

# Dragon-Blooded Errata

Created 05/08/02

## **Erroneous Anima Power (page 152)**

Wood:

The character cannot ignore bashing damage. These Aspects originally at one point had the ability to ignore attacks that did Bashing damage less than their Stamina when their anima power was active, but this was deleted. Storytellers who find the Wood power too weak as it is presented may wish to allow those Exalted this effect as well, but it is not canonical.

## **Erroneous Background (page 153)**

Retainers:

The background duplicated other Backgrounds, and was deleted. Characters who want mortals to serve them should either get Command or Henchmen.

## **Wind-Carried Words Technique (page 178)**

The example is in error. It should cost 4 motes to hear 40,000 feet, not 3 motes.

## **With One Mind (page 179)**

The text of this Charm is in error. The first sentence of the second paragraph should begin with “For every 2 motes” rather than “for each mote”.

(asked by BrandonQ)

## **Elemental Burst (page 182)**

A character cannot spend more motes of Essence on this attack than his permanent Essence.

(asked by BrandonQ)

## **Dragon-Shroud Technique (page 186)**

This Charm gives a flat +2 difficulty bonus to attempts to spot the Dragon-Blooded.

## **Blade-Deflecting Palm (page 214)**

This Charm does not give the character a roll to parry the attack, it just allows her to make a roll to parry the attack. Normally unarmed characters cannot parry lethal attacks without a stunt. Where she gets the dice from is her problem.

## **Dragonfly Finds Mate (page 225)**

This Charm is not rolled, however it is equivalent to a parry. Simply compare the character’s Dexterity + Archery (specialties and item bonuses do not add) to the number of successes on the attack. If the Chosen fires an interception before her initiative, it is her only action for the turn. If she wishes to fire after her action, she must reserve these actions when she splits her dice pool.

## **Spirit Sight (page 241)**

The text of this Charm is in error – it does not cost one mote. The Charm takes costs 5 motes to use, as the header of the Charm states.

(spotted by Agent333)

## **Tornado Offense Technique (page 245)**

This Charm costs 4 motes per attack, as the Charm’s header states, not 3 motes, as the Charm’s text implies.

## **Weapon-Breaking Defense Technique (page 249)**

The parry is reflexive and fueled by the Charm, the character does not have to split his dice pool to perform it.

### **Water Dragon Form (page 257)**

The soak bonus for this Charm is figured from the character's base Martial Arts, not their adjusted Martial Arts.

## **Dragon-Blooded FAQ**

**Q: I'm not sure what the fact that "a high-Breeding Dragon-Blooded's anima costs less to activate" means. Does this mean their anima banner is more easily activated, or does it mean they pay less for their anima power?**

A: Both. Highly bred Dragon-Blooded have "high-strung" auras. The benefit is that it's cheap for the character to activate her anima power. Characters with Breeding 4 need to spend only 4 motes to activate their anima power. Characters with Breeding 5 need spend only 3 motes. The downside is that spending peripheral Essence causes the Character's anima to flare very fiercely. She has been selectively bred to channel Essence, and her preternatural reserves of inner power boil close to the surface. Characters with Breeding 4 reduce the upper threshold of the various anima banner levels by 1. Characters with Breeding 5 reduce the thresholds by 2.

Thus, characters display their anima banners at the following levels of peripheral Essence expenditure:

<b>Breeding 0-3</b>	<b>Breeding 4</b>	<b>Breeding 5</b>
1-3	1-2	1
4-7	3-6	2-5
8-10*	7-9*	6-8*
11-15**	10-14**	9-13**
16+***	15+***	14+***

\* Character's anima does 1L per minute of contact

\*\* Character's anima does 1L per three turns of contact

\*\*\* Character's anima does 1L per turn of contact

**Q: Do Lore Charms that perform raw elemental effects count as being elementally aligned?**

A: Yes, Lore Charms that shoot bolts and blasts are Air-elementally aligned. Arguments to the effect of "everyone should have access to them for cheap" don't really make sense if Abilities like Melee are going to have elemental surcharges on the Charms. Anyone can do them, but Aspects of Air excel at these displays. They also have Thrown as their combat Ability, so it's not like they aren't deserving of compensation.

