

Coruscant March of Constellations Style

<fluff goes there>

Weapons: This style considers attacks made with bows and their Artifact equivalents to be unarmed. Though it may not be practiced in armor, it is unique among Martial Arts Styles in that it may be practiced while onboard of a vehicle to enhance its actions, whether the Sidereal is driving or not.

Sutra rules:

Quote:

Altered Sutra Rules: While Solars are capable of learning Sidereal Martial Arts, Sidereals are the true masters of the bulb of the perfected lotus. With the exception of Charms bearing a Flaw of Invulnerability, Sidereals may spend offensive motes to fuel Instant Charms from Sidereal Styles regardless of whether or not they are offensive. Additionally, the first time a Sidereal learns a Form-type Charm from a Sidereal Style, she gains an empty Overdrive pool with a capacity of ten motes. She adds five motes to this pool each time she activates a Form-type or pinnacle Charm from a Sidereal Style, up to once per Charm per scene.

COLD SPLENDOR SOLITUDE STANCE

Cost: 5m; **Mins:** Martial Arts 5, Essence 4; **Type:** Reflexive

Keywords: Combo-OK, Emotion

Duration: One scene

Prerequisite Charms: None

...who danced for the stars, but the stars did not answer.

The heavens know not the trials of mortals; the stars hang aloft the night in cold indifference as civilizations rise and fall. Emulating this terrible perfection, the martial artist unfolds his anima into a cloak of night. All his surroundings seem to fade away to leave place to a night sky dotted with stars, while the Exalt himself shines softly.

Under this inauspicious sky, enemies are struck dumb with fear, awe and desire; they must spend one Willpower each time they wish to attack the user or gain an Intimacy towards them with a context appropriate to any of these emotions (victim's payer's choice). Once they have spent (user's Essence) Willpower, they need not spend any more for the rest of the day. The Exalt himself is immune to all Emotion effects.

SKY-CONQUERING WILL MANTRA

Cost: 6m, 1wp; **Mins:** Martial Arts 5, Essence 4; **Type:** Simple

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: Cold Splendor Solitude Stance

So she resolved to slay them for their ingratitude.

With a voice that resonates with the sheer determination of one who would wage war upon the very heavens, the martial artist makes a pronouncement of his triumph to come. He must name a target (which may be a person or an object as well a place or even stranger things) which he must have seen in person at least once, and immediately acquires an Intimacy towards that target with a context that expresses the desire to defeat, conquer or claim them. The target of this declaration is made aware of this pronouncement the next time they sleep through prophetic dreams, which inform them of the context of this Intimacy and the name of the user.

If the target is not in sight, the Exalt immediately acquires a sense of their direction and the distance which separates him from them. This effect crosses realms of existence (informing the Sidereal of which realm they are in) and contests supernatural stealth by adding [Essence] automatic successes to the Sidereal's roll. However, on any day during which the Sidereal does not spend the majority of his waking time in pursuit of his target, he does not regain Willpower from sleep and in fact loses one Willpower at sunrise. Releasing this Charm's commitment before finding his target causes the user to roll his Essence and gain one point of Limit per success.

If the target is in sight and the martial artist has activated Cold Splendor Solitude Stance, then he doubles all stunt dice (but not stunt rewards) on all actions that aim to fulfill the context of his Intimacy. This effect is compatible with effects that directly enhance the level of a stunt (such as acting in accordance with one's Motivation), but not other effects which increase the number of dice granted by stunts or convert stunt dice to successes..

HEAVEN-SPANNING VIMANA FLIGHT

Cost: 6m, 1wp; **Mins:** Martial Arts 5, Essence 4; **Type:** Simple

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: Sky-Conquering Will Mantra

She tied four eagles to a chariot and rode across the skies.

Bearing a mantle of night and a crown of stars, the conqueror is truly one equal to Heaven; under his commands the earthen palaces of men rise into the skies to wage war against the gods. The Exalt's anima unfolds once more, its shimmering Essence taking the shape of an ephemeral means of transport - the azure chariot of sorcerers, the flying temple of asuras, the six wings of seraph - and he takes off into the skies.

While under the effect of this Charm, the user may fly at a speed of up to (Essence x 10) miles per hour. When engaged in combat with non-vehicles, he may instead fly at double his normal speed. Where this Charm shines best, however, is when used while riding or piloting a vehicle. Endowing his ride with the certainty of the constellations' march across the sky, the user need

not succeed on a piloting roll every action to keep his trajectory when engaged in combat (though rolls may be prompted by other hazards), and suffers no increased penalties for inclement weather. The vehicle is endowed with the ability to fly.

