

Ultimate Exalted: FI

Version 0.1.03

Last updated 2/23/2019

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DISCLAIMER

Hey, I don't own *Exalted*. I'm just a fan who took Rule 2 (*Exalted*, p. 118) too far.

Speaking of the rulebook, you'll still need one. I based this off of the second edition core. If it's not covered in this document, I've either left things as they are in the published product, or I've covered enough ground to show you how to make your own changes – the sections on Crafting (p. 55) and Mass Combat (p. 9) are meant as examples of the way I do my conversions.

And really, White Wolf deserves your money for building such a fantastic setting. Thanks, folks.

Questions? Comments? Send 'em my way.

What's New in UX: FI

Familiar with *Exalted*? Here are the most salient changes.

BIG CHANGES

Essence use is dramatically different.

- You have a single Essence pool equal to your Essence rating, rather than Personal and Peripheral pools of motes.
- Charms now have a Flare cost, which causes your anima to flare to a certain level. You can expend an Essence to invoke a Charm without triggering its Flare, or commit Essence to scene-long Charms which bear the Peripheral keyword. Your Essence pool recharges at a base rate of one per scene.
- Hearthstones cause your Essence pool to refresh faster, much as it did for motes.
- You have Artifact Attunement slots equal to your Essence, but Artifacts rated lower than half your Essence don't require a slot. Artifact powers which used to require mote expenditures now simply work.
- A successful stunt can refresh one Essence, making one-die stunts quite beneficial.

Abilities have been overhauled. There are now only twenty Abilities, four for each Caste. Endurance has been reintroduced, purviews have been adjusted, and some Charms have moved around to accommodate.

The core dice system has undergone small but significant changes. Some Attributes and Abilities have been redefined, large dice pools collapse into automatic successes, and Fortune Favors the Bold (below) has been instituted.

Combat is no longer tracked in ticks. Initiative is closer to a more traditional "one action per turn" system, though faster actions can now "flash," changing initiative and granting bonus actions to keep battles tactical and shifting.

Speaking of which, **combat has been vastly simplified**, including the replacement of Defense Values with passive defenses and opposed rolls. Social and mass combat have also been overhauled.

Willpower plays a larger role. You rarely need to spend more than one Willpower point at a time, and there's a greater distinction between Willpower and Virtues.

Character creation is simpler. A prioritization system has replaced the pool of bonus points. You also get some extra Health Levels just for being Exalted.

There are fewer Experience sinks. Essence now scales without Experience investment. Unlearned Charms can be evoked in game, gaining credit toward learning them without Experience. The three Excellencies have been combined into a single Charm.

Limit is less complicated. You mostly gain Limit by choice when channeling your Virtues (which you can do more often). Virtue Flaws have been replaced with a more flexible form of Limit Break.

The power disparity between Charms and sorcery has been addressed. Dynamic sorcery, which supplements standard rote spellcasting, makes sorcery a worthier contender.

Due to all these changes, **I've added twelve new Charms** to the core. Look in Lore, Occult, Athletics, Stealth, Resistance, and at the end.

SMALLER CHANGES

Stunts can now be awarded by any player. So long as they meet the usual requirements, it's not up to the ST to hand them out. However, asking for stunt dice disqualifies you.

Specialties are broader. They're capped at your related Ability (e.g. your Melee: Swords specialty can't be higher than your Melee), but they can go as high as that Ability. What's more, you can apply half your specialty dice, rounded up, to any applicable roll using another Ability (so Melee: Swords ••• will give you two dice on a swords-related Craft roll).

A new Background has been added: Assets. I'll let you look up how it works, but the big thing is you can sack Assets dots to gain other Backgrounds on the spot.

The Craft Ability is no longer subdivided, exactly. Craft difficulties have risen somewhat, but you no longer have to take Craft as multiple Abilities, like Craft (Fire), etc. Instead, you purchase Craft specialties in much the same way. Non-elemental specialties cost double.

Many of the rules have been brought in line with the Scroll of Errata. It's not exact, but you get the idea.

Want to know more? Read on!

Chapter One: Core System

TIME

Your **turn** is when you act in combat. Actions which take a negligible amount of time are **reflexive**. A **scene** is the events that happen at one time in a single location (usually 20 minutes to an hour long). A **chapter** is a typical game session, and a **story** is a single-arc collection of chapters. A **chronicle** is a campaign of multiple stories.

DICE SYSTEM

Roll ten-sided dice in a pool, usually equal to an Attribute plus an Ability (like Perception + Awareness for listening at a door). Every die that shows 7 or better is a success; if you're Exalted, 10s count as two successes.

The standard **difficulty** – the number of successes required to succeed at the task – is one for an unopposed roll or (your opponent's successes) for an opposed roll. Normal difficulties range between zero – meaning the character succeeds so long as she doesn't botch (see below) – and five, which is legendary. Any successes scored in excess of the difficulty grant extra effects at Storyteller option: extra damage on an attack, extra information from research, etc.

When any dice pool is at least (10 + your Essence), it **collapses**. Remove dice in sets of 10 until the pool contains 10 or fewer. Every set removed grants a number of automatic successes: four for the first set, five for the second, six for the third, and so on.

If you roll no successes and any 1s – that is, none of your dice show numbers above 6 and at least one shows a 1 – it's a **botch**; something more dramatic than just a failure occurs. At Storyteller option, multiple 1s in a botch can make for extra drama just like extra successes add extra effects. Certain rolls, such as the roll for damage, are *unbotchable*; 10s don't count as multiple successes on unbotchable rolls, nor do dice pools collapse.

FORTUNE FAVORS THE BOLD

You'll notice that, in the above system, ties of simple contests – that is, a single roll opposed by another – don't go to the "defender." This is intentional. Creation is a world in which things are done by those who *do*. Fortune favors the bold.

This can work to your advantage in another way. When you fail a roll against the ST (simple contests or otherwise), you can invoke this rule by name. Invoking Fortune Favors the Bold gives the ST the option of allowing you a minimal success while offering you a hard bargain or a tough choice. "Okay, maybe you convince him to give you the map, but he insists you take his son with you – "The journey will make a man of him." You may accept the conditional success or take your failure as before.

I prefer not to accept an invocation of Fortune Favors the Bold unless the player failed by no more than 20%-25% of the roll's difficulty, but STs should use their own judgment.

TRAITS

Any trait that has dots can be rolled (even Backgrounds and Willpower), though it won't always be. Traits without dots are used in other ways.

ATTRIBUTES

In three categories (Physical, Social, Mental), there are nine Attributes. They're your raw stats.

Physical Attributes

- **Strength** Your raw physical might.
- **Dexterity** Your quickness, agility, and manual dexterity.
- **Stamina** Your toughness and endurance.

Social Attributes

- **Charisma** Your personal magnetism. Used for superficial social rolls, like giving a speech or intimidating a bouncer.
- **Manipulation** Your way with people. Used for intensive social rolls, like convincing a customer or lying to a fence.
- **Appearance** Your your ability to control your looks. Higher is usually prettier, but not always. Often used passively.

Mental Attributes

- **Perception** Your ability to notice details.
- **Intelligence** Your ability to think critically and analytically.
- **Wits** Your ability to think quickly, as well as your creative side.

The minimum rating in an Attribute is •, average is ••, and the peak of human ability is •••••.

ABILITIES

Abilities are the way you put your Attributes to use, funneling your potential into skills you've developed.

Dawn

- **Archery** Knowing your way around a bow or other missile weapon.
- **Martial Arts** Fighting unarmed, especially with the many formal styles of Creation.
- **Melee** Fighting with close-combat weapons, like spears and axes and the ever-popular daiklave.
- **Thrown** From my hand to your heart. Or thorax. You know.

Zenith

- **Bureaucracy** Dealing with organizations, businesses, laws and commerce.
- **Endurance** Your ability to endure (eh?) hardships like pain, encumbrance, and all the waiting.
- **Presence** Your skill at swaying folks with leadership and intimidation, as well as performing for others.
- **War** What is it good for? Mass combat, tactics and strategy.

Twilight

- **Craft** Making and fixing things. Craft has special rules associated with it – see p. 55.
- **Lore** Knowledge and history and all manner of scholarship.
- **Medicine** Your ability to treat illness and wounds and your knowledge of the human body.
- **Occult** Your familiarity with magic and the supernatural.

Night

- **Athletics** Your basic running/jumping/swimming/lifting trait. Used to dodge attacks, as well.
- **Awareness** Your sensitivity to your surroundings, as well as searching and researching.
- **Larceny** Sleight of hand and burgling, disguises and picking locks.
- **Stealth** Sneaking, hiding, crouching down real low.

Eclipse

- **Resistance** Your ability to resist (ah!) harmful effects, be they damage, poison, or even magic.
- **Sojourn** Your ability to ride and handle mounts, as well as your seafaring capabilities.
- **Socialize** Your way with people: persuasion, deception, intense discussion or debate. Also covers written words.
- **Survival** Wilderness survival, tracking, gathering food, direction sense, all that.

Abilities don't have minimums (below zero, that is). No dots means you're bad at it – unExalted lose two dice on rolls that include an Ability in which they have no dots.

You can also buy **specialties**, smaller purviews within an Ability that can give you more dice, like Melee: Swords or Athletics: Climbing. You can't possess more than three specialties per Ability, nor more dots in a specialty than it's linked Ability. When making an applicable roll of that Ability, you may apply as many specialty dice as you have dots in that ability; if you roll another Ability to which that specialty can apply, you may add half its dot rating in dice, rounded up.

BACKGROUNDS

Backgrounds are (typically) external connections to the world.

- **Allies** Aides and friends who'll help you out.
- **Assets** See below.
- **Artifact** Wondrous tools of the First Age. For more information, see p. 55.
- **Backing** Standing and rank in an organization of power and influence.
- **Contacts** People who'll hook you up with information or items.
- **Followers** Mortals who look to you for leadership.
- **Influence** Your pull in the world around you.
- **Manse** A place of power and Essence. See p. 57 for more.
- **Mentor** A teacher and instructor.
- **Resources** Material goods and money.

A rating of •• is respectable; •••• signifies a one-of-a-kind Mentor, nigh-unlimited Resources, etc.

Background ratings are usually static in that they can't change with Experience, but events in the story may reduce or raise them. Their ratings are usually representative – that is, they have an inherent meaning instead of a potential one like Attributes and Abilities – but they have dots, so they can be rolled in certain circumstances.

NEW BACKGROUND: ASSETS

There's no reason to let everyone know who you've met or what you've amassed. Once per chapter, you can roll your Assets to simulate another Background with a rating equivalent to your successes. This can't be higher than your Assets rating. You can simulate the following Backgrounds with this roll: Allies, Backing, Contacts, Followers, Influence, Mentor, Resources.

Also, at a dramatically-appropriate time (ST's discretion), you can reveal a secret resource or connection by burning dots of Assets to take a new Background. For example, you might burn two dots of Assets to reveal that you've always had a friend in the Guild, recording your new Background of Allies ••. You cannot burn dots of Assets to increase any of your current Backgrounds without Storyteller approval – it might be cool to reveal that your throng of Followers is actually much larger than you let on, but not that your Manse is more powerful than it seemed.

VIRTUES

The passions and drives that, like Willpower, are held by every being in Creation. A Virtue rating of • is horrible and a •• is about average. They max out at •••••. The Virtues are:

- **Compassion** Your empathy and forgiveness.
- **Conviction** Your resistance to mental and physical hardship.
- **Temperance** Your self-control and clear-headedness.
- **Valor** Your courage and bravery.

Mortals must fail a Virtue roll (or spend a Willpower point) to act against that Virtue, but Virtues can also bolster one's resistance in social conflict (p. 10).

Exalts can also **channel** their Virtues, spending a point of Willpower or gaining one Limit to add the Virtue's rating to an Ability dice pool. A Virtue may be channeled a number of times per chapter equal to that Virtue's rating.

ESSENCE

The purity and strength of your soul, as well as your connection to the mystic energies that permeate Creation. Most mortals have only Essence •, while Exalts and spirits and gods have Essence •• or more. Only beings more than a century old can have Essence 6 or higher.

A character's minimum dice pool for any action that includes an Attribute is her Essence, minus wound and flurry penalties. Exalts also use Essence for a variety of reasons (p. 12).

WILLPOWER

Your inner drive and determination. Like Virtues and Essence, every entity has Willpower. Willpower is rated on a ten-dot scale, with most mortals possessing around ••.

You roll Willpower to remain active when Incapacitated (p. 7) and as part of a mental defense roll (below).

A point of Willpower can be spent to ignore all wound penalties for a turn, to gain an automatic success on an Ability roll, or to channel a Virtue (see above). You may spend only one point of Willpower per action, but there is no limit to how much Willpower you may spend as a reaction.

When you have no Willpower points remaining, you're subject to a **compulsion**. You must fail a Virtue roll (as though you were mortal) to act against any of your Virtues rated ••• or above, and you roll only your Essence when making mental defense rolls – you cannot add your Willpower or Virtues until you regain at least one point of Willpower.

Upon waking from a good night's sleep, roll your Conviction and regain Willpower points equal to your successes; you may forgo this roll and instead receive a single Willpower point. At Storyteller discretion, you may also regain Willpower when you accomplish something significant to your Motivation or to the story, as well as via stunts. At the end of each story, characters regain all their Willpower points.

Mental Defense Rolls

A mental defense roll (Willpower + Essence) is used to resist mental influence, both natural (like persuasion) and unnatural (like mind control) alike. If you fail to resist natural mental influence, you may spend a point of Willpower to ignore the influence anyway, just like resisting a social attack (p. 10). When resisting unnatural mental influence, you must spend a point of Willpower even if your roll is successful; this causes you to gain one Limit (p. 12).

HEALTH LEVELS

By default, mortals have seven Health Levels: one -0, two -1s, two -2s, one -4, and an Incapacitated. Exalts gain an extra -0 and two extra -2s. When you've taken damage that puts you at that level, you take the listed penalty to all dice pools that involve an Attribute.

EXPERIENCE

At the end of each chapter, characters earn four automatic Experience points, plus one if they learned something or advanced the plot, impressed the group with their roleplay, and/or did something really memorable. They may also receive Experience from three-die stunts. At the end of a story, characters get an extra point for success (they forwarded

their goals), danger (they survived against the odds), and/or wisdom (their thinking helped the group or advanced the plot).

Players track both their total and available Experience. Between chapters (and only then), they may spend Experience to raise traits other than Essence. Essence increases on its own when players have the requisite total Experience.

EXPERIENCE		
TRAIT	COST	TRAINING TIME (OPTIONAL) x2 WITH NO INSTRUCTOR (*EXEMPT)
Attribute	Current rating x 5	(Current rating) months
Favored Ability	(Current rating x 2) - 1	Immediate*
Other Ability	Current rating x 2	(Current rating) weeks
Specialty	Current rating	(Current rating x 2) days
Virtue	Current rating x 3	Immediate*
Willpower	Current rating x 2	Immediate*
NEW TRAIT	COST	TRAINING TIME (OPTIONAL)
New Ability	3	Three weeks
New Specialty	3	One week
Favored Charm	8	(Min Ability) days
Other Charm	10	(Min Ability + Min Essence) days
Non-Solar Charm (Eclipses only)	16	(Min Ability + Min Essence) weeks
Combo	(Sum of Min Abilities)	(Sum of Min Abilities) x 3 days
Spell	10 (8 if Occult is Favored)	(Spell circle) weeks
ESSENCE RATING	TOTAL EXPERIENCE	TRAINING TIME (OPTIONAL)
Essence ●●	40	Immediate
Essence ●●●	120	Three months
Essence ●●●●	480	Four months

CHARACTER CREATION

Solar Exalted are created with these steps.

- 1. Conception** Give yourself a name, concept, caste, motivation, and anima banner.
- 2. Attributes** Distribute dots in groups of 8/6/4. Attributes may be as high as ●●●●.
- 3. Abilities** Distribute 25 dots. Abilities may be as high as ●●●●. Caste Abilities and four others you choose are Favored.
- 4. Advantages** You have 7 dots of Backgrounds, none of which may be higher than ●● at this point. Each Virtue begins with one dot; distribute 5 more dots among them. You begin with 10 Charms of your choice.
- 5. Finishing Touches** Your Essence begins at ●● and Willpower at ●●●●. You have ten Health Levels: two -0, two -1, four -2, one -4, and one Incapacitated.

Choose three of the Traits categories in the table below. Gain bonus dots from the primary column in one category, the secondary column in another, and the third column in the last.

BONUS DOTS			
TRAIT	PRIMARY	SECONDARY	TERTIARY
Attributes	2	1	—
Abilities (may trade ● for ●● of Specialty)	7	4	3
Backgrounds (may be raised above ●●)	5	4	3
Virtues	3	2	2
Willpower	3	2	1

Chapter Two: Combat

INITIATIVE AND MOVEMENT

At the start of combat, roll a die, add it to your (Wits + Awareness + weapon Speed) and take your action on that count. The Storyteller will count from highest initiative to lowest. Some actions (e.g. switching weapons with differing Speeds) may cause your initiative to increase or decrease, changing your place in initiative order in subsequent turns.

On a turn, you can take one action without penalty.

When your initiative is at least (10 + your Essence), your first action **flashes**: it becomes unflurriable, reduces your initiative by 10, and grants you an unrestricted second action on your new initiative count. Flashed actions can't be delayed. Only actions of characters with awakened Essence can flash, and no more of your actions will flash in a scene than your Essence – any additional qualifying actions remain as they are.

You can Move (Strength + Dexterity) yards once each turn reflexively, or Dash twice that distance as an action. If you Dash in a flurry, it doesn't matter which action it is – that is, you aren't penalized Dash distance if it's later in the flurry when the dice pool penalties are higher – but you can only Dash once. You can't Move and Dash in the same turn.

ATTACKING

If you're within range of your target, you can make an attack. Roll Dexterity + the appropriate Ability (Martial Arts if you're unarmed, Melee if you're using a close-combat weapon, Archery if you're using a bow or other archery weapon, or Thrown if you're throwing something) + your weapon's Accuracy bonus. Your difficulty to hit is the number of successes your target gets on her defense roll (below); if she has no successes, your difficulty is zero, so you hit if you don't botch. Any successes in excess of the difficulty are expressed as bonus raw damage.

DEFENDING

When you're attacked, you may make an **active defense** by dodging (Dexterity + Athletics) or parrying (Dexterity + Melee + your weapon's Defense) the attack. Alternatively, you may elect to make a **passive defense**, in which your defense "roll" consists of automatic successes equal to your Essence. If you're unaware of an attack (a reflexive Wits + Awareness roll versus the attacker's Dexterity + Stealth), you don't get to make an active defense.

Defenses of either sort are immune from flurry penalties, but active defenses count as actions in a flurry for your *next* turn. For example, if you're attacked three times and you actively defend against one of those attacks, the first action of your next turn is the second action of a flurry; if that's the only action you take on your turn, it loses three dice. Diceless actions are unaffected by flurry penalties as usual.

HARDNESS, SOAK, AND DAMAGE

If you hit with an attack, collect (Strength + weapon damage + any extra successes from your attack roll) dice of **raw damage**. If these dice don't exceed your target's Hardness, you do no damage. Otherwise, subtract your opponent's appropriate Soak rating (based on the type of damage you're dealing) from your raw damage pool and roll the remaining dice. If fewer dice remain than your your weapon's minimum damage or your Essence, you may instead roll that many dice. The damage roll is unbotchable. Successes are dealt as health levels of damage to your opponent.

You have natural bashing soak equal to your Stamina. Exalts have natural lethal soak equal to half their Stamina (rounded down). Soak from armor adds to these values. Aggravated soak is your equal to your armor's lethal soak value.

HEALTH

For every level of damage you take, mark off a box in your Health. Start with the lowest penalty and work your way down. Bashing damage is marked with a /, lethal damage with an X, and aggravated damage with a *. The worst damage always goes to the top, shifting not-as-bad damage down. For example, if you've taken two levels of bashing and you take a level of lethal, make the top / into an X and add a new / to your third health level – see?

When you fill your Incapacitated box, you pass out, though you may roll your Willpower to remain active (with a difficulty of the number of turns since you weren't Incapacitated). While Incapacitated, any further bashing damage upgrades your highest bashing level to lethal. Damage beyond Incapacitated kills extras but is merely narrative for important characters. Death comes when the story calls for it.

HEALING

Bashing damage heals at a rate of one level every three hours of rest. The rate for healing lethal and aggravated

damage varies based on the level that's healing: -0 levels heal in six hours, -1 levels in a day, -2 levels in two days, and -4 and Incapacitated levels in a week. Double healing times if you remain active instead of resting, and if you're Incapacitated you *must* rest. The lowest level always heals first.

COMBAT COMPLICATIONS

AIMING

If you spend a whole turn aiming at a target, you may add your Perception to your first attack against that target next turn. Only the first action of a flurry can take advantage of these bonus dice (so active defenses may ruin your aim).