**Q: When it says I can use Reflexives without a Combo, does that mean that I can use reflexives only with other reflexives, or does it mean I can reflexively use Reflexives with any sort of Charm?**

A: The latter. Dragon-Blooded only really need Combos to use multiple offensive Charms together. They always have access to all their reflexive Charms.

## **Immaculates FAQ**

**Q: Are Spirit Sight and Spirit Walking elementally aligned?**

A: No. Anyone can use them without surcharge.

**Q: Can an Immaculate learn normal D-B Charms?**

A: You can learn Ox-Body Technique out of your stock of Immaculate Charms. Any other conventional D-B Charms you want to learn will have to be with Bonus Points or Experience. It takes years of difficult training to get a Terrestrial to the point where they can use the Dragon Paths.

**Q: Do I need to buy the Spirit Sight and Spirit Walking charms too?**

A: Yes. You must buy them both.

**Q: That Bites! I only get 2 actual Martial Arts Charms if I take Ox-Body Technique!**

A: That's because it isn't easy to teach Terrestrials Celestial-level Martial Arts. If you'd like, you can always learn Five-Dragon Style instead.

**Q: Are Spirit sight and Spirit Walking both Immaculate Charms?**

A: Yes. Regular Dragon-Blooded can't buy them.

**Q: Can a normal Dragon-Blooded character buy Immaculate martial art charms? How about with Bonus Points?**

A: No. Only characters educated in the order or schooled at the Cloister of Wisdom can learn the Immaculate styles.

**Q: So can I be a monk who quit?**

A: Keep in mind not all graduates of the Cloister of Wisdom are monks. Many of them go off to careers in the other parts of the Realm. They serve in the military and the Thousand Scales. They work for their houses protecting and developing family interests. They're just people who went to religious school. You can play one of those characters too.

Alternately, you can be a defrocked priest in a religious society. Good luck finding a decent job or a decent marriage. You're so going to marry a patrician.

**Q: Okay, then, can I be a normal Exalt who learns them during play?**

A: Sure, just make yourself a student of the Order, take five years off and go into a monastic retreat to learn the special techniques you need.

**Q: What are the stats for magical material martial arts weapons?**

Air Dragon Path

Infinite Jade Chakram (Artifact ••)

The typical Immaculate magical weapon for Air Aspects is the Infinite Jade Chakram. This weapon has the regular statistics for a chakram, and is always made out of jade. The chakram can be thrown again and against without ever truly leaving the character's hand. This gives the weapon an extraordinary Rate and allows Immaculate characters to make their maximum number of attacks per turn without regard for ammunition. The phantom chakram fade as soon as their flight is done and damage inflicted.

The infinite jade chakram doesn't have any specific material bonus from the jade, but the jade (and the Exalt's attunement) is an integral part of the weapon's magical nature. They cannot be made out of non-jade, and they cannot be used except by Exalts who are attuned to the jade's magical material bonus (see **Exalted** page 338, requires a Wits + Lore roll and double Essence commitment from non-Terrestrials).

**Infinite Jade Chakram**

Acc +0, Dmg +1L, Range 30, Rate 5, Artifact 2\*

\*Costs 4 motes to attune

Earth Dragon Path

Grand Goremaul (Artifact •••)

Sometimes known affectionately in literature as "thousand measure staves" or "universe-crushing maces", the grand goremaul is a popular two-handed weapon used by many Immaculate and secular Dragon-Blooded heroes, bot in history and in the modern era. Though the materials are expensive, these jade-and-iron clubs are simple to construct (normal exotic ingredients, but time of rolls is as for an Artifact \*\* item). In the hands of an Earth Dragon who knows the Mountain Toppling Method Charm, these weapons are fantastically dangerous, and not particularly slow or inaccurate.

**The jade grand Grand Goremaul**

Spd -3\*, Acc +0, Dmg +14L, Def -1, Min S4, Artifact 3\*\*

**In the hands of an Earth Dragon Path Immaculate**

Spd +0\*, Acc +1, Dmg +14L, Def -1, Min S1, Artifact 3\*\*

\* Does not include material bonus. Jade material bonus adds +3 to speed.

