

Virtuous Warden (White Jade Articulated Plate ····)

In an age long past, when Solars commanded great war hosts of Terrestrial exalted, there was a great and gifted warrior-sage named Crystal Flare, who had led many crusades in the name of the Deliberative.

One day, in the middle of a long and arduous campaign, Crystal Flare was cursed with magic from outside creation. The curse decreed that every battle he fought in would be a crushing defeat, with every man fighting for him slaughtered. Crystal Flare was wise, and so he knew the curse's decree to be true.

Yet the crusade could not be stopped, or the enemy would regroup while the Solar's forces waited, so Crystal Flare decided he would command his armies without fighting, and chose his most trusted terrestrial officer (his name lost to time) to be his bodyguard, and to keep him safe as he commanded his forces unarmed.

To aid him in this task, Crystal Flare set out to build a suit of armour for his officer. He spoke to the mountains to understand how they shielded the valley, and to the winter ice to understand how it protected the water beneath, and to many other great protectors of the world to learn their art.

Standing like a statue, Virtuous Warden is built of great white Jade plates lined with orichalcum, which overlap to cover all of the wearer's body. Its orichalcum lining inscribed with oaths of protection from every exalt serving in Flare's guard, its plates engraved with images of the great natural protectors Flare spoke to.

Attunement Bonus: ignore wound penalties to defend other actions if the exalt has a major or defining positive intimacy applicable to the target.

Art of the Tortoise Shell

Cost: 1m+; **Mins:** Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisites: None

Like the shell of a great tortoise, the Warden is an ever-present defender; keeping his charge safe becomes as natural as breathing. This evocation allows the Warden to use a defend other action reflexively in response to an attack against someone within close range of him; subsequent uses of this charm within the same turn add +1m to the cost each time. This charm can be used with a Parry value derived from any Ability.

Art of the Gale

Cost: 1a+; **Mins:** Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisites: Art of the Tortoise Shell

As the winds push off distant storm clouds, so does the Warden's protection extend as far as his determination will carry it, calling on those who wrote their oaths upon the armour to defend their charge once more by sending a spectre of pure anima to be where the warden may not reach. This Evocation upgrades its prerequisite by allowing the Warden to spend up to (Essence) Anima levels to increase the range of the reflexive Defend Other action by one range band per level spent.

Thousand-Oaths Recalled Prana

Cost: 1wp(1a);

Mins: Essence 1

Type: Supplemental

Keywords: None

Duration: one Feat of Strength

Prerequisites: None

The warden calls on the oaths engraved upon his armour to overcome a task too large to handle alone, and the memories of long-dead comrades answer with pride. This charm allows the exalt to perform a Feat of strength as if he had a larger grip area (5m², or about 2000 human hands) as ghostly warriors made from Anima appear to lend their aid, this could allow a sufficiently strong exalt to lift large objects which would otherwise break or bend if lifted by a single pair of hands. Additionally, for the cost of one Anima the exalt may channel one of his applicable intimacies into the Feat of Strength to add its intensity in non-charm successes, this can be done after it is rolled.

Art of the Lone Gate

Cost: 1wp; **Mins:** Essence 2

Type: Reflexive

Keywords: None

Duration: Reflexive

Prerequisites: None

The finest fortress gate is not impregnable. Instead it channels the foe into one single path, leading to the inevitable kill zone. If an attack against a character defended by the Warden beats both his and his charge's defense, and the attacker chooses to attack the charge, the Warden may use this charm to force the attacker to target him instead.

Art of the Hollow Mountain

Cost: 5m, 1w, (+1a); **Mins:** Essence 3

Type: Reflexive

Keywords: None

Duration: Until the warden's next turn

Prerequisites: Art of the Gale

The final art learned by Crystal Flare was from an ancient mountain that had made an oath to protect those who settled within it. A powerful Warden may still learn to emulate such dedication. Using this Evocation, the Warden's Anima explodes into a curtain of light sheltering everyone from

harm. She can reflexively defend anyone within (anima spent) range bands until the warden's next turn. This can allow her to shelter an entire group or structure from truly devastating sources of damage such as avalanches, AoE attacks and spells, exploding manses and more.

This charm may only be used once per scene, unless the exalt sees one of his Major or Defining Intimacies directly threatened.