Finally, vehicles endowed with this Charm gain a PDV equal to their DDV, as a specific exception to the normal rules stating that vehicles do not have a Parry DV. Using a vehicle's PDV allows the user to shield themselves with their ride, letting it take the brunt of the damage from an attack. The vehicle is damaged as if it had been the intended target, and the character is only harmed if the vehicle is destroyed and there is enough damage left to "roll over" into their own health track.

This power is incredibly obvious, the anima flaring for miles to see, and as such most users prefer to go high enough that they appear to be shooting stars to all onlookers.

EMPTY SPACES DESOLATION ATEMI

Cost: 5m; **Mins:** Martial Arts 5, Essence 4; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

She ran out of food, she ran out of air, she ran out of heat

In the greatest heights of Creation looms the vault of the firmament, seemingly infinite in scope, pierced with thousands of stars. In this expanse of sky there is no ground to stand on, only cold, darkness, terrible beating winds, and the awful radiance of the stars. Making a slashing gesture of his hand, the martial artist summons this fragment of space into Creation, producing a wave of bone-chilling darkness in which his own anima burns like a frozen flame. This creates an environmental hazard centered around the user with a radius of (Essence x 5 yards), a damage of (Martial Arts)L and a Trauma of (Essence), which ignores armor. Against characters with an Intimacy towards the Sidereal, this hazard's Trauma gains the L tag.

Some Charms of this style allow the user to use this Charm as a Supplemental effect, possibly several times in quick succession. **In no case may a character be harmed by Empty Spaces Desolation Atemi more than once per action.**

VOID-CROSSING REVOLUTION STEP

Cost: 9m; **Mins:** Martial Arts 5, Essence 4; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Empty Spaces Desolation Atemi

But still the stars raced beyond her reach.

In the nocturnal expanse that lies beyond the reach of man, the constellations dance endlessly and mindlessly, like blind gods, tying the fate of the world to their motions. Scouring and forging

his Essence, the martial artist learns to connect with this distant space; more than simply letting its darkness pour down upon the earth, he can step into it to elude mere mortals' grasp.

Making a closing motion with the opposite hands of the one used for this Charm's prerequisite, the martial artist creates a swirling vortex of darkness that swallows him whole - and vomits him back some distance away. This Charm is a dodge that perfectly defends against an attack, even if it is undodgeable, and allows its user to reappear anywhere within (Essence) yards, regardless of obstruction. As a special Flaw of Invulnerability, this Charm costs +3m when used outside of Creation.

By spending an additional Willpower, this Charm may be activated in a combo with Empty Spaces Desolation Atemi, changing the prerequisite's type to Supplemental; the environmental hazard pours out of the vortex into which the user disappears.

This Charm may be used to enhance a chase action, ensuring that the Sidereal suffers no hazard until his next action.

QUIVER FULL OF STARS

Cost: 1+m; **Mins:** Martial Arts 5, Essence 4; **Type:** Simple

Keywords: Combo-OK, Stackable

Duration: Indefinite

Prerequisite Charms: Void-Crossing Revolution Step

In her anger, she pulled her bow and fired a single arrow at the firmament.

When a great fate comes to an end, a star detaches from the firmament and falls to the earth. Having ascended to the heavens, the conqueror catches these falling stars and knocks them in his bows to strike at the very heavens.

This Charm allows the martial artist to stock free reflexive attacks. He performs a single attack with no target - whether firing his arrows into the sky or punching the air in front of him - which produces a brief flash of light as any trace of the blow disappears. From there on, he can deliver this attack by releasing his commitment to this Charm, causing arrows to fall from the sky or phantom fists to appear with the radiance of shooting stars. These reflexive attacks must be unarmed.

Up to (Essence) free reflexive attacks may be stocked by any means at a commitment of one mote each. Use of an Extra Action Charm forbids the use of these attacks until the user's DV refreshes. These attacks may be enhanced with Empty Spaces Desolation Atemi as a Supplemental effect by paying the cost of the latter Charm upon their invocation, causing the environmental hazard to occur at the released attack's point of impact.

CORUSCANT MARCH OF CONSTELLATIONS FORM

Cost: 6m; **Mins:** Martial Arts 5, Essence 5; **Type:** Simple

Keywords: Form-type, Obvious, Overdrive

Duration: One scene

Prerequisite Charms: Heaven-Spanning Vimana Step, Quiver Full of Stars

The stars bled. They turned their gaze upon her.

In a single flowing motion the martial artist performs the kata of the five houses of heaven, encompassing all twenty-five constellations. He does not walk anymore, but rather slides softly, the tip of his toes barely gracing the ground as he becomes possessed of effortless grace. His chakras ignite and his skin glimmers and shine, while around him the outlines of the constellations appear in a great phantom wheel.

