

RIVER

Adventurous Explorer, Archaeologist, & Occultist; Enjoys people, but better with artifacts
Youngest of the Circle, loves a good time, an optimist and idealist, not yet jaded and cynical

ANIMA



- Adds to most actions, complicates stealth.
- Step up whenever you spend a ☀.
- **FLARE** Once per scene, you may add 6 to the doom pool to gain a ☀ and step up your anima.

ABILITIES

PICK 2 ABILITIES WHEN ROLLING.

JOURNEYS

ENDURANCE 8

RIDE 6

SAIL 6

SURVIVAL 10

THROWN 12

The Mast

The Messenger

The Captain

The Ship's Wheel

The Gull

SERENITY

CRAFT 12

DODGE 8

LINGUISTICS 8

PERFORMANCE 6

SOCIALIZE 4

The Peacock

The Ewer

The Pillar

The Musician

The Lovers

SECRETS

INVESTIGATION 10

LARCENY 10

LORE 8

OCCULT 12

STEALTH 10

The Key

The Guardians

The Treasure Trove

The Sorcerer

The Mask

ENDINGS

ATHLETICS 6

AWARENESS 8

BRAWL 4

BUREAUCRACY 4

MEDICINE 6

The Rising Smoke

The Crow

The Gauntlet

The Haywain

The Corpse

STRESS

PHYSICAL



SOCIAL



MENTAL



ESSENCE 10

- **RESPLENDENT DESTINY** Spend a ☀ as a transition scene action to craft a Destiny asset with die size matching a constellation. When you include a Charm in a roll while wearing a Destiny, degrade the Destiny. (If the Charm is higher than the Destiny, destroy the asset and flare your Anima; otherwise, step down the asset.) You can freely don and doff Destinies during transition scenes.

- **CHOSEN OF JOURNEYS** Spend a ☀ to reroll any spoilers showing on your own or an ally's journeying- or exploration-related rolls. While your anima banner is visible, the GM must spend doom dice equal to or greater than your Essence to interrupt the action order.

INQUISITIVE EXPLORER 8 / 4 + ☀

- **EXPERT DEMONOLOGIST.** When you take an action to create a demon NPC as an asset, you may add 6 to the doom pool to extend that asset to the end of the Act instead of spending a ☀.

CAN'T LET IT LIE 8 / 4 + ☀

THE MORE, THE MERRIER 8 / 4 + ☀

ALL KNOWLEDGE IS GOOD KNOWLEDGE 10

Hiding secrets from you is never for your own good.

WE SHOULD REBUILD THE FIRST AGE 8

So much greatness was lost, but not forever.

DEMONS ARE PEOPLE TOO 6

They lost a war, but they need not act like monsters.

LIMIT BREAK



- **OVERINDULGENCE** When I must pass up a chance at enjoyment to be responsible, I feel irritable and eventually wind up overindulging myself, ignoring responsibilities and giving into excess.

RIVER

CHARMS

ENHANCED DURABILITY 8

ENHANCED SPEED 8

INVISIBILITY 8

- **LIFE GETS WORSE APPROACH** On a successful reaction roll against an attack, you may counterattack to inflict the same kind of stress or a complication without spending a ☀.
- **EXHAUSTED** Shutdown any Charms power to gain a ☀. Activate a spoiler to recover the power, or recover for free during the next transition scene.

SORCERY

CELESTIAL CIRCLE SORCERY 10

You can summon demons of the First or Second Circle and perform advanced sorcerous workings.

- **UTILITY MAGIC** A dice pool containing Sorcery cannot be used to inflict stress.

RESPLENDENT DESTINIES

THE GULL

The Gull carries a staff and wears a traveler's cape. He is dirty and hungry but also happy. The Gull is not displeased with his rough lot.

THE PEACOCK

The Peacock struts his magnificent finery, be it gang stylings, armor, or court clothing. He is proud and has excellent bearing. He shows discerning taste, and he is *obviously* sexually available.

