

While the animas of other Exalts are potent and intense, only those of the Dragon-Blooded are physically dangerous. As befits their elemental nature, their animas are raw, tangible expressions of elemental power, pregnant with primal energies and the incipient threat of disaster.

The Dragon-Blooded lack caste marks, and what iconic expressions they have are cruder and less defined than the brilliant displays of the Solars. These displays usually tend towards natural elemental expressions such as mountains, trees or falling rain, but some Terrestrials manifest images of animals or even dragons.

Terrestrial animas have two unique traits:

Anima flux: Terrestrial animas are physical expressions of the elements and can easily burn, lacerate and crush those who stray too close to their unleashed radiance. This destructive force is known as anima flux. At burning level the Exalt may damage perishable materials she touches and may scour footprints into a wooden floor if she stands still for a minute or so, but the damage is generally speaking insufficient to be mechanically consequential. At bonfire level, the anima flux is sufficient to do real damage. The Exalt's player rolls one die on each turn to inflict **withering** damage on all non-Dragon-Blooded within close range. This die instead inflicts lethal damage to enemies in Initiative Crash and trivial opponents. Anyone with at least hardness 1 ignores anima flux. Anima flux never damages the Exalt's own clothing or possessions on her person. Each Aspect power gives a small modifier to the function of anima flux.

Essence cultivation: The Dragon-Blooded are surrounded by a world composed of their elements, and their Essence sympathetically reacts to their environment. Terrestrials can interact with expressions of their elements to raise their anima levels without expending motes. This process is called Essence cultivation. Essence cultivation comes in two varieties, active and reflexive. Active Essence cultivation requires a miscellaneous action of concentration and a small expression of the element. Reflexive Essence cultivation requires a more intense expression of the element but can be done reflexively without an action. Reflexive Essence cultivation can only be used once per scene, while active Essence cultivation can be used any number of times. The conditions required for both types of Essence cultivation can be found in each Aspect description.

Air

Aspect visuals:

Air animas fly free, dancing around the Exalt in response to her movements, an aura of cloud-white or sky blue, taking the aspect of roiling clouds or pellucid streamers of wind. Full anima expressions bring with them flashing lightning and booming thunder, howling winds, phantasmal air dragons or gusts of snow and ice.

Air aspect markings show a chilly body temperature, blue or white hair, skin and eyes and a fresh, crisp breeze that follows them everywhere and flares up when they are feeling emotional. Elder air aspects grow light on their feet, moving in a weightless, almost ethereal fashion, and their breath fogs even on warm days.

Anima effects:

Air Aspects are immune to damage from any weather-based hazards of damage less than 5. While their anima is at glowing or higher, they gain ([Higher of Essence or 3] + Anima level) Soak and Hardness against attacks based on cold or lightning. They never suffer penalties from cold imposed by natural weather.

Buoyed by an updraft of wind, Air Aspects can expend an anima level to leap a full range band as a movement action, to reduce falling damage by one range band, or to extend their flight by another range band while in midair (if they, for example, are flying a glider or launched by a catapult). They may expend only one anima level in this way per turn.

Air Dragons can focus their stormy anima flux against a troubling foe at close or short range with a directed blast of wind or spark of lightning, inflicting two dice against that individual instead of the usual one. This power can be used to push small objects, though without a great deal of accuracy.

Essence cultivation:

Air Dragons can perform active Essence cultivation any time they are out of doors under an open sky. They can perform reflexive Essence cultivation any time they experience winds or cold that would normally inflict penalties or when they resist damage through their anima power.

Role Bonus:

Overcome a significant problem through knowledge and learning. Assist your brotherhood by conceiving a helpful plan that is brought to fruition by your allies. Uncover a secret that advances one of your major or defining intimacies.

