

Exalted Reincarnated Dragonblooded

Introduction

[These are just notes, pardon the bad English. Writing through brain fog.]

Character Creation

Dragonbloods have access to the Elemental Words of: **Fire**, **Water**, **Air**, **Earth**, and **Wood**, and has Aspects named the same.

Strife Expression

Fortitude of the Elements

Choose a Favored Ability. When you roll with that Ability, take either the result of the roll, or the average of the roll. (I.e. If rolling with 10 dice, you are guaranteed at least 5 successes.)

Aspect Strife

Earth: You may shape any earth around you, such as by raising

a defensible wall around a town, or boring a tunnel through a wall or similar structure. So long as the material is natural earth, or made primarily of it (such as hewn stone or bricks.) Forged metals such as steel will resist this change, and materials such as artifacts are unaffected.

Great Curse

The Curse manifests through the bloodline, and inflames the emotions, personalities, virtue, or flaw of the character with raw elemental might.

Typical interpretations:

Fire Aspects find that they become consumed by their passions—unable to sit still, burning alive in their heart and compelled to do whatever first flits into their mind, then turning to another at the drop of a hat.

Earth Aspects become hyperfocused on one, only one idea. They cannot be turned from it, cannot be distracted, and cannot be stopped

etc.

Charms

Awareness

Sense-Riding Technique

Cost: 3m

Type: On Turn; Scene

Mins: Awareness 2, (Element) 1

Choose an element, associated with a sense. Three purchases of this charm will grant all effects, and lower the cost to 1m.

For Earth, so long as you keep contact with the ground, you may feel any movement up to (Essence) miles away, though must make an associated Awareness roll to resolve and understand the tremor.

Greater Charms

Echoes Caught in Stone

Cost: 8m

Type: Simple

Mins: Earth 5, Awareness 5

The walls listen, and at your touch they speak.

You perceive the past, as experienced by the stone or earth around you. Voices and movement can be felt of a specific scene are replayed, though an Earth roll is needed to resolve understanding. Dice penalties should be applied for anything that has happened longer than a year ago.

Earth

Thicker than Stone

Cost: 2m

Type: Reflexive

Mins: Earth 2, Integrity 2

When another is targeted with a social action, you may allow the target to use one of your Intimacy to resist the action.

Greater Charms

Wound-Denying DragonFaith

Cost: --

Type: Reflexive; Scene

Mins: Earth 4

Nothing may halt a Dragonblood that has started in motion.

Once per Story (and then at a cost of one Strife), the Exalt's motions cannot be stopped or halted by any means for the remainder of the scene. They declare one target, such as reaching a position, person, or completing a simple task. No bonds will hold them, nor any status halt them in their tracks. They may be forced to sleep, mired in muck, or have the fires of heaven raining down on them—yet their body will still continue its movements. Their body will even continue moving through death, holding on their Soul until the scene ends.

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.

Martial Arts

Earth Dragon Style

Earth, Physique

Any Armor, Club or Sword.

The Earth Dragon is relentless, and cannot be deterred from their motions, or moved when they do not want to be. Gain +2 defense against any actions to either forcibly move (knockback), or halt the movement of the stylist.

As well, the stylist becomes encased in armor if they do not have any. It has the same stats as artifact Heavy Armor. (+2 Soak, -1 Evasion.)

Crushing Force

Cost: 2m

Type: Supplemental

Mins: Earth 2

You may attack Soak directly, instead of DV.

Fortress of One

Cost: 3m

Type: Reflexive; Turn

Mins: Earth 2

At the cost of -2 Evasion, you may raise your Soak by +2 for a turn.

Earthshaker Attack

Cost: 3m

Type: Supplemental.

Mins: Earth 3

Add +2 Successes on any attempt to shatter the earth, walls, or floors.

Greater Techniques

Falling Rockslide Onslaught

Cost: 7m

Type: Free Action

Mins: Physique 5, Shapeshifting 4

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