CALLED SHOTS

The combat rules assume attacks that exploit weaknesses to maximize effectiveness, but STs are free to add +1 to +3 to the difficulty of the attack roll if they choose. Appropriate rewards for called shots are a raw damage bonus equal to twice the difficulty increase of the attack.

CLINCHING

Initiating a clinch is a simple (Dexterity + Martial Arts) roll, resisted as an attack, but instead of doing damage you grapple your opponent. You and she can take no physical actions other than making opposed Strength + Martial Arts rolls to escape or maintain the clinch. If you maintain it on your turn, you can do raw crushing damage equal to your Strength; this damage is **piercing** (i.e. armored soak is halved, rounded down, before being applied).

COORDINATED ATTACKS

Multiple characters ganging up on a single enemy is a coordinated attack. Each coordinating character delays their action (and initiative) until the same count, at which time they all perform a single valid attack against the same enemy. Each character adds her War to her attack's Accuracy. The defending character adds his War to his defense rolls against each coordinated attack.

One character can take an action to organize a coordinated attack by rolling (Charisma + War). She may distribute her successes as bonus Accuracy dice among the coordinated attackers. The organizer may participate in the attack if the other attackers delay until her turn comes back around.

COVER AND DISTANCE

Attacks against opponents with cover are made at +1 to +3 difficulty, at Storyteller discretion.

Ranged attacks beyond the weapon's Range incur a difficulty penalty of +1 (up to twice the weapon's Range) or +2 (up to three times its Range).

DELAY AND REFOCUS

You can delay your action without changing your initiative. If you specify your action and a trigger for it ("readying"), your action preempts that trigger. Your next action takes place on your initiative count. You cannot delay an action past your next action, and a delayed action which alters your initiative does so the following turn.

As an action, you may **refocus** by rolling (Wits + Awareness) and adding your successes to your initiative. This can cause your next action to flash. You can't refocus in the same turn you've had an action flash.

DISARMING

Make a (Dexterity + [Martial Arts or Melee]) roll at +1 difficulty versus your opponent's (Strength + [Martial Arts or Melee]). If you succeed, you deal no damage but knock your opponent's weapon to the floor. If you have a free hand and you performed your disarm with Martial Arts, you can grab it instead.

FLURRY

On your turn, you can declare your intent to make a **flurry**, taking multiple actions in one turn. Your first action loses dice equal to the total actions you mean to take and each additional action loses one more die than the last. For example, if you mean to take three actions, the first loses three dice, the second loses four, and the third loses five. If any of these actions are diceless, such as a movement action, they aren't reduced by these penalties. If penalties (flurry or otherwise) decrease your dice pool to zero, you can't take an action.

As mentioned above, active defenses count as actions in a flurry. These actions are special in that they take place before your turn and do not themselves suffer from flurry penalties, instead merely setting the initial penalty imposed on

non-diceless actions on your turn. They impose this penalty even on unflurriable actions, such as flashed actions.

GUARD

On your turn, you may choose to take no nonreflexive actions other than defending yourself until your next turn.

Rather than protecting yourself, you may guard a single ally who's close enough to benefit from your help. You may parry each valid attack against that ally as though it targeted you. If any attack successes remain after your parry, the guarded ally may then defend against them as usual.

When your next turn arrives, you do not take flurry penalties from active defenses you made for your chosen guarded character (whether yourself or an ally).

KNOCKBACK AND KNOCKDOWN

Both of these maneuvers requires a (Dexterity + [Martial Arts or Melee, if you're using a long weapon to trip them]) roll at +1 difficulty versus your opponent's ([Dexterity or Stamina] + [Athletics or Resistance]).

Success on either roll deals raw damage equal to your Strength. Knockback knocks your opponent back yards equal to the damage done. Knockdown knocks your opponent prone. Rising from prone is a miscellaneous action.

MASS COMBAT

Units in mass combat have several additional Traits.

- **Magnitude** The size of the unit. See the table on p. 159 of *Exalted*.
- **Drill** The unit's training and discipline. Drill ranges from 0 to 5. See the table on p. 160 of *Exalted*.
- **Close/Ranged Combat** The average (Dexterity + combat Ability) of the unit's members.
- **Close/Ranged Damage** The average (Strength + weapon Damage) of the unit's members.
- **Armor** The average armored soak of the unit's members.
- **Might** The combined magical power of the unit. See the table on p. 161 of *Exalted*.
- **Morale** The unit's bravery. Morale begins at the average Valor of the unit's members or that of their commander.

INITIATIVE AND MOVEMENT

At the start of mass combat, the unit's leader rolls a die, adds her (Wits + War), and takes her turn on that count. She may take one action on her turn, though flurries are allowed. Units may Move a distance based on their Magnitude each turn reflexively or Dash twice that distance as an action, but they can't Move or Dash more than once per turn, nor can they Move and Dash in the same turn.

ATTACKING AND DEFENDING

The unit's leader makes Dexterity + [Ability] roll, with that Ability's rating capped by her War. She adds dice to this roll equal to her unit's Morale and Close/Ranged Combat ratings, and automatic successes equal to her unit's Might. The defending leader uses the same of Close or Ranged Combat used by the attacker; in other words, a unit's Combat rating is used for making and defending against that sort of attack.

DAMAGE AND SOAK

Raw damage is derived from the unit's Close/Ranged Damage + the attack's extra successes, if any, and is soaked by the defending unit's Armor. Minimum damage is calculated as in normal combat.

HEALTH

Units have "health levels" equal to its Magnitude. On the turn when the unit's Health is depleted (read: any damage overage is lost), the unit makes a rout roll (below), its Magnitude decreases by 1 and its health refreshes.

MORALE AND ROUT

When a unit's Magnitude decreases *for any reason*, make a **rout check** of (Drill + Morale). Failing this roll causes your Morale to drop by 1; botching drops Morale by 2.

Morale ranges between +3 and -3 only. When Morale would otherwise drop below -3, it resets to +0 and the unit's Magnitude drops by 1. This triggers a new rout roll.

Unit leaders may use a miscellaneous action to Rally, rolling their [Charisma + (Presence or War)] at a difficulty of the unit's [Magnitude - Drill]. Success increases the unit's Morale by 1, plus an additional 1 for every multiple of [Magnitude - Drill], to a maximum Morale of +3.

Chapter Three: Social Conflict

Social conflict represents an extended dramatic debate between two or more characters who are attempting to exert natural mental influence on one another in the form of persuasion. The participants are aware that their opinions and beliefs may change, and by engaging in such a debate, they implicitly consent to this possibility. Participants may end a debate at any time by simply walking away. Those who choose to remain use the following procedure.

POSITION AND INITIATIVE

Before the debate begins, each side states their **position**, the thing they want to get out of the conflict. Usually, a position is something like "to convince my opponent to believe this idea or to do that action." Every action you take on your turn is meant to address your position.

At the start of the debate, roll a die, add your (Wits + Socialize), and take your turn on that count. The Storyteller will count from highest initiative to lowest. On your turn, you can take one action without penalty. Initiative in social conflict typically remains static.

ATTACKING

Making an argument to persuade your opponent is called (for lack of a better word) an attack. Roll an appropriate Social Attribute (Charisma for clear and forthright argument, Manipulation for deception or subtle persuasion, Appearance for seduction or animal attraction) plus the appropriate Ability (Presence for leadership, intimidation, or audiences of a performance; Socialize for discourse, persuasion, interrogation, or even entire social environments). Your difficulty to get your point across is the number of successes your opponent gets on her mental defense roll (below); if she gets no successes, your difficulty is zero, so you'll have made a successful argument if you don't botch. Any successes in excess of this difficulty are irrelevant.

RESISTING

When you're targeted with a social attack, you may resist by offering counterargument (the same sort of Attribute + Ability roll with which you might make a social attack) or by listening stoically and refusing to yield (a mental defense roll of Willpower + Essence; see p. 5). If the attack involves something in which you are emotionally invested, you may add one of your Virtues to your roll to resist; this does not count as channeling a Virtue. For example, an attack against your Motivation could allow you to add your Conviction to your roll, or an insulting critique of your bravery might allow you add your Valor. If the social attack is somehow unexpected (a reflexive Wits + Awareness roll versus the attacker's Manipulation + Socialize), you don't get to defend.

Resisting is reflexive – it doesn't cost you an action. You cannot guard yourself in social conflict, but you can always simply end the debate.

RESOLUTION

If your argument is successful, your opponent loses a single point of Willpower and your turn ends.

The debate is over when any participant's Willpower pool has been depleted. All other participants regain all Willpower points lost to social attacks (although Willpower points lost during the debate by other means are still gone). The defeated character may choose to regain all Willpower lost in this way, as well, by declaring that she has been convinced, her mind changed for good and her outlook new. Alternatively, she may choose to regain half the Willpower lost in this way (rounded up) and change her opinions for only a day – she can't deny the merits of her opponent's position, but she isn't convinced in the long term. If the defeated character's paradigm shift would be at odds with her Motivation, she must choose the latter of these options unless she spends three Experience points to alter her Motivation.

When a character chooses to leave a debate prematurely, the remaining characters may choose to end the debate then, regaining their lost Willpower points as above, or to continue talking until the discussion reaches a more natural conclusion. The exiting character does not regain his lost Willpower points – he isn't forced to change his mind, but the successful arguments he's heard nag at his self-assurance.

For more information on Willpower and its role in mental influence, see Willpower, p. 5.

Chapter Four: The Solar Exalted

ANIMA BANNERS

All Exalts have anima banners, their Essence made manifest in auras of energy. Anima banners display as follows:

LEVEL	APPEARANCE	EFFECT ON STEALTH
1	Caste Mark glitters; noticeable with (Perception + Awareness)	Normal
2	Caste Mark flares, shining through anything placed over it	+2 difficulty
3	Coruscant aura bright enough to read by, Caste Mark burns	Impossible
4	Brilliant bonfire that likely illuminates the whole scene	Impossible
5	Massive totemic image symbolic to the Exalt	Impossible

Each of the first four levels last for a scene before fading to the next level down. Level 5, on the other hand, lasts for only a turn before fading to level 4, but immediately returns whenever the Exalt's anima flares at all. Any effect that might raise an Exalt's anima banner above level 5 instead adds to the number of turns at which it remains at level 5.

CASTES

Solars come in five Castes: Dawn, Zenith, Twilight, Night, and Eclipse. Each Caste has a set of five Favored Abilities, areas of training and expertise that shape their role as Chosen. Further, each may channel Essence directly through their anima to create magical effects. In addition, Solars may at any time:

- Flare her anima to level 2 for as long as she likes.
- Flare her anima to level 3 for as long as she likes.
- Know the precise time of day.

DAWN CASTE

The warriors and generals of the Unconquered Sun.

Favored Abilities: Archery, Martial Arts, Melee, Thrown

Anima Effects: As an action, the Solar can flare her Caste Mark to level 2, causing her to appear glorious and terrifying for the rest of the scene or until she lets the effect dissipate. This grants her two bonus successes to her physical defense rolls and makes her immune to fear-based Emotion effects. While this power is active, the Solar exudes a fear aura, causing those who fail to resist this unnatural Emotion effect to suffer a +1 difficulty penalty to each attack against her. Once an opponent successfully resists this effect, he is immune to it for the remainder of the scene. This effect comes into play automatically while the Solar's anima banner is at least level 4.

ZENITH CASTE

Priest kings and holy leaders of Creation.

Favored Abilities: Bureaucracy, Endurance, Presence, War

Anima Effects: The Solar may touch the bodies of the dead, burning them with Essence. This sends the smoke (and their soul) to Heaven and prevents them from rising as a zombie and/or a hungry ghost. In addition, the Zenith can take an action to flare her anima to level 2 in order to gain a number of benefits against creatures of darkness. Against those creatures, she adds her Essence to her lethal and bashing soak, as well as to her minimum damage dice, and her attacks are considered Holy. This effect comes into play automatically while the Solar's anima banner is at least level 4.

TWILIGHT CASTE

Sorcerers and savants who wield vast magical power.

Favored Abilities: Craft, Lore, Medicine, Occult

Anima Effects: If damage dice have been rolled and the Solar is about to lose health levels, she may roll her Essence and reduce the number of health levels lost by her successes. The Solar may forgo this roll in order to act as though she'd rolled successes equal to half her Essence (rounded up). This effect flares her anima banner to level 2 and comes into play automatically while her anima banner is at least level 4.

NIGHT CASTE

Stealthy scouts and deadly assassins.

Favored Abilities: Athletics, Awareness, Larceny, Stealth

Anima Effects: The Solar treats the Flare value of all Charms as one lower. This does not affect Flares of 5 or above, nor does it remove the Obvious keyword from Charms that have it. In addition, the Solar may take an action to flare her anima to level 1, allowing her to add half her Essence (rounded up) in bonus successes to all Stealth rolls for the rest of the scene or until she lets the effect dissipate. Even when her anima banner is at level 4, her features are completely obscured by her anima display (though her Stealth fails as normal, then – she's simply unidentifiable).

ECLIPSE CASTE

Concordant diplomats and communicators.

Favored Abilities: Resistance, Sojourn, Socialize, Survival

Anima Effects: When the Solar witnesses or is party to an oath, she may touch the parties involved and sanctify it. She spends a point of Willpower and her anima banner flares to level 2 (though if it is already at level 4, she needn't spend the Willpower). Any oathbound creature who breaks a sanctified oath will suffer a number of botches equal to the Solar's Essence (and to the *degree* of the Solar's Essence, if your group is using the botch degrees rule) on actions that are critical to the creature. In addition, the Exalt and her companions are protected by ancient pacts with the spirit world, the demon princes and the Fair Folk; so long as they remain on legitimate business, they may not be attacked by these beings, and must instead be honored with the rules of hospitality. Finally, the Eclipse may learn the Charms of other Exalt types, spirits, and the Fair Folk, though they cost 16 points.

BEING EXALTED

The Solar Exalted have many powers from their animas, Charms, and other gifts. A few others bear mentioning.

AWAKENED ESSENCE

An Exalt has a reserve of Essence within herself equal to her Essence score. This pool refreshes at a rate of one per scene (but see p. 57 for the effect of Hearthstones on this rate). Essence may be expended for several benefits, including:

- **Invoking Peripheral Charms** Charms which bear the **Peripheral** keyword, typically non-Permanent Charms with durations longer than one action, require an Exalt to **commit** one Essence to maintain the Charm's effects. While committed, Essence is otherwise unavailable to the Solar. The Exalt may reflexively dismiss a Peripheral Charm at any time unless the Charm explicitly says otherwise, returning the committed Essence to her pool. Stackable Peripheral Charms do not require multiple Essence commitments for each stacked invocation.
- **Suppressing Charm Flare** Charm invocation does not require Essence expenditure, but an Exalt may expend one Essence when invoking a Charm or combo to reduce its final Flare value to zero. The Solar may choose to suppress the Flare of a Peripheral Charm with the same Essence she commits to it; when that Charm ends, the committed Essence does not return to her pool, but is instead expended.
- **Evoking Unlearned Charms** By expending one Essence in addition to any other required costs, an Exalt can **evoke** any Solar Charm she has not learned for which she possesses the appropriate prerequisite Traits and Charms. The Solar may evoke only one Charm per scene (or chapter, at Storyteller's discretion), and the Duration of an evoked Charm cannot exceed one scene. Each evocation of a Charm counts as one Experience invested toward learning that Charm.
- **Attuning Artifacts** To attune an Artifact with her anima, the Exalt must expend one Essence to facilitate the process. This Essence is not committed and refreshes as normal. See p. 55 for more on Artifact attunement.

LIMIT

The mechanical representation of the Great Curse. You gain Limit in the following ways.

- When you successfully resist unnatural mental influence, gain one Limit.
- When you channel a Virtue and choose not to spend Willpower to do so (p. 5), gain one Limit.
- When you invoke multiple Charms in a combo, gain one Limit for each Charm invoked beyond the second.
- Some Charms cause you to gain Limit.

When your Limit hits 10, you suffer **limit break**. By the end of the scene or day (Storyteller's discretion), you are subject to a compulsion (p. 5). You must burn off all ten of your Limit by adding each point as a bonus die to actions that directly further your Motivation but which subvert or pervert your primary Virtue – indulging in excesses, flying into a rage, reacting callously to suffering, etc. You may not add more dice to any single action than your primary Virtue rating. When this compulsion ends, you gain Willpower equal to your primary Virtue rating.

You may avoid this compulsion entirely by accepting the inverted version of your Virtues, incorporating it into yourself. Change the leftmost Limit box into a dot of permanent Limit and, with Storyteller guidance, rewrite your Motivation to a somewhat more extreme or dire version of itself. You do not gain Willpower. A character who gains their fifth dot of permanent Limit becomes an NPC.

STUNTS

By giving their action a cool description, Exalts (and heroic mortals) may attempt a **stunt**. Stunts are meant to enhance the game for everyone and reward players' creativity with extra dice and bennies. Here's the easy breakdown:

- One-die stunts are simply cool descriptions of the Exalt's action. They can be physical and combat-related, but they don't have to be. Even social conflict can garner a stunt die if the in-character dialogue is particularly good.
- Two-die stunts involve the character's surroundings in the action. A wicked sword charge is cooler if the Exalt charges over the heads of extras in the scene, or even up the weapon of her opponent. Two-die social stunts involve using the scene narratively: the Solar leads a walking debate about the city's homeless population and describes turning down an alley full of indigents, adding relevance to her words.
- Three-dice stunts are incredible. They should have all the aspects of the previous two levels and more. Jaws should drop. These are the things players keep talking about after the story's done.

So long as they meet the above requirements, stunts may be awarded by any player, not exclusively the ST. However, stunt dice are never awarded to players who ask for them.

After a successful stunt, you may choose to gain one Essence in your pool, even if your Essence is just committed and not expended. Two-die stunts allow you to gain one Essence or one Willpower point. With a successful three-die stunt, you may choose to receive a bonus Experience point or one of the previous benefits.

Chapter Five: Charms

An Exalt may typically invoke only one unique Charm per turn, taking the appropriate amount of time based on the Charm's type. There are five types of Charms: **reflexive** Charms take only a reflexive action to invoke; **supplemental** Charms take no action to invoke – they're part of whatever action they supplement; **simple** Charms take a whole turn in combat or consist of a dramatic action; **extra action** Charms grant extra combat actions or additional flurry options; and **permanent** Charms permanently enhance the Exalt's capabilities.

Some Charms require the Exalt to spend Willpower or pay other invocation costs. The most common of these is **Flare**, which causes the Exalt's anima banner (see p. 11) to flare to a certain level as she channels Essence from her surroundings into the Charm. An anima banner already at or above the level of a Charm's Flare doesn't change.

By spending a point of Willpower, an Exalt may invoke multiple Charms in the same turn (though no more Charms than she has dots of Essence) as a **combo**. This Willpower expenditure (and any Willpower invocation costs of Charms contained in a combo) is an exception to the "one Willpower per action" rule. The Exalt must pay all invocation costs of the Charms in a combo, and the Flares of those Charms stack with one another as they're invoked. Evoked Charms cannot be part of a combo. Each Charm invoked in a combo beyond the second gains the Exalt a point of Limit.

EXCELLENCIES AND RELATED CHARMS

Every Ability has its Excellency, a Charm which enhances the Exalt's aptitude, and Solar Exalts have two Charms that enhance their prerequisite Excellency. Each of these may be purchased once for each Ability, as can other Charms of this sort.

(ABILITY) EXCELLENCY

Invocation: (variable; see text); **Mins:** (Ability) 1, Essence 1; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Exalt may supplement a roll based on the relevant Ability by adding up to (Attribute + Ability) dice to her pool. She may trade two of these bonus dice for one automatic success before she makes the roll. For every two dice (and/or one automatic success) added in this way, this Charm gains a commensurate Flare. For example, adding three dice would flare the Solar's anima to level 1, while five dice and two successes would flare it to level 4.

Alternatively, after making a roll but before applying its effects, the Exalt may make that roll again and use either result; this gives the Charm a minimum Flare of 1. Rolls to which this Charm has added dice or successes may not be rerolled in this fashion.

INFINITE (ABILITY) MASTERY

Invocation: 1wp; **Mins:** (Ability) 4, Essence 3; **Type:** Simple

Keywords: Peripheral

Duration: One scene

Prerequisite Charms: (Ability) Excellency

When the Solar's (Ability) dice pools collapse, each set of dice grants an extra success: the first grants five total successes instead of four, the second grants six, and so forth. If the Solar is Essence 4+, this bonus increases to two extra successes per set.

(ABILITY) ESSENCE FLOW

Invocation: —; **Mins:** (Ability) 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: (Ability) Excellency

This Charm allows the Solar to invoke her (Ability) Excellency as an innate power rather than as a Charm. Because the Flare of this innate power doesn't come from a Charm, it doesn't stack with Flares of other Charms or combos used in the same turn.

