

VIOLET BIER OF SORROWS STYLE

THE SCRIPTURE OF THE EXPECTANT MAIDEN

*Once, there was a maiden...
...who was always looking forward to the way things would be.
She said, "Someday, I'm getting out of this place."
"Someday, I'm going to kill that boy that put me here."
"And while I wait, I don't much mind,
'cause it's better to dream tomorrow than to
be there."*

*"I'm holding at bay," she said, "what I know to be true."
"That I'll never get out. I won't let my dreams die!"
"I'll hang on to hope," she said, "until Time itself ends. But —"
"There's always an ending," said Time.*

The signature style of the Sidereal Exalted, learned from the will and the way of the Maiden of Endings. There are some who believe it is the very first supernatural martial art.

Violet Bier of Sorrows Weapon Tags: Balanced, Disarming, Natural. Practitioners of this style favor swords and staves of all kinds, including seven-section staves. A Violet Bier of Sorrows stylist in battle is serene in a cold manner, allowing her blows to speak for themselves, and they always speak decisively and pitilessly. While unarmed, the martial artist's attacks gain the **Balanced** tag.

Violet Bier of Sorrows Armor: This style is not compatible with armor of any kind.

Complementary Abilities: Violet Bier of Sorrows martial artists require any combination of Awareness, Embassy, Integrity, and Sagacity.

FOUR MAIDENS STANCE

Prerequisites: Close Combat 2, Complementary Ability Total 4

The stylist internalizes the ways of the Maidens of Journeys, Serenity, Battles, and Secrets through the lens of Saturn and the cause of the destiny of Endings.

Upon learning this Charm, the martial artist learns two of the modes below. To use this Charm, commit 1 mote for the scene, and choose one mode she knows. The stylist may change modes on Step 1 by spending one mote. Doing

so does not count as her Charm use for that Step. She cannot change modes on consecutive turns. The remaining modes can be purchased separately.

Stance of Journeys (Flight of Mercury): *The stylist moves with the swift precision of one who knows her destiny.* Taking the Move action on her turn to approach a character who has not yet acted in the current round does not count as the stylist's movement action for that turn. She cannot benefit from this effect more than once per turn. Additionally, reduce flurry penalties on all actions against targets who have not yet acted in that round by half the stylist's Essence, rounded up.

Stance of Serenity (Joy in Serenity): *Those who routinely face terrible odds can learn to take some measure of happiness in each moment's survival.* The first time on each round the martial artist successfully defends against an attack by a nontrivial character, she regains one spent mote. Additional instances of the same event on the same round grant her choice of one Power or one anima.

Stance of Battles (Blade of the Battle Maiden): *Essence shines around the character's hands (or weapons), tracing with their every movement crimson trails through the air.* The stylist's form weapons, including unarmed attacks, gain the **Artifact** tag if they do not have it yet. She cannot choose to place the bonus on Accuracy, only on Damage. If already wielding a form weapon with that tag, she doubles 9s on damage rolls instead.

Stance of Secrets (Secrets of Future Strife): *The martial artist knows to promptly accept and react to the twists and turns of circumstance.* The stylist may activate this Charm when making a Join Battle roll, but only if she chooses this mode. She adds her Essence in automatic successes to the roll. If the Storyteller characters get to act first, the stylist may always interrupt their turn order to take her action for each round. Oppositely, if an opponent attempts to interrupt the turn order to act before the stylist, this Charm forces an opposed Join Battle roll between the two, the stylist adding her Essence in bonus dice to this roll. The winner gets to act first. Whenever the stylist wins a Join Battle roll while this mode is in effect, she gains two anima.

Sidereal (requires Close Combat Excellency, Conclusion-Pursuing Approach): While this Charm is in effect, using the Close Combat Excellency to enhance an unarmed attack or an attack with a form weapon costs zero motes.

VIOLET BIER OF SORROWS FORM

Prerequisites: Close Combat 3, Essence 2, Complementary Ability Total 7, Four Maidens Stance

The character adopts the cold detachment with which Saturn makes her Sign against those things whose time has passed.

Commit one mote for the scene. The opponent's Defense cannot reduce the successes rolled by the stylist's **decisive** unarmed or form weapon attacks below her Essence.

When her **decisive** attack deals at least one health level of damage, it temporarily reduces the strength of one of the target's Virtues by one level—Major to Minor, Minor to Disabled. If the stylist knows the target's Virtues, the diminished one is her choice, otherwise it is the target's. A Disabled Virtue effectively does not exist: it does not influence the character's actions, and the Virtue and any Intimacies tied to it cannot adjust their Resolve. Reduced Virtues regain one level of intensity after a recovery scene.

Sidereal: On Step 6, spend up to 3 motes, one for each reduction the target's Virtues have suffered. Each mote spent adds one extra success to the damage roll. The Sidereal Exalted call this technique the **Life-Severing Blow**.

CONCLUSION-PURSUING APPROACH

Prerequisites: Close Combat 4, Complementary Ability Total 10, Violet Bier of Sorrows Form

At the pinnacle of the style, the Exalt learns to draw strength from the pain of others. Her attacks gain resolve as the enemy falters. She is trained to take full advantage of the weakness of the wounded, stalking failing prey as death hunts those whose time has come.

Commit one additional mote when assuming the **Violet Bier of Sorrows Form**. When the Exalt makes a **decisive** attack, the target's Hardness is decreased by their current wound penalties. When her **decisive** attack inflicts at least one health level of damage, she gains one Power in addition to the effect of the Form Charm.

Sidereal: On Step 7, instead of gaining one Power on dealing damage, the Sidereal steals it from the opponent. If the opponent has zero Power, it loses one mote instead. If the opponent has no motes, their Soak becomes 0 against the attack.