



