

# Exalted Reincarnated Lunars

# Introduction

## Character Creation

The Lunar gains access to the Supernatural Abilities:

**Shapeshifting, Beasts, Spirits, and Wyld**, which may be Favored at character creation.

The Lunar is granted an additional **Favored Ability** that must be spent on one of these four Supernatural Abilities. This brings their total number of Favored Abilities to 6.

The Lunar chooses an animalistic **Spirit Form**, which is an embodiment of their soul--a symbol of their true self. It should hold some deep personal meaning to the Exalt.

Choose a **Tell**, which is a distinctive characteristic that persists through all forms of the Lunar. This could be a scar, tattoo, physical characteristics, or something more supernatural like an oversized and misshapen shadow.

- A Lunar's Anima banner, in addition to glowing, is a suffusing and merging of her form with her Spirit Shape.
- **Hybrid Body Rules:** You may either choose mutations totaling two boons, or three boons and one bane that represent your Spirit animal. The remaining aspects that are merged in become purely aesthetic--wings that do not grant the ability to fly, for example.

## Supernatural Abilities

### Shapeshifting

[[ Rules for Shapeshifting.

By default (all can be altered through Shapeshifting charms):

- 1 No smaller than cat, no larger than horse
- 2 Mundane animals only (e.g. those without Essence. Creatures that have been mutated by the Wyld are still okay, though that is frowned upon by the Silver Pact)
- 3 Full transformations. All or nothing.
- 4 Takes a Secondary Action to perform

Lunars keep their same stats between forms, but may gain a temporary mutation based on the form (e.g. wings).

You get (Shapeshifting) permanent forms that you can turn into, in addition to Spirit Form. You gain them by taking the form that has been discarded by a Great Change. (which is called a Sacred Hunt).

Typically a Great Change is through death--particularly with beasts--but it is not limited to it. If you were walk with a human and witness them in a turning point of life, you could hop into their old form.]]

Shapeshifting to forms grants boons and disadvantages. The

boons are typically just there, but if challenged provide +2 Successes for boons, -2 successes for disadvantages.

### Sample Projects

The Lunar may impart Mutations from their forms upon mortals.

### Beasts

[[Use and control over wild beasts of the land]]

### Spirits

[[Communication with spirits, walking the spirit realm, and such spiritual things]]

### Wyld

[[Harvesting and using Chaos. Walking through, understanding, and being fluid like the Wyld]]

### Castes

[[Lunars can switch Castes at the start of a new Story? Does this add anything?]]

### Full Moon

The Full Moon is a fearsome beast of physical might. By spending a Strife Point, they gain the following for the remainder of the scene:

+ (Essence) dice to all Feats of strength

+ (Essence) for all Movement rolls.

In combat they may take a Dash action without suffering the DV penalty.

+5 END.

### Changing Moon

### No Moon

### Casteless

## Strife Expression

### Lunar Adaptability

The Lunar chooses two Attributes and fuses them. For the remainder of the scene, so long as they describe how both Attributes help them in their action, they may use the sum of the two attributes for their roll.

## Who Becomes a Lunar?

[[Those that throw off shackles

### Great Curse

[[Lunars are troubled by their **Identity**. Are they man or beast? Do they know who they are? Where do they belong? Are they influenced by their spirit shape to be non-human?]]

# Charms

## Shapeshifting

### Hybrid Body Rearrangement

**Cost:** 3m

**Type:** Free Action (Scene)

**Mins:** Shapeshifting 1

The Lunar becomes able to manifest a Boon of one of their known animal forms by only partially shifting their body.

### Life of the Hummingbird

**Cost:** 5m

**Type:** Simple; Scene

**Mins:** Shapeshifting 1

A form may be stolen by simply the taste of an other's blood, allowing the Lunar to use the form for One Scene. The scene does not have to be the same one in which the blood was taken, but cannot be more than 2 days apart.

The form taken must still adhere to what forms the Lunar could take.

The amount taken is enough to cause a sharp pain to the target—enough to be noticed and potentially attributed to a particularly nasty scratch or cut, but not so much that it is considered a wound or impairs the target.

## Changing Plumage Mastery

**Cost:** 2m

**Type:** Free Action; Scene

**Mins:** Shapeshifting 1

The Lunar may alter their known forms into different patterns and markings that could plausibly be part of their form, ranging from colors to patterning to even texture.

If they have Prey's Skin Disguise, they also may mimic and alter clothing.

Accurately Mimicking a *specific* pattern is a contested roll of (Wits + Shapeshifting) vs. the target's (Insight + Awareness) defense.

### Prey's Skin Disguise

**Cost:** --

**Type:** Permanent

**Mins:** Shapeshifting 2

The Lunar is able to take the forms of Humans and other humanoid mortals (such as Dragon Kings and Mountain Folk).

### Emerald Grasshopper Form

**Cost:** --;

**Type:** Permanent

**Mins:** Shapeshifting 3

The Size Boon of **Minuscule** becomes available to the Lunar, allowing them to express this boon and shapeshift into creatures this size.

