

Zicnal of the Asmani

According to legend, when the ancients shaped Creation, they set the asmani to hold up the corners of the sky. When the Contagion came and Fair Folk poured over the world's rim in an unstoppable tide, the Wyld swallowed the asmani. Warped and reshaped almost beyond recognition, they wander as vast protean colossi through the shallows of chaos.

Zicnal appears as a titanic man fifty feet high. His three faces are white-haired and bushybearded; his many hands hold parchment and brush, plumb line and measuring cord, scepter and sword. Where his kin remain in deepest Wyld, meandering mindlessly or making war against things of chaos, Zicnal dwells upon an island of stability beyond world's edge. There he rules the demented city of Marakanda, home to ten thousand mutated mortals and an endless variety of inscrutable goblin-things.

Essence: 5; Willpower: 7; Join Battle: 10 dice

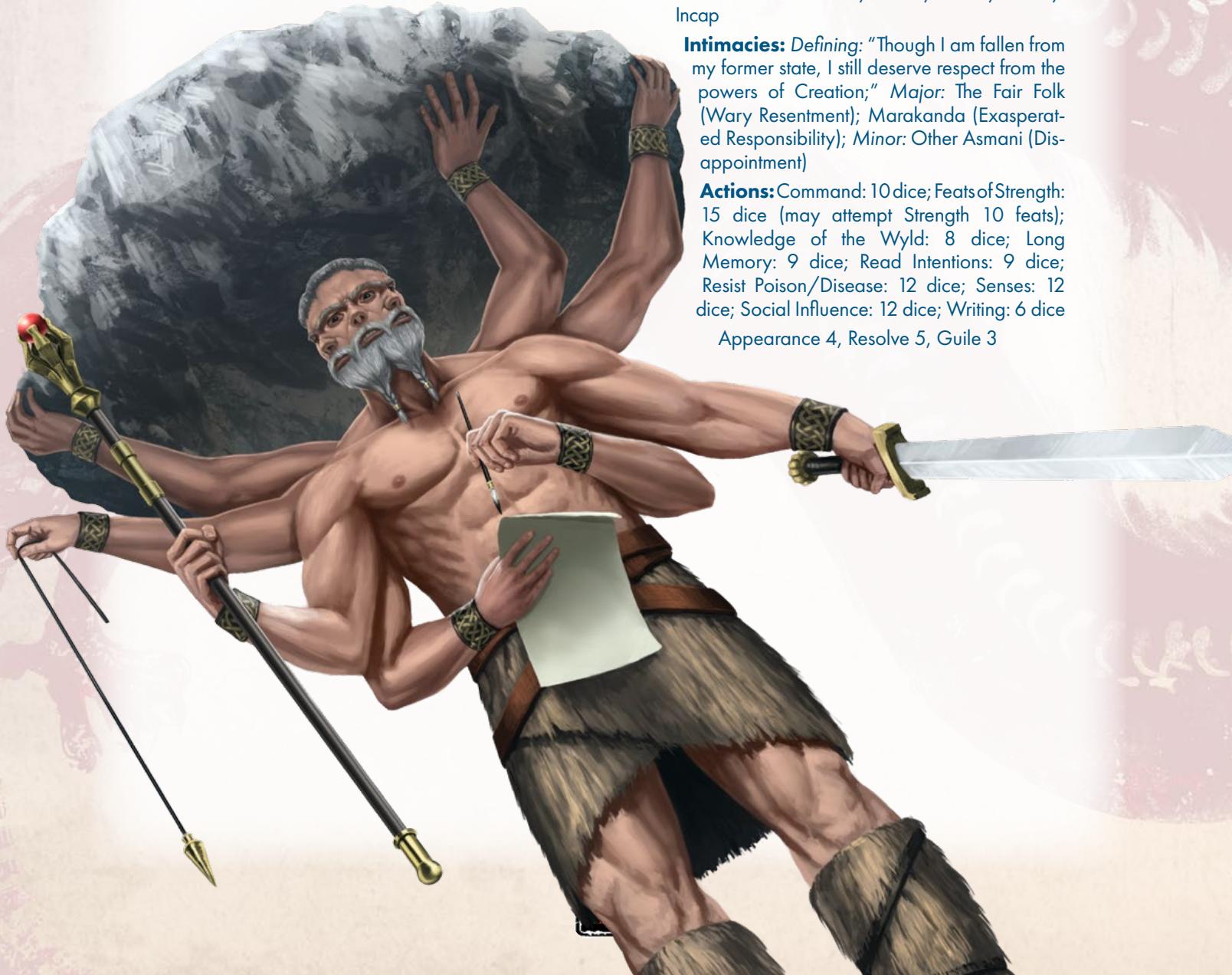
Personal Notes: 50

Health Levels: -0x10/-1x20/-2x20/-4x10/
Incap

Intimacies: Defining: "Though I am fallen from my former state, I still deserve respect from the powers of Creation;" Major: The Fair Folk (Wary Resentment); Marakanda (Exasperated Responsibility); Minor: Other Asmani (Disappointment)

Actions: Command: 10 dice; Feats of Strength: 15 dice (may attempt Strength 10 feats); Knowledge of the Wyld: 8 dice; Long Memory: 9 dice; Read Intentions: 9 dice; Resist Poison/Disease: 12 dice; Senses: 12 dice; Social Influence: 12 dice; Writing: 6 dice

Appearance 4, Resolve 5, Guile 3



OTHER ASMANI

Zicnal's traits are representative of asmani in general, although the Wyld's warping power has granted others far different mutations, Charms, panoplies, or domains. The twelve-armed asman Sanek, for instance, lacks Zicnal's three faces. Instead, she has the lower body of an immense scarlet worm, her underbelly lined with faces, and wears an armored raiment woven from honeybees. She wanders the Wyld as a penitent, hoping to reclaim former glory through deeds of what she perceives as virtue.