CHARM KEYWORDS

Some keywords indicate that the Charm's effect is of a special type: **Compulsion**, **Crippling**, **Emotion**, **Illusion**, **Poison**, **Servitude**, and **Shaping**. Other keywords include:

- **Combo-Basic** The Charm may be placed in a combo only with Reflexive Charms.
- **Combo-OK** This Charm may be placed in a combo.
- **Counterattack** This Charm is or involves a counterattack. A counterattack is made and resolved simultaneously with the action that triggered it. Counterattacks cannot respond to other counterattacks.
- **Dawn** Dawn Caste Solars treat this Charm as Favored.
- **Form-type** Exalts may have only one Form-type Charm active at a time.
- **Holy** This Charm is harmful to creatures of darkness.
- **Obvious** This Charm is obviously magical.
- **Peripheral** This Charm requires Essence commitment.
- **Social** This Charm is used or usable in social conflict.
- **Stackable** This Charm's effects are cumulative.
- **Touch** This Charm requires the Exalt touch the target.
- **Training** This Charm allows the Exalt to train others.
- **War** This Charm is used or usable in mass combat.

DAWN CASTE ARCHERY

THERE IS NO WIND

Invocation: —; **Mins:** Archery 4, Essence 1; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm negates all penalties to a single Archery-based attack except wound and flurry penalties. If the Solar has Essence 3+, this Charm increases the Range of her weapon to her maximum visibility.

ACCURACY WITHOUT DISTANCE

Invocation: Flare 1, Iwp; **Mins:** Archery 5, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: There is No Wind

This Charm guarantees that an Archery attack against a valid target hits. Resolve the attack normally and count misses as hits with 0 attack successes. This Charm does not change the normal rules for valid targets.

FORCEFUL ARROW

Invocation: —; **Mins:** Archery 4, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: There is No Wind

If an Archery-based attack hits and post-soak damage is rolled, the enemy must succeed at a (Stamina + Resistance) roll, difficulty (the attack's post-soak damage dice), or be knocked back a number of yards equal to (the Exalt's Essence x 3). Objects are knocked back automatically if (the raw damage x 50) exceeds the object's weight in pounds.

TRANCE OF UNHESITATING SPEED

Invocation: Flare (variable; see text); **Mins:** Archery 3, Essence 2; **Type:** Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Exalt makes a magical flurry of up to (Essence + 1) Archery-based attacks, regardless of her weapon's Rate and without flurry penalties. This Charm's Flare is equal to half the number of attacks made, rounded down; this Flare increases by 1 for weapons with Rates less than 1.

The Exalt may reduce this Charm's Flare by one. If she does, it gains the Obvious keyword.

ARROW STORM TECHNIQUE

Invocation: Iwp; **Mins:** Archery 5, Essence 2; **Type:** Supplemental

Keywords: Combo-Basic, Obvious

Duration: Instant

Prerequisite Charms: Trance of Unhesitating Speed

The Solar can apply an Archery-based attack (for which she rolls only once) against (Essence x 3) valid targets. She cannot apply this attack to a single person or human-sized object more than once, but she can apply it repeatedly against a military unit or larger object. This Charm requires sufficient ammunition for each target, but may be used with weapons that require reloading between shots, such as firewands.

FLASHING VENGEANCE DRAW

Invocation: Flare 1; **Mins:** Archery 3, Essence 2; **Type:** Supplemental

Keywords: Combo-Basic

Duration: Instant

Prerequisite Charms: Trance of Unhesitating Speed

The Solar gains a bonus to her initiative equal to her Essence. This Charm requires her to have an Archery weapon available (though it need not be in her hands), which she reflexively draws and readies. If the Exalt acts first at the start of the fight and attacks, her first attack is unexpected.

ESSENCE ARROW ATTACK

Invocation: —; **Mins:** Archery 2, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: None

The Solar charges an arrow (or other ammunition) with Essence, adding her Essence in damage to an Archery-based attack. In addition, the Exalt may include one (and only one) of the following effects. She may choose a new effect each time she invokes this Charm.

- **Fiery Arrow Attack** The Solar's arrow catches fire mid-flight, destroying wooden ammunition after use. If the attack strikes a flammable material, it ignites.
- **Dazzling Flare** The Solar's Archery-based attack becomes Holy and inflicts aggravated damage against creatures of darkness (*Exalted*, p. 192). The arrow shines brightly enough to be seen for (the Solar's Essence x 10) miles.
- **Righteous Judgment Arrow** The Solar may add four extra dice of damage to the attack, giving the attack a distinctive visual effect usually related to her anima. Doing so increases this Charm's Flare by 1.

PHANTOM ARROW TECHNIQUE

Invocation: —; **Mins:** Archery 3, Essence 2; **Type:** Permanent

Keywords: Obvious

Prerequisite Charms: Essence Arrow Attack

This Charm permits a Solar to make ranged attacks without using ammunition. The Exalt can attack as if using any form of ammunition without a Resources cost, such as a broadhead, fowling, frog crotch or target arrows.

SUMMONING THE LOYAL BOW

Invocation: Flare 2; **Mins:** Archery 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Peripheral

Duration: Indefinite

Prerequisite Charms: Phantom Arrow Technique

This Charm banishes a deliberately-constructed ranged weapon the Solar owns and has used to inflict damage in battle to Elsewhere. She may then draw the weapon directly from Elsewhere later as a miscellaneous action that ends this Charm.

IMMACULATE GOLDEN BOW

Invocation: Flare 2, lwp; **Mins:** Archery 4, Essence 3; **Type:** Simple

Keywords: Combo-OK, Holy, Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Phantom Arrow Technique

The Solar shapes her Essence into a deadly bow of Range 300 which sheds light as a torch and inflicts aggravated damage to creatures of darkness. Its Rate, Accuracy, and lethal damage bonus are each equal to her Essence. The Exalt may always summon this weapon to her hand as an action.

RAIN OF FEATHERED DEATH

Invocation: Flare 1; **Mins:** Archery 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Phantom Arrow Technique

The Solar creates up to (Essence) duplicates of an Archery-based attack. Make a single attack roll and, if it hits, calculate the damage for each attack separately. This Charm's Flare increases to 2 if used with ammunition costing more than Resources • per shot.

INEXHAUSTIBLE BOLTS OF SOLAR FIRE

Invocation: Flare 3, lwp; **Mins:** Archery 5, Essence 4; **Type:** Simple

Keywords: Combo-OK, Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Phantom Arrow Technique

This Charm is an expanded version of Phantom Arrow Technique. Ammunition created by this Charm adds one die to its normal damage and never strikes an unintended target. The Solar may create firedust charges in addition to the normal ammunition options.

SOLAR FLARE METHODOLOGY

Invocation: Flare 3, Iwp; **Mins:** Archery 5, Essence 4; **Type:** Simple

Keywords: Combo-OK, Holy, Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Inexhaustible Bolts of Solar Fire

The Solar shapes her Essence into a firewand which sheds light as a torch and inflicts aggravated damage to creatures of darkness. Its Accuracy is equal to her Essence, and possesses Rate 2, Damage +16L, and Range 15. The Exalt may always summon this weapon to her hand as an action.

MARTIAL ARTS

In addition to these specifically Solar Charms, the Martial Arts Ability allows access to supernatural martial arts; see the Supernatural Martial Arts supplement to *Ultimate Exalted: FI*. The prerequisites for these Charms – Fists of Iron Technique and Solar Hero Form – are found in the Solar Hero Style there.

THUNDERCLAP RUSH ATTACK

Invocation: Flare 1; **Mins:** Martial Arts 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Fists of Iron Technique

This Charm supplements an attack. The Solar's initiative increases by 3.

KNOCKOUT BLOW

Invocation: Iwp; **Mins:** Martial Arts 4, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Crippling, Obvious

Duration: Instant

Prerequisite Charms: Solar Hero Form

If the Exalt does damage with a Martial Arts attack and the target has fewer remaining health levels than the Exalt's (damage successes x Essence), the target is knocked unconscious for a scene.

MELEE

HUNGRY TIGER TECHNIQUE

Invocation: —; **Mins:** Melee 2, Essence 1; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Solar counts her extra successes on a Melee-based attack twice for the purpose of determining raw damage.

FIRE AND STONES STRIKE

Invocation: Flare (variable; see text); **Mins:** Melee 3, Essence 1; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Hungry Tiger Technique

If the Exalt hits with a Melee-based attack, she may add up to (her Strength score) in dice to the post-soak damage. This Charm's Flare is equal to half the dice added, rounded down.

ONE WEAPON, TWO BLOWS

Invocation: —; **Mins:** Melee 2, Essence 1; **Type:** Reflexive

Keywords: Combo-OK

Duration: One action

Prerequisite Charms: None

The Solar's weapon gains +1 Rate and +1 Accuracy until her next action.

PEONY BLOSSOM ATTACK

Invocation: —; **Mins:** Melee 3, Essence 2; **Type:** Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: One Weapon, Two Blows

This Charm is a magical flurry of up to (the Exalt's Essence + 1) Melee-based attacks, heedless of her weapon's Rate and without flurry penalties. This Charm has a Flare equal to the number of attacks made beyond the second.

IRON WHIRLWIND ATTACK

Invocation: Flare (variable; see text), lwp; **Mins:** Melee 5, Essence 2; **Type:** Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Peony Blossom Attack

The Exalt may make a magical flurry of (her Dexterity + 1) Melee-based attacks, regardless of her weapon's Rate and without flurry penalties. This Charm's Flare is equal to half the number of attacks in the flurry, rounded down.

INVINCIBLE FURY OF THE DAWN

Invocation: —; **Mins:** Melee 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: N/A

Prerequisite Charms: Iron Whirlwind Attack

This Charm increases the maximum number of attacks received from Iron Whirlwind Attack by two.

CALL THE BLADE

Invocation: —; **Mins:** Melee 2, Essence 2; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: None

This Charm permanently enhances the Exalt's capabilities. The Solar calls to one of her weapons, causing it to fly to her if it is within (Essence x 5) yards and a flight path exists between the weapon and her outstretched hand. This Charm can be used to draw and ready a sheathed weapon reflexively.

SUMMONING THE LOYAL STEEL

Invocation: Flare 2; **Mins:** Melee 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Peripheral

Duration: Indefinite

Prerequisite Charms: Call the Blade

This Charm banishes a melee weapon that the Solar owns and has used to inflict damage in battle to Elsewhere. She may then draw the weapon directly from Elsewhere later as a miscellaneous action that ends this Charm. Characters are explicitly permitted to draw their stored weapons from Elsewhere using Charms such as Call the Blade.

GLORIOUS SOLAR SABER

Invocation: Flare 2, lwp; **Mins:** Melee 4, Essence 3; **Type:** Simple

Keywords: Combo-OK, Holy, Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Call the Blade

The Solar manifests a gleaming blade of unlimited Rate which sheds light as a torch and inflicts aggravated damage to creatures of darkness. It may be:

- Speed +[Melee], with a sum of Accuracy, Defense, and lethal damage no greater than her (Melee + Essence); or
- Speed +0, with a sum of Accuracy, Defense, and lethal damage no greater than twice her (Melee + Essence).

The Exalt may choose a new form each time she invokes this Charm. She may also summon paired blades, one in each hand, though this raises the Charm's Flare to 3. Regardless, the Exalt may always summon this weapon to her hand as an action.

IRON RAPTOR TECHNIQUE

Invocation: —; **Mins:** Melee 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Call the Blade

The Exalt's weapon flies toward the enemy and returns at her call, allowing her to make a Melee-based attack against

enemies up to (Essence x 8) yards from her.

If the Solar has Essence 3+, she can throw burning energy from her weapon instead of the weapon itself. This is called the “Sandstorm-Wind Attack.” It cannot be blocked without a Charm and causes her anima to flare to level 1.

BLAZING SOLAR BOLT

Invocation: Flare 1, Iwp; **Mins:** Melee 5, Essence 3; **Type:** Simple

Keywords: Combo-OK, Holy, Obvious

Duration: Instant

Prerequisite Charms: Iron Raptor Technique

The Exalt casts solar fire from her weapon at her enemy. This Charm is a Melee-based attack with a pool of (Dexterity + Melee + Essence) and a Range of (Essence x 10) yards. This attack ignores any cover less than 100%. It deals lethal piercing damage with its base damage is (the Exalt’s Strength + Willpower). This damage is aggravated against creatures of darkness.

DIPPING SWALLOW DEFENSE

Invocation: —; **Mins:** Melee 2, Essence 1; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm is used in response to an attack, allowing the Exalt to ignore all penalties to her parry attempt. This parry does not impose the usual flurry penalty for active defense.

BULWARK STANCE

Invocation: Flare 1; **Mins:** Melee 3, Essence 2; **Type:** Reflexive

Keywords: Combo-Basic

Duration: Until next action

Prerequisite Charms: Dipping Swallow Defense

Until her next action, the Solar ignores all penalties to her parry attempts. These parries do not impose the usual flurry penalties for active defense.

HEAVENLY GUARDIAN DEFENSE

Invocation: —; **Mins:** Melee 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Bulwark Stance

This Charm grants the Solar a perfect parry against an attack, even if it is unblockable. The attack must not be unexpected, and the Exalt must have a weapon in hand. If she uses this Charm to block an attack of at least 25L raw damage with a non-Artifact weapon, the weapon breaks (though it still successfully parries). This Charm has one of the Four Flaws of Invulnerability, p. 19.

FIVEFOLD BULWARK STANCE

Invocation: Flare 2, Iwp; **Mins:** Melee 5, Essence 2; **Type:** Simple

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: Bulwark Stance

For the rest of the scene, the Solar ignores all penalties to her parry attempts. Her parries do not impose the usual flurry penalty for active defense

SOLAR COUNTERATTACK

Invocation: —; **Mins:** Melee 4, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisite Charms: Dipping Swallow Defense

THE FOUR FLAWS OF INVULNERABILITY

Charms with a Flaw of Invulnerability may only be invoked while you’re acting in a certain way. You may spend a Willpower to ignore this requirement, after which you’re compelled to fulfill that requirement for turns equal to the Flaw’s linked Virtue.

- **Compassion** You are defending someone who relies on you.
- **Conviction** You are directly pursuing your Motivation.
- **Temperance** You are not interacting with someone important to you.
- **Valor** You are engaging the most dangerous opponent you can perceive.

You always use the Flaw of your highest-rated Virtue. If you have multiple Virtues tied for highest, you may choose which Flaw applies to each Charm invocation.

When the Solar is attacked and before any damage is applied, she may make a counterattack. If she has any reflexive attacks banked (such as from Protection of Celestial Bliss, below), she may expend one to make her counterattack unblockable; this increases the Charm's Flare to 1.

READY IN EIGHT DIRECTIONS STANCE

Invocation: —; **Mins:** Melee 5, Essence 2; **Type:** Reflexive

Keywords: Combo-Basic, Obvious

Duration: Until next action

Prerequisite Charms: Solar Counterattack

Whenever the Solar parries an attack, she may make a counterattack before any damage is applied. As with Solar Counterattack, if she has any reflexive attacks banked, she may expend one to make a counterattack unblockable; this increases the Charm's Flare to 1.

PROTECTION OF CELESTIAL BLISS

Invocation: Flare (special; see text); **Mins:** Melee 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Heavenly Guardian Defense

This Charm allows the Solar to prepare a single invocation of Heavenly Guardian Defense in advance. She invokes the Charm as normal, causing her anima to briefly flare to level 4 but quickly fade to its previous level. She can later invoke it against a legitimate attack of her choice as an innate power. The Solar may have only one invocation banked at any given time. At Essence 6+, she may prepare invocations up to her Melee score.

THROWN

JOINT-WOUNDING ATTACK

Invocation: —; **Mins:** Thrown 3, Essence 1; **Type:** Supplemental

Keywords: Combo-OK, Crippling

Duration: Instant

Prerequisite Charms: None

This Charm supplements a Thrown-based attack. For each level of damage the attack inflicts, this Charm imposes a -1 penalty on dice pools involving the target's Physical Attributes for the remainder of the scene.

OBSERVER-DECEIVING ATTACK

Invocation: Flare 1; **Mins:** Thrown 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

To characters not watching the Solar, a Thrown-based attack appears to come from a direction and distance of the Solar's choosing. Those watching the Solar must make a reflexive (Wits + Awareness) roll, difficulty (the Solar's Essence), to notice her making the attack. This difficulty decreases by one each time beyond the first the Solar uses this Charm in a scene.

MIST ON WATER ATTACK

Invocation: Flare 2; **Mins:** Thrown 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Crippling

Duration: Varies

Prerequisite Charms: Observer-Deceiving Attack

This Charm supplements a Thrown-based attack that targets the Solar's enemy, magically silencing him for turns equal to the Solar's Essence. The target cannot speak or cry out. His actions are not valid targets for hearing-based Awareness rolls. Should this attack kill the target, no one will notice his death until the Charm expires.

FALLING ICICLE STRIKE

Invocation: Flare 2; **Mins:** Thrown 4, Essence 3; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Observer-Deceiving Attack

This Charm doubles the post-soak damage successes of a successful unexpected Thrown-based attack.

TRIPLE-DISTANCE ATTACK TECHNIQUE

Invocation: Flare 1; **Mins:** Thrown 2, Essence 2; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm triples the Range of a weapon used in a Thrown-based attack. If the Solar has Essence 4 or higher, it also negates penalties from environmental conditions.

CASCADE OF CUTTING TERROR

Invocation: Flare 1; **Mins:** Thrown 3, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Triple-Distance Attack Technique

This Charm doubles the Solar's successes on a Thrown-based attack and makes the attack undodgeable, filling the air with dozens or hundreds of duplicates of the Exalt's thrown weapon.

CALL THE BLADE

Invocation: —; **Mins:** Thrown 2, Essence 2; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: None

This Charm permanently enhances the Exalt's capabilities. The Solar calls to one of her weapons, causing it to fly to her if it is within (Essence x 5) yards and a flight path exists between the weapon and her outstretched hand. This Charm can be used to draw and ready a sheathed weapon reflexively.

RETURNING WEAPON CONCENTRATION

Invocation: —; **Mins:** Thrown 3, Essence 2; **Type:** Permanent

Keywords: None

Prerequisite Charms: Call the Blade

This Solar may use Call the Blade as an innate power rather than as a Charm. Call the Blade no longer requires a clear path between the weapon and the Exalt, and the weapon slides free of targets without resistance. Characters who attempt to prevent the Solar's weapon from returning do so at a difficulty of 3 or (the Solar's Essence), whichever is greater.

SPIRIT WEAPONS

Invocation: Flare 2; **Mins:** Thrown 4, Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Returning Weapon Concentration

This Charm allows the Solar to make Thrown-based attacks using pure Essence. Each attack has a Range of 100 yards and Accuracy and lethal Damage bonus each equal to the Solar's Essence.

ZENITH CASTE BUREAUCRACY

FRUGAL MERCHANT METHOD

Invocation: —; **Mins:** Bureaucracy 1, Essence 1; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm supplements a normal action to estimate something's quality and price, giving the Exalt a perfect awareness of the target object's quality and condition. This awareness gives one bonus success on any price haggling if her bargaining opponent is honest and three bonus successes if the opponent is dishonest.

INSIGHTFUL BUYER TECHNIQUE

Invocation: —; **Mins:** Bureaucracy 3, Essence 1; **Type:** Supplemental

Keywords: Combo-OK, Social

Duration: Instant

Prerequisite Charms: None

This Charm supplements a social or dramatic action to buy, sell or trade something wisely. This Charm provides perfect and complete information of the item and its market values, which reduces difficulty penalties applying to the mercantile action by an amount equal to the Solar's Essence.

SPEED THE WHEELS

Invocation: Flare 1; **Mins:** Bureaucracy 3, Essence 2; **Type:** Simple

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: None

The Solar communicates her desire for speedy resolution of a bureaucratic process or project to the organization and rolls ([Intelligence or Charisma] + Bureaucracy), adding her Essence in automatic successes. The difficulty of this roll is 1 unless the person responsible for the project deliberately engages in delays, successfully resisting the Solar with an (Intelligence + Bureaucracy) roll. The Solar is aware of any such delaying tactics. If the Solar succeeds, the time needed to begin the project by is divided by (the Solar's Essence + 1), with a maximum possible time of one season.

BUREAU-RECTIFYING METHOD

Invocation: Flare 2, lwp; **Mins:** Bureaucracy 5, Essence 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Speed the Wheels

This Charm reduces difficulty penalties on an dramatic organizational effort that the Solar leads by the Solar's Essence, whether taken by a bureaucratic, mercantile or governmental organization. It also reduces dice pool penalties that organization suffers due to endemic corruption or inefficiency by one. The Solar must have sufficient authority to lead the effort. This Charm incidentally purges the least useful members of the bureaucracy.

