

## Sidereal Martial Arts

These are heavenly martial arts styles that distill esoteric truths and hidden wisdoms into martial katas. Their techniques offer strange powers to those who practice them.

The Sidereal and Getimian exalted are the masters of the hidden truths from which these martial powers flow, but the Solar exalted equal their skill through their blazing and impossible golden mastery of all martial forms.

Other members of the Exalted host may only learn such powers through their instruction, and only then to the most limited of degrees.

Besides the Sidereal and Getimian exalted, characters can never purchase dots in a Sidereal Martial Art or Sidereal Martial Art charms without the assistance of a Mentor who knows the style and possesses those charms.

### *Sidereal Martial Arts and Who Can Learn Them*

Sidereal Martial Arts typically have four core charms, which proceed in a specific order and have specific names. These are: *Root*, *Stem*, *Leaf*, *Lotus*. Beyond these core charms are *Maiden* and *Blasphemy* charms, born of individual epiphany.

Characters bound by the **Terrestrial** keyword, such as Dragonblooded, may only learn the *Root* charm of a style. They increase the essence minimum for that charm by two. The earthly nature of their enlightenment also prevents them from teaching that charm to others- the truth is simply too hard to grasp.

Characters without the **Mastery** keyword, such as the Lunar Exalted, may only learn the *Root*, *Stem* and *Leaf* charms of a style. In this fallen age, those who wish to mentor the Lunar host are hard to find. These characters are able to teach the *Root* charm of their style, if they have mastered it and both of the other charms they have access to.

Characters with the **Mastery** keyword, such as the Solar Exalted, may learn the *Root*, *Stem*, *Leaf* and *Lotus* charms of any style. Upon attaining a mastery of all four of these charms of a style, they may, with the instruction of a character with the Sutra keyword, attempt some trial that will grant them a great epiphany. Those who succeed gain access to the Sutra keyword for that style. The Solar Exalted may teach any Sidereal Martial Arts charm they know.

Characters with the **Sutra** keyword, such as the Sidereal and Getimian exalted, may learn all charms of the style. Upon attaining mastery of the *Root, Stem, Leaf* and *Lotus* charms a style, they may use their enlightened wisdom to attain a greater level of pure martial prowess. They automatically gain the benefits of the Mastery keyword for that style.

Prior to this ascension, Sidereals and Getimians may also use esoteric magic to temporarily enhance their skill. The manner of this varies from person to person, but always involves a dramatic action requiring a few hours. This never requires any special knowledge or trial beyond knowledge of the style. The magical enhancement is always focused in a physical object worn on their person. Unless it is destroyed as a *Difficulty 5 Gambit*, the exalt who made it gains the Mastery benefits of a style of their choice for so long as they wear it.

## **New Keywords**

Sidereal Martial Arts make use of the following new keywords:

**Sutra:** This keyword denotes Charms that have more esoteric effects when used by those Exalted who resonate with the unfolding truths of the world's inner law, such as the Sidereal and Getimian exalted.

**Oleander Law:** This keyword denotes Charms with sweeping effects and big narrative consequences or implications. When any character wishes to execute a Charm with this keyword, the player of that character, including the ST, must explain why they wish to use the charm and what they hope the narrative consequences of it will be. Each other player must voice any concerns they have regarding the consequences of the charm's use; and, if any player feels the Charm would damage their enjoyment of the game, it must be discussed.

Only by reconciling the opinions of all members of the play group can the Charm be used- otherwise the group must determine why the Charm fails to function. This can be the result of esoteric law or external intervention, as the group wishes.

At any point after an Oleander Law Charm is used, a player may voice objections if they feel dissatisfied about the consequences of the Charm. If they do, then the group must discuss the Charm once more. This discussion can result in changes to the implications of the charm, or a complete retroactive revocation of the Charm's use. Due to the esoteric and strange nature of Sidereal Martial Arts, this may result in the entire event being revealed to have been a metaphor, vision or dream, as the group wishes.

## Epiphany Charms

Maiden and Blasphemy charms represent a different type of Sidereal Martial Arts charm accessible only to the most enlightened of practitioners.

These epiphany charms represent individual and personal wisdoms cultivated by contemplation of the underlying philosophy of a Sidereal style.

Sidereal and Getimian Exalted, though not enlightened Solars, may spend at least a month contemplating and exploring their understanding. At the end of this time, they experience revelation and gain access to new personal techniques. These take the form of an Epiphany charm for that style.

Once created, the charm may be taught to others capable of learning it. However, for each style a practitioner may only ever *make* a single Maiden and a single Blasphemy charm.

They may, however, be taught the Epiphany charms of others by instruction.

### *Maiden Wisdom*

A Maiden charm represents the most secret and hidden techniques of the style. They are drawn from the personal epiphanies of the practitioners, and speak on the underlying philosophy of the martial form. A Maiden charm is always a charm that requires the Lotus charm of the style as a prerequisite; and, where the Lotus expresses the completeness of the style in a singular, dramatic way, the Maiden charm represents what comes after.

Maiden charms typically do one of the following:

- Allow the practitioner to expand the power or scope of the form at great physical, mental, social or metaphysical cost to themselves.
- Allow the practitioner to resolve some issue that faces the expression of the style's philosophy.
- Allow the practitioner to respond to a failure of the philosophy.

### *Great Blasphemies*

These charms represent the forbidden techniques of a style, those that are morally poisonous or rebel against its law.

Where the Maiden charm embodies the embrace of the underlying philosophy of the form, the Blasphemy charm is its antithesis. It is a bending of that inner wisdom to say, "This truth should not be."

Blasphemy charms may have *any* charm of the style as a prerequisite, even the Root charm. These charms always:

- Subvert the style in some way that profanes everything it believes in.
- Displays the hypocrisy or the flaws of the style's philosophy.
- Directly counter the style's strengths and goals.