COMBAT

Attack (Colossal sword): 13 dice (Damage 24, minimum 5)

Attack (Giant's scepter, as tetsubo): 13 dice (Damage 24, minimum 4)

Attack (Plumb line, as fighting chain): 11 dice (Damage 23, minimum 5)

Attack (Unarmed/Grapple): 10 dice (13 dice to control)

Combat Movement: 12 dice

Evasion 1, Parry 5

Soak/Hardness: 15/5

SPECIAL ABILITIES

Overwhelming Might: Asmani make unopposed grapple control rolls against enemies of smaller size, unless the victims use magic allowing them to grapple larger foes, such as Dragon Coil Technique (*Exalted*, p. 280).

MERITS

Legendary Size: Zicnal suffers no onslaught penalties from attacks from smaller opponents, unless they're magically inflicted. **Withering** attacks from smaller enemies cannot crash him unless they have at least 10 post-soak damage dice, although attackers still gain the full amount of Initiative damage dealt. **Decisive** attacks from smaller enemies cannot deal more than $(3 + \text{attacker's Strength})$ levels of damage to him, not counting levels added by Charms or other magic.

Multitasking: Zicnal can flurry with none of the usual penalties if one action in the flurry is a miscellaneous or social action.

Threefold Gaze: Zicnal can see in three separate directions at once, and never suffers penalties for distractions or multiple complications. Characters attempting to establish surprise against him suffer a -3 dice penalty.

Wellspring of Order: Zicnal's presence tames the Wyld within five miles, temporarily reducing middle-marches to bordermarches, and bordermarches to tainted lands. This doesn't affect deep Wyld.

Wyld Resistance: Asmani are immune to the warping and addictive properties of ambient Wyld energies, save when they enter the Wyld's outermost edges. They double 9s on rolls to resist shaping inflicted by creatures of the Wyld.

OFFENSIVE CHARMS

Limb-Wrenching Grasp (10m, 2i; Simple; Instant; Decisive-only): When an asman throws a grappled enemy, he first tears them asunder, doubling bonus dice of damage received from forfeited rounds of control. If the rolled damage exceeds the victim's (Stamina x 2), double total levels of damage inflicted unless the victim accepts a crippling injury, which does not count against their once per story limit (*Exalted*, p. 201). Whether the victim lives or dies, the asman flings them aside afterward, ending the grapple.

Scything Blow (5m, 1wp; Simple; Instant; Decisive-only): With one blow from his weapons, the asman makes a **decisive** attack against two enemies, dividing his Initiative evenly between both to determine raw damage. He may use this Charm once per scene, unless reset by building up to Initiative 20+.

Triple Threat (15m, 1wp; Simple; Instant; Withering-only): Zicnal makes three separate **withering** attacks, each using a different weapon against a unique target. He gains Initiative as normal from the attack that dealt the highest amount of damage; the other two attacks cannot award more than 5 Initiative each, not counting Initiative Breaks. He may use this Charm once per scene, unless reset by making three separate **decisive** attacks.

SOCIAL CHARMS

Elegant Goblin-King Brushstrokes (20m, 1wp; Simple; Instant; Written-only): Zicnal writes an edict into the legal code of Marakanda and makes a persuade roll to ensure the inhabitants follow its dictates. This roll applies against the Resolve of all Wyld mutants and creatures living there, without them needing to read the edict. Those convinced act as though the law has always been in place. Zicnal can use this Charm once per story, unless reset by achieving a major character or story goal (*Exalted*, p. 170) through the agency of outsiders.

MISCELLANEOUS CHARMS

Sky-Shouldering Exertion (20m, 1wp; Supplemental; Instant): Gain double 7s on the roll for a feat of strength. The asman meets the Strength prerequisite for any such feat (**Exalted**, p. 229).

Storyteller Tactics

In social influence, Zicnal is primarily concerned with his own authority and autonomy, and his city's safety. He prefers persuade and threaten actions, but will bargain if the offer's good — especially if it inconveniences the raka-sha without drawing too much ire upon his people — and uses the surrounding Wyld and his own forgotten place

of honor as leverage if he can. He's particularly susceptible to bargains that promise a major Creation-born power's ear, such as a high-ranking god.

In combat, Zicnal wades deep into the fray so he can crush opponents on all sides with equal fury. He always has at least one Wyld-warped guardian nearby, such as a buck-ogre or manticore (**Exalted**, pp. 537-539). His champion is Milaka, a Wood-Aspect mutant (Experienced Dragon-Blood: **Exalted**, p. 544). Milaka has wooden flesh (Unusual Hide: **Exalted**, p. 166-167); the back of his head is a hollowed-out raiton's nest, which oddly impairs him not at all. Zicnal can gather a battle group of Wyld mutants and hobgoblins with the following traits: Size 3, average Drill, Might 1, Magnitude 8.

Authors: Eric Minton and Robert Vance

Developer: Meghan Fitzgerald

Line Developers: Eric Minton and Robert Vance

Artists: Gunship Revolution Studios

Art Director: Mike Chaney

Creative Director: Richard Thomas

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