In this Form, the Sidereal ignores any external penalty to his movements and becomes almost weightless, moving with as much ease in a storm-wracked sea or in a muddy swamp, and he may skid along on surfaces as fragile as water, cobwebs and reeds (though he does not gain the supernatural balance required to stand on a lone willow branch).

More importantly, the user gains a 5-mote Overdrive pool. Whenever his DV refreshes while he is in the engagement range of someone towards whom he has an Intimacy formed by Sky-Conquering Will Mantra, he gains one offensive motes. Furthermore, if he successfully defended against an attack by an enemy who holds an Intimacy towards him since the last time his DV refreshed, he may stock one free reflexive attack as per Quiver Full of Star, with the usual limits.

THOUSAND SUNBURSTS RADIANCE

Cost: 5m; **Mins:** Martial Arts 5, Essence 5; **Type:** Simple

Keywords: Combo-OK, Crippling, Obvious

Duration: One scene

Prerequisite Charms: Coruscant March of Constellations Form

The Elder Sutra of Eternity: A great fire swallowed the maiden,

To gaze upon the merciless radiance of the stars up close is to forfeit one's sight; their white fire licks the eyes of onlookers, burning its terrible image in their mind so that they never see anything else. The martial artist's skin seems to burst into fire, a gold-white brilliance that it painful to look upon. This Charm's activation forces every enemy to roll (Wits + Awareness) to avert their eyes in time, or be blinded for the rest of the scene. The normal difficulty of this roll is 1, but it raises to (user's Essence) for any who hold an Intimacy towards the Sidereal. Those who escape the first sunburst are not out of trouble; for the rest of the scene, any attack that targets the Sidereal must be done while squinting or looking aside, inflicting a -2 internal penalty, or else the assailant will also be struck blind.

FLESH-AS-PRISON UNDERSTANDING

Cost: 8m, 1wp; **Mins:** Martial Arts 5, Essence 5; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisite Charms: Thousand Sunbursts Radiance

But still she rode as it burned away her flesh to reveal her soul.

Flesh, bone, blood. All are brick and mortar and iron bars in the starborn soul's prison of matter. Having ignited his chakras and turned his skin to light, there is only one further step to take to break free of this chasm. The martial artist breathes Essence into his very soul and his skin seems to fade, revealing a core of dancing constellations and pulsating light.

Free from the constraints of an organic body, the Sidereal is immune to wound penalties and Crippling effects. If he had already suffered a Crippling effect, it is cancelled until the end of this Charm's duration. Though he is not truly immaterial, mortal blows find no purchase on his transcendent form; attacks that are not enhanced by magic have their minimum damage reduced by one, to a minimum of 0.

APOCALYPSE WORLD-CHARIOT

Cost: 5m, 1wp; **Mins:** Martial Arts 5, Essence 5; **Type:** Reflexive

Keywords: Combo-OK, Stackable, Obvious

Duration: Indefinite

Prerequisite Charms: Coruscant March of Constellations Form

Now Creation was her chariot, the stars her wheels,

Now the world answers to the conqueror's will. At his command the quaking earth becomes his carpet, storm clouds his umbrella, a burning inferno his parade. The martial artist may activate this Charm upon coming into contact with an environmental hazard; he draws this hazard into his anima, forming a rudimentary shell not unlike a carriage. This renders him immune to this hazard while also emanating it to (Essence) yards around him. This Charm may be stacked to grant immunity to several hazards, though only one of the user's choosing may be manifested around him. Only the first activation costs Willpower.

The Sidereal gathers the raw power of nature and molds it into a chariot of cataclysm, creating an actual vehicle for him to ride into battle. This vehicle is a magical construct with traits based on the absorbed hazards' own traits and his own, as follows:

Speed: $(\text{Essence} \times 5) / (\text{Essence} \times 10) \text{mph}$

Maneuverability: $+(\text{Trauma})$ (this vehicle may be piloted with either Sail, Ride, or, uniquely, Martial Arts)

Endurance: as long as Essence remains committed

Crew: 1/1

Cargo: (Essence) passengers, or $(\text{Essence} \times 100)$ pounds of cargo

Armor: $(\text{Damage} \times 2)L / (\text{Damage} \times 3)B$

Health Levels: $U \times (\text{Damage} + \text{Trauma} + \text{Essence}) / M \times (\text{Damage} + \text{Trauma}) / C \times (\text{Damage}) / I \times (\text{Damage}) / D$

Hazards with the L tag double their soak. One environmental hazard must serve as the basic chassis of the vehicle. Further stacking of environmental hazards provides the following benefits:

- add their (Damage+Trauma) to the chassis' speed.
- add their Damage to the chassis' soak.
- add their Trauma to their Undamaged Health Levels.

This Charm may absorb temporary or instantaneous hazards and maintain them indefinitely, but may not be used on hazards created by the martial artist to which he is immune.

