

**Weapons and Armor:** The Charms of this style can be used only with fully attuned artifact melee weapons (and not shields), practitioners nearly always carry a knick knack of weapons of various kinds and material. Armor does not hinder the practice of this style.

**Complementary Abilities:** An Exalt must possess at least two dots of Melee before he can learn this martial art. Most practitioners keep their Melee rating at least as high as their Martial Arts (if only so they can Combo the style's Charms with powerful Melee Charms).

**Note:** The surcharges cost to attune melee artifacts of foreign materials is reduced by half (round down) when the character learns the relevant Material Evocation.

The surcharge cost is removed entirely once the practitioner has mastered the Form in addition to the relevant Evocation.

#### Elemental Jade Evocation

Cost: 2m; Mins: Martial Arts 2, Essence 2; Type: Reflexive (Step 1 or 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: None

Jade is the material of the Elemental Chosen. It's the most common of the magical materials, and resonates with the terrestrial powers, making it the entry point to the broadening of one's mastery over all of them.

By channeling her Essence through her weapon, the character is able to make its elemental aspect come forth in a vibrant display of elemental power.

The weapon gains benefits as if it was treated to bring out one elemental nature (Oadenol's Codex p21) of the character choice in addition to its current one, but added as a charm bonus rather than a material one (letting them stack).

This Charm can only be used with a Jade artifact.

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#### Glorious Orichalcum Evocation

Cost: 2m; Mins: Martial Arts 3, Essence 2; Type: Reflexive (Step 1)

Keywords: Combo-OK, Holy, Obvious

Duration: Instant

Prerequisite Charms: Elemental Jade Evocation

Orichalcum is the material of the Lawgivers, a material directly linked to the fiery nature of the Sun, and its ability to make the darkness flee in fear.

By channeling her Essence through her weapon, the character is able to turn it into a miniature sun for a few instants, banishing the darkness over a few miles.

Adds the character's Essence in damage to the weapon attack and, in addition, make it Holy, inflicting aggravated damage against creatures of darkness.

This Charm can only be used with an Orichalcum artifact.

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#### Flowing Moonsilver Evocation

Cost: 2m; Mins: Martial Arts 3, Essence 2; Type: Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Elemental Jade Evocation

Moonsilver is the material of the Stewards, as flexible and untouchable as the Moon, granting incredible defensive capabilities.

As the character let her Essence flow through her weapon, she let it guide her movements and

enhance her flexibility, escaping her assailant blow.

The character supplements ([Dexterity + Martial Arts + Essence + Defense of her wielded Moonsilver weapon] / 2) (Round up) to the normal calculations of her Dodge DV, applying any other modifier as normal.

This Charm can only be used if the character has a Moonsilver artifact at hand.

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#### Devouring Soulsteel Evocation

Cost: 2m; Mins: Martial Arts 3, Essence 2; Type: Reflexive (Step 10)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Elemental Jade Evocation

Soulsteel is the material of the Void, an all consuming power that will consume all it touches.

When the Essence of the character flows through her weapon, it awakens its hunger.

If the weapon deals at least one level of damage, it will also drain a number of motes of Essence from the target equal to the character's Essence.

This Charm can only be used with a Soulsteel artifact.

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#### Fated Starmetal Evocation

Cost: 2m; Mins: Martial Arts 4, Essence 2; Type: Reflexive (Step 2)

Keywords: Combo-OK, Fate

Duration: Instant

Prerequisite Charms: Elemental Jade Evocation

Starmetal is the material of the Viziers, a metal made of godly essence and distilled fate.

By focusing her Essence in her weapon, the character is able to alter the flow of battle, directly deflecting her enemies fate threads. The attacker's target number for her dice roll increases by 1 (this cannot increase a target number above 10), and inflict external penalties equal to 25% of his automatic success (rounded up).

This Charm can only be used with a Starmetal artifact, and on beings under the Loom of Fate's influence.

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#### Material Master Form

Cost: 5m (+1wp); Mins: Martial Arts 4, Essence 3; Type: Simple

Keywords: Combo-Basic, Form-Type, Obvious

Duration: One scene

Prerequisite Charms: Glorious Orichalcum Evocation, Flowing Moonsilver Evocation, Devouring Soulsteel Evocation, Fated Starmetal Evocation.