INDOLENT OFFICIAL CHARM

Invocation: Flare 1; **Mins:** Bureaucracy 3, Essence 2; **Type:** Simple

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: None

The Solar communicates organization regarding a project and rolls ([Intelligence or Charisma] + Bureaucracy), adding her Essence in automatic successes. The difficulty of this roll is 1 unless the person responsible for the project wishes a speedy resolution, successfully resisting the Solar with an (Intelligence + Bureaucracy) roll. The Solar is aware of any such opposition. If the Solar succeeds, the remaining time required for the target organization to begin that project is multiplied by (the Solar's Essence + 1), to a minimum time of (the Solar's Essence) in hours. If the project has already begun, the organization's attempts at progress have their difficulty increased by (the Solar's Essence).

FOUL AIR OF ARGUMENT TECHNIQUE

Invocation: Flare 2, lwp; **Mins:** Bureaucracy 5, Essence 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Indolent Official Charm

This Charm supplements a deliberate attempt by the Solar to sabotage an organization's operation. She rolls ([Intelligence or Charisma] + Bureaucracy), adding her Essence in automatic successes. This roll is resisted with a roll of the organization's leader's (Intelligence + Bureaucracy). If the Solar succeeds, the organization suffers a permanent increase in corruption and inefficiency that imposes a -2 dice pool penalty on all of its actions. This Charm can be applied repeatedly to a single bureaucracy, but no combination of Charms including Foul Air of Argument Technique can impose a dice pool penalty greater than (the Solar's Intelligence + Bureaucracy).

ENDURANCE

OX-BODY TECHNIQUE

Invocation: —; **Mins:** Endurance 1, Essence 1; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: None

This Charm gives the Solar additional health levels and may be purchased as many times as she has dots of Endurance. Each purchase provides one of the following, determined at the time of purchase:

- One -0 health level
- Two -1 health levels
- One -1 health level and two -2 health levels

WHIRLWIND ARMOR-DONNING PRANA

Invocation: —; **Mins:** Endurance 1, Essence 1; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

When donning armor, the Solar may make one minute's progress in a single action. This applies to worn items including body armor, shields, clothing and warstriders.

HAUBERK-LIGHTENING GESTURE

Invocation: Flare 2; **Mins:** Endurance 3, Essence 3; **Type:** Simple

Keywords: Combo-OK, Obvious, Peripheral

Duration: Indefinite

Prerequisite Charms: Whirlwind Armor-Donning Prana

This Charm banishes a suit of armor that the Solar owns, has worn in battle, and has donned to Elsewhere. She may then don the armor directly from Elsewhere later as a miscellaneous action that ends this Charm. This takes as long as it normally would, but can be sped with Whirlwind Armor-Donning Prana. This Charm applies to body armor and shields, but not other worn items.

GLORIOUS SOLAR PLATE

Invocation: Flare 2, lwp; **Mins:** Endurance 4, Essence 3; **Type:** Simple

Keywords: Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Hauberk-Lightening Gesture

A Solar not already wearing armor or a warstrider is instantly armored in a suit of golden armor which illuminates a three-yard radius. It has 10L/10B soak, 5 Hardness, a -1 mobility penalty and no fatigue value. If she isn't carrying a shield, she may also create a glowing shield bearing the sunburst of the Unconquered Sun that increases the difficulty of attacks made against her: +1 against melee attacks and +3 against ranged attacks. Creating both armor and shield increases this Charm's Flare to 3.

ARMORED SCOUT'S INVIGORATION

Invocation: Flare (varies; see text); **Mins:** Endurance 4, Essence 1; **Type:** Simple

Keywords: Combo-OK, Peripheral

Duration: Indefinite

Prerequisite Charms: Hauberk-Lightening Gesture

The Solar may reduce both her armor's fatigue value and its mobility penalty, to a minimum of 0. For each point of reduction in both beyond the first, this Charm has commensurate Flare.

ESSENCE-GATHERING TEMPER

Invocation: —; **Mins:** Endurance 1, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Dawn

Duration: Instant

Prerequisite Charms: None

When hit by a successful attack, the Solar rolls dice equal to the raw damage of the attack and gains an Essence in her pool for every success. This roll is unbotchable.

WILLPOWER-ENHANCING SPIRIT

Invocation: Flare 1; **Mins:** Endurance 3, Essence 1; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Essence-Gathering Temper

When damaged by an attack, the Solar rolls one die for each health level lost and regains a Willpower point for every

success (though she can't have more points than her Willpower score). This roll is unbotchable.

PHOENIX RENEWAL TACTIC

Invocation: —; **Mins:** Endurance 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Willpower-Enhancing Spirit

When the Solar succeeds at a roll on which she spent Willpower to channel a Virtue, she regains the both the Willpower point spent and the Virtue channel used. This Charm may not be used more than once per scene.

BATTLE FURY FOCUS

Invocation: Flare 1; **Mins:** Endurance 3, Essence 1; **Type:** Simple

Keywords: Peripheral

Duration: One scene

Prerequisite Charms: None

The Solar gains an extra die to all combat-related pools and reduces all wound penalties by one, though her initiative drops by 3. She must be engaged in combat or attempting to become so engaged. She can attack at range and differentiate friend from foe, but she cannot utter sentences of more than a few words, move away from the enemy or perform complex actions such as retrieving an item from a pack. She must succeed at a Willpower roll to end this Charm prematurely.

BLOODTHIRSTY SWORD-DANCER SPIRIT

Invocation: Flare 1, lwp; **Mins:** Endurance 4, Essence 2; **Type:** Simple

Keywords: Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Battle Fury Focus

The Exalt gains three extra dice to all combat-related pools and removes all wound penalties but lowers her initiative by 3. She cannot speak coherently and cannot retreat. She may only move toward her current target by the shortest route, attack enemies within range, wait for an attacker to engage her, or select the nearest enemy as a new target when her previous target is incapacitated, dead or not locatable. This Charm lasts until the Solar can no longer locate an enemy to kill. She will not attack close friends, relatives or lovers for suspicious action or clothing – they must actively interfere to become targets of attack. To end this Charm prematurely, the Solar must succeed at a Willpower roll, difficulty 3, as well as gain one Limit. If a loved one or friend attempts to restrain the Exalt, the Willpower difficulty drops to 1 and no Limit is gained.

UNBREAKABLE WARRIOR'S MASTERY

Invocation: Flare 1, lwp; **Mins:** Endurance 5, Essence 2; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Ox-Body Technique

When someone uses an attack with a Crippling effect against the Solar, she may roll (Stamina + Endurance), difficulty (the attacker's Essence), to negate the Crippling effect.

BODY-MENDING MEDITATION

Invocation: Flare 1; **Mins:** Endurance 1, Essence 1; **Type:** Supplemental

Keywords: Combo-OK, Peripheral

Duration: Until the day ends

Prerequisite Charms: None

The Solar rolls (Stamina + Endurance). Success speeds her healing rate by a factor of 10 or, if the character prefers, adds directly to the successes of a physician using Wound-Mending Care Technique on her. Characters can invoke Body-Mending Meditation when inactive (*Exalted*, p. 143).

PRESENCE

RESPECT COMMANDING ATTITUDE

Invocation: Flare 2; **Mins:** Presence 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Compulsion, Peripheral, Social

Duration: One scene

Prerequisite Charms: None

The Solar gives a performance or oration and rolls (an appropriate Social Attribute + Presence). This Charm exerts unnatural mental influence on everyone who can see or hear her. If the Solar's successes exceed a given target's mental defense roll (or the average roll for a group), that target suffers a compulsion to stay in the Exalt's company and respectfully observe her performance. Those who resist are not compelled and may leave, heckle, accost the character, or remain by choice.

PHANTOM-CONJURING PERFORMANCE

Invocation: —; **Mins:** Presence 3, Essence 3; **Type:** Permanent**Keywords:** Obvious**Duration:** Variable**Prerequisite Charms:** None

This Charm allows the Solar to create ghostly images, Essence flares, ethereal music and strange sensory effects to enhance a use of her Presence. These effects do not seem entirely real, they remain within (Essence x 10) yards of the Solar, and they cannot be used to confuse or deceive others without a stunt.

HEART-COMPELLING METHOD

Invocation: Flare 1; **Mins:** Presence 4, Essence 2; **Type:** Supplemental**Keywords:** Combo-OK, Emotion, Social**Duration:** One scene**Prerequisite Charms:** None

This Charm supplements a Presence-based roll to rouse emotion in others, exerting unnatural mental influence on every valid target of this roll. This Charm inspires the desired emotion intensely for a scene in targets who fail their mental defense roll.

MEMORY-REWEAVING DISCIPLINE

Invocation: Flare 1, lwp; **Mins:** Presence 5, Essence 2; **Type:** Simple**Keywords:** Combo-OK, Illusion, Social**Duration:** Instant**Prerequisite Charms:** Phantom-Conjuring Performance, Heart-Compelling Method

This Charm is a Presence-based social attack that encourages a specific belief – for example, overwriting the audience's memories and convincing them that the Solar has always lived in their town. This Charm exerts unnatural mental influence on every valid target of the roll. If their mental defense roll fails, this Charm inspires them to believe. They may make a new mental defense roll every scene to break this influence.

HUSBAND-SEDUCING DEMON DANCE

Invocation: Flare 1, lwp; **Mins:** Presence 5, Essence 3; **Type:** Simple**Keywords:** Combo-OK, Emotion, Obvious, Social**Duration:** Instant**Prerequisite Charms:** Heart-Compelling Method

The Solar gives a performance and rolls (a Social Attribute + Presence + Essence). This Charm exerts unnatural mental influence on all who witness it, causing those who fail their mental defense roll fall instantly in love, either with the Solar or something the Solar represents. Targets incapable of sexual attraction to the Solar become infatuated or dedicated to the Solar's cause rather than romantic. Targets may make a new mental defense roll every scene to break this influence.

HYPNOTIC TONGUE TECHNIQUE

Invocation: Flare 1, lwp; **Mins:** Presence 3, Essence 2; **Type:** Simple**Keywords:** Combo-OK, Compulsion, Social, Stackable, Touch**Duration:** Solar's Charisma in days**Prerequisite Charms:** None

This Charm exerts unnatural mental influence to create a Compulsion effect. The Solar rolls (Manipulation + Presence). If the target fails his unconscious mental defense roll, he is compelled to follow one order given by the Solar. The order can be as complicated as the Solar desires, and she doesn't need to spell it out explicitly in words. The target may make a new mental defense roll every day to break this compulsion, or the influence fades when the Charm expires. If the target wishes to recognize the influence or remember it later, doing so requires a Willpower roll, difficulty 4.

MAJESTIC RADIANT PRESENCE

Invocation: Flare 1; **Mins:** Presence 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Social

Duration: Instant

Prerequisite Charms: None

This Charm supplements an attempt at natural mental influence, adding the Solar's Essence in automatic successes to a social attack roll. This Charm is specifically permitted to supplement rolls for other Abilities.

TERRIFYING APPARITION OF GLORY

Invocation: Flare 2; **Mins:** Presence 5, Essence 3; **Type:** Reflexive

Keywords: Obvious, Peripheral, Social

Duration: One scene

Prerequisite Charms: Majestic Radiant Presence

This Charm negates physical and social attacks made against the Solar unless the attacker succeeds on a reflexive mental defense roll, difficulty (the Solar's Essence); is a form of unnatural mental influence. The attacker need succeed only once per turn, no matter how many attacks he makes on his action.

UNDERLING PROMOTING TOUCH

Invocation: Flare 1, Iwp; **Mins:** Presence 5, Essence 3; **Type:** Simple

Keywords: Obvious, Touch

Duration: One story

Prerequisite Charms: Majestic Radiant Presence

This Charm imbues a target character with Solar Essence. When the target believes herself to be acting or speaking in the Solar's name, she adds the Solar's Essence in dice to her Presence rolls.

SUN KING RADIANCE

Invocation: —; **Mins:** Presence 5, Essence 4; **Type:** Permanent

Keywords: Obvious

Duration: Instant

Prerequisite Charms: Underling Promoting Touch

This Charm allows characters loyal to the Solar to replace their Essence score with the Solar's when resisting mental influence. It also subtracts two dice from pools of characters loyal to the Solar when they actively attempt to betray that loyalty. This Charm has no effect on Abyssal Exalts or other Solar Exalts.

AUTHORITY-RADIATING STANCE

Invocation: Flare 3; **Mins:** Presence 4, Essence 3; **Type:** Simple

Keywords: Combo-OK, Peripheral, Social

Duration: One scene

Prerequisite Charms: Majestic Radiant Presence

This Charm is a form of unnatural mental influence. For the rest of the scene, each character who interacts personally with the Exalt must succeed at a mental defense roll, difficulty (the Solar's Presence), or suffer an unnatural Illusion effect that the Exalt is someone with authority over him. As an exception to the usual rules for unnatural effects, resisting this Charm successfully does not garner Limit.

WORSHIPFUL LACKEY ACQUISITION

Invocation: Flare 2, Iwp; **Mins:** Presence 5, Essence 4; **Type:** Simple

Keywords: Combo-OK, Obvious, Servitude, Social

Duration: Solar's Charisma in days

Prerequisite Charms: None

This Charm is a Presence-based social attack that inspires someone to recognize the Solar's greatness. The target chosen must be a valid target for persuasion attempts. The Solar rolls ([Charisma or Manipulation] + Presence). If the target fails his mental defense roll, this Charm exerts unnatural mental influence and creates a Servitude effect, compelling him to serve the Solar loyally.

ENEMY-CASTIGATING SOLAR JUDGMENT

Invocation: Flare 1; **Mins:** Presence 1, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Holy, Obvious, Social

Duration: Instant

Prerequisite Charms: None

This Charm can make a physical attack Holy, inflicting aggravated damage against creatures of darkness. It can also enhance social attacks that create guilt, shame or fear, or where the Exalt uses a stunt to draw on these emotions. It makes the social attack Holy, forcing creatures of darkness treat it as unnatural mental influence that may be resisted with only half their relevant pool. This Charm is specifically permitted to enhance rolls based on other Abilities.

WAR

ROUT-STEMMING GESTURE

Invocation: Iwp; **Mins:** War 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Obvious, War

Duration: Until next action

Prerequisite Charms: None

The Exalt can target up to her Essence in military units or (Essence x 100) scattered individuals who can see her. These targets succeed automatically on all Valor rolls. If used in the instant one or more targets fail a Valor roll or rout check, the targets that failed may reroll. This Charm's effects last until the Exalt's next [mass] combat action.

COMMANDING THE IDEAL CELESTIAL ARMY

Invocation: Flare 1; **Mins:** War 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, War

Duration: Instant

Prerequisite Charms: Rout-Stemming Gesture

The Solar gives an order or message up to 12 words that arrives instantaneously, though it is still conveyed as normal. It is received and clearly understood by loyal units within (Essence x 100) yards. If the Exalt gives an appropriate order before a roll to determine whether a targeted unit hesitates or can change order rapidly, the roll succeeds automatically.

MOB-DISPERSING REBUKE

Invocation: Flare 1, Iwp; **Mins:** War 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Social, War

Duration: Instant

Prerequisite Charms: None

This Charm forces an enemy unit within (Essence x 100) yards to make an immediate check for rout. If the unit's Magnitude exceeds the Exalt's Essence, the difficulty is 1; otherwise, it's 2. This Charm can be used socially as well as in war, in which the Exalt can treat any mob, gathering or social group she can reasonably chastise as the target unit.

FURY INCITING PRESENCE

Invocation: Flare 2, Iwp; **Mins:** War 3, Essence 3; **Type:** Simple

Keywords: Combo-OK, Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Mob-Dispersing Rebuke

The Exalt attempts to persuade everyone who can hear her to join her in righteous violence, rolling (Charisma + [Presence or War]) versus the group's mental defense roll. This Charm organizes all successfully-persuaded characters into an unordered military unit under the Exalt's direction. This unit dissolves if the Exalt abandons it for more than 15 minutes.

GENERAL OF THE ALL-SEEING SUN

Invocation: Flare 3; **Mins:** War 5, Essence 4; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Fury Inciting Presence

This Charm informs the Solar of the position and status of all units (solo and otherwise) within (Essence x 10) miles containing a commander, hero, relay or sorcerer loyal to the Solar or to a cause for which the Solar is fighting. This information includes each unit's fatigue, order and current Magnitude, as well as awareness of all major landmarks within one mile of any loyal units. This information is intuitive but can be converted into a battle map if appropriate for the Solar.

HEROISM-ENCOURAGING PRESENCE

Invocation: Flare 2; **Mins:** War 4, Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Peripheral, War

Duration: One scene

Prerequisite Charms: None

Any unit or social group the Solar commands and every ally within (Essence x 20) yards no longer needs to make Valor checks. In war, this Charm prevents rout.

TIGER WARRIOR TRAINING TECHNIQUE

Invocation: Flare 2, Iwp; **Mins:** War 4, Essence 3; **Type:** Simple

Keywords: Obvious, Peripheral, Touch, Training

Duration: One week

Prerequisite Charms: Heroism-Encouraging Presence

This Charm involves training a military unit, requiring five or more hours of effort in a week. The unit's Drill increases by one for each week of training, to a maximum of Drill 5. In addition, the trainer increases the one of the unit's Traits by one for each week of training, up to a maximum of 4 (though no higher than her own traits). Valid trainable Traits are: Valor, Strength, Dexterity, Stamina, Archery, Martial Arts or Melee. The Solar can train with the unit or as a solo unit, increasing her own traits.

LEGENDARY WARRIOR CURRICULUM

Invocation: —; **Mins:** War 5, Essence 4; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Tiger Warrior Training Technique

This Charm allows the Solar to use Tiger Warrior Training Technique to train others in any of the following:

- Military Abilities she possesses at 4 or more, including all Dawn Caste Abilities, Athletics, Awareness, relevant Craft, Endurance, Medicine, Resistance, Sojourn, Stealth, and Survival.
- Willpower up to a maximum of 7.
- A specialty for a specific military activity defined by the Solar during training, linked to one of the above Abilities and rated at two dice. This benefit is not cumulative.

IDEAL BATTLE KNOWLEDGE PRANA

Invocation: Flare 4, Iwp; **Mins:** War 5, Essence 5; **Type:** Simple

Keywords: Combo-OK, Obvious, Peripheral, War

Duration: One scene

Prerequisite Charms: Commanding the Ideal Celestial Army, General of the All-Seeing Sun

This charm provides the Solar and those who follow her – units directly or indirectly under the Solar's command within (Essence x 10) miles – with a +1 increase in Drill and a +1 increase in Might (to a maximum of 3). The number of relays necessary to order each targeted units are halved.

TWILIGHT CASTE CRAFT

OBJECT-STRENGTHENING TOUCH

Invocation: —; **Mins:** Craft 2, Essence 1; **Type:** Simple

Keywords: Combo-OK, Touch

Duration: One scene

Prerequisite Charms: None

This Charm increases an object's Hardness and the difficulty to break it with a (Strength + Athletics) roll by the Solar's Essence. No combo that includes this Charm can increase this difficulty by more than the Solar's Essence.

DURABILITY-ENHANCING TECHNIQUE

Invocation: Flare 1; **Mins:** Craft 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisite Charms: Object-Strengthening Touch

This Charm permanently increases an object's Hardness and the difficulty to break it with a (Strength + Athletics) roll by one. No combo that includes this Charm can increase this difficulty by more than the Solar's Essence.

CHAOS-RESISTANCE PREPARATION

Invocation: Flare 1, Iwp; **Mins:** Craft 4, Essence 2; **Type:** Simple

Keywords: Combo-OK, Touch

Duration: Indefinite

Prerequisite Charms: Object-Strengthening Touch

This Charm makes an object immune to Shaping effects and Wyld chaos for as long as it remains in the presence of the Solar or her Essence. It also permanently increases the difficulty of rolled Shaping effects targeting the object by two and, in the Wyld, makes random unfortunate incidents affecting the object 10 times less frequent.

SHATTERING GRASP

Invocation: Flare 1; **Mins:** Craft 5, Essence 2; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm is a dramatic action taken to disassemble an object or structure, which the Solar may perform harmlessly or destructively. It allows the disassembly of only those objects she can break with a feat of strength pool equal to her (Strength + Athletics + [Craft x 2]). The Exalt can disassemble a single object in (8 - Essence) minutes, minimum three minutes, or a larger structure up to the size of a village or large castle in the same number of hours.

CRAFTSMAN NEEDS NO TOOLS

Invocation: Flare 2, Iwp; **Mins:** Craft 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm supplements a Craft action by removing the need for tools, though the Solar still needs raw materials. If used to enhance a Craft action to build something, the Solar accomplishes (Essence x 3) hours of work for each hour invested.

