

INFERNAL MONSTER STYLE

This style is fury focused, concentrated, and refined to utmost purity. It is the style for those who care not for making a good impression. Brutal, ruthless, and utterly inelegant, its beauty is only to be found in how efficient it is at turning enemies into gore.

Infernal Monster Weapon Tags: Improvised, Natural. The Infernal Monster Stylist (if they can even be called such) wants to destroy their opponents with their bare, bloodsoaked hands, but they will not hesitate to use whatever may be within reach. Every single attack carries the martial artist's full strength, and even more against those who have truly earned the stylist's enmity. Against characters who have attacked the martial artist in the same scene, and characters towards whom the martial artist has a negative Intimacy, they may treat their **natural** weapons as medium weapons.

Infernal Monster Armor: This style is only compatible with armor created with Essence.

Complementary Abilities: Infernal Monster martial artists require Physique.

INFERNAL MONSTER FORM

Prerequisites: Close Combat 3, Physique 2

The stylist's eyes blaze a vivid viridian, her manifested rage swelling both body and her anima.

Commit 1 mote for the scene. Add your Essence in extra dice to Feat of Strength rolls. The character's form weapons gain the **Piercing** tag. Gain 1 anima after each successful **decisive** attack, as well as a cumulative bonus die to damage rolls, to a maximum of her Essence. These do not count against her dice limit.

Terrestrial (Furious Dragon Frenzy): The martial artist treats all social influence from beings of equal or less Essence as unacceptable influence.

Celestial (Raging Behemoth Charge): When the martial artist takes a Rush action to move towards an enemy that has already attacked her in the same scene, or an enemy towards whom she has a negative Intimacy, she can move two Range bands instead of one.

Getimian, Infernal (Outrage Beyond Fathom, Essence 2): Repurchase this Charm to increase the cumulative die bonus to twice the Exalt's Essence. A number of dice up to her Essence do not count towards the limit.

Sidereal (One Hand Fury, Essence 3, Close Combat 4): Repurchase this Charm to gain the following effect: One of the character's hands is permanently transformed into a demonic fist **heavy** weapon with the **Artifact** and **Natural** tags, with an artifact rating matching the Sidereal's Essence. If amputated as a **dramatic injury**, the weapon disintegrates and the character regenerates the limb to full functionality upon achieving a personal Milestone as normal. While **Infernal Monster Form** is active, the weapon is considered a style weapon for all Sidereal Martial Arts styles.

MIGHT OF THE OLD ONES

Prerequisites: Physique 3, Infernal Monster Form

The stylist hurls her enemy with an unholy roar, making them strike the ground with meteoric force.

Spend 1 mote on Step 7 of a **knockback** or **throw** gambit. The target falls prone if it does not do so already, and both the target and whatever surface they impact upon "landing" take damage equal to the extra successes, resolved as falling damage with a difficulty equal to the martial artist's Physique. Characters other than the stylist within Close range of the target's destination must then succeed on a Physique roll to avoid **knockdown**.

Celestial (Life-Shattering Fist, requires Heaven Thunder Hammer): When the stylist uses the Charm **Heaven Thunder Hammer** as part of an attack with a form weapon, she can also activate this Charm as a special exception to the "one Charm per Step" rule.

God-Smashing Blow (Essence 2): Purchase this mode separately to add the following effect: Spend one additional mote when attacking a materialized god or demon with equal or less Essence. If the target takes any levels of falling damage, one of those levels becomes aggravated as its divine corpus becomes a messy splatter. While it appears dead, it has only been forcefully dematerialized.

Crack the Sky (Close Combat 4, Essence 3): Repurchase this Charm to add the following effect. Spend two additional motes to launch the target to a neighboring location up to a day's travel away. The falling damage becomes the stylist's Close Combat + Essence, and the difficulty to resist becomes the Stylist's Physique + 3. Characters within Short range of the target's destination must then succeed on a Physique roll to avoid **knockdown**, at a difficulty of the stylist's Physique. This Charm can be used to obviate one obstacle roll of the target's Long Journeys venture, if they are willing to take the risk.

JOYFUL CESSATION OF RESTRAINT

Prerequisites: Physique 3, Infernal Monster Form

The Infernal Monster does not stop after its prey is down, only when it stops twitching. Maybe not even then.

Spend 1 mote when a **prone** opponent within Close range attempts the Rise action to make a reflexive **decisive** attack against them. The target's Hardness is reduced by 2 against this attack. If the attack inflicts damage, steal Power from the target up to the damage dealt. This is treated as a special type of counterattack. It does not receive flurry penalties.

Terrestrial (Glory to the Demon Monster): If the attack inflicts damage, gain anima equal to the Power stolen.

Celestial (Violence Knows Not Compassion): The special attack does not count as one of the martial artist's actions.

WORLD-BREAKER GRIP

Prerequisites: Physique 3, Infernal Monster Form

The Infernal Monster holds its prey like a beast's chew toy, dragging it around effortlessly.

Commit 2 motes for the duration of a grapple. She only needs one limb to hold her opponent. As long as she does nothing other than maintaining the hold (no attacking the target, no pins, no throws), the stylist does not suffer the penalty to Defense for being part of a grapple, negates penalties to rolls to retain dominance or prevent the target's escape, and she can take her allotted two actions per turn as normal, even attacking other characters. She cannot, however, take reflexive movement actions while in a grapple. The character can use the held target as a heavy weapon with the **Improvised** and **Reaching** tags. If a wielded character hits a target or parries an attack, they suffer dice of damage equal to the martial artist's Physique. If the held victim dies in this way, it remains a useful weapon as long as the motes remain committed.

Abyssal, Liminal, Sidereal (Purpose-Granting Mercy): The stylist can commit 1 mote to grab a corpse within Close range and wield it as a weapon as described above.

Screaming Meat Shield (Essence 2): Purchase this mode separately to add the following effect: Spend 2 motes on Step 2 of an attack the stylist is aware of to change the target to a victim she is holding with **World-Breaker Grip**. The attack is resolved as if the new target were its original target and cannot be aborted. If an attacker kills a held character toward whom they have a positive Intimacy, steal Power from the attacker equal to the bonus granted by the

Intimacy now lost, in case of a non-trivial opponent. A trivial character is effectively removed from combat as it is crippled by heart-breaking despair.