Now that the practitioner had used the five magical materials of creation to their full potential, she understands how to let her Essence flow free of constraints into her weapons, and how to make them do things that should have been anathema to them. As she takes her form, all her weapons now glow with the colour of any material she emulates.

The character chose one magical material she had mastered with an Evocation Charm, and apply it to any melee artifact weapons she wields, making the weapon count as both kinds and stack both materials' bonus if of different kind (Example: No Jade bonus on top of the Jade bonus, but you can stack the Orichalcum accuracy with the Moonsilver one) (This additional bonus counts as dice added by charm).

The character may reflexively spend 1m to switch the magical material she emulates.

In addition, by paying a 1 willpower surcharge, a desperate Material Master may apply this effect to her natural weapons, allowing her to parry lethal damage without a stunt, and add to

them an additional different material bonus of her choosing (also switchable, at the same cost and timing).

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#### Material Master Arsenal

Cost: —; Mins: Martial Arts 4, Essence 3; Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Material Master Form

This Charm is identical to Perfected Battle Array (Ink Monkeys, Solar Melee Charm), save that the commitment discount only applies once for each kind of different Magical Material the character possesses.

A Solar/Abyssal might substitute Perfected Battle Array/Blades Well-Blooded for this Charm.

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#### Five Metal Strikes

Cost: 5m, 1wp; Mins: Martial Arts 4, Essence 4; Type: Extra Action

Keywords: Combo-Ok, Obvious

Duration: Instant

Prerequisite Charms: Material Master Form

The weapons of the Material Master flow around her, inflicting strikes upon strikes on the target. This Charm is a magical flurry of many Martial Arts based attacks. The character makes a total number of attacks equal to the amount of weapons of different magical materials she currently carries (swapping weapon freely between each strike), and whose Evocation she had mastered (She can make a weapon eligible with the help of the Material Master Form) without multiple action penalties, and with a DV penalty equal to the highest penalty for any one attack. She may also invoke, without a combo and with a 1 mote discount, one Evocation per attack, as long as it is valid for the weapon (The Form can help in this regard).

Example: If the character carries 4 weapons, one of Orichalcum, two of Soulsteel and one of Jade, the character will be able to make up to 3 attacks, or 4 if the Form is active and the bonus material is set to Starmetal or Moonsilver when striking with the second Soulsteel weapon. If the Form weapon bonus is set on Orichalcum, she could also use the Glorious Orichalcum Evocation at her leisure.

Special: Despite being named FIVE Metal Strike, if the character were to learn the Evocation of other kinds of Magical Materials besides the main 5 one, she could increase the number of attacks up to (Essence+5).

Note: All Jades forms count as only one Magical Material.

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#### Five Metal Defense

Cost: 4m; Mins: Martial Arts 4, Essence 4; Type: Reflexive (Step 2)

Keywords: Combo-Ok, Obvious

Duration: Until next action

Prerequisite Charms: Material Master Form

The weapons of the Material Master flow around her, protecting her from her enemies' attack. This Charm can be used as an answer to any attack that is Coordinated, provoking Onslaught or Mass Combat. Until her next action, it negate the Onslaught and Coordinated attack penalty, up to a number of attacks equal to the amount of weapons of different magical materials she currently carries (swapping weapon freely between each defense), and whose Evocation she

had mastered (She can make a weapon eligible with the help of the Material Master Form). When used in response to a Mass Combat attack, the Material Master counts the lower between her numbers of defenses and the Magnitude of the attacker as her effective Magnitude to calculate any PDV maluses.

She may also invoke, without a combo and with a 2 mote discount, one Evocation per defense, as long as it is valid for the weapon (The Form can help in this regard).

Example: If the character carries 4 weapons, one of Orichalcum, two of Soulsteel and one of Jade, the character will be able to make up to 3 defenses without penalty, or 4 if the Form is active and the bonus material is set to Starmetal or Moonsilver when defending with the second Soulsteel weapon.

If the Form weapon bonus is set on Moonsilver, she could also use the Flowing Moonsilver Evocation at her leisure.

Special: Despite being named FIVE Metal Defense, if the character were to learn the Evocation of other kinds of Magical Materials besides the main 5 one, she could increase the number of defenses up to (Essence+5).

Note: All Jades forms count as only one Magical Material.

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#### Material Admixture Mastery

Cost: — (1wp); Mins: Martial Arts 5, Essence 4; Type: Permanent

Keywords: None

Duration: N/A

Prerequisite Charms: Five Metal Strikes, Five Metal Defense, Material Master Arsenal

The Material Master is now in total control of how her weapons act, her senses fully attuned to them.

