

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: Free; 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 for the next few moments. 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

Your emotions and decisions are a bedrock, stabilizing not only yourself, but those around you.

When another is threatened by a Social Action, you may grant use of your Intimacies to them, allowing them to be used defensively.

Elemental Bolt Attack

Cost: 2m

Type: Simple

Mins: (Element) 2

You may make a ranged elemental attack, treating it as a Medium Ranged weapon.

Earth grants the ability to either restrain or push a character away with force, at your choice, so long as this attack exceeds their Soak.

Tremors

Cost: 4m

Type: Simple

Mins: Earth 3

Create an environmental earthquake, of at most two range bands in diameter, for 3 Rounds.

To cross this area, characters must make an Athletics check vs. 3, even if they do not contact the ground. If they fail, they take 3 damage.

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.

Falsehood Unearthing Attitude

Cost: 6m

Type: Simple

Mins: Earth 4

You understand the bedrock upon which people stand on—and when that rock shakes and fails underneath them.

Make an Earth Roll. Should it succeed the target's Resolve, you become aware of an intimacy, secret, or concept that the target would be willing to betray their own typical morals for.

Impossible Strength

Cost: --

Type: Permanent

Mins: Earth 4

So long as you are in contact with natural stone (which exceeds your body mass at least 2x), you may heave, heft, throw, tow, or otherwise perform Feats of Strength at 10x your normal capacity.

Martial Arts

Jade Mountain 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.)

However, practitioners of the Jade Mountain Style must keep their feet stabilized on solid ground. Breaking that connection for longer than a simple jump will render the benefits of this style void, and unable to activate techniques.

Earth Aspect Dragonbloods in totemic Anima Flare are always in connection with the pole of Earth and may ignore this requirement.

Boulder-Crushing Force

Cost: 2m

Type: Supplemental

Mins: Earth 2

Striking with overwhelming force, the stylist may target Soak instead of DV on their attack.

Pasiap Still Stands

Cost: (2m per dmg)

Type: Reflexive; Turn

Mins: Earth 2

The Stylist reinforces themselves with the strength of the earth itself. When receiving an attack, or defending another, they may reduce the damage dealt to them by up to (Essence), at a cost of 2m per health.

This damage is redistributed into the ground below the stylist, cracking, tearing, and rippling through the earth or flooring—potentially shattering it.

Lesser Technique 3

Cost: 3m

Type: Supplemental.

Mins: Earth 3

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Greater Techniques

Falling Rockslide Onslaught

Cost: 7m

Type: Supplemental

Mins: Earth 4

The Stylist strikes the environment, sending a shock-wave of broken earth to their target as a Ranged attack vs. Evasion.

Should the target fail, they will become trapped in an avalanche of debris, unable to move for at least (Essence) rounds.

Regardless, the targeted area becomes a shattered wasteland of an environmental hazard, requiring an Athletics roll to traverse.

Greater Technique 2

Cost: 7m

Type: Supplemental

Mins: Earth 4

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