Earth

Aspect visuals:

Earth animas erupt in a mantle of yellow and white light, glittering like a gemstone or shifting like sands in the wind. Full expressions manifest great stone constructs, earth dragons, mountains or the prismatic hue of diamond. Such displays are often accompanied by the sounds of avalanches, earthquakes or volcanoes.

Earth aspect markings generally show a grey or brown complexion, sometimes sparkling in the light like mica or granite. The eyes of some show brilliant colours reminiscent of gemstones. Their skin hardens with age until they appear like living statues of stone.

Anima effects:

Children of Pasiap can spend 5m to impart solidity and stability into the earth around them. For the remainder of the scene, the difficulty of any roll to keep balance on the ground within short range of the Dragon-Blood is reduced by two, to a minimum of one. The difficulty of any roll to damage an earthen or stone structure is raised by her Essence.

While in contact with the ground, Earth Aspects may add their current Anima level to in bonus dice on all Resistance rolls, feats of strength and any rolls to resist being moved against their will. Once per scene, they can spend 5m on being injured by a Lethal **decisive** attack to convert its damage to Bashing.

In the Earth Dragons resides the power of rockslides and earthquakes. While their animas are at Glowing level or above, they add the Smashing tag to their unarmed attacks. Anyone who suffers lethal damage from their anima flux while in contact with the ground must succeed on a (Dexterity + Athletics) roll at a difficulty of 4 or fall prone.

Essence cultivation:

Earth Dragons can perform active Essence cultivation when they are in an area with large amounts of unworked natural earth or stone. They can perform reflexive Essence cultivation by touching a large body of natural rock.

Role bonus:

Defeat a significant threat to the object of one of your intimacies of loyalty. Maintain a major or defining intimacy of loyalty or commitment to rules in a way that causes you significant hardship. Convince others to uphold a major or defining intimacy towards a law or orthodoxy in a way that benefits you or your brotherhood.

Fire

Aspect visuals:

A Fire Aspected anima banner is a blazing aura of flame, ranging from deep crimson to white-gold, dancing like a bonfire. Full manifestation brings forth roiling fireballs, clouds of dancing fireflies, flickering phantasms of garuda birds, tigers and fire dragons, and the scream of the blast furnace or the roar of a raging fire.

Fire Dragon aspect markings tend to fiery red or golden hair and eyes, feverishly high body temperature, a ruddy complexion and the scent of smoke or hot-shorn metal. Some fire dragons of unusually pure breeding or great potency magnify these traits to a deep-red complexion and exhale smoke or sparks when their tempers are roused.

Anima effects:

Fire Aspects can start a small fire with a touch by spending a mote. They can light a candle or campfire without flint or tinder, slowly burn through binding ropes or similar feats. While their animas are at Glowing level or above, Fire Dragons can do Lethal damage with their unarmed attacks as intense flames surround their bodies.

Naturally, the children of Hesiesh are highly resistant to fiery attacks. They are immune to environmental fire damage of damage less than 5. Even against greater hazards, they gain their current Anima level in non-Charm successes towards any Resistance roll. They gain $(\text{Higher of Essence or } 3) + \text{Anima level}$ Soak and Hardness against fire based attacks. They never suffer penalties from heat imposed by natural weather.

Fire Dragon anima flux damage can set flammable objects alight. The flames surrounding them also make them hazardous to attack; anyone who makes a successful close range attack against a Fire Dragon with a bonfire level anima must immediately roll a damage die for anima flux even if they are Dragon-Blooded or possess Hardness. Only other Fire Aspects are immune to this damage.

Essence cultivation:

Fire Dragons can perform active Essence cultivation whenever they are in the presence of an open flame. They can perform reflexive Essence cultivation by resisting fire damage through their anima power.

Role bonus:

Defeat a threat to your allies in a way that makes you the center of attention. Inspire someone to an act of passionate emotion that benefits you or your brotherhood in the short term. Put yourself at a serious disadvantage by following one of your major or defining emotional intimacies, or by voluntarily submitting to an inspire action.