THE SORCERER

The Sorcerer is one of the Exalted, and a prince of the earth. He displays goods of the Five Magical Materials, a Caste Mark, and a regal bearing. He wears armor and carries a daiklave.

DANCING MOONSILVER DREAM & WHIRLING SOULSTEEL NIGHTMARE 10

A pair of vicious artifact throwing blades, enchanted to fight autonomously

- **TWIN BLADES** When attacking, you may split this into 8 8 and keep an additional effect die.
- **ON WINGS OF WAR** Spend a ☀ to act with the blades in addition to taking another action.

SALARY 4

You're damn near broke in Yu-Shan, but can scrape together a few funds in Creation.

PANOPLY

CONNECTIONS 6

You have friends among:

- **MERCHANTS** Well-traveled, with an eye for business and rumors.
- **PIRATES** Hearty raiders, with a different focus on business and rumors.
- **SUPERINTENDENCY OF NATURE GRAND AND HUMBLE** The Heavenly bureau focused on the continued operation of nature and the vast stretches of wilderness.

DEATH OF OBSIDIAN BUTTERFLIES 6

Ten thousand butterflies made of black volcanic glass with razor-sharp wings

- **WIDESpread** When attacking multiple targets with this spell, for each additional target add a 6 and keep an additional effect die.
- **FRAGILE** Shutdown this power after use. Recover for free during the next transition scene.

MARTIAL ARTS

AIR DRAGON STYLE 10

An Immaculate style built around speed, mobility, and a hailstorm of flung blades.

Style Weapons: Knives, Chakrams

- **HURRICANE COMBAT METHOD** Step up or double your Air Dragon Style for one roll, or spend a ☀ to do both. If the roll fails, suffer your second-highest rolling die as physical stress.

SIX WAYS WEEPING

Mover, shaker, and deal-maker who refuses to lose. Always knows a guy who knows a guy (or a god). Has acquaintances in every city and friends nowhere. Approaches everything transactionally.



- Cold, crystalline arrays of ice-blue stars blazing harshly and tracing angular geometric shapes
- Adds to most actions, complicates stealth.
 - Step up whenever you spend a ⚙.
 - **FLARE** Once per scene, you may add 6 to the doom pool to gain a ⚙ and step up your anima.

ABILITIES

PICK 2 ABILITIES WHEN ROLLING.

JOURNEYS

ENDURANCE 6

RIDE 6

SAIL 4

SURVIVAL 4

THROWN 4

The Mast

The Messenger

The Captain

The Ship's Wheel

The Gull

SERENITY

CRAFT 8

DODGE 6

LINGUISTICS 10

PERFORMANCE 12

SOCIALIZE 12

The Peacock

The Ewer

The Pillar

The Musician

The Lovers

SECRETS

INVESTIGATION 6

LARCENY 8

LORE 8

OCCULT 4

STEALTH 6

The Key

The Guardians

The Treasure Trove

The Sorcerer

The Mask

ENDINGS

ATHLETICS 8

AWARENESS 10

BRAWL 6

BUREAUCRACY 10

MEDICINE 4

The Rising Smoke

The Crow

The Gauntlet

The Haywain

The Corpse

STRESS



ESSENCE 10

- **RESPLENDENT DESTINY** Spend a ⚙ as a transition scene action to craft a Destiny asset with die size matching a constellation. When you include a Charm in a roll while wearing a Destiny, degrade the Destiny. (If the Charm is higher than the Destiny, destroy the asset and flare your Anima; otherwise, step down the asset.) You can freely don and doff Destinies during transition scenes.
- **CHOSEN OF SERENITY** Spend a ⚙ to reroll any spoilers showing on your own or an ally's recovery rolls. While your anima banner is visible, the GM must spend doom dice equal to or greater than your Essence to keep additional dice for totals or effects.

RUTHLESS POWER-BROKER 8 / 4 + ⚙

- **WELL-CONNECTED** When you spend a ⚙ to create a GMC Extra as an asset, that asset enters play as a 8 rather than a 6.