CRACK-MENDING TECHNIQUE

Invocation: Flare 2, Iwp; **Mins:** Craft 5, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisite Charms: None

This Charm supplements any valid dramatic action to repair an object, allowing the Solar to work at (Essence) times the normal rate. It also allows her mend cracks and seal broken pieces together without glue or nails, leaving a join as strong and seamless as if the object were new.

LORE

HARMONIOUS ACADEMIC METHODOLOGY

Invocation: Flare 2, Iwp; **Mins:** Lore 5, Essence 3; **Type:** Simple

Keywords: Obvious, Peripheral, Touch, Training

Duration: One week

Prerequisite Charms: None

This Charm involves training an organized social group such as a class, ministry or guild. Training requires five or more hours of effort in any given week, during which the trainer picks one trait to train: Conviction, Temperance, Perception, Intelligence, Craft (or one of its elemental specialties), Lore, Presence or Socialize. This Charm increases that trait for each member of the unit by one dot, to a maximum of 4. The Solar can train with the group or as a solo character, increasing her own traits, but she cannot increase others' traits past her own.

LEGENDARY SCHOLAR CURRICULUM

Invocation: —; **Mins:** Lore 5, Essence 4; **Type:** Permanent

Keywords: Obvious

Duration: N/A

Prerequisite Charms: Harmonious Academic Methodology

This Charm allows the Solar to use Harmonious Academic Methodology to train others in any of the following:

- Social and scholarly Abilities she possesses at 4 or more, including Awareness, Bureaucracy, exotic Crafts, Larceny,

Medicine, Occult, and any Abilities trainable with Harmonious Academic Methodology.

- Any Virtue, to a maximum of 4.
- Charisma, Manipulation and Wits to a maximum of 4. She can even train Appearance with an appropriate rationale.
- Specialties for any Ability she can train.

CHAOS-REPELLING PATTERN

Invocation: Flare 2; **Mins:** Lore 3, Essence 3; **Type:** Simple

Keywords: Combo-OK, Obvious, Peripheral

Duration: One hour

Prerequisite Charms: None

This Charm surrounds the Solar with a mystic pattern of Essence – what the Fair Folk call an “island of Creation” or a “dead waypoint.” The Exalt's immediate vicinity – out to (her Essence) in yards – functions according to the laws of Creation, even if she is in the Wyld, Malfeas or some stranger location.

WYLD-SHAPING TECHNIQUE

Invocation: Flare 3, Iwp; **Mins:** Lore 5, Essence 3; **Type:** Simple

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

Prerequisite Charms: Chaos-Repelling Pattern

Wyld-Shaping Technique is an extended dramatic action that forces a region of the Wyld to take form as the Exalt commands. The Solar rolls (Intelligence + Lore) for every five hours of effort, reinvoking the Charm with each roll; this causes her anima to flare brilliantly, slowly fade, then flare again as if pulsing with the life of Creation. This roll's difficulty is 1 in Pure Chaos, 3 in the Deep Wyld, 5 in Middlemarches and 10 in Bordermarches. The Solar can spend accumulated successes at any point to complete part of her construction. This functions as follows.

- **Demesne** To forge a demesne, the Solar must first create the land and then spend successes equal to its demesne level.
- **Land** To create a stable region – such as land – the Solar must spend successes equal to its Resources value, meaning that creating fertile land and mineral resources requires more effort per acre than blasted plains, desolate marshes and lifeless ocean. She can spend up to five successes at a time. The Solar can use Wyld-Shaping Technique in this region as if it were the Middlemarches of the Wyld, but all other effects consider it a Tainted Land – touched by Wyld energy, but a part of Creation.
- **Magical Things** To create a manse or artifact, the Solar applies the successes on this roll directly as Craft successes in manse or artifact construction. This Charm cannot speed the construction process more than tenfold, but the Solar is specifically permitted to supplement this process with Craft Charms such as Craftsman Needs No Tools.
- **People** To create extras, the Solar spends successes equal to the number of Background dots necessary to have them as Followers. To create useful Essence 1 servants, the Solar spends one success per servant. Increase the required successes by one if the Solar is creating a coherent military unit, social group or government out of the chaos. The Solar can spend up to five successes at a time.
- **Wealth** The Solar must spend successes equal to the portable wealth's Resources value. She can spend up to five successes at a time.

As long as the things created by this Charm continue to interact with Creation or the Exalt, they survive. Otherwise, they begin to lose their reality. Roll the creator's Essence against difficulty 1 or 2, depending on limited interaction with real things or no such interaction. If the roll fails and the things still have no interaction with Creation or an Exalt, they fade away entirely.

Creatures made using Wyld-Shaping Technique are outside Creation's processes of life and death. They do not reincarnate in Creation or as a real creature unless Heaven orders their pattern woven into the Loom of Fate. They do not form ghosts unless the Neverborn intervene to recreate their Essence pattern as such. They fade away upon their deaths and are no longer valid targets for Charms or other effects unless otherwise stated.

WYLD CAULDRON TECHNOLOGY

Invocation: —; **Mins:** Lore 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Wyld-Shaping Technique

This Charm enhances the Exalt's Wyld-Shaping Technique, allowing the Solar to make permanent and real things.

- **Land/Wealth** The Exalt can make real land or wealth with Wyld-Shaping Technique. This follows the normal rules, but the Solar must make a sacrifice – normally, a quantity of orichalcum or jade with Resources value equal to the Resources value of the creation. She cannot sacrifice functional artifact, but she can also spend (Resources value x 2) in Experience

points, carving the necessary land or wealth out of her soul.

- **Magical Things** If the Solar builds a manse or artifact out of materials imported from Creation, the result is real – it does not lose its reality as described above.

- **People** The Solar can change a person or a social group with Wyld-Shaping Technique. The Exalt may change the target's Motivation and impose a number of points of Wyld mutations equal to her Essence, though the target may make a mental defense roll, reducing the Exalt's successes on her Wyld-Shaping roll. Alternatively, the target may make a social attack against the Solar, resisted normally, to state a short condition, such as "do not make me hideous" or "do not make me a traitor," which can limit the Solar's options but does not prevent the effect. Storytellers can veto conditions such as "do not change me at all." Targets of this Charm must be present in the Wyld and within (Essence x 10) yards of the Solar.

ESSENCE-LENDING METHOD

Invocation: —; **Mins:** Lore 2, Essence 1; **Type:** Simple

Keywords: Combo-OK, Obvious, Touch

Duration: Indefinite

Prerequisite Charms: None

This Charm allows the Solar to expend Essence in order to refresh the same amount of another character's Essence. This cannot result in the recipient having an Essence pool larger his Essence rating unless that character has invoked Brimming Solar Chalice, below.

WILL-BOLSTERING METHOD

Invocation: Iwp; **Mins:** Lore 3, Essence 1; **Type:** Simple

Keywords: Combo-OK, Obvious, Touch

Duration: Instant

Prerequisite Charms: Essence-Lending Method

This Charm allows the Solar to transfer Willpower points to the target. After spending the Willpower to invoke this Charm, she may transfer up to (her Essence) in Willpower points. This Charm cannot increase the target's Willpower pool past its normal maximum.

POWER-AWARDING PRANA

Invocation: Flare 2, Iwp; **Mins:** Lore 4, Essence 3; **Type:** Simple

Keywords: Combo-OK, Touch

Duration: One scene

Prerequisite Charms: Essence-Lending Method

This Charm targets an Essence 1 character who cannot channel Essence. It increases the target's effective Essence to 2, permitting him to use artifacts and hearthstones and to learn Solar Charms with the normal training time for 10 Experience points each. The target has access to this increased Essence, Charms and slots only when actively under the influence of Power-Awarding Prana (i.e. only during scenes in which the awarding Solar invokes this Charm).

CATALYST OF WILL

Invocation: —; **Mins:** Lore 3, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

When the Solar spends a Willpower point for the purpose of using Charms or sorcery, she may elect to expend an Essence in its place. She cannot substitute Essence for Willpower to resist mental influence, channel a Virtue, gain a bonus success, ignore wound penalties, or the like without Storyteller approval.

DEMENSE'S DEEP DROUGHT

Invocation: —; **Mins:** Lore 2, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

When the Solar would recover Essence from an attuned Hearthstone, the Exalt may forgo the usual one Essence in order to eke out a bit more power from her Manse. She rolls the Hearthstone's rating and gains an amount of Essence equal to her successes. Failure indicates that she gains no Essence from her Hearthstone, and a botch suppresses that Hearthstone's benefit for the duration of the scene (though it remains attuned).

BRIMMING SOLAR CHALICE

Invocation: —; **Mins:** Lore 3, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Essence-Lending Method, Demense's Deep Drought

Each time the Solar gains Essence that would be lost due to her Essence pool cap, she may instead store it in her anima. This has a Flare of +1 which cannot be reduced by any means, including the Night Caste anima ability. The Exalt may not gain more Essence at a time than (her Essence score), nor may she retain more total Essence than twice her Essence score. At the end of each scene, any Essence supernumerary to the Solar's Essence rating is lost.

ORDER-AFFIRMING BLOW

Invocation: Flare 4, Iwp; **Mins:** Lore 5, Essence 4; **Type:** Simple

Keywords: Combo-OK, Shaping, Touch

Duration: Instant

Prerequisite Charms: Wyld-Shaping Technique, Will-Bolstering Method

The Solar's touch causes an individual to roll his Essence. This Charm shatters one Shaping effects on the target for each success scored, including long-term or permanent effects such as Wyld mutations and Sidereal astrology. The target is immune to further Shaping effects for the remainder of the scene.

Using this Charm outside the Wyld on one of the Fair Folk destroys the target. The dream-wrought bodies of the Fair Folk are a Shaping effect, and this Charm renders them into statues, dreams, objects, animals or ordinary humans at the Storyteller's discretion. Note that the Exalt must successfully touch the Fair Folk to use this Charm against them.

MEDICINE

TOUCH OF BLISSFUL RELEASE

Invocation: Flare 1; **Mins:** Medicine 2, Essence 2; **Type:** Simple

Keywords: Combo-OK, Touch

Duration: Solar's Essence in hours

Prerequisite Charms: None

This Charm cancels up to three points of the target's penalties from Sickness, Poison, Crippling effects and wound penalties. Its effects linger for five minutes after the duration expires.

CONTAGION-CURING TOUCH

Invocation: Flare 1; **Mins:** Medicine 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisite Charms: None

This Charm supplements a Medicine-based action to treat a patient by removing the need for medicines, implements, and appropriate environs. It does not reduce the time required for medical treatment, but it allows the Solar to treat patients empty-handed and in unfavorable conditions without penalties. The medical shortcuts involved depend on the Exalt in question. Some learn special pressure points, others channel raw Essence to heal, and still others inspire new strength in their patients through words and actions.

WOUND-MENDING CARE TECHNIQUE

Invocation: Flare 1; **Mins:** Medicine 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisite Charms: None

This Charm replaces the normal benefits of medical care, instead allowing the target to recover a number of lethal or bashing health levels equal to the Solar's successes on an (Intelligence + Medicine) roll at the end of the treatment. If the target spends the day resting, the target recovers a number of additional lethal and bashing health levels equal to the Solar's Essence. This requires the physician to spend an hour (without a stunt or a Charm) treating, monitoring, and tending to the patient. No patient can benefit from this Charm more than once per day.

ANOINTMENT OF MIRACULOUS HEALTH

Invocation: Flare 1; **Mins:** Medicine 4, Essence 2; **Type:** Simple

Keywords: Combo-OK, Obvious, Peripheral, Touch

Duration: One scene

Prerequisite Charms: Wound-Mending Care Technique

Administering this Charm grants the target a number of temporary -1 health levels equal to the Solar's Essence. These health levels are the lost first when the character takes damage, and they never heal back. When the Charm ends, the additional health levels fade without ill effect, whether or not they have been lost. They also fade instantly if Anointment of Miraculous Health is used on the target again.

WOUND-CLEANSING MEDITATION

Invocation: —; **Mins:** Medicine 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Touch

Duration: Instant

Prerequisite Charms: Contagion-Curing Touch, Wound-Mending Care Technique

This Charm replaces the normal benefits of medical care, instead allowing the Solar to roll (Intelligence + Medicine). Her successes convert the target's aggravated wound levels to lethal wound levels. This requires the physician to spend an hour (without a stunt or a Charm) treating, monitoring, and tending to the patient.

FLAWLESS DIAGNOSIS TECHNIQUE

Invocation: —; **Mins:** Medicine 1, Essence 1; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

If the Solar uses this Charm in the process of a formal diagnosis – a (Perception + Medicine) action that takes several minutes – this Charm protects her from any error in diagnosis. If she has enough information, she accurately identifies each condition, its source and its additional effect. If she does not have enough information, she recognizes that some key piece of the puzzle is missing.

AILMENT-RECTIFYING METHOD

Invocation: —; **Mins:** Medicine 3, Essence 2; **Type:** Permanent

Keywords: Touch

Duration: Instant

Prerequisite Charms: Flawless Diagnosis Technique

This Charm permanently enhances the Exalt's capabilities. She can cure any Sickness effect with a dramatic Medicine-based action that takes one hour unless sped by a stunt or Charm. It halves the length of the patient's convalescence. If the Exalt rolls five or more successes on a Medicine roll to treat an ordinarily incurable illness, such as the Great Contagion, she can simply banish it from the patient's system.

BODY-PURIFYING ADMONITIONS

Invocation: —; **Mins:** Medicine 3, Essence 2; **Type:** Permanent

Keywords: Touch

Duration: Instant

Prerequisite Charms: Flawless Diagnosis Technique

This Charm permanently enhances the Exalt's capabilities. She can cure any Poison effect with a dramatic Medicine-based action that takes 20 minutes unless sped by a stunt or Charm. If the Exalt rolls five or more successes on a Medicine roll to treat an ordinarily incurable poison, such as spiritual taint, Yozi impregnation or even spells such as Blood of Boiling Oil, she can simply banish it from the patient's system.

WHOLENESS-RESTORING MEDITATION

Invocation: —; **Mins:** Medicine 3, Essence 3; **Type:** Permanent

Keywords: Touch

Duration: Permanent

Prerequisite Charms: Flawless Diagnosis Technique

This Charm permanently enhances the Exalt's capabilities. She can cure any Crippling effect with a dramatic Medicine-based action that takes 20 minutes unless sped by a stunt or Charm. If the Exalt rolls five or more successes on a Medicine roll to treat an ordinarily incurable Crippling effect, such as limb amputation or Charm-induced paralysis, she can simply restore the patient. It takes the patient several days of convalescence to repair otherwise permanent damage such as lost limbs or blindness.

INSTANT TREATMENT METHODOLOGY

Invocation: Flare 1; **Mins:** Medicine 2, Essence 2; **Type:** Simple

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisite Charms: Flawless Diagnosis Technique

The Charm functions exactly as any Medicine-based dramatic action that takes up to one hour, save that the Solar performs it in a handful of seconds. As with Contagion-Curing Touch, the medical shortcuts involved depend on the Exalt in question. This Charm does not remove the need for appropriate medicine, surgical tools and suchlike, but the Solar can use a stunt or combo to work around these limitations.

This Charm speeds only that portion of treatment that actively involves the physician. It does not accelerate any rest, recovery and convalescence the patient normally performs on her own. It can act as the dramatic action required by Charms such as Wholeness-Restoring Meditation and Wound-Mending Care Technique.

OCCULT

TERRESTRIAL CIRCLE SORCERY

Invocation: —; **Mins:** Occult 3, Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: None

This Charm allows the Exalt to learn Terrestrial Circle spells and to take Shape Sorcery actions.

CELESTIAL CIRCLE SORCERY

Invocation: —; **Mins:** Occult 4, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Terrestrial Circle Sorcery

This Charm allows the Exalt to learn Celestial Circle spells.

SOLAR CIRCLE SORCERY

Invocation: —; **Mins:** Occult 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Celestial Circle Sorcery

This Charm allows the Exalt to learn Solar Circle spells.

DYNAMIC (CIRCLE) SORCERY

Invocation: —; **Mins:** Occult 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: (Circle) Circle Sorcery

Dynamic (Circle) Sorcery is actually three Charms, one for each Circle of sorcery. It allows the Exalt to take Shape Dynamic Sorcery actions.

The unpredictable nature of dynamic sorcery requires an initial (Wits + Occult) roll with a difficulty of the spell's Circle. If successful, the Exalt takes a number of consecutive Shape Dynamic Sorcery actions equal to the spell's Circle. The minimum difficulty to maintain concentration on a dynamic spell is its Circle.

While shaping, the Exalt chooses a number of effects equal to the spell's Circle. A dynamic spell may:

- Increase one Attribute or Ability by (the Exalt's Essence). The increased rating is considered a natural and persists for one action.
- Evoke a Charm for which the Exalt has the minimum required Traits without needing to know the prerequisite Charms, if any. The Exalt must evoke the Charm as usual, paying any listed costs. Charms evoked this way must be ones the Exalt could learn without use of the Eclipse Caste anima ability. Charms from the Blossom of the Perfected Lotus cannot be evoked with dynamic sorcery.
- Invoke a combo of Charms without paying Willpower beyond what was paid to shape the spell. Any of these Charms may be evoked (or chain-evoked), but only via dynamic sorcery. Charms invoked beyond the second earn Limit as usual.

SHAPE SORCERY

Casting a spell requires the Exalt first take a number of consecutive Shape Sorcery actions equal to the spell's Circle: one for Terrestrial, two for Celestial, and three for Solar. Each Shape Sorcery action costs a point of Willpower, and the unparalleled concentration it requires precludes all other actions (including reflexive actions and defense rolls) other than use of the Exalt's anima ability. If distracted or injured, the Exalt rolls (Wits + Occult), difficulty 1 or the number of health levels lost, to maintain the spell's integrity. Failure dissipates the spell's Essence as harmless light.

Shape Sorcery actions are Obvious and have a Flare of +1, meaning it adds to the Exalt's current anima level. No Charm or effect can reduce this Flare.

SHAPE DYNAMIC SORCERY

Each Shape Dynamic Sorcery action costs one Willpower point and one Essence. It is otherwise identical to a Shape Sorcery action.

The Exalt may delay the release of her spell by expending one Essence per turn of delay; she may expend no more Essence in this way than the spell's Circle. Each expenditure has a Flare of +1 as the spell's Essence crackles around her. During this delay, the Exalt is restricted to reflexive movement actions, defense rolls, and use of her anima ability.

SPIRIT-DETECTING GLANCE

Invocation: Flare 2; **Mins:** Occult 2, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: None

This Charm makes dematerialized creatures within the normal range of the Solar's senses valid targets for her Awareness actions.

DYNAMIC SORCERY, TAKE TWO

Storytellers wishing to emphasize the uncontrollable nature of dynamic sorcery may implement the following restrictions on its effects, based on the initial casting roll.

- The Exalt can't increase an Attribute or Ability by more dots than her successes, maximum (her Essence).
- The Exalt can't evoke a Charm with a minimum Essence requirement greater than her successes.
- The Exalt can't invoke a combo containing more Charms than her successes.

SPIRIT-CUTTING ATTACK

Invocation: —; **Mins:** Occult 2, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Dawn, Obvious

Duration: Instant

Prerequisite Charms: Spirit-Detecting Glance

This Charm enhances an attack, making dematerialized creatures within the attack's normal range valid targets. The attack deals aggravated damage to spirits. This Charm is explicitly permitted to supplement actions using other Abilities. Note that if the Solar cannot see the spirit she attacks, she receives the normal +2 difficulty penalty.

GHOST-EATING TECHNIQUE

Invocation: Flare 1; **Mins:** Occult 4, Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Dawn, Obvious

Duration: Instant

Prerequisite Charms: Spirit-Cutting Attack

The Solar invokes this Charm after making a successful attack that damages or dissipates a spirit. In addition to the normal damage from this attack, this Charm transfers a point of Willpower from the spirit to the Solar. If the spirit loses its last health level to this attack and dissipates, this Charm consumes the spirit utterly. Its Essence dissolves, and it will never be remade.

SPIRIT-REPELLING DIAGRAM

Invocation: Flare 1; **Mins:** Occult 5, Essence 2; **Type:** Simple

Keywords: Combo-OK, Compulsion, Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Spirit-Cutting Attack

The Solar spreads her arms and a blazing ring of gold-white light spreads from her, forming a circle centered on her with a radius equal to her Essence in yards. This circle remains centered on the Exalt for the remainder of the scene. This Charm imposes a Compulsion effect on all dematerialized creatures who take actions in this scene, compelling them not to enter the circle while dematerialized and not to stay within the circle while dematerialized. Spirits are allowed a mental defense roll, difficulty (the Solar's Essence), to ignore the Spirit-Repelling Diagram for the remainder of the scene.

