

JADE MOUNTAIN STYLE

The Imperial Mountain is the center of the Realm, the elemental pole that signifies stability and holds Creation together. Jade Mountain Style captures that stability and inner strength to create a martial art with which one can stand strong against any assault.

While this martial discipline resembles Earth Dragon Style, Jade Mountain is an almost exclusively defensive style, suitable for those who truly wish to be unbreakable.

Jade Mountain Weapon Tags: Natural, Smashing, Two-Handed. Jade Mountain Style considers hammers, maces, sledges and goremauls form weapons. Emphasising defense, unarmed strikes focus on using knees and elbows to deal swift and strong strikes while maintaining a tight, solid stance. This grants the martial artist the **shield** tag even when unarmed.

Jade Mountain Armor: Jade Mountain style is compatible with all armor.

Complementary Abilities: Jade Mountain martial artists require Physique.

Special: The Charms of Jade Mountain Style function only while the practitioner is in a stable position. Practitioners prefer to stand on solid ground, but any tenable position will do. If the martial artist is easily upset—swimming, standing on a small raft, flying, jumping, balancing on bamboo or the like—they may not activate or use these Charms.

FORTRESS OF ONE

Prerequisites: Close Combat 2, Physique 2

After stomping both feet firmly into the ground, the martial artist tightens their body to assume the unmoving toughness of stone.

Commit 1 mote on Step 1 for the scene. The Exalt's soak increases by 3 and they ignore all penalties from fatigue, but their Defense decreases by 1. The Charm ends immediately if the stylist moves at least one range band from their original position.

Dragon-Blooded: The cost of the **knockback** and **knockdown** gambits against the Exalt increases by 1.

JADE MOUNTAIN FORM

Prerequisites: Close Combat 3, Physique 3, Fortress of One

The earth around the master of Jade Mountain Style shivers, as she briefly falls to one knee and touches her head to the ground. Rising from the meditative position, she reveals the great strength and might of the mountain within her.

Commit 1 mote on Step 1 for the scene. The Exalt's base soak increases by 1. They add half their Essence (rounded up) to the Damage of their attacks with form weapons, as well as in bonus successes to all non-Finesse based Athletics and Physique rolls.

This Charm automatically ends if the Exalt starts their turn without their feet in contact with the earth. This does not impede the use of footwear.

Dragon-Blooded: The Exalt's Hardness increases by 1, and using this Charm allows them to access Earth aura.

FALLING ROCKSLIDE ONSLAUGHT

Prerequisites: Close Combat 3, Essence 2, Physique 4, Jade Mountain Form

Most Jade Mountain martial artists have considerable weight, but even the slight ones learn how to apply their mass with tremendous leverage. To attack the Jade Mountain stylist is to attack an onrushing avalanche.

Spend 1 mote on Step 1 of a clash. The Exalt adds their Physique in bonus dice to the attack roll. If they win the clash, they may spend an additional mote on Step 8 to make a **knockdown** or **knockout** gambit against the same opponent. This is treated as though it were part of a flurry. The clash roll does not suffer the flurry penalty.

Dragon-Blooded: If they win the clash, the Exalt may spend one Power on Step 8 to engage in a grapple against the same target. This attack is treated as though it were part of a flurry. Neither the clash attack nor this attack suffer the flurry penalty.