### Towering Beast Form

**Cost:** --

**Type:** Permanent

**Mins:** Shapeshifting 3

The Size Boon of **Giant** becomes available to the Lunar, allowing them to express this boon and shapeshift into creatures this size.

### Spirit-Stealing Form

**Cost:** --

**Type:** Permanent

**Mins:** Shapeshifting 4

The Lunar is able to take the forms of Spirits, Demons, Elementals and other such mythical creatures, so long as the target has an Essence Rating Equal to or less than the Lunar's.

## Greater Charms

### Gift of the Moon

**Cost:** --

**Type:** Permanent

**Mins:** Shapeshifting 5

You may now perform Projects to grant the Rank 4 [Endowment](#) Merit of Shapeshifting to those with significant ties to the character.

You may grant Rank 3 to groups, which self-perpetuates without your influence, based on a method that you decide. The maximum number of people it can effect is limited to a Village's population.

### Constant Quicksilver Rearrangement

**Cost:** --

**Type:** Permanent

**Mins:** Shapeshifting 4

All shapeshifting actions may be performed Instantaneously, without mote cost, and are considered Reflexive instead of Free Action.

### Insidious Lunar Transformation

**Cost:** 8m, (3i)

**Type:** Simple; Scene

**Mins:** Shapeshifting 4

By pouring their own blood (worth 2 Endurance) into a target, the Lunar instantly alters the form of another into an animal from their Heart's Blood library. This effect will last until the remainder of the Scene.

If done in combat, this action must be done in Melee Range, with 3 Impulse.

If the target is unwilling, the Lunar must first succeed on a (Essence + Shapeshifting) roll vs the target's Resolve.

# Craft

## Clay-Wetting Practice

**Cost:** 2m

**Type:** Simple Action; Scene

**Mins:** Craft 3; Shapeshifting 2

You can change material as though you were shapeshifting it.

<<TODO>>

# Martial Arts

## Deadly Beastman Style

### Shapeshifting, Physique, Brawl

No External Armor, No External Weapons

The Deadly Beastman, on taking this form, merges their Spirit Form and Human form into one, as though they had flared their anima to its full level.

The Beastman grows natural weaponry, based on the natural weaponry of their Spirit Form. While they are still considered unarmed, they may use the statistics of Unarmed, Light, or Medium Weaponry, with an added +1 to Base Damage. The category choice should be reflective of their Spirit Form's natural weaponry.

The Beastman gains the size of **Large** (+1 Soak, +3 Endurance, and -2 successes on Fine Dexterity/Sneak rolls). This does not affect Lunars who are already of size Large (or bigger).

If the animal form has natural armor, such as a carapace or scales, they may gain an additional +1 Soak at the cost of -1 Evasion.

Aside from this, other mutations still follow the **Hybrid Body Rules** (including their alteration from the Hybrid Body Rearrangement).

### Hide-Hardening Technique

**Cost:** (2m per Dmg)

**Type:** Reflexive

**Mins:** Physique 2, Shapeshifting 1

The Lunar reinforces their body, hardening their defenses against an attack. They may reduce damage from a Decisive Strike at a cost of 2m per point of damage, up to (Essence) times on a single Strike.

### Howling Visage

**Cost:** 5m 2i

**Type:** Simple (Maneuver)

**Mins:** Physique 3, Shapeshifting 2

The Lunar lets loose a great and terrifying Howl upon the battlefield, using their (Strength + Physique) vs Resolve against all enemy characters that are within Medium Range of the Lunar, and can either hear or see them. On success, all who hear them lose 3 Impulse.

### Rip and Tear

**Cost:** 4m, 2i

**Type:** Supplemental (Decisive)

**Mins:** Physique 4, Shapeshifting 3

With raging claws, and teeth, the Lunar shreds their target apart, dealing (Essence) additional Damage.

## Greater Techniques

### Halting the Scarlet Flow

**Cost:** 7m

**Type:** Free Action

**Mins:** Physique 5, Shapeshifting 4

The Lunar immediately regains (Shapeshifting + Essence) / 2 Endurance.

### Towering Giant Enhancement

**Cost:** --(2m)

**Type:** Permanent (Free Action)

**Mins:** Physique 5, Shapeshifting 5

Instead of becoming **Large** on entering the form, the Lunar may instead become **Gigantic** (+2 Soak, No Fine Dexterity/Sneak, -2 Evasion, +5 End).

The Lunar may switch between **Large** and **Gigantic** as a Secondary Action costing 2m.

Regardless of if the Lunar is Large or Gigantic, they gain an additional +1 Base Damage.

### Dangeous, but Obvious

The Deadly Beastman Style is one of the most devastating ways a Lunar has to tear down their foes, but there is no way to hide the nature of the Lunar while using it.

Lunars will need to pick up another Martial Arts, or choose not to activate this style, if they have need of hiding thier true nature.