\*\* Costs 8 motes to attune

Fire Dragon Path

Short Daiklave (Artifact •, •• for pair)

The short daiklave, often called the "cunning serpent knife" or the "flickering silver razor", these weapons have blades about 3' long. They are small enough that mortals and unattuned Exalts can wield them as awkward chopping swords (Spd -3, Acc -1, Dmg +4L, Def -2, Min S3)

### **Short Daiklave**

Spd +1\*, Acc +2, Dmg +4L, Def +3, Min S1, Artifact 1\*\*

\* Does not include material bonus. Jade material bonus adds +3 to Speed.

\*\* Artifact cost is for each blade, not for a set of two. Costs 3 motes to attune to each blade (for 6 motes for a set of 2).

### Water Dragon Path

#### Razor Claws (Artifact •)

Magical tiger claws (called “razor claws”) are detailed in Caste Book: Dawn. For players who don’t have that book, the statistics for magical tiger claws are as follows:

#### **Razor Claws**

Spd +1\*, Acc +1, Dmg +4L, Def +2, Min D2, Artifact 1\*\*

#### **In the hands of an Water Dragon Path Immaculate**

Spd +4\*, Acc +2, Dmg +4L, Def +2, Min D2, Artifact 1\*\*

\* Does not include material bonus. Jade material bonus adds +3 to Speed.

\*\* Cost is for a pair. Costs 2 motes to attune the pair.

### Wood Dragon Path

Wood Dragon Style can be practiced with both long and short powerbows.

### **Q: Tell me about Celestials and the Dragon Paths.**

A: The following clarifications should make multidisciplinary studies in the Martial Arts easier.

\*Terrestrials need years of training to practice any Celestial-level Martial Art. The normal method used is the one the Sidereals designed, that teaches Spirit Sight and Spirit Walking. There might be other ways to do it, like by (for example) teaching a Martial Arts version of Essence Gathering Temper and Willpower-Enhancing Spirit. However, the character developing such a training technique would probably have to have a greater-than-human understanding of the Martial Arts, and spend years refining it. Of course, there might be other training styles left over from the days before the Contagion. In any case, without this gruelling initiation, Dragon-Blooded can only learn Martial Arts forms of power similar to the Five-Dragon Form.

\*Terrestrials learning any Celestial-level path must dedicate themselves to the path, and cannot learn Martial Arts Charms from other trees until they’ve mastered the path.

\*Terrestrials don’t pay a one mote out-of-element surcharge on Celestial martial arts because other than the Dragon-Paths, Celestial supernatural martial arts do not have elements.

\*Celestials don’t *need* to learn Spirit Sight and Spirit Walking to follow the Dragon Paths, but it’s going to be hard to gain instruction from an Immaculate Master without learning them, because the teachings sorta assume everyone can do it.

\*Celestial Exalted tutored in the Immaculate Arts need not make the Dexterity + Martial Arts roll when activating the Dragon Forms -- only the Terrestrials with their uncertain grasp of Essence need worry about such matters. Likewise, if Terrestrials learn other Martial Arts styles, they must make a simple Dexterity + Martial Arts roll to invoke the Form-type Charm.

\*Celestials learning Martial Arts Charms pay the normal price for them (i.e., Solars pay 10, 8 if Martial Arts is favored). Likewise, Terrestrials learn all Celestial-level supernatural martial arts forms for 15 per Charm, 12 if Martial Arts is favored.

\*Celestials do not need to dedicate themselves wholly to the paths, and are not required to complete one Dragon Path before learning Charms from any others.

\*However, on the downside, Celestials are never elementally attuned to the Dragon Path Charms. They must thus pay the 1 mote per turn out-of-element penalty when using any Dragon-Path Charm. Members of

the Eclipse Caste do not pay double Motes for the use of supernatural Martial Arts Charms, because they're not really "out of type". This doesn't go away even if the Celestial masters the path. The Dragon-Blooded can eventually come to harmony with a differing path because they and it are both inherently elemental. Celestials just can't do that.

\*In addition, a Celestial character cannot activate Reflexives any better than normal, so the Dragon Paths may not be not as effective as they are for Terrestrials.

\*Likewise, the bonuses the Dragon-Paths give their practitioners when using the path signature weapons is based on the elemental harmony of the Terrestrials. Though Celestials can freely use the signature weapons of the path with it as Martial Arts weapons, they do not get the signature weapon bonuses to the path outlined on 242-243.