FIRMAMENT-REACHING ASTRA INVOCATION

Cost: 10m; **Mins:** Martial Arts 5, Essence 5; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Apocalypse World-Chariot

The elemental poles her bow, the great dragons her arrows,

Having breached the darkness of space, the wandering star stands alone, blazing, burning, dancing, shedding infinite radiance upon the world. Reciting a supplication to the skies, the martial artist raises a hand or an arrow; darkness enshrouds it briefly, but from this darkness comes a brighter light - cosmic fire engulfing and sublimating his weapon, elevating it for a moment to the perfection of the stars. Then he strikes, and this divine weapon fades in a blaze of glory.

This Charm enhances an unarmed attack, making it undodgeable and unblockable. This Charm may be placed in a special combo with Empty Spaces Desolation Atemi, paying an additional 1wp to make the latter Charm supplemental and causing its environmental hazard to be centered at the point of impact of the enhanced attack.

THE STARS MY COMPANIONS

Cost: 10m, 1wp (6xp); **Mins:** Martial Arts 5, Essence 5; **Type:** Simple

Keywords: Combo-OK

Duration: Until the sun next crosses the horizon

Prerequisite Charms: Coruscant March of Constellations Style

Errant shooting stars her charioteers.

Riding among the stars, the conqueror gathers a cortege of servants - satellites and shooting stars and errant fragments of the firmament, whirling and turning and dancing around him in his endless march. So it is that as he abases himself to touch the earth once again, these servants come to stand at his side and obey his commands.

The martial artist utters a word of command in Old Realm and makes an imperious gesture, as if knocking a star out of the sky - and indeed a star proceeds to fall over the next five minutes, at which point it smashes into the ground in a burst of light and reveals the shape of one of the

Argentim (Glories: Maidens, p. 17) with one additional benefit - a Ride score of 5 with a +3 specialty in "Vimana," which applies to any vehicle created or enhanced by Charms of this Style. The spirit will serve diligently as an ally of the user until the sun next crosses the horizon. Should the Sidereal wish for a more durable service, he may immediately spend 6xp and purchase the Argentim as a 2-dot Ally, bound to his service (though he may resent mistreatment or inability to periodically visit the firmament).

The martial artist may choose to spend one stocked reflexive action as part of this Charm's activation, in which case the Argentim steps out of a dark opening in space, immediately rolling Join Battle if relevant.

ENDLESS ARMIES OF THE FIRMAMENT

Cost: 10m, 1wp; **Mins:** Martial Arts 6, Essence 6; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisite Charms: Flesh-as-Prison Understanding, Firmament-Reaching Astra Invocation, The Stars My Companion

Now the stars welcomed her and she marched with them across the sky.

Endlessly stars fall from the firmament, as the darkness of a time of tumult gnaws at the fates of Creation. Yet the sky does not grow dark; new stars each year replace the ones that fell. The firmament lives and breathes, sheds and renews its skin endlessly. The truth of the conqueror is this: to claim the world is to join it. One may not fight the heavens without reaching them, and to reach the heavens is to find a place in them. The undying march of constellation goes on, with a new bright star among its flock.

This Charm may be used in step 10 of an attack that would have otherwise slain an enemy. With a bolt of pure radiance that disintegrates the target, the martial artist imparts the truth understood by the glittering maiden when the stars turned their gaze on her; their flesh is scoured away, their soul revealed and exalted, and they become the fire of heaven - before being reshaped into a form akin to that of the stars which they foolishly rose against.

This Charm causes its victim to become a divine being. Its effect is tantamount to death, as both souls are forged into a single divine Essence, causing the loss of Exalted prowess. It may not be used against extras. Against ordinary mortals, this Charm causes them to be transformed into a small god falling under the purview of stars or the firmament - a being whose power level is roughly that of a god of the first rank. UnExalted of supernatural nature, and heroic mortals the Storyteller deems of sufficient prowess, may become gods of the second rank. Exalts who fall victim to this Charm become gods of the third rank whose traits should be modelled after that of the Argentim - and they retain any mundane trait they have that would be higher. A supernatural being's personal legend may manifest through quirks of their spiritual nature and unique powers.

The newly created god is not bound to obey the Sidereal, but they may not harm him for the rest of the scene. They do, however, acquire an Intimacy with a context of awe, fear, or desire (god's player's choice), which may never be removed, and it is often quite easy for them to secure the service of such new gods as Allies or Followers, depending on their power.

Use of this Charm to create personal armies of loyal star-gods without place in the Celestial Bureaucracy is heavily frowned upon, and has been the cause of audits before. The motif of this rejection is not the fear of what an upstart Sidereal warlord could do, but the fear of the impact such unemployed gods might have at the death of their maker, filling the slums of Yu Shan and increasing its population problem even more.