ALL-ENCOMPASSING SORCERER'S SIGHT

Invocation: Flare 2; **Mins:** Occult 5, Essence 2; **Type:** Reflexive

Keywords: Peripheral

Duration: One scene

Prerequisite Charms: Spirit-Detecting Glance

This Charm causes Essence, Essence-fueled effects, and invisible creatures and effects to become valid targets for the Exalt's visual Awareness rolls. The Solar treats all Charms as Obvious and recognizes Artifacts, menses and demesnes as such. Dematerialized and invisible creatures and effects are visible to her, and she can automatically recognize a creature with Essence 4+ as a supernatural. A character using Stealth to avoid detection is not automatically revealed, but the Solar gains a dice bonus to detect that character equal to his Essence.

The Exalt may roll (Intelligence + Occult) to analyze what she sees. Identifying the exact effects of an unknown

Charm or spell is difficulty 5. Gauging the rating of a person's Essence trait, a demesne, a manse or an Artifact is difficulty 2.

SORCERER'S BURNING CHAKRA CHARM

Invocation: —; **Mins:** Occult 5, Essence 4; **Type:** Permanent

Keywords: Obvious

Duration: Varies

Prerequisite Charms: All-Encompassing Sorcerer's Sight

Whenever the Solar's anima banner is at or beyond level 2, she gains the benefits of All-Encompassing Sorcerer's Sight.

NIGHT CASTE ATHLETICS

GRACEFUL CRANE STANCE

Invocation: Flare 2; **Mins:** Athletics 1, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: None

The Solar automatically succeeds on any valid Athletics action to keep her balance. Moreover, this Charm allows the Exalt to keep her footing on any surface at least as strong and wide as a human hair, treating it as a three-foot-wide ledge capable of supporting a thousand pounds of weight.

MONKEY LEAP TECHNIQUE

Invocation: Flare 2; **Mins:** Athletics 1, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: None

While this Charm is active, the Solar may reflexively jump once per turn. This does not replace her Move action, and she may still only jump once per turn. She also doubles the length of all jumps.

SOARING CRANE LEAP

Invocation: Flare 1; **Mins:** Athletics 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK

Duration: Until next action

Prerequisite Charms: Monkey Leap Technique

This Charm's effect is identical to Monkey Leap Technique except that the Exalt quintuples the length of her jumps. This is not cumulative with the bonus of Monkey Leap Technique.

MOUNTAIN-CROSSING LEAP TECHNIQUE

Invocation: Flare 2, 1wp; **Mins:** Athletics 5, Essence 4; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Soaring Crane Leap

This Charm is a dramatic jumping action, normally taking about five minutes, in which the Solar leaps up to (Essence x 5) miles. If interrupted mid-leap and forced to take non-reflexive actions, she continues along the original trajectory but her landing is considered "falling from a great height" rather than "safely completing a jump."

FOE-VAULTING METHOD

Invocation: Flare 1; **Mins:** Athletics 5, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Monkey Leap Technique

This Charm adds the Solar's Athletics in dice to any attempts to reestablish surprise (*Exalted*, p. 156).

THUNDERBOLT ATTACK PRANA

Invocation: 1wp; **Mins:** Athletics 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Dawn, Obvious

Duration: Instant

Prerequisite Charms: None

This Charm uses the Solar's signature athletic move – leaping into the air and swinging her fists in a brilliant Essence-laden arc, charging an opponent like a bull or pouncing on an enemy like a tiger, etc – to enhance an attack. She receives one bonus success on her attack and doubles its post-soak damage. If the Exalt receives mechanical benefits such as extra movement from her Athletics action, it must be included in her current flurry. This Charm is explicitly permitted to supplement actions of other Abilities.

The Exalt chooses the signature attack when purchasing this Charm, but once this Charm is purchased, she may purchase new signature attacks for one Experience point each.

LIGHTNING SPEED

Invocation: Flare 1; **Mins:** Athletics 2, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Dawn, Peripheral

Duration: One scene

Prerequisite Charms: None

The Solar's Move and Dash distances increase by her Athletics score in yards. She can increase this further with the Athletics Excellency, gaining one yard per die or two yards per success added to her (Dexterity + Athletics).

RACING HARE METHOD

Invocation: 1wp; **Mins:** Athletics 5, Essence 2; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Lightning Speed

This Charm allows the Solar to travel up to $([\text{her Stamina} + \text{Essence}] \times 10)$ miles in one hour. This is a single dramatic action. If the Exalt invokes this Charm again as her next action, she may ignore the Willpower cost.

SPIDER-FOOT STYLE

Invocation: Flare 1; **Mins:** Athletics 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Graceful Crane Stance

This Charm allows the Solar to run (using the Move and Dash actions) on any surface. She cannot stop while standing on a vertical surface or while upside down, and if she does not Move or Dash every turn, she falls. If the Solar has Essence 4 or higher, she may remain standing on a vertical or inverted surface. This increases the Charm's Flare to 3.

FEATHER-FOOT STYLE

Invocation: Flare 2; **Mins:** Athletics 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: Graceful Crane Stance

This Charm allows the Solar to run or walk on unstable surfaces (using Move and Dash actions) as if she weighed no more than a feather. This makes surfaces such as rice paper, water, lava and writhing maggots effectively solid beneath her feet, though not necessarily harmless. To stop and stand on such a surface requires a successful reflexive difficulty 2 (Dexterity + Athletics) roll for each action in which the Exalt wishes to maintain balance.

EAGLE-WING STYLE

Invocation: Flare 4, 1wp; **Mins:** Athletics 5, Essence 4; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: Spider-Foot Style, Feather-Foot Style

The Solar leaps skyward and continues to fly until the scene ends or she wills herself to land. She can fly at triple her normal Move and Dash rates, but must move at least half her normal Move on every tick or she will have to land and end this Charm. She must remain within $([\text{Strength} + \text{Athletics}] \times 3)$ yards of a surface. She can "climb" walls or cliffs by zooming along their surface, but she can't naturally rise more than the stated distance above the ground.

To direct the flows of Essence, the Exalt must keep one hand extended before her. This prevents the use of bows and other two-handed weapons while flying. The Solar may use thrown weapons, fight unarmed or wield one-handed

weapons normally. She can engage in aerial duels with characters capable of taking to the air, or she can hurl thrown weapons at foes on the ground or swoop down and strike them as she flies past.

INCREASING STRENGTH EXERCISE

Invocation: Flare (variable; see text); **Mins:** Athletics 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Dawn, Obvious, Peripheral, Stackable

Duration: One scene

Prerequisite Charms: None

The Solar may add up to (her Essence) in dots to her Strength. No combo that includes Increasing Strength Exercise can increase the Exalt's Strength by more than her Essence, and this bonus is treated as a dice bonus from Charms. This Charm's Flare is equal to half the dots added, rounded down.

SHADOW OVER WATER

Invocation: —; **Mins:** Athletics 3, Essence 1; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

Used in response to an attack, this Charm allows the Exalt to ignore all penalties to her dodge attempt. This dodge does not impose the usual flurry penalties for active defense. This will not protect her from an undodgeable attack.

SEVEN SHADOW EVASION

Invocation: —; **Mins:** Athletics 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Dawn, Obvious

Duration: Instant

Prerequisite Charms: Shadow Over Water

Used in response to an attack, this Charm is a perfect dodge against the attack, even if it is undodgeable. The attack must not be unexpected. This Charm has one of the Four Flaws of Invulnerability, p. 19.

REFLEX SIDESTEP TECHNIQUE

Invocation: —; **Mins:** Athletics 3, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Dawn

Duration: Instant

Prerequisite Charms: None

This Charm allows the Solar to treat an unexpected attack as though it were not unexpected. She may then make a defense roll as normal or use Charms such as Seven Shadow Evasion against the attack.

FLOW LIKE BLOOD

Invocation: Flare 2, Iwp; **Mins:** Athletics 5, Essence 3; **Type:** Simple

Keywords: Combo-OK, Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Seven Shadow Evasion, Reflex Sidestep Technique

For the rest of the scene, the Solar may dodge any valid attack with her full defense pool. These dodges do not impose the usual flurry penalties for active defense. This Charm does not protect the Exalt from unexpected or undodgeable attacks.

LEAPING DODGE METHOD

Invocation: Flare 1; **Mins:** Athletics 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Dawn, Counterattack

Duration: Instant

Prerequisite Charms: Shadow Over Water

The Solar invokes this Charm after dodging an attack. She leaps away from her opponent, jumping up to $(10 + [\text{Strength} \times \text{Athletics}])$ yards vertically or twice this distance horizontally. She chooses the exact direction and distance of this leap, so long as it is away from her attacker. This Charm is treated as a counterattack even though the jump is not hostile, and cannot be used with or against a counterattack. The Exalt may not enhance the distance this Charm carries her through the use of hearthstones, artifacts, sorcery, or other Charms.

REED IN THE WIND

Invocation: Flare (variable; see text); **Mins:** Athletics 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Dawn

Duration: Instant

Prerequisite Charms: None

Used in response to an attack, this Charm adds the Solar's Essence in automatic successes to her passive defense. Its Flare is equal to the number of times she has already invoked it since her last action.

AWARENESS

CRAFTY OBSERVATION METHOD

Invocation: Flare 1; **Mins:** Awareness 3, Essence 2; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Exalt studies observable evidence, accomplishing in a single turn the equivalent of a dramatic Awareness action that would otherwise involve ransacking the scene in a meticulous quarter-hour investigation.

KEEN (SENSE) TECHNIQUE

Invocation: Flare 2; **Mins:** Awareness 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: None

Keen (Sense) Technique is actually three Charms: one that heightens sight, one that heightens hearing and touch and one that heightens smell and taste. This Charm gives two bonus successes on Awareness actions that use the relevant senses and also allows the Solar to clearly perceive sensory impressions that are normally too faint for human senses to validly observe at all.

UNSURPASSED (SENSE) DISCIPLINE

Invocation: Flare 2; **Mins:** Awareness 5, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: Appropriate Keen (Sense) Technique

Like its prerequisite, Unsurpassed (Sense) Discipline is actually three Charms: one that heightens sight, one that heightens hearing and touch and one that heightens smell and taste. The Charm doubles the Solar's successes on Awareness rolls.

SURPRISE ANTICIPATION METHOD

Invocation: Flare 1; **Mins:** Awareness 5, Essence 2; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm guarantees success on any valid Awareness roll to notice immediate mortal danger, in or out of battle, awake or asleep. If the Exalt has a chance to notice a surprise attack during a prolonged struggle, a dart blown at her in the jungle, an invisible opponent or a cleverly concealed pit, she does so.

EYE OF THE UNCONQUERED SUN

Invocation: Flare (special; see text), lwp; **Mins:** Awareness 5, Essence 5; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Peripheral

Duration: One scene

Prerequisite Charms: Unsurpassed Sight Discipline

The Solar sees everything that is concealed within the normal range of her vision, rendering Stealth effects, deception effects, and concealment effects – natural or unnatural – inapplicable against her. She may notice the effects, but is unaffected by them. This includes invisibility, mundane disguises, disguises augmented by Lunar shapeshifting or Sidereal astrology and Compulsion and Illusion effects that force her to deny reality. If another Charm contests this Charm's effects, Eye of the Unconquered Sun adds twice the Solar's Essence in automatic successes to the opposed roll to maintain this Charm. This Charm is considered a defense when used to prevent a surprise or social attack. For the duration of this Charm, the Exalt's anima banner remains at level 5, rather than fading to level 4 after a turn as usual.

LARCENY

FLAWLESSLY IMPENETRABLE DISGUISE

Invocation: Flare 1; **Mins:** Larceny 4, Essence 2; **Type:** Simple

Keywords: Combo-OK, Peripheral

Duration: Until the Exalt sleeps

Prerequisite Charms: None

This Charm supplements the Solar's (Appearance + Larceny) roll to create a disguise. She may change her coloration, skin texture, hair color, eye color, apparent ethnicity, apparent gender and adjust her height by as much as 10% in either direction. It also lets her seem anywhere between half and twice her actual age. She can adjust her voice, accent, speaking style and scent to match her disguise. These aspects of the disguise are undetectable by ordinary Awareness, though those with inhuman sensory acuity may attempt to see through the Exalt's disguise at a +4 difficulty penalty.

This Charm becomes a mundane disguise effect when the magic ends. It does not help the Solar imitate others' appearances.

PERFECT MIRROR

Invocation: —; **Mins:** Larceny 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Flawlessly Impenetrable Disguise

This Charm is a permanent upgrade to Flawlessly Impenetrable Disguise. By increasing its Flare to 2 and paying one Willpower, the Solar invokes that Charm with an Indefinite duration and supplements it in the following ways.

First, the Solar can halve or double her apparent Essence – as seen by creatures capable of perceiving such things – and can appear to possess a mystical trait to the extent that she can emulate its mechanical effects. For example, an Essence 4 Exalt could disguise herself as an Essence 8 god; if that god's hair writhes and the god floats an inch above the ground, the Solar convincingly models these traits (though she does not actually float).

Second, if the Solar has sufficient familiarity to disguise herself as someone else and that person's appearance is within the limits of this Charm, she can perfectly imitate that person. This disguise is impenetrable by ordinary Awareness, though those with inhuman sensory acuity may attempt to see through the Exalt's disguise at a +4 difficulty penalty.

Because ordinary Awareness cannot see through this disguise, the Solar has all the important distinguishing features of the imitated target, including mannerisms, scent, accent and all. She does not know things that only the target can know, however, so she cannot give passwords or issue countersigns. She is flawless at covering up her ignorance when someone attempts to ferret her out, though.

FLAWLESS PICKPOCKETING TECHNIQUE

Invocation: —; **Mins:** Larceny 2, Essence 1; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm enhances a valid roll to steal something that the Exalt can both reach and carry from another's person. She cannot steal things in active use, such as the sword in someone's hand, the boots from the target's feet or an artifact to which someone has attuned unless the target is an extra.

This Charm guarantees success on the pickpocketing roll. If another Charm contests this effect, add the Solar's Essence in automatic successes to the (Dexterity + Larceny) roll to oppose the other Charm. In addition, characters using ordinary senses cannot spot the theft with Awareness. Even characters with inhuman sensory acuity a +4 difficulty penalty on the opposed roll to catch the Exalt in the act.

STEALING FROM PLAIN SIGHT SPIRIT

Invocation: Flare 1; **Mins:** Larceny 5, Essence 2; **Type:** Simple

Keywords: Combo-OK

Duration: One action

Prerequisite Charms: Flawless Pickpocketing Technique

This Charm is an attempt to steal something in plain sight, within (the Solar's Essence) yards. She must be able to carry the item, and she cannot steal things in active use – again, including attuned artifacts – unless she is stealing from an extra. She automatically succeeds in her theft. If another Charm contests this effect, add the Solar's Essence in automatic successes to the (Dexterity + Larceny) roll to oppose the other Charm.

Characters using ordinary senses cannot spot the theft with Awareness, nor will they notice the theft afterward for

turns equal to the Solar's Essence, barring unusual circumstances such as an attempt to use the item or the collapse of an arch after the Solar steals its keystone. Even those with inhuman sensory acuity are at +4 difficulty to notice the theft and +8 difficulty to notice the item's absence.

The Exalt may also use this Charm to steal an item that she cannot otherwise reach, though doing so costs 1 Willpower and increases this Charm's Flare to 2.

LOCK-OPENING TOUCH

Invocation: —; **Mins:** Larceny 3, Essence 1; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Solar succeeds at a miscellaneous action to pick a lock automatically even if she has no tools (though such use makes the Charm Obvious). If this effect is opposed by another Charm or magical effect, add the Solar's Essence in automatic successes to the (Dexterity + Larceny) roll to oppose the rival magic.

DOOR-EVADING TECHNIQUE

Invocation: Flare 3, lwp; **Mins:** Larceny 5, Essence 4; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Lock-Opening Touch

This Charm is a Move action with the normal movement allowance that bypasses a single closed portal. The Solar must be able to move in order to use this Charm. This Charm only allows movement through portals – that is, objects intentionally designed for people, animals or spirits to pass through them. The Exalt cannot use this Charm to walk through walls, squeeze through arrow slits or fish around inside a sealed chest.

STEALTH

EASILY OVERLOOKED PRESENCE METHOD

Invocation: —; **Mins:** Stealth 3, Essence 1; **Type:** Simple

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: None

This Charm makes the Solar difficult to notice unless circumstances or battle readiness make her obvious. Awareness rolls made to notice the Solar fail automatically unless she is currently in initiative or the observer has at least a two-die bonus from circumstances, such as the +1 bonus guards receive from alertness, the +1 bonus to notice a Northerner in a Southern city and the +3 bonus to notice a blood-drenched orichalcum-armored Solar at a formal dress party.

MENTAL INVISIBILITY TECHNIQUE

Invocation: Flare 1, lwp; **Mins:** Stealth 4, Essence 2; **Type:** Simple

Keywords: Combo-OK, Compulsion, Peripheral

Duration: One scene

Prerequisite Charms: Easily Overlooked Presence Method

The Exalt rolls ([Dexterity or Appearance] + Stealth), adding her Essence in automatic successes. This Charm exerts unnatural mental influence on all those who observe her. If the Solar's successes exceed a target's unconscious mental defense roll, the target is compelled to ignore the Solar's presence whenever the Solar is not in initiative. If someone calls the target's attention to the Solar once the target has failed his mental defense roll, he may re-attempt the roll at -1 difficulty.

VANISHING FROM MIND'S EYE METHOD

Invocation: Flare 1, lwp; **Mins:** Stealth 5, Essence 3; **Type:** Simple

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: Mental Invisibility Technique

This Charm allows the Solar to apply Stealth retroactively by rolling ([Wits or Manipulation] + Stealth) and adding her Essence in automatic successes. This stealth veils her in others' memories. Targets may make one reflexive (Wits + Lore) roll per day to remember an event involving the Exalt or to recognize her, with a difficulty equal to her successes.

INVISIBLE STATUE SPIRIT

Invocation: —; **Mins:** Stealth 3, Essence 2; **Type:** Simple

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: Easily Overlooked Presence Method

This Charm makes it impossible to detect the Solar with any sense save touch – unless they bump into her, she is not a valid target for rolls made to notice or detect her. This Charm ends instantly if the Exalt enters initiative or moves, and it fades one turn after someone notices her by touch.

GLORY-TEMPERING PRACTICE

Invocation: Flare 1; **Mins:** Stealth 3, Essence 3; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Solar rolls her Willpower at a difficulty of her current anima level. If she succeeds, her anima banner dims by one level, to a minimum of level 1. When invoked as part of a combo, this effect occurs last, and Flares of the Charms which comprise that combo do not stack. This Charm may be placed in a combo with Charms of other Abilities. The Night Caste anima ability does not reduce the Flare of this Charm.

JUDICIOUS DOUSING METHOD

Invocation: Flare 1; **Mins:** Stealth 4, Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Peripheral

Duration: One scene

Prerequisite Charms: None

Each time the Solar invokes any Favored Charm for the remainder of the scene, she may choose to roll her Essence and reduce that Charm's Flare by her successes, to a minimum of 0. Botching this roll causes the Charm invocation to fail; any other invocation costs (e.g. Willpower) are lost as normal.

If the Solar has Essence 4+, she may invoke non-Favored Charms in this way, though the first time she does so her anima flares to level 2. The Night Caste anima ability does not reduce the Flare of this Charm.

GUTTERING CANDLE ABROGATION

Invocation: Flare 1; **Mins:** Stealth 5, Essence 4; **Type:** Simple

Keywords: Obvious

Duration: Instant

Prerequisite Charms: Glory-Tempering Veil, Judicious Dowsing Method

As the Solar inhales a double lungful of air and focuses her Exalted will, her anima flows quickly into her Caste Mark, like water down a wide drain. This Charm reduces her anima banner to level 2 and causes her Caste Mark to shine fierce and hot as the noonday sun. After turns equal to her Essence, her anima banner fades to level 1 (or fades entirely, if the Exalt expended Essence to suppress this Charm's Flare). The Night Caste anima ability does not reduce the Flare of this Charm.

If the Solar spends one Willpower when invoking this Charm, she may suppress the Obvious keyword of her Charms until her anima banner has faded to level 1. Ongoing effects may become Obvious again if the Storyteller decides it warranted – her Glorious Solar Saber fades from view, but it may spring back to visibility when she attacks with it.

ECLIPSE CASTE RESISTANCE

SOUL FIRE RESURGENCE

Invocation: —; **Mins:** Resistance 2, Essence 2; **Type:** Permanent

Keywords: Obvious

Duration: N/A

Prerequisite Charms: None

As an action, the Solar may spend one Willpower to roll her Essence; each success can heal a single level of bashing or lethal damage, and two successes can heal a level of aggravated damage. Damage heals from least severe to most. This Charm cannot heal damage that was self-inflicted, incurred as part of invoking a Charm, or otherwise acquired.