She knows how to push her weapons to their upper limits. When activating the Material Master Form, she might pay a 1 willpower surcharge to apply an additional material to her weapons, making them counting as up to 3 kinds (Her natural weapons would then count as 4).

In addition, she no longer has to pay willpowers to gain the form benefits to her natural weapons, and may count one of them as a weapon in regard to the Five Metal Strikes or the Five Metal Defense.

Special : Material Masters no longer need to pay a surcharge to attune weapons made of materials she has an Evocation for. She reduces the surcharge by half (round down) for all other weapons.

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#### Creation Adjacent Magical Materials:

Flawless Adamant Evocation

Cost: 2m; Mins: Martial Arts 4, Essence 3; Type: Reflexive (Step 4)

Keywords: Combo-OK, Obvious, Exemplar 0

Duration: Instant

Prerequisite Charms: Material Master Form

Adamant is the material of the Champions of Autochthon, cold and precise, it pushes luck out of the equation and imposes certainty.

With a few motes of channelled Essence, the character let her weapon correct any mistakes

she made, lightning and steam rectifying its course.

The character cancels her dice roll and replaces it by a number of successes equal to half the total dice pool of step 3 (Rounded up).

The first time this Charm is used in a scene, some distant mechanical sounds can be heard by everyone nearby as the character's brain is suddenly filled with a spark of the Great Maker's Design, gaining one point of Clarity.

This Charm can only be used with an Adamant artifact.

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#### Ghostly Jade Evocation

Cost: 2m; Mins: Martial Arts 2, Essence 2; Type: Reflexive (Step 1 or 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Elemental Jade Evocation

Jade is everywhere, including the Underworld. With care and meditation, a Material Master can learn how to bring its quirks forth.

By channeling her Essence through her weapon, the character is able to make its ghostly aspect come forth in a vibrant display of ethereal power.

The weapon gains benefits as if it was treated to bring out one ghostly nature of the character choice in addition to its current one, but added as a charm bonus rather than a material one (letting them stack).

This Charm can only be used with a Jade artifact.

Special: Characters linked to the Underworld may supplement this charm to Elemental Jade Evocation as the starting point of the charm tree.

Characters that learn one version of the Jade Evocation might learn the other version for 2XP or 1BP.

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#### Vexing Gossamer Evocation

Cost: 4m, (+1wp); Mins: Martial Arts 4, Essence 3; Type: Simple

Keywords: Combo-Basic, Shaping

Duration: Instant

Prerequisite Charms: Material Master Form

Gossamer is the material of the Raksha, the stuff of dream and change, of endless possibilities and a bit of madness.

As her Essence mixes with the contained dreams within her weapon, the character gains an understanding on how a Sword is what allows one to conquer what one's Heart desires.

The character does a Sword Shaping Attack against her target, using Martial Arts as her ability and her weapon as if it was a Shaping Weapon (p123 GWM - The Fair Folk). If used outside the Wyld or an uncapped demesne, a 1 willpower surcharge and a -4 external penalties to the attack roll are necessary to make the Charm manifest in this stable region.

This Charm can only be used with a Gossamer artifact, or with an owned Sword Grace.

Special: This Charm may explicitly be invoked as part of the Five Metal Strikes without the need to be used on each attack. It has a speed equal to the weapon used.

Note: Shaping attack for dummies: The character does a (Dexterity + Martial art + Weapon Accuracy) against the Sword or Heart DV of the target (0 in case of a Creating-born).

The attack deals (Strength + Weapon Damage), reduced by the target (Stamina + Willpower), to

the relevant Health track in case of success.

If the Health track reaches 0, the target is Vexed.

Against Creating-born, the raw damage of the attack must “simply” exceed (Willpower + Essence) (+2 if Dragon-Blooded, +4 if Sidereal and Lunar, +6 if Solar, Abyssal, Infernal or Alchemical).

Piercing attacks half the Willpower.

A Creating-born cannot be Vexed more than once a Scene.

