifact as a focus. A member of this tradition should possess some sort of artifact or hearthstone capable of manifesting Evocations - usually, but not always, a weapon.)*

Shaping Rituals

- When the sorcerer takes the first shape sorcery action to begin casting a spell and stunts it with a description of how she casts the spell through her artifact or draws on its power, she gains (stunt rating + 2) sorcerous motes towards completing this spell. This benefit can only be received once per scene. Stunts to enhance the sorcerer's control spell do not count against the once per scene limit.
- The sorcerer takes a dramatic action sharpening the blade or otherwise tending to the maintenance of an artifact she possesses, rolling (Intelligence + Craft) and gaining one sorcerous mote per success. These sorcerous motes can be spent whenever using the artifact as a focus. Taking another dramatic action to maintain the tool causes all previous sorcerous motes contained in the artifact to be discarded, replaced with the new total from the new roll.
- As part of a Shape Sorcery action, the sorcerer intentionally breaks attunement to a focus artifact in her possession. The motes released back into the world get swept up by her shaping, as she gains an amount of Sorcerous Motes equal to those that had been committed to the attunement of the artifact. These sorcerous motes must be spent on the spell currently being shaped, or they are lost.

Other Benefits

- **Terrestrial Circle Working Ambition 2** (Goal Number 10): This working is seen throughout Creation, but especially among sorcerers as attached to their artifacts as those of this tradition. As an Ambition 2 Terrestrial Working, the sorcerer bonds themselves or another with an artifact in such a way that they become attuned without the commitment of essence. The attunement is broken and experience points refunded if someone else attunes to the artifact or it is lost with little prospect of prompt recovery. *(Note: This allows mortals and others without essence pools to attune to artifacts, whether performed by mortal sorcerers for their own benefit, or on behalf of a mortal who acquired or was bequeathed one of the arms of the chosen.)*
- **Blade Sorcery** (Merit ••••): The sorcerer may learn Evocations for which she meets all other prerequisites as if they were sorcerous spells, allowing them to be activated with Sorcerous Motes instead of personal or peripheral motes as normal. Evocations acquired normally can gain this benefit with an additional cost of

1xp per evocation. *(Note: This expressly allows mortal sorcerers to learn Essence 1 Evocations for which they otherwise qualify in the form of sorcerous spells.)*

- **Focus Evocation** (Merit ••): The sorcerer may select an Evocation made into a spell through Blade Sorcery as a Control Spell. If taken after Initiating, it allows the sorcerer to swap a Sorcerous Control Spell for an Evocation spell. Once taken, this effect is one-time and permanent.

Benediction of the Sun

Some sorcerers have their potential unlocked through the blessings of the Unconquered Sun or his Chosen, the undisputed masters of Solar Circle Sorcery. Those who do often - but not always - end up with an intuitive mastery of these shaping ritual. Many Solar Exalted who unlock sorcery entirely through their own intuitive grasp of the occult, rather than pacts or practices involving external mystical forces, show an affinity for these rituals as well. *(Note: This initiation is almost never seen among sorcerers who possess demon-summoning Control Spells or shaping rituals which tie them to creatures of darkness.)*

Shaping Ritual

- The sorcerer can feel the power of the sun, a source of divine essence radiating from on high, flowing through her, a holy river of energy. All successful Shape Sorcery actions taken while exposed to direct sunlight benefit from one extra sorcerous mote which must be spent towards the spell being shaped. This benefit is doubled for Control Spells.

- The sorcerer knows that, through praise of the king of the heavens, Creation responds to her holy intent. The sorcerer may roll a prayer roll (Charisma + Performance, difficulty 5 minus the resources value of any offerings, if any. Sacrifices particularly liked or disliked by the Unconquered Sun will have their value modified accordingly) in praise of the Sun. Success grants her sorcerous motes equal to (her Essence + extra successes on the roll). These motes last for the duration of the story, and can be spent towards any spell she casts. She cannot pray for power more than once per day, and receiving new motes replaces any granted by past prayers. *(Note: The Unconquered Sun has been known to enjoy the sacrifice of live human hearts in the distant past. Make sure your group has an understanding of the Sun's characterization in your personal games.)*

- The Sun's holy judgement resonates with the sorcerer's being as they grasp the laws of Creation. When they bring judgement down on the impure, they are empowered as a result. Whenever the sorcerer takes a Shape Sorcery action, she may draw an additional (Essence) sorcerous motes from the mote pool of any creature of darkness within medium range, drawing down heaven's judgement and being empowered for it. The Shape Sorcery action must exceed the creature of darkness's Resolve. When the sorcerer draws Essence to fuel her control spell, she can draw sorcerous motes from a creature of darkness's initiative instead, destroying one point of initiative for every sorcerous mote drawn. *(Note: This is a CoD-smiting version of the Ifrit Lord shaping ritual. I focused on the ability to draw from a wider range of targets as a trade off for no longer being able to draw from an environmental source like fire. In place of not diminishing a source for your control spell, I did the opposite, with shaping for a control spell becoming a pseudo-Withering effect. This might be overpowered, but at least the sorcerer doesn't gain any initiative for themselves when they do this. This is untested, and very much subject to change.)*

Other Benefits

- **Golden Janissary** (Merit ••): The sorcerer gains power from the sun's holy light, and carries it into darkness with her. The sorcerer's unarmed attacks gain the Lethal tag against creatures of darkness, and

can parry attacks from creatures of darkness unarmed without a stunt. By invoking the sun, she may also radiate light from her hands, her eyes, or in a halo framing her head with the intensity of daylight, though none of its supernatural bane.

- **Crusader of the Sun** (Merit •••): The effects of Golden Janissary extend to Yozi cultists, ancestor worshippers, and other heretic faithful of the enemies of Creation.

- **Inquisitor's Judgement** (Merit ••••): While radiating light with Golden Janissary, all Creatures of Darkness upon whom the light falls have their Evasion, Parry, Guile, and Resolve all reduced by 1. With Crusader of the Sun, this penalty also extends to Yozi cultists, ancestor worshippers, and other applicable heretics.

(Really not sure about these; too OP/clunky? Consider cutting this entire thing down to a single ritual like Heptagram training.)

Sorcerer's Apprentice Benediction

Cost: 10m, 1wp, 0+xp; **Mins:** Occult 5, Essence 3; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Celestial Circle Sorcery

With a touch, the Solar blasts open a target's awareness of the essence around them with the purifying light of day. The touched subject immediately gains full access to the Terrestrial Circle of Sorcery, including a Shaping Ritual and Control Spell. Mortals gain the Sorcerer merit, while exalts gain the Terrestrial Circle Sorcery Charm.

Every 1xp spent in the activation of this charm reduces the cost of the subject's purchase of their merit or charm by 2xp. Experience points can't be spent in this manner on behalf of characters who do not track experience points. The subject must meet all Essence and Occult prerequisites to gain Terrestrial Circle Sorcery, and must be willing recipients of the effects of this charm, or else it fails.