INTEGRITY-PROTECTING PRANA

Invocation: Flare 1, Iwp; **Mins:** Resistance 1, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One day

Prerequisite Charms: None

This Charm protects the Solar from any Shaping effect that directly alters her mind, body, spirit or traits, including instantaneous Shaping effects and any new alterations caused by long-term Shaping effects. This Charm also protects the Exalt from any undodgeable, unblockable Shaping attacks. This Charm does not protect against the miscellaneous dangers of the Wyld.

DESTINY-MANIFESTING METHOD

Invocation: —; **Mins:** Resistance 3, Essence 2; **Type:** Permanent

Keywords: None

Duration: N/A

Prerequisite Charms: Integrity-Protecting Prana

This Charm increases the difficulty of any rolled Shaping effect used against the Exalt by two. Characters using Shaping effects that involve the Solar can remove this penalty with any stunt that reconciles the Shaping effect with the Solar's sense of her own destiny. In the Wyld or the Labyrinth, this Charm reduces the frequency of random unfortunate incidents by a factor of 10.

SPIRIT-MAINTAINING MANEUVER

Invocation: Flare 1, Iwp; **Mins:** Resistance 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Social

Duration: Instant

Prerequisite Charms: None

This Charm allows Exalt to refuse control effects (*Exalted*, p. 180), acting as a perfect defense. This Charm has one of the Four Flaws of Invulnerability, p. 19.

STUBBORN BOAR DEFENSE

Invocation: —; **Mins:** Resistance 3, Essence 2; **Type:** Permanent

Keywords: None

Duration: N/A

Prerequisite Charms: None

This Charm causes the Solar to treat all directives from unnatural mental influence as unacceptable orders while in Limit Break.

TRANSCENDENT HERO'S MEDITATION

Invocation: Flare 2, Iwp; **Mins:** Resistance 5, Essence 4; **Type:** Simple

Keywords: Combo-OK, Obvious, Social

Duration: Instant

Prerequisite Charms: Spirit-Maintaining Maneuver, Stubborn Boar Defense

This Charm shatters all long-term Compulsion, Illusion and Servitude effects upon the Solar. She can ignore mental influence that would prevent her from using this Charm.

DURABILITY OF OAK MEDITATION

Invocation: —; **Mins:** Resistance 2, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Dawn

Duration: Instant

Prerequisite Charms: None

The Solar invokes this Charm after an attack hits but before damage is rolled, granting her Hardness 8 against that attack.

SPIRIT STRENGTHENS THE SKIN

Invocation: —; **Mins:** Resistance 2, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Dawn, Obvious

Duration: Instant

Prerequisite Charms: Durability of Oak Meditation

After an attack hits her but before damage is rolled, the Solar rolls (Stamina + Resistance) and reduce the attack's raw damage by one die for each success. This Charm can reduce the damage of the attack to zero.

IRON SKIN CONCENTRATION

Invocation: —; **Mins:** Resistance 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Dawn, Obvious

Duration: Instant

Prerequisite Charms: Durability of Oak Meditation

After an attack hits her but before damage is rolled, the Solar rolls (Stamina + Resistance), difficulty (the attacker's Essence up to a maximum of 6). On a success, this Charm prevents all damage from the attack; on a failure, this Charm grants the Solar +8B/+8L/+4A soak against the attack.

IRON KETTLE BODY

Invocation: Flare 2, lwp; **Mins:** Resistance 3 Essence 2; **Type:** Simple

Keywords: Dawn, Peripheral

Duration: One scene

Prerequisite Charms: Iron Skin Concentration

This Solar gains +8B/+8L/+4A soak; this bonus is cumulative with Iron Skin Concentration's effects. This Charm is incompatible with armor.

ADAMANT SKIN TECHNIQUE

Invocation: Flare 1; **Mins:** Resistance 5, Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Dawn, Obvious

Duration: Instant

Prerequisite Charms: Spirit Strengthens the Skin, Iron Skin Concentration

Invoked immediately before the damage of a physical attack or similar effect is rolled, this Charm is a perfect defense against the attack's raw damage, reducing it to zero after all other effects. This Charm has one of the Four Flaws of Invulnerability, p. 19.

IMMUNITY TO EVERYTHING TECHNIQUE

Invocation: Flare 3, lwp; **Mins:** Resistance 5, Essence 3; **Type:** Simple

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: None

This Charm prevents the Solar from suffering new Poison or Sickness effects. Poison or sickness from which she is already suffering does no damage while this Charm is active.

SOCIALIZE

WISE-EYED COURTIER METHOD

Invocation: Flare 1, lwp; **Mins:** Socialize 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Illusion

Duration: Instant

Prerequisite Charms: None

This Charm is a social attack to make a social group with Magnitude 1+ believe something. The Solar must have spent significant time within the last year encouraging the desired belief within this group, and she must invoke this Charm in the presence of at least one member of that group. The Exalt rolls ([Charisma or Manipulation] + Socialize), resisted by (the group leader's Willpower + the group's Magnitude). If she succeeds, the social group accepts the belief.

This Charm exerts unnatural mental influence. The targeted group – and any social groups of Magnitude 1+ that splinter off from the target – must succeed at a Willpower roll, difficulty (the Exalt's successes), to break the influence forever or, for a single scene, a Willpower roll at difficulty 1, +1 for each successive scene.

This Charm has no effect on individuals. Its primary function outside of narrative time is to limit the actions that social groups can take.

IRRESISTIBLE SALESMAN SPIRIT

Invocation: Flare 1; **Mins:** Socialize 4, Essence 2; **Type:** Supplemental

Keywords: Combo-Basic, Social

Duration: Instant

Prerequisite Charms: None

This Charm enhances a Socialize-based roll to exert mental influence and make a favorable bargain or encourage a

specific action, doubling the Solar's successes before the target resists.

WILD REVELRY APPROACH

Invocation: Flare 1, Iwp; **Mins:** Socialize 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Emotion

Duration: Instant

Prerequisite Charms: None

This Charm is a Socialize-based social attack to make a group feel a strong emotion. It functions exactly as Wise-Eyed Courtier Method, save that its unnatural mental influence imposes an Emotion effect rather than a belief.

TABOO INFLECTING DIATRIBE

Invocation: Flare 1, Iwp; **Mins:** Socialize 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Compulsion

Duration: Instant

Prerequisite Charms: None

This Charm is a social attack to make a social group with Magnitude 1+ accept or reject some behavior. The Solar must have spent significant time within the last year encouraging the desired belief within this group, and she must invoke this Charm in the presence of at least one member of that group. The Exalt rolls ([Charisma or Manipulation] + Socialize), resisted by the (group leader's Willpower + the group's Magnitude). If she succeeds, the social group instantly integrates the chosen behavior into its Policy.

This Charm exerts unnatural mental influence. The taboo or fad remains part of the group's Policy (and that of any Magnitude 1+ social groups which splinter off from the target group) until it successfully resists the Solar's successes with a weekly Willpower roll.

This Charm has no effect on individuals. Its primary function outside of narrative time is to limit the actions that social groups can take.

VENOMOUS WHISPERS TECHNIQUE

Invocation: Flare 2, Iwp; **Mins:** Socialize 5, Essence 3; **Type:** Simple

Keywords: Combo-OK, Compulsion, Touch

Duration: Instant

Prerequisite Charms: Taboo Inflicting Diatribe

The Solar convinces society at large to reject a given individual or group. The Solar must touch an individual target or interact with the targeted group. This Charm is an unnatural social attack to undermine the target's position. The Exalt rolls ([Charisma or Manipulation] + Socialize), resisted by the (group leader's Willpower + the group's Magnitude). If she succeeds, the target puts his or its worst foot forward in every social situation. For the rest of the day, in every scene, the individual target or representatives of the group must succeed at a Willpower roll in order to act naturally. Otherwise, he or they subtract the Solar's Essence from all social dice pools.

UNDERSTANDING THE COURT

Invocation: Flare 2, Iwp; **Mins:** Socialize 5, Essence 3; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm allows the Solar to profile the people and relationships in a given social environment with a successful ([Perception or Intelligence] + Socialize + Essence) roll. If a major group in the court has been deliberately misleading, roll the largest (Manipulation + Socialize) from that group as unconscious resistance to the Solar's roll; otherwise, the difficulty is 1. If the Exalt succeeds, difficulty penalties on her dramatic and social actions to manipulate social groups within that environment are reduced by her successes for the rest of the story, with a maximum reduction of (her Essence). The Solar may use this Charm to reprofile a target social environment if dramatic evidence comes to light to allow such a reconceptualization.

MASTERY OF SMALL MANNERS

Invocation: Flare 1; **Mins:** Socialize 2, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Peripheral, Social

Duration: One scene

Prerequisite Charms: None

The Exalt's responses to social situations are so natural and appropriate that she treats all opposing groups in social

conflict as one point of Magnitude smaller than they are (minimum 0). Her effective Appearance by one dot and she gains a one-die bonus on mental defense rolls in social conflict. Other characters are become more apt to do her small favors and provide hospitality than not. Finally, this Charm ensures that the Solar understands the basic motivations of everyone present in the scene, as if she had rolled three successes on an Awareness roll to estimate their motives.

GATHERING THE CONGREGATION

Invocation: Flare 2, Iwp; **Mins:** Socialize 3, Essence 3; **Type:** Simple

Keywords: Combo-OK, Obvious, Peripheral, Social

Duration: One week

Prerequisite Charms: None

The Exalt rolls (Charisma + [Presence or Socialize]) to persuade everyone who can hear her to organize in her service. This Charm organizes all characters who fail a mental defense roll into a social group under the Exalt's direction. The group dissolves if the Exalt abandons it for more than a day.

EVIDENCE-DISCERNING METHOD

Invocation: Iwp; **Mins:** Socialize 4, Essence 1; **Type:** Simple

Keywords: Combo-OK

Duration: One story

Prerequisite Charms: None

This Charm allows the Solar to profile someone's personality with a successful ([Perception or Intelligence] + Socialize) roll. If the target has been deliberately misleading, he rolls (Manipulation + Socialize) as an unconscious resistance to the Solar's roll; otherwise, the difficulty is 1. If the Exalt succeeds, difficulty penalties on her dramatic, social, and mass combat actions against the target are reduced by her successes for the rest of the story, though they cannot be reduced by an amount greater than the Exalt's Essence.

The Solar need not interact with the target to use this Charm, but must have sufficient material evidence of the target's personality to estimate his nature. The Solar may use this Charm to reprofile a target once per story or if sufficiently dramatic evidence comes to light to allow such a reconceptualization.

JUDGE'S EAR TECHNIQUE

Invocation: Flare 1; **Mins:** Socialize 2, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: None

This Charm allows the Solar to recognize all deliberate lies and half-truths presented to her (though she may not realize which half is true). If another Charm contests these effects, add the Exalt's Essence in automatic successes to the (Perception + Socialize) roll to oppose the other Charm.

IRRESISTIBLE QUESTIONING TECHNIQUE

Invocation: —; **Mins:** Socialize 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Compulsion, Obvious, Social

Duration: One scene

Prerequisite Charms: Judge's Ear Technique

The Solar rolls (the appropriate Social Attribute + Socialize) to conduct an interrogation. This Charm exerts unnatural mental influence on the target, who may make a mental defense roll as normal. If the Solar succeeds, the target is compelled to answer the Exalt's questions honestly. If the Solar uses this Charm on a target more than once per story, the difficulty of the Solar's roll is increased by three.

COURTIER'S EYE TECHNIQUE

Invocation: —; **Mins:** Socialize 3, Essence 1; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm allows the Solar to detect others' importance or wealth with a glance. The Exalt targets one individual she can sense and rolls (Perception + Socialize), adding her Essence in automatic successes. If the target is concealing his identity or Resources in some way, he rolls his (Manipulation + Socialize) as an unconscious resistance to the Solar's roll. If the Exalt succeeds, she learns the target's Resources and Influence ratings and can make a rough but solid estimate of how many allies the target considers himself to have in the immediate circumstances and how much wealth and power

the target wields through organization-specific Backgrounds such as Backing and Followers. The Solar may not attempt to use this Charm on a given target more than once per scene.

CONSUMER-EVALUATING GLANCE

Invocation: —; **Mins:** Socialize 3, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Compulsion

Duration: Instant

Prerequisite Charms: Courtier's Eye Technique

Immediately after interacting with a target, the Solar rolls (Perception + Socialize), unconsciously resisted by the target's (Manipulation + Socialize). If the Exalt succeeds, this Charm forces the target to declare his intentions in this interaction.

KNOW THE SOUL'S PRICE

Invocation: Flare 1, Iwp; **Mins:** Socialize 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Servitude

Duration: Instant

Prerequisite Charms: Courtier's Eye Technique, Judge's Ear Technique

Immediately after interacting with a target, the Solar rolls (Perception + Socialize), unconsciously resisted by the target's (Manipulation + Socialize). If the Exalt succeeds, she learns the target's price: money, sex, fame, the reclaimed honor of an ancestor or the salvation of the world. If the Exalt meets that price, this Charm invokes an unnatural Servitude effect – the target becomes loyal to the Exalt and must succeed at a mental defense roll, difficulty the Exalt's Essence, to act in a knowingly disloyal fashion. This servitude lasts until the Exalt betrays the bargain – as by reclaiming an object given as the price – or for days equal to the Solar's Manipulation.

WHIRLING BRUSH METHOD

Invocation: —; **Mins:** Socialize 1, Essence 1; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm supplements a dramatic action to write something down. Copying a book takes no more than a scene, and the Solar's transcription is as quick as the speech of she records. If her writing speed is contested, this Charm adds the Solar's Essence in automatic successes to any pertinent roll.

FLAWLESS BRUSH DISCIPLINE

Invocation: Flare 2; **Mins:** Socialize 5, Essence 3; **Type:** Simple

Keywords: Combo-OK, Emotion

Duration: Instant

Prerequisite Charms: None

The Solar rolls (Wits + Socialize + Essence) when recording a message. Anyone who reads this work must make a mental defense roll or succumb to the unnatural mental influence of its beauty, becoming filled with admiration or even love for the Exalt days equal to the Solar's Wits. Once affected, the target cannot suffer the effects of that Exalt's Flawless Brush Discipline again for one full year.

LETTER-WITHIN-A-LETTER TECHNIQUE

Invocation: Flare 1; **Mins:** Socialize 4, Essence 2; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm allows the Solar to hide a message within another written work. Only the intended targets for the message can perceive it. This concealment qualifies any natural or unnatural mental influence conveyed by the message for a surprise attempt to which the Exalt may add her Socialize in automatic successes.

DISCERNING SAVANT'S EYE

Invocation: Flare 2, Iwp; **Mins:** Socialize 5, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: None

This Charm allows the Solar to understand encoded, obscured and hidden communications as if they were clear. The Exalt cannot be surprised by social attacks. This Charm can oppose concealing effects such as Letter-Within-a-Letter Technique.

SAGACIOUS READING OF INTENT

Invocation: —; **Mins:** Socialize 1, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Social

Duration: Instant

Prerequisite Charms: None

This Charm identifies the motivation behind a given statement the Exalt reads or hears — a one-sentence summary of what the person making that statement hopes to gain. If the Exalt invokes this Charm to defend against a social attack and the attacker's purpose is fundamentally hostile to the Exalt or her Motivation, this Charm perfectly negates the attack.

POETIC EXPRESSION STYLE

Invocation: Flare 1; **Mins:** Socialize 2, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: Sagacious Reading of Intent

This Charm removes penalties to dramatic and combat actions caused by the Solar not knowing others' languages. She can convey tactical and strategic necessities with expressive gestures and sounds. This Charm does not remove penalties to social or military actions, so the Exalt will have a difficult time persuading or leading others – naturally or unnaturally – if she does not know their language.

EXCELLENT EMISSARY'S TONGUE

Invocation: —; **Mins:** Socialize 3, Essence 3; **Type:** Permanent

Keywords: None

Duration: Varies

Prerequisite Charms: Poetic Expression Style

This Charm allows the Solar to communicate and understand basic concepts in a language with which she has experience but does not know. This requires a successful dramatic (Intelligence + Socialize) roll. The difficulty is 5 if the Solar has a few days' experience studying or hearing the language, 7 if the Solar has only a scene of experience studying or hearing the language, and 10 if the Solar has only heard or read a few words. If the Solar uses this Charm to engage in social conflict in a language she does not understand, both the Solar and anyone she attempts to persuade receive +3 to mental defense rolls.

TWISTED WORDS TECHNIQUE

Invocation: Flare 1, lwp; **Mins:** Socialize 4, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Compulsion, Illusion

Duration: Instant

Prerequisite Charms: Letter-Within-a-Letter Technique, Sagacious Reading of Intent

This Charm supplements a written attempt to compel or deceive, qualifying the attempt unnatural mental influence. The Solar rolls (Manipulation + an appropriate social Ability), effecting a compulsion or illusion on anyone who reads the written text and fails a mental defense roll. If the Solar uses this Charm on a target more than once per story, the difficulty of the Solar's roll is increased by three.

UNBREAKABLE FASCINATION METHOD

Invocation: Flare (special; see text), lwp; **Mins:** Socialize 5, Essence 4; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: One dramatic action

Prerequisite Charms: Poetic Expression Style, Twisted Words Technique

This Charm is a dramatic action to speak before a crowd that exerts unnatural mental influence on all who hear, compelling them to listen raptly. This is automatically successful unless opposed by a defensive Charm. In addition, the Exalt rolls (Charisma +), and any targets who fail their mental defense roll are compelled to fall to their knees in awe, weep with rapture or otherwise react as appropriate to the presence of a creature greater than a god. This Charm ends when the Solar interrupts her speech for any reason other than a dramatic pause – that is, when she takes some other action. The Solar's anima banner remains at level 5 for the duration of this Charm.

SOJOURN

MASTER HORSEMAN'S TECHNIQUES

Invocation: —; **Mins:** Sojourn 1, Essence 1; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: None

This Charm permanently enhances the Exalt's capabilities with one of the following tricks:

- **Harmony of Spirits Style** The Solar will never fall off a mount by simply being inactive during ordinary travel. She can also reflexively stop herself from falling off a mount, even while inactive (*Exalted*, p. 143).
- **Horse-Summoning Whistle** The Exalt can reflexively call a mount loyal to her to her side. The mount makes its way to her as circumstances best allow.
- **Master Horseman's Eye** The Solar can perfectly evaluate a mount's strengths and weaknesses.
- **Speed-Sustaining Technique** The Exalt can touch a mount to sustain it for two hours. Effort during that time does not exhaust the creature, and it does not suffer harmful random incidents such as thrown shoes or injured hooves.
- **Spirit-Steadying Assurances** The Solar can reflexively prevent a mount from panicking; this effect lasts for the remainder of the scene.

Exalts with this Charm may purchase additional tricks from this list for two Experience points. Use of these abilities does not count as a Charm invocation.

WORTHY MOUNT TECHNIQUE

Invocation: —; **Mins:** Sojourn 3, Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: None

This Charm lets a Solar use her Reflexive Charms to assist a loyal animal she is riding rather than herself; doing so increases that Charm's Flare by 1. This counts as the Exalt's Charm use for her action.

SINGLE SPIRIT METHOD

Invocation: —; **Mins:** Sojourn 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Worthy Mount Technique

This Charm enhances the Solar's Worthy Mount Technique, allowing her to use Supplemental Charms in the same way (though she cannot do so when the Supplemental Charms are part of a combo that includes a Simple Charm).

PHANTOM STEED

Invocation: Flare 2, lwp; **Mins:** Sojourn 5, Essence 3; **Type:** Simple

Keywords: Combo-OK, Obvious, Peripheral

Duration: One day

Prerequisite Charms: Master Horseman's Techniques

This Charm creates a war horse that needs no sleep, rest or food. This war horse is loyal to the Solar and has control rating 2 (*Exalted*, p. 154).

PHANTOM STEED		PHANTOM STEED	
Str	Dex	Sta	Abilities
7	3	6	Athletics 3, Awareness 3, Martial
Willpower			Martial Arts 3, Presence 3,
5			Resistance 2, Survival 2
Attacks		Health Levels	
Bite: Acc 6, Dmg 8L, Rate 1		-0, -0, -0, -1, -1	
Hoof: Acc 6, Dmg 13B*, Rate 2		2, -2, -2, -4, Inc.	
*This damage is piercing.		Soak 6B/3L	

FLASHING THUNDERBOLT STEED

Invocation: Flare 3, lwp; **Mins:** Sojourn 5, Essence 3; **Type:** Simple

Keywords: Combo-OK, Peripheral, Touch

Duration: One day

Prerequisite Charms: None

The Solar's mount is imbued with infinite energy. It can run all-out without suffering ill effects and receives one automatic success on any rolls to keep its footing or successfully jump an obstacle. With this Charm active, a mounted Exalt can reliably cover (the horse's Stamina x 10) miles per hour.