Vexed: The attacker chooses to steal either:

- A grace (Heart can't be stolen until Sword is stolen too)
- Up to 5 dots of artefacts
- Up to the target Sword in non-grace, non-artifact possessions. (Minimum 1)

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### Righteous Holyctrum Evocation

Cost: 7m; Mins: Martial Arts 4, Essence 3; Type: Reflexive (Step 2)

Keywords: Combo-Ok, Holy, Obvious

Duration: Instant

Prerequisite Charms: Flowing Moonsilver Evocation, Glorious Orichalcum Evocation

The dual nature of Holyctrum resonates with the Material Master goal to understand all Magical Materials, allowing its Holy nature to shine even brighter.

The character invokes this Charm in response to an attack, goldsilver light emanating from her weapon to negate it. The attack must not be unexpected. This Charm is a parry that perfectly defends against any attack, even if it is unblockable.

This Charm can only be used with an Holyctrum artifact, and against a Creatures of Darkness' attack.

Flaw of Invulnerability: This charm uses the Solar “Valor Flaw of Invulnerability”, but only counts Creatures of Darkness as valid opponents to move towards.

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### Cardinal Lesser Magical Materials:

Swift Feathersteel Evocation

Cost: 2m; Mins: Martial Arts 3, Essence 2; Type: Reflexive (Step 1)

Keywords: Combo-Basic, Obvious

Duration: Instant

Prerequisite Charms: Elemental Jade Evocation

Feathersteel is not a material associated with any of the exalted, but, with a proper preparation, resonate all the same, bringing with it the lightness of the air.

When the Material Master Essence flows through her weapon, she burrows some of North Elemental Pole powers, flying toward her target.

The character may move up to (Martial Art x 10) yards in any direction (including up and around) before striking her target with a Martial Art attack.

This Charm can only be used with a Feathersteel artifact.

Special: This Charm may explicitly be invoked as part of the Five Metal Strike without the need to be used on each attack. This allows the Material Master to close-in on her target or change her target mid-flurry (A change of target must be determined at the start of the flurry).

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### Living Ironwood Evocation

Cost: 3m; Mins: Martial Arts 3, Essence 2; Type: Reflexive (Step 9)

Keywords: Combo-OK, Obvious, Counterattack

Duration: Instant

Prerequisite Charms: Elemental Jade Evocation

Ironwood is a rather common material that, when turned into an artifact, is brimming with life and possibilities.

If the Material Master manages to parry a weapon attack with her Martial Arts derived DV, she focuses her Essence in her weapon, making countless leaves and branches grow over the attacker.

Make a Martial Art attack with bonus success equal to the degree of failure of the triggering attack.

If this counterattack hits, it deals no damage but inflicts (Essence / 2) external penalties to all of the attackers actions and DV until he takes a miscellaneous action (Speed 5, -1 DV) to disentangle himself.

This Charm can only be used with an Ironwood artifact.

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### Brittle Coraline Evocation

Cost: 3m; Mins: Martial Arts 3, Essence 2; Type: Reflexive (Step 1)

Keywords: Combo-OK, Obvious, Crippling

Duration: Instant

Prerequisite Charms: Elemental Jade Evocation

Despite being moulded into an artifact, the deep west Coraline remains a fragile material, indestructible only by its ability to regrow.

If the attack this Charm enhances hit and deals damage, the practitioner can make her weapon slightly break apart in the wound, imposing the lowest between the character's Essence and the health levels dealt as internal penalties, treated as a Crippling effect (Exalted automatically cure from this at the end of the scene).

The weapon regrows instantly as if nothing happened.

This Charm can only be used with a Coraline artifact.

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### Spiritual Yasal Evocation

Cost: - (1wp); Mins: Martial Arts 3, Essence 3; Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Elemental Jade Evocation

Yasal is feared by all spirits for good reasons, extracting their powers out of them.

From now on, any offensive and defensive Charm the spirit contained inside her weapons have become valid to be part of the Five Metals Strike and Five Metals Defence, as long as the weapon containing them is used alongside it.

Furthermore, the Material Master can, for one Scene, rip the permission to use any of the Spirit's power out of one of her prisoners, at the cost of one Willpower (Weapon must be at hand to use the Spirit's Charms). Spirits don't usually like this.

Special: A non Yasal crystal artifact that gains this benefit can also be used to trap a Spirit the same way.

In that case, the Storyteller must check if the weapon is thematically appropriate for this spirit (Underworld Jade or Soulsteel for a Ghost, Red Jade or Oricalchum for a Fire elemental,

Gossamer or Moonsilver for a Spirit linked to the Wyld and so on...).

If the weapon is appropriate, the spirit is trapped until someone sets it free.