THERE'S ALWAYS AN ANGLE

8 / 4 + ⚙

DEAL WITH PEOPLE 8 / 4 + ⚙

POWER IS FREEDOM 10

If you don't seize power for yourself, others will wield it over you.

PLEASURE IS PURPOSE 8

Everyone's in it for themselves, so enjoy yourself when you can.

MY UNDERLING IS MY ONLY FRIEND 6

You raised them from an owl to godhood, and they love you for it, which no one else does.

LIMIT BREAK

- **DELIBERATE CRUELTY** When the foolishness of others impedes my efforts, I feel frustrated and viciously lash out at my friends and allies.

SIX WAYS WEEPING

CHARMS

- ENHANCED CHARISMA 8
- ENHANCED DURABILITY 8
- ENHANCED SENSES 8

- **HOT-EYED SNAKE WHISPERING** While interacting with someone, you can make a roll to convince them that you are lying to them.
- **CASH AND MURDER GAMES** Spend a ⚙ to give the target a new minor 6 Intimacy.
- **SHUN THE SMILING LADY** Spend a ⚙ to make a roll to step down every intimacy everyone else feels for the target of this attack.
- **EXHAUSTED** Shutdown any Charms power to gain a ⚙. Activate a spoiler to recover the power, or recover for free during the next transition scene.

THE MUSICIAN

The Musician wears facial makeup, dresses outlandishly and always carries a musical instrument. He is cynically wise and uninhibited.

THE LOVERS

The Lover is dressed in silk robes, and his hair is rumpled. He is superficially friendly and attractive but betrays some sign of violence or restraint, though it may only be in the form of love-bites.

THE SHIELD

The Shield always carries a shield or a leather strap for biting. He is always armed and always eager for battle. He carries trophies of his kills.

RESPLENDENT DESTINIES

UNDERLING 8

● WATCHER PERCHED ATOP PAPERWORK

MOUNTAIN A former owl familiar you have raised to minor godhood. Works as a functionary in the Bureau of Destiny. Can run errands for you in Yu-Shan.

THE IRON JANG BONG 6

A collapsible steel staff with Starmetal jackets on the ends

- **CONCEALABLE** You may carry it on your person in collapsed form without being noticed.
- **DEATH CARRYING STROKE** Once per scene, spend a ⚙ to avoid taking physical stress or a complication.

SALARY 8

You have access to substantial wealth, both in Yu-Shan and Creation.

CONNECTIONS 8

You have friends among:

- **THE REALM** The ruling Empire of Creation.
- **THE GUILD** A vast mercantile order with fingers in every pie.
- **OUTLAWS** Unsavory folk who know how to get things done, for a price.
- **THE BUREAU OF DESTINY** The part of the Heavenly hierarchy directly responsible for charting and manipulating the Fate of Creation.

CRANE STYLE 6

A mobile, defensive style focused on waiting for the enemy to make mistakes and then exploit the openings.

Style Weapons: Unarmed, Staves

- **CRANE RETURNS FROM WINTER** Spend a ⚙ to reroll when using Crane Style.

MARTIAL ARTS

RAGARA AN-CHEN

Middle child of Realm Dragon-Blooded parents, a disappointment who failed to Exalt, then discovered their true destiny and faded from memory entirely; A military-trained hot-head with surprising flexibility

ANIMA



An uncoiling dragon made of stars that flicker and dance like angry, roiling fire

- Adds to most actions, complicates stealth.
- Step up whenever you spend a ☽.
- **FLARE** Once per scene, you may add 6 to the doom pool to gain a ☽ and step up your anima.

ABILITIES

PICK 2 ABILITIES WHEN ROLLING.

JOURNEYS

ENDURANCE 8

RIDE 6

SAIL 4

SURVIVAL 6

THROWN 4

The Mast

The Messenger

The Captain

The Ship's Wheel

The Gull

SERENITY

CRAFT 8

DODGE 10

LINGUISTICS 6

PERFORMANCE 4

SOCIALIZE 6

The Peacock

The Ewer

The Pillar

The Musician

The Lovers

SECRETS

ARCHERY 12

INTEGRITY 8

MELEE 12

PRESENCE 12

WAR 10

The Quiver

The Shield

The Spear

The Banner

The Sword

ENDINGS

INVESTIGATION 4

LARCENY 4

LORE 10

OCCULT 6

STEALTH 4

The Key

The Guardians

The Treasure Trove

The Sorcerer

The Mask

ATHLETICS 10

AWARENESS 8

BRAWL 6

BUREAUCRACY 8

MEDICINE 4

The Rising Smoke

The Crow

The Gauntlet

The Haywain

The Corpse

STRESS

PHYSICAL



SOCIAL



MENTAL



ESSENCE 10

- **RESPLENDENT DESTINY** Spend a ☽ as a transition scene action to craft a Destiny asset with die size matching a constellation. When you include a Charm in a roll while wearing a Destiny, degrade the Destiny. (If the Charm is higher than the Destiny, destroy the asset and flare your Anima; otherwise, step down the asset.) You can freely don and doff Destinies during transition scenes.

- **CHOSEN OF BATTLES** Spend a ☽ to reroll any spoilers showing on your own or an ally's combat-related roll. While your anima banner is visible, the GM must spend doom dice equal to or greater than your Essence to bring new enemies into the scene.

LOYAL DYNAST 8 / 4 + ☽

- **TACTICAL BRILLIANCE** When you create a tactical asset for another character by spending a ☽, that asset enters play as a 8 rather than a 6, but it cannot be extended past the end of the scene.

PATIENCE IS EXHAUSTING 8 / 4 + ☽

REED IN THE WIND 8 / 4 + ☽

ORDER IS JUSTICE 10

Chaos harms everyone. Hierarchy is needed for prosperity and safety.

MY SIBLINGS & THEIR DESCENDANTS 8

Your Dragon-Blooded siblings Tisai & Debro, now elders, who remember flashes of you over the centuries and keep a portrait from when the three of you were children

THE REALM UNDERRATES MORTALS 6

You've been there and felt the pain.

LIMIT BREAK



- **FOOLHARDY COURAGE** When my courage is insulted or questioned, I feel furious and must prove myself to others at any cost.

RAGARA AN-CHEN

CHARMS

- ENHANCED CHARISMA** 8
- ENHANCED REFLEXES** 8
- ENHANCED SPEED** 8
- ENHANCED STRENGTH** 8

- **PRESENCE IN ABSENCE TECHNIQUE** Declare an impending social attack you will make and attach it to a target you are touching, with a trigger of your choosing for when the attack will happen against either the target or whoever they are interacting with.
- **DUCK FATE** Once per scene, spend a ☰ to avoid taking stress or a complication.
- **EXHAUSTED** Shutdown any Charms power to gain a ☰. Activate a spoiler to recover the power, or recover for free during the next transition scene.

THE QUIVER

The Quiver carries a bow or a map case. He is clever and witty. His valor is not so important as his education.

THE SPEAR

The Spear wears a uniform but possesses no rank. He is called by his family name or nickname. He is disciplined and brave.

THE BANNER

The Banner is strikingly clad and always among you. He is fearless, victorious, and larger than life.

RESPONDENT DESTINIES

FLAME SPEAR

A short spear with a jagged head that at first glance appears to be made of red jade, but on close inspection is actually solid ever-burning fire. Can be used as a melee weapon or commanded to shoot gouts of flame.

- **PHOENIX FLIES ON GOLDEN WINGS** Spend a ☰ to ignore any one complication when attacking with your flame spear.

SALARY

You have access to reasonable wealth, both in Yu-Shan and Creation.

CONNECTIONS

You have friends among:

- **THE DRAGON-BLOODED** The ruling Terrestrial Exalted of Creation.
- **THE IMMACULATE ORDER** The state religion of the Realm, with much sway over the Threshold.

RIGHTEOUS DEVIL STYLE

An intense, fiery style emphasizing exotic ranged weapons, which turns an enemy's sins against them to punish them with their own wickedness.

Style Weapons: Firewands, Flamespears

- **HEAVEN'S INEVITABLE CHALLENGE** Spend a ☰ to force an opponent to duel you in single combat (or any one-on-one competition). No one else may interfere.
- **CARESS OF 1,000 HELL** When attacking with this style, you may inflict both physical and mental stress simultaneously with a single effect die.

MARTIAL ARTS

EVENING JUSTICE

Once a mortal thief, now Heaven's greatest investigator, or are they? Concerned with moral weight. Always strives for excellence, measuring against their past deeds. Has trouble relying on others.



ANIMA

Perfectly symmetrical green whorls, spiraling outward in waves of mirrored synchronicity

- Adds to most actions, complicates stealth.
- Step up whenever you spend a ☀.
- **FLARE** Once per scene, you may add 6 to the doom pool to gain a ☀ and step up your anima.

ABILITIES

PICK 2 ABILITIES WHEN ROLLING.

JOURNEYS

ENDURANCE	6	<i>The Mast</i>
RIDE	4	<i>The Messenger</i>
SAIL	4	<i>The Captain</i>
SURVIVAL	4	<i>The Ship's Wheel</i>
THROWN	4	<i>The Gull</i>

SERENITY

CRAFT	8	<i>The Peacock</i>
DODGE	6	<i>The Ewer</i>
LINGUISTICS	8	<i>The Pillar</i>
PERFORMANCE	6	<i>The Musician</i>
SOCIALIZE	10	<i>The Lovers</i>

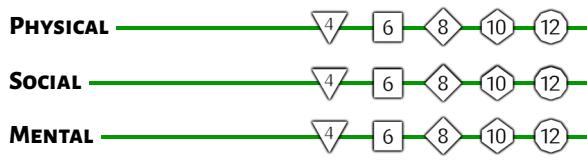
SECRETS

INVESTIGATION	12	<i>The Key</i>
LARCENY	12	<i>The Guardians</i>
LORE	8	<i>The Treasure Trove</i>
OCCULT	8	<i>The Sorcerer</i>
STEALTH	10	<i>The Mask</i>

ENDINGS

ATHLETICS	6	<i>The Rising Smoke</i>
AWARENESS	12	<i>The Crow</i>
BRAWL	4	<i>The Gauntlet</i>
BUREAUCRACY	8	<i>The Haywain</i>
MEDICINE	6	<i>The Corpse</i>

STRESS



ESSENCE 10

- **RESPLENDENT DESTINY** Spend a ☀ as a transition scene action to craft a Destiny asset with die size matching a constellation. When you include a Charm in a roll while wearing a Destiny, degrade the Destiny. (If the Charm is higher than the Destiny, destroy the asset and flare your Anima; otherwise, step down the asset.) You can freely don and doff Destinies during transition scenes.
- **CHOSEN OF SECRETS** Spend a ☀ to reroll any spoilers showing on your own or an ally's investigation, knowledge, or deception related rolls. While your anima banner is visible, the GM must spend doom dice equal to or greater than your Essence for each character to be split from the group.

SELF-DOUBTING INVESTIGATOR

8 / 4 + ☀

- **ONE MORE THING...** When you attempt to inflict fear-based social stress on a criminal, add a 6 and step up the effect die.

I'LL DO IT MYSELF 8 / 4 + ☀

ONCE A THIEF 8 / 4 + ☀

LAWS ARE CHOICES MADE BY OTHERS 10

Laws are just legacy consensus. We can and must continually reexamine them. Even the laws of the universe were chosen by Primordials.

THE DISPOSSESSED 8

The poor, the downtrodden, the powerless, they are far too often forgotten by those with power. You will not.

CUTE ANIMALS 6

Pets often have better judgement than their owners.

LIMIT BREAK



- **ANALYSIS PARALYSIS** When others turn to me to make a major choice that decides lives and deaths, I feel overwhelmed and become incapable of making any decisions at all.

EVENING JUSTICE

CHARMS

ENHANCED REFLEXES ◆ 8

ENHANCED SENSES ◆ 8

ENHANCED STRENGTH ◆ 8

- **SECRETS OF FUTURE STRIFE** Borrow a die from the Doom Pool for a roll, then either step it up or spend a ♢ to step it down, and return it to the Doom Pool.
- **SYSTEMATIC UNDERSTANDING OF EVERYTHING** When creating an intangible asset, step up its die. (Either spend a ♢ to create a ◆ 8 asset instead of a ◆ 6, or step up the effect die of a roll to create an asset.)
- **OF TRUTHS BEST UNSPOKEN** Spend a ♢ to know the answer to a question from the perspective of your future self. The answer is binding, barring the action of entities outside of Fate. (*Demons of the Second Circle are outside of Fate.*)
- **EXHAUSTED** Shutdown any Charms power to gain a ♢. Activate a spoiler to recover the power, or recover for free during the next transition scene.

THE KEY

The Key has a measuring stick and a pen, but no wax tablet or notebook. He claims he is innocent, but he has a dishonest expression, so this is doubtful. He is a creature of large appetites.

THE GUARDIANS

The Guardian is uneducated and carries a talisman. He is suspicious, he knows the weather and a wisdom that can aid you in your current task.

THE CROW

The Crow carries black feathers and wears a black cloak. She is morbidly humorous and clever, and she is attracted to shiny objects.

RESPLENDENT DESTINIES

FAMILIAR ◆ 8

- **MIDNIGHT BEAST WHO FEASTS UPON MINUTE LEVIATHANS** A House Cat

DAIKLAVE ◆ 8

An absolutely ginormous sword

SALARY ◆ 6

You have access to reasonable wealth, both in Yu-Shan and Creation.

PANOPLY

CELESTIAL MANSE ◆ 6

- **HEARTHSTONE OF RECOGNITION** If you act like people know you, they will believe they do.

CONNECTIONS ◆ 6

You have friends among:

- **THE BRONZE FACTION** The majority of Sidereals who support the current order.
- **DIVINE WITNESSES OF HUMAN WORKS AND DEEDS** The Heavenly division overseeing humanity, split into the *Five Directions Directorate* governing cities and the *Department of Universal Human Affairs* focusing on mundane details.

MARTIAL ARTS

VIOLET BIER OF SORROWS STYLE ◆ 8

A practical, straightforward, no-nonsense sword-centric style, the standard taught to most Sidereals as a foundation, though many stick with it.

Style Weapons: Unarmed, Swords

- **BLADE OF THE BATTLE MAIDEN** You may split this die into ◆ 6 ◆ 6, or combine it with another ◆ 8 to form a ◆ 10.

VIOLET REFLECTION

Experienced Doctor, Scholar, and Martial Artist. Disappointed by the world, but still an idealist. Genuinely likes mortals. Frequently sad, but always hopeful. All things end, but may they end well.



A soft spread of midnight purple blooming outward, flecked with countless stars

- Adds to most actions, complicates stealth.
- Step up whenever you spend a ☽.
- **FLARE** Once per scene, you may add 6 to the doom pool to gain a ☽ and step up your anima.

ABILITIES

PICK 2 ABILITIES WHEN ROLLING.

JOURNEYS

ENDURANCE 6

RIDE ▲4

SAIL ▼4

SURVIVAL 6

THROWN ▲4

The Mast

The Messenger

The Captain

The Ship's Wheel

The Gull

SERENITY

CRAFT 8

DODGE 8

LINGUISTICS 12

PERFORMANCE 6

SOCIALIZE 8

The Peacock

The Ewer

The Pillar

The Musician

The Lovers

BATTLES

ARCHERY ▼4

INTEGRITY 8

MELEE ▼4

PRESENCE 6

WAR ▼4

The Quiver

The Shield

The Spear

The Banner

The Sword

SECRETS

INVESTIGATION 6

LARCENY ▼4

LORE 10

OCCULT 10

STEALTH 10

The Key

The Guardians

The Treasure Trove

The Sorcerer

The Mask

ENDINGS

ATHLETICS 6

AWARENESS 10

BRAWL 12

BUREAUCRACY 8

MEDICINE 12

The Rising Smoke

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The Gauntlet

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STRESS



ESSENCE 10

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- **CHOSEN OF ENDINGS** Spend a ☽ to reroll any spoilers showing on your own or an ally's roll to remove a complication. While your anima banner is visible, the GM must spend doom dice equal to or greater than your Essence to make a complication persistent on any character in the scene or to introduce a new scene complication.

SCHOLARLY DOCTOR 8 / ▼4 + ☽

- **COMBAT MEDIC** Spend a ☽ as an action to recover your own or another's physical stress, or to step down physical trauma.

SUFFERING IS INJUSTICE 8 / ▼4 + ☽

FIX WHAT IS BROKEN 8 / ▼4 + ☽

WE BUILD A FUTURE

WE WILL NOT INHABIT 10

All lives come to an end. Leave a legacy you would have been glad to inherit.

MERCY ABOVE JUSTICE 8

Everyone deserves a second chance. Well, almost everyone...

THERE'S NOTHING LIKE A GOOD DUMPLING 6

Every culture in Creation has delicious dough-wrapped foods, but none can measure up to your grandmother's.



- **RED RAGE OF TEARS** When I see innocents suffering through no fault of their own, I feel furious and destroy those who would torment them.

VIOLET REFLECTION

CHARMS	ENHANCED DURABILITY 8 ENHANCED REFLEXES 8 ENHANCED SENSES 8 INVISIBILITY 8	SALARY 8	You have access to substantial wealth, both in Yu-Shan and Creation.
SORCERY	<ul style="list-style-type: none">● SOMEONE ELSE'S DESTINY Spend a ☽ when you successfully attack someone to transfer a complication or stress from you to them; your effect die must be at least as large as the die transferred.● EXHAUSTED Shutdown any Charms power to gain a ☽. Activate a spoiler to recover the power, or recover for free during the next transition scene.	CELESTIAL MANSE 6	<ul style="list-style-type: none">● HEARTHSTONE OF WAKEFULNESS You do not need to sleep.
RESPONDENT DESTINIES	TERRESTRIAL CIRCLE SORCERY 8	CONNECTIONS 6	You have friends among:
	<ul style="list-style-type: none">● UTILITY MAGIC A dice pool containing Sorcery cannot be used to inflict stress.	<ul style="list-style-type: none">● THE UNDERWORLD Just because someone's dead doesn't mean you have to say goodbye.● CELESTIAL MONITORS OF THE SEASONS AND THE WEATHER Not only responsible for the day-to-day running of climate, but also Heaven's military, including deployment of <i>Martial Weather</i>.	CITRINE POXES OF CONTAGION 12
MARTIAL ARTS	THE PILLAR The Pillar wears a wedding ring and dresses plainly. She is perceptive and practical. She is firm but just.	<p>A highly-advanced, esoteric style that manipulates the flows of Essence in the body to inflict (or cure) diseases both physical and spiritual, from the confounding Drunken Moth Sickness to the horrifying Jigsaw Organ Condition, or even the Great Contagion itself.</p> <p><i>Style Weapons: Unarmed, Fighting Chains</i></p>	<ul style="list-style-type: none">● GENTLE TOUCH OF THE WICKED HAND Add a 6 and step up your effect die when inflicting physical stress or complications using this style.
	THE GAUNTLET The Gauntlet is worn. She carries or wears a withered flower, and she dresses in burial cerements. She weeps, but cannot be consoled. She is unshod.	<ul style="list-style-type: none">● ESSENCE-SHATTERING TYPHOON When attacking multiple targets with this style, spend a ☽ to, for each additional target, add a 6 and keep an additional effect die.	
	THE CORPSE The Corpse wears his best clothes. He is calm, and he bears the emblem of a butterfly somewhere on his person. He carries a textbook, which may be a guide to a new trade or a guide to the Underworld. Like the Gauntlet, he is unshod.		