WIND-RACING ESSENCE INFUSION

Invocation: —; **Mins:** Sojourn 5, Essence 4; **Type:** Permanent

Keywords: None

Prerequisite Charms: Flashing Thunderbolt Steed

This Charm enhances the Solar's Flashing Thunderbolt Steed technique, allowing her mount to reliably travel ([the creature's Stamina + the Solar's Essence] x 10) miles per hour. When applied, this makes the Charm Obvious.

SOMETIMES HORSES FLY APPROACH

Invocation: Flare 4, lwp; **Mins:** Sojourn 5, Essence 4; **Type:** Simple

Keywords: Combo-OK, Peripheral, Touch

Duration: One hour

Prerequisite Charms: Flashing Thunderbolt Steed, Single Spirit Method

This Charm gives a horse the ability to fly, as well as the confidence to do so. It can run on water, clouds and even the air itself with a Move or Dash, spending two yards of movement to ascend one yard. Reduce this Charm's Flare to 3 when used upon a horse summoned with Phantom Steed or a similar Charm.

SALTY DOG METHOD

Invocation: Flare 1; **Mins:** Sojourn 2, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Peripheral, Social, War

Duration: One scene

Prerequisite Charms: None

This Charm assists in naval and shipboard operations, from maintaining sea legs during a storm to guiding an invasion fleet through reefs on a foggy night, by removing up to (the Solar's Essence) in environmental penalties.

INVINCIBLE ADMIRAL METHOD

Invocation: Flare 2, lwp; **Mins:** Sojourn 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Peripheral, Social, War

Duration: One scene

Prerequisite Charms: Salty Dog Method

While aboard a seagoing vessel, the Solar may extend the benefits of her Salty Dog Method to others. This Charm removes one point of environmental penalties for all units within (Essence x 10) miles that are actively following the Solar's lead, including solo units.

SHIP-CLAIMING STANCE

Invocation: Flare 1, lwp; **Mins:** Sojourn 4, Essence 3; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: None

Use of this Charm allows the Exalt to claim a ship as her own (*Exalted*, p. 238), so long as that ship is not already owned by another Essence channeler. All actions taken by other characters on board the ship are made at +1 difficulty unless the Solar formally welcomes them (and does not renounce her hospitality); such welcoming must be done in Old Realm and in earshot of the ship.

HULL-PRESERVING TECHNIQUE

Invocation: Flare 1, lhl; **Mins:** Sojourn 5, Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Touch

Duration: Instant

Prerequisite Charms: Ship-Claiming Stance

While aboard her ship, the Exalt may invoke this Charm in response to an attack targeting the ship to perfectly negate the attack, guaranteeing zero post-soak damage.

SHIPWRECK-SURVIVING STAMINA

Invocation: Flare 2; **Mins:** Sojourn 5, Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Peripheral, Stackable, Touch

Duration: One scene

Prerequisite Charms: Hull-Preserving Technique

The Solar invokes this Charm in response to an attack that would shatter or sink her vessel. The ship will hold together as long as the Exalt remains on board. If the ship takes additional damage, it will fall apart unless the Exalt uses this Charm again or other Charms to defend it.

PERFECT RECKONING TECHNIQUE

Invocation: —; **Mins:** Sojourn 3, Essence 1; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm is a dramatic action to guide the ship toward its destination. The Solar must be on board and authorized to navigate. She automatically succeeds at any Sojourn roll made to find her way around known hazards to a given destination, though she must have enough information to make this a valid roll. The ship travels on course at its maximum speed until something – sleep, combat, or the need to focus on other matters – distracts the Exalt and causes her to take another action.

STORM-WEATHERING ESSENCE INFUSION

Invocation: Flare 2, Iwp; **Mins:** Sojourn 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: None

This Charm makes sure that a ship and crew survives an oceanic hazard. The Solar must be on board and authorized to direct the crew. She and the crew receive two bonus successes on every action that directly serves the survival of the ship.

SEA AMBUSH TECHNIQUE

Invocation: Flare 1, Iwp; **Mins:** Sojourn 4, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, War

Duration: Instant

Prerequisite Charms: None

This Charm doubles the Exalt's successes on a Stealth action taken by a naval unit she commands. Naval units influenced by this Charm can conceal themselves even if there are no obstacles to hide behind, albeit at +4 difficulty.

SURVIVAL

FRIENDSHIP WITH ANIMALS APPROACH

Invocation: Flare 2; **Mins:** Survival 1, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One scene

Prerequisite Charms: None

This Charm keeps natural animals from attacking the Exalt unless they are provoked or driven by unusual pain or fear. It allows the Exalt to communicate with natural animals with sounds and gestures as if they shared a common language. Animals have limited capacity for comprehension, and the Exalt cannot convince an animal to adopt a belief or plan that it cannot understand. Characters can invoke Friendship with Animals Approach when inactive (*Exalted*, p. 143).

SPIRIT-TIED PET

Invocation: Flare 1, Iwp, Ixp; **Mins:** Survival 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisite Charms: Friendship with Animals Approach

The target of this Charm must be an animal of which the Exalt has won the loyalty through persuasion and the use of the Friendship with Animals Approach. The Exalt can only use this Charm if she has no familiar, and using it on a new animal for the first time removes her Familiar Background entirely. This is a dramatic action requiring several hours of interaction with the target. It increases the Exalt's Familiar Background by one dot, to a maximum of five. When the Exalt's Familiar Background reaches a sufficient level to have the animal as a Familiar, it becomes her familiar. For example, a tiger requires three applications of this Charm to become the Exalt's familiar, and two more to give the Exalt the abilities conveyed by Familiar 5.

BESTIAL TRAITS TECHNIQUE

Invocation: Flare 2, Iwp; **Mins:** Survival 4, Essence 3; **Type:** Simple

Keywords: Obvious, Peripheral, Touch, Training

Duration: One week

Prerequisite Charms: Friendship with Animals Approach

This Charm involves training a natural animal or familiar. This Charm requires five or more hours of effort in any

given week and replaces the normal effects of that training. In each week of training, the trainer picks one of the following to increase in the target:

- Strength, Dexterity, Stamina or Perception. This Charm increases the animal's Attribute by one dot, to a maximum of (its species average + 2).
- Intelligence, giving the animal the effective intelligence of a six-year-old human.
- Athletics, Awareness, Martial Arts, Resistance or Survival by one dot, to a maximum of the Solar's own rating in that Ability.
- Valor. This Charm increases the animal's Valor by one dot, to a maximum of 4.
- Health and size, giving the animal an additional -1 health level and, optionally, increasing its size by 10%. This Charm can give an animal a number of extra levels no greater than its Stamina.

Using this Charm increases all of these maximums by one and allows the animal to be trained to adult human intelligence.

HARDSHIP-SURVIVING MENDICANT SPIRIT

Invocation: Flare 2; **Mins:** Survival 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: One day

Prerequisite Charms: None

The Solar may ignore environmental penalties to her Survival rolls. This Charm does not protect against environmental damage without Element-Resisting Prana, below.

ELEMENT-RESISTING PRANA

Invocation: Flare (special; see text); **Mins:** Survival 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Hardship-Surviving Mendicant Spirit

This Charm enhances the Solar's Hardship-Surviving Mendicant Spirit. When using that Charm, she becomes immune to environmental hazards. She can survive in a bonfire, underwater, in a volcano's caldera or in a pool of boiling acid, all with ease. When actively resisting these hazards, her anima flares to level 3. She takes damage or suffers Poison, Crippling or Sickness effects only when directly inflicted upon her by some character's action.

ETERNAL ELEMENTAL HARMONY

Invocation: —; **Mins:** Survival 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Hardship-Surviving Mendicant Spirit

This Charm allows the Solar to invoke Hardship-Surviving Mendicant Spirit even when she's inactive (*Exalted*, p. 143), though doing so causes her anima to flare to level 3. If the Solar has Essence 6+, this Charm allows her to use Hardship-Surviving Mendicant Spirit at Flare 1, no matter the cause.

FOOD-GATHERING EXERCISE

Invocation: Flare 1; **Mins:** Survival 5, Essence 2; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm affects the Solar or a group she leads with a Magnitude no greater than her Essence. The Exalt or group may forage in the wild and find enough food for a small meal each. This is a single dramatic action that takes one scene. If the Solar has dependents not foraging with her, food found with this Charm can be brought back to them.

TRACKLESS REGION NAVIGATION

Invocation: Flare 2; **Mins:** Survival 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Peripheral

Duration: Indefinite

Prerequisite Charms: None

This Charm affects the Solar herself or a group she leads with a Magnitude no greater than her Essence. While this Charm is in effect, the Exalt or group travels 10 miles per day across the harshest terrain and 20 miles per day across normal wilderness. The Solar automatically succeeds at any valid Survival roll made to find her way.

UNSHAKEABLE BLOODHOUND TECHNIQUE

Invocation: Flare 1, Iwp; **Mins:** Survival 5, Essence 2; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Trackless Region Navigation

This Charm supplements a roll to track an opponent. It guarantees that the Solar achieves at least (target's successes + 1) successes on the tracking contest, after taking all penalties into account. If another Charm contests this effect, instead add the Solar's Essence in automatic successes to her opposed tracking roll.

TRACELESS PASSAGE

Invocation: Flare 2, Iwp; **Mins:** Survival 5, Essence 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Unshakable Bloodhound Technique

This Charm affects the Solar or a group she leads with a Magnitude no greater than her Essence. It enhances a roll made to travel without leaving signs of her (or the group's) presence. This Charm guarantees that any tracker achieves, at most, zero successes on the contest to track the Solar or group. If another Charm contests this effect (such as Unshakable Bloodhound Technique), instead add the Solar's Essence in automatic successes to her opposed roll.

EYE-DECEIVING CAMOUFLAGE

Invocation: Flare 2; **Mins:** Survival 5, Essence 3; **Type:** Simple

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: Trackless Region Navigation

This Charm is a dramatic action to camouflage the Solar or some person or object which takes one hour to perform. This Charm makes the camouflaged thing impossible to detect with Awareness rolls using ordinary senses. Characters with inhuman sensory acuity or those conducting a thorough search (such as a dramatic Awareness action) can discover the hidden thing with a (Perception + Awareness) roll, opposed by the Exalt's (Intelligence + Survival).

CITY-MOVING SECRETS

Invocation: —; **Mins:** Survival 5, Essence 5; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: None

This Charm enhances the Solar's Survival Charms. Survival Charms with benefits the Solar may extend to a group of Magnitude 1 or more – such as Trackless Region Navigation – increase the allowed Magnitude for that unit by one. The Solar can purchase this Charm a number of times equal to her Essence.

SPECIAL

SHEDDING INFINITE RADIANCE

Invocation: —; **Mins:** (special; see text), Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

This Charm permanently improves the Solar's anima ability; it can never be learned by non-Solar Exalts. The Solar must possess ten dots among her Caste Abilities or two dots in each Caste Ability to learn Shedding Infinite Radiance.

- **Dawn** When her anima ability is active, the Solar adds +1 to her Accuracy and Damage. With Essence 4+, these bonuses increase to half her Essence (rounded up).
- **Zenith** The Solar may reflexively burn every inanimate corpse within 30 yards without the need for touch. With Essence 4+, while her anima ability is active, her soak benefit against creatures of darkness is doubled, and her attacks inflict aggravated damage against such creatures.
- **Twilight** When the Twilight uses her anima ability, she may wait to decide whether to reduce the damage she takes by her rolled successes or by half her Essence until after she has rolled. With Essence 4+, while her anima banner is at level 4 or above, the Solar reduces the total Willpower cost to shape a spell by one. This reduction does not apply to necromancy.
- **Night** When the Solar's anima ability is active, she adds bonus successes to Stealth rolls equal to her Essence, rather

than half her Essence. With Essence 4+, when her anima ability is active, she adds half her Essence (rounded up) in bonus successes to her physical defense rolls.

- **Eclipse** Whenever someone breaks an oath the Eclipse has sanctified, she is immediately aware of both the transgression and transgressor. With Storyteller approval, she may even specify the manner in which the oath-breaker's botches will manifest. In addition, while dealing with the entities from which the Solar and her companions are protected, the Eclipse adds half her Essence (rounded up) to Social rolls made to negotiate or enact any equitable, polite business. With Essence 4+, when the Eclipse attempts to learn non-Solar Charms through her anima, she pays only 1/2 Experience points.

Chapter Six: Panoply

CRAFTING

Characters may purchase specialties for the Craft Ability based on the type of things they plan to craft:

- **Air** Delicate or precise items like jewelry, calligraphy, or blown glass.
- **Earth** Buildings and large stone or earthen objects, including stone cutting and masonry.
- **Fire** Forging and casting objects using fire and heat, such as metal-smithing and ceramics.
- **Wood** Manipulating natural materials like carving, paper making, carpentry, and weaving.
- **Water** Boiling and preparing natural materials, such as cooking, brewing, and leather working.

These mundane, "elemental" Craft specialties do not count toward your limit of three specialties per Ability. Likewise, the more exotic Craft specialties (such as Craft: Magitech or Craft: Fate) do not count toward your specialties limit, but the costs to buy or raise such esoteric specialties are doubled.

Characters cannot create items with a Resources value greater than their Craft score. The Resources cost of a mundane item determines the time required to craft the item and acts as the base difficulty for the Craft roll.

Characters may voluntarily increase the difficulty of a Craft roll in order to craft more quickly. For each point of difficulty increase, they may treat the item as though it were one dot less valuable for the purposes of crafting time, or they may simply halve the crafting time.

Characters may also choose to take their time, treating the crafting attempt as an extended roll; this allows them to fail a roll and keep trying without ruining their materials or work. A botch on an extended crafting roll nevertheless ruins the attempt or, if the Storyteller is merciful, simply resets the character's accumulated successes to zero.

CRAFTING TIMES	
COST	CRAFTING TIME
•	One day (ten hours)
••	One week
•••	One month
••••	One season
•••••	One year (not counting Calibration)

WEAPONS AND ARMOR

Weapons with a Speed of 5 become Speed +0; other values become a commensurate Speed bonus or penalty; Speed 4 becomes Speed +1, Speed 6 becomes Speed -1, etc. For Artifact weapons, any bonus is tripled.

Armor has (or does not have) a single Hardness rating that applies equally to both lethal and bashing damage. Charms or spells that provide a benefit for one sort of Hardness or the other apply as described by the rules of the effect.

SUPERIOR EQUIPMENT

You may begin play with a one item of superior quality per dot of Resources.

SUPERIOR EQUIPMENT				
ITEM QUALITY	WEAPON	ARMOR	TOOL	RESOURCES COST
Fine	+1 Speed, Accuracy, Damage, Defense, or Range (+50 for bows, +10 for thrown).	+1 soak (lethal and bashing).	+1 to an Ability roll in the realm covered by a specialty.	Normal
Exceptional	Three such +1s. Rate is also available.	+1 soak (as above) and -1 Mobility or Fatigue.	+1 to the relevant Ability roll.	+•
Perfect	Two such +1s, one +2. The +2 may not be Rate.	+2 soak, -1 Mobility, -1 Fatigue.	+2 to the relevant Ability roll.	+••

ARTIFACTS

In order to gain the benefits of an Artifact, you must first **attune** it by expending an Essence to harmonize it with your anima; this Essence is not committed and refreshes as usual. Instead, you commit some of your anima to the Artifact in the form of an Attunement slot, of which you have a number equal to your Essence. Artifacts rated lower than half your Essence (rounded up) can be attuned without taking up a slot. Artifacts of the wrong magical material are treated as though they are rated one dot higher.

For example, a Solar with Essence 5 could attune an orichalcum daiklave (Artifact ••) without using an Attunement slot, but a jade daiklave would require a slot. The Solar could attune a Hearthstone Amulet (Artifact •) of any magical material without using a slot.

You must be attuned to an Artifact in which you've socketed a Hearthstone to gain the benefits of that Hearthstone. The H tag in the table below indicates at least one hearthstone setting.

ARTIFACT WEAPONS								
MELEE WEAPONS								
WEAPON	SPEED	ACCURACY	DAMAGE	DEFENSE	RATE	MINS	ARTIFACT	TAGS
Daiklave	+0	+3	+6L	+2	3	Str 2	••	H
Grand Daiklave	+0	+2	+12L/4	+0	2	Str 3	•••	2, Hx3, O, P, R
Reaper Daiklave	+3	+4	+4L	+1	3	Str 2	••	H
Reaver Daiklave	+0	+3	+9L/3	+0	2	Str 2	••	H, O
Short Daiklave	+3	+4	+4L	+1	2	Str 1	•	—
Wavecleaver Daiklave	+0	+3	+7L/3	+1	2	Str 2	••	Hx2, O
Dire Lance	+0	+2	+8L (+12L)	+2	2	Str 2	••	2, H, L, R
Goremaul	+0	+1	+16B/4	+1	2	Str 2	••	H, O, P
Grand Goremaul	+0	+2	+16L/5	-1	1	Str 4	•••	2, H, O, P, R
Grimcleaver	+0	+2	+12L/4	+0	2	Str 2	••	H, O
Grand Grimcleaver	-1	+2	+14L/4	-2	2	Str 3	•••	2, Hx2, O, P, R
Grand Grimscythe	-1	+2	+14L/4	-2	2	Str 3	•••	2, H, O, P, R
MARTIAL ARTS WEAPONS								
WEAPON	SPEED	ACCURACY	DAMAGE	DEFENSE	RATE	MINS	ARTIFACT	TAGS
Dire Chain	+0	+0	+8B	+2	2	Str 2, Dex 4, MA 4	•	MA
Razor Claws	+0	+4	+5L	+2	3	Str 1, Dex 2	••	MA
Serpent-Sting Staff	+0	+0	+10B	+4	3	Str 1, Dex 4, MA 4	•	D, MA
Hooked Daiklave	+0	+2	+4L	+3	3	Str 1, Dex 3, MA 3	•	D, MA
Smashfish	+0	+0	+7B	+2	2	Str 2	•	MA
POWERBOWS								
WEAPON	SPEED	ACCURACY	DAMAGE	RATE	RANGE	MINS	ARTIFACT	TAGS
Short Powerbow	-1	+2	+2L	2	250	—	••	2, B, H
Long Powerbow	-1	+1	+3L	3	350	—	•••	2, B, H
THROWN WEAPONS								
WEAPON	SPEED	ACCURACY	DAMAGE	RATE	RANGE	MINS	ARTIFACT	TAGS
Sky-Cutter	+0	+2	+5L	2	50	Str 1, Dex 2	••	—
Sling of Deadly Prowess	+0	+2	+4L	2	150	Str 1, Dex 2	•	—
Infinite Jade Chakram	+3	+0	+4L	4	50	Str 1, Dex 3	••	(returns instantly)
MAGICAL MATERIAL EFFECTS								
MELEE	SPEED	ACCURACY	DAMAGE	DEFENSE	RATE	NOTES		
Orichalcum		+1		+1	+1			
Moonsilver		+2		+2				
Jade	+3		+1					
Starmetal		+1	+3					
Soulsteel		+2				Drains one uncommitted Essence from target.		
RANGED	SPEED	ACCURACY	DAMAGE	RANGE		NOTES		
				ARCHERY	THROWN			
Orichalcum		+1	+1	+50	+10			
Moonsilver		+1		+100	+20			
Jade	+3			+50	+10			
Starmetal		+1	+2					
Soulsteel		+2	+2			Applies to living targets only.		

ARTIFACT ARMOR						
ARMOR	SOAK	HARDNESS	MOBILITY	FATIGUE	ARTIFACT	NOTES
Breastplate	+4B/+6L	2	—	0	•	May be concealed under heavy jacket or cloak.
Chain Shirt	+3B/+5L	2	—	0	•	May be concealed under normal clothes.
Silken Armor	+3B/+5L	—	-1*	0	••	Does not count as armor. Stacks with other armor. *Attunement removes Mobility penalty.
Lamellar	+9B/+8L	5	-1	0	••	May be concealed under heavy jacket or cloak.
Reinforced Buff Jacket	+10B/+7L	5	-1	0	••	
Reinforced Breast Plate	+9B/+10L	8	-1	1	•••	
Articulated Plate	+14B/+12L	8	-2	1	••••	
Superheavy Plate	+15B/+15L	10	-2	2	•••••	
MAGICAL MATERIAL EFFECTS						
MATERIAL	SOAK	HARDNESS	MOBILITY	FATIGUE	NOTES	
Orichalcum	+2B/+2L	+1				
Moonsilver			None			
Jade				None		
Starmetal		+1			Imposes +1 difficulty to attacker's damage roll.	
Soulsteel	+2B/+2L	+1				

HEARTHSTONES AND MANSES

Spending time in a manse to which you are attuned or carrying the hearthstone of such a manse causes your Essence to refresh more quickly. For every Hearthstone to which you are attuned, refresh one additional Essence each scene; the Hearthstone's rating has no bearing on this. Each scene spent inside a manse allows the ST to roll the manse's rating; each success refreshes one Essence of an attuned character inside the manse.