Water

Aspect visuals:

The anima banner of a Water Aspect is a rippling halo of blues and greens, rolling like the ocean waves. As the banner increases in power, blacks and wave-cap whites mix into the colors, and phantom whirlpools, waterspouts and water dragons flash in the banner. The noise that accompanies the banner can be the roar of a flooding river, the cascading crash of the pounding surf or, sometimes, the stifling silence of the darkest waters.

Aspect markings of Water Dragons tend towards a blue-green tint to the skin, hair that moves as though it is underwater, dark, reflective eyes, and the scent of fresh rivers or crisp sea spray. Water aspect complexion darkens with age to a deep, oceanic black.

Anima effects:

The children of Danaa'd can call the blessings of their patron. Once per day, by spending a minute in concentration and spending five motes, they can gather rainclouds overhead and call a light shower of on their location, lasting an hour. This power functions anywhere outdoors in Creation and will only fail in supernaturally arid areas scoured by demon magic, sorcerous curses or the like.

Water Dragons can stand on and run across the surface of water as though it were solid land and dive below at will. They can breath underwater and can never be drowned. They ignore all environmental penalties for being underwater, and can even perform normally impossible feats like underwater archery.

Water Aspects are naturally adept at using the flow of their anima to their advantage in combat. They can gain one point of Initiative damage caused by their anima flux per turn.

Essence cultivation:

Water Dragons can perform active Essence cultivation when they are in the presence of any body of water, standing or running, or when they drink water. They can perform reflexive Essence cultivation when they are in heavy rain, by at least half-submerging themselves in water or by standing atop a body of water large enough to allow them to do so using their anima power.

Role bonus:

Solve a pressing problem through unorthodox plans or quick thinking. Advance your agenda through misdirection, bribery, theft or blackmail, or defeat an attempt by another to do the same at your expense. Exploit traditions or laws in a way that brings an advantage to you or your brotherhood.

Wood

Aspect visuals:

The anima of the Wood Aspect grows and dances in the breeze like a young sapling, typically bright green, but sometimes varying in hue with seasons or showing the brilliant varicoloured display of a flower garden. Full manifestation calls forth the moaning sound of wind through the forest, blossoming flowers, snarling roots, falling petals, thorny tangles and wood dragons.

Aspect markings of Wood Dragon-Bloods show subtle bark-like scaling on some areas of skin, a greenish pigmentation growing to a deep emerald or mahogany-brown with age and hair of grass-green or autumn-red. They are accompanied by the natural fragrance of woodlands or the perfume of flowers.

Anima effects:

Once per day, the Exalt can infuse a natural plant with magical growth by spending 10m. The plant grows by a year and bears its annual harvest.

Wood Aspected Dragon-Bloods can expend 5m to attune themselves to surrounding plant life. For the remainder of the scene, they can ignore difficult terrain penalties caused by wooded areas as plants obligingly bend out of their way, and they gain (Essence) non-Charms successes to resist any plant-based poison.

Wood Dragon's blood generates a potent plant based toxin with the following profile: Damage: 3i/Round, (B in Crash), Duration: (Essence +3) Rounds, Penalty: -2. This poison is suffered by anything that drinks a Wood Aspect's blood, and they can employ it in certain poison-based Charms. Anyone who takes lethal damage from the Wood Aspect's anima flux must roll to resist a more diffuse poison with a duration of 3 Rounds.

Essence cultivation:

Wood Dragons can perform active Essence cultivation any time they are in the presence of a living plant. They can perform reflexive Essence cultivation by touching a full-grown tree or similarly large piece of flora, or by resisting a plant-based poison.

Role bonus:

Solve a dispute between two parties by coming to a solution beneficial to both. Cultivate a helpful associate who can be called on in future or call upon an associate who you cultivated in the past to aid you in some significant way. Suffer significant hardship to assist an individual to whom you bear a major or defining intimacy.