If not, the spirit may, up to once per day, try to break free. The spirit does an Essence check difficulty 3. If successful, the spirit is freed and the weapon attunement is broken for a day from the backlash.

It is EXTREMELY ill advised to trap a spirit inside of oneself or of one's Grace as the spirit would be in constant contact with the character's soul, and a backlash will inflict dire consequences. (Examples of such backlashes might include taking aggravated damage, entering bedlam or losing a dot of Essence for some time...)

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#### Shining Gemstone Evocation

Cost: 4m; Mins: Martial Arts 3, Essence 3; Type: Simple

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Elemental Jade Evocation

Gemstones might not be the primary material of the Dragon-Blooded, it still carries a potent spark of elemental prowess.

As her Essence travels through her weapon, it momentarily channels pure elemental energy that she sends forth in a destructive line.

The Material Master makes a standard Martial Art weapon attack at his full dice pool, substituting Essence for Strength to calculate raw damage, and applies it to all enemies within (Essence x 2) yards in a line in front of him; each target resolves defense and damage separately.

This Charm can only be used with a Gemstone artifact.

Special: A Material Master only pays a single mote of surcharges once they learn the Evocation, if their Essence is aligned with the weapon's.

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#### Infernal Magical Materials:

Raging Verdigris Evocation

Cost: 2m, (+1ahl); Mins: Martial Arts 4, Essence 3; Type: Reflexive (Step 1)

Keywords: Combo-OK, Obvious.

Duration: Instant

Prerequisite Charms: Material Master Form

Malfeas signature material is the pinnacle of his current state, a broken being that uses its state to fulminate against Creation with multiplied force.

The practitioner let her weapon's endless rage take the reins for an instant, focusing all her pain on her attack as green flames erupt around it.

For this attack, the Material Master adds the greatest wound penalty she should suffer as bonus success instead.

She might also take one unsoakable aggravated health level of damage to double this bonus (this might increase her wound penalty prior to the attack), green flame gushing from her wounds.

This Charm can only be used with a Verdigris artifact.

Verdigris:



Malfean brass is often called Verdigris, a material infused with Malfeas green flames and fury. Melee and Ranged: The weapon can, as a reflexive action, manifest green flames that deal 4L (soaked separately, ignore armour). These flames are surnatural and bypass most fire immunity unless specifically targeting Malfean Fire.

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Untouchables Solidwind Evocation.

Cost: 3m; Mins: Martial Arts 4, Essence 3; Type: Reflexive (Step 9)

Keywords: Combo-OK, Obvious, Counterattack.

Duration: Instant

Prerequisite Charms: Material Master Form

Solidwind is a rather odd material, solid, yet trying to flow freely, the signature material of Adorjan.

After the Material Master has been subjected to a successful attack (even if it dealt no damage), she turns into a gust of eerily silent wind the colour of her aura, immediately taking a reflective dash action (without DV penalty), moving up to her dash speed in any direction (including up and around), but not less than her move speed away.

This Charm is treated as a counterattack, even though the movement is not hostile, and can only be used if the character has a Solidwind artifact at hand.

Solidwind:

The Silent Wind left in her wake pockets of air that are solid to the touch, carrying the same silence, speed and death as their progenitor.

All weapons: Gain the Withering tag, work like Piercing but against the target natural soak rather than his armour soak.

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Absolute Hellglass Evocation

Cost: 4m, (+1wp); Mins: Martial Arts 4, Essence 3; Type: Reflexive (Step 9)

Keywords: Combo-OK, Obvious, Counterattack

Duration: One Scene

Prerequisite Charms: Material Master Form

The laws of Malfeas are inscribed in each grain of sand of its desert, Cecelyne's signature material's supreme decree over what is and should be.

If the Material Master manages to parry a weapon attack with her Martial Arts derived DV, she unleashes a decree equivalent to one of Cecelyne, that she will always parry this weapon.

Until the scene ends, attacks made with this kind of weapon suffer a -10 external penalties to attack roll and raw damage against the Material Master, an ethereal sandstorm slowing it down to a crawl.

A Material Master can only benefit from a single instance of this Charm at a time. An additional activation replaces the effect of the previous one.

Once active, the character does not need to have an Hellglass weapon on hand to benefit from this effect.

Against artifact weapons or attacks made by beings of Essence 4+, a 1 willpower surcharge occurs.

This Charm can only be used with a Hellglass artifact and against attacks made with weapons.

Hellglass:

Under extreme conditions, Cecelyne's sand turns into Hellglass, Yozi's law made solid.

Melee:+2 to Defence. The character can let Cecelyne's sand protect her in a swirling display

(Reflexive action), her DV cannot be reduced below (This Weapon Defense) / 2, even against unblockable or unexpected attacks.

Projectile weapons: Never run out of ammunition, creating them out of sand (bows use Fowling ammunition). If not a bow, attack deals Bashing damage.

Throwing weapons: +1 to Accuracy and can deal Lethal or Bashing damage at the character's leisure.

p191 of Infernal for the inspiration source.

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#### Governing Hierarchite Evocation

Cost: 3m; Mins: Martial Arts 4, Essence 3; Type: Reflexive (Step 1)

Keywords: Combo-OK, Obvious.

Duration: Instant

Prerequisite Charms: Material Master Form

No one knows what She Who Lives In Her Name three spheres did represent, but her now signature material is still imbued with her vision of perfection.

The Mastery Master position in the grand scheme of things comes forth, and lesser beings are crushed beneath her as visible tendrils of force pin her target in place, making her attack Unblockable and Undodgeable.

This Charm can only be used with a Shattered Crystal artifact and against targets with lesser Essence Rating.

#### Hierarchite:

The shards of crystal of She Who Lives In Her Name, despite their broken nature, still carries her Principle of Hierarchy within them.

Melee and Ranged: Characters hit by a Hierarchite weapon must make a Conviction check at difficulty 1 or lose a temporary Willpower point.

p181 of Infernal for the inspiration source.

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#### Treacherous Boundshadows Evocation

Cost: 3m 1wp; Mins: Martial Arts 4, Essence 3; Type: Reflexive

Keywords: Combo-OK, Obvious

Duration: One action.

Prerequisite Charms: Material Master Form

As a mockery of Oricalchum, Boundshadows is darkness in the deepest night, a perfect lack of light, and the signature material of The Ebon Shadow.

For a split second, the Material Master manifests an anima and anima totem made of pure darkness, sniffing out the lights of all sources in its vicinity.

All beings not able to see in supernatural pitch black are blinded (The character is not hindered by this effect, seeing everything as if in broad daylight).

This effect may be called upon to enhance an attack at Step 1, immediately triggering prior to the attack a surprise reestablishment tentative, to enhance a defense at Step 2 to benefit from the "invisible adversary" defensive bonus, or to supplement any other non combat action in a creative way.

Lights from Holy sources are immune to this effect, and so are light from sources whose power/essence rating are greater than the character's own (Lights from N/A rated artifacts are affected at the Storyteller's discretion.).

This Charm can only be used with a Shadowbound artifact at hand.

Note: The anima of the character recedes to its normal level once this Charm effect ends.

#### Boundshadows:

The Ebon Shadow blessed material from Malpheas, Obsidian turned into a Magical Material, infused with his backstabbing nature.

Melee: +3 to Accuracy and +3 to Defence if in a shadowy environment (Half moon). Nothing otherwise.

Ranged: +2 to Accuracy, +150 yards to the Range value for bows (30 yards for thrown weapons) if the attacker is in a shadowy environment (Half moon). Nothing otherwise.

p178 of Infernal for the inspiration source.

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#### Corroding Oxirium Evocation

Cost: 2m; Mins: Martial Arts 4, Essence 3; Type: Reflexive (Step 1)

Keywords: Combo-OK, Obvious.

Duration: Instant

Prerequisite Charms: Material Master Form

Oxirium is the alchemically refined salt of Kimberly, slowly corroding everything it touches.

The Material Master Essence, as it mixes with the nature of her weapon, turns into a potent acid. Should her target get hit or manage to block the attack with his Parry DV, the acid splashes him, dealing (Essence)L unsoakable acid damage that ignores hardness.

Nonmagical weapons and armor exposed to the acid (Depending on if the parry was successful or not) corrode, with a weapon suffering a -(Essence) penalty to damage, and armor a -(Essence) penalty to lethal et bashing soak. An item whose damage or soak drops to zero is destroyed.

This Charm can only be used with an Oxirium artifact.

#### Oxirium:

Oxirium is the alchemically refined salt of Kimberly, slowly corroding everything it touches.

Melee and Ranged: +3 to Damage and +1 to its minimum post-soak damage.

p178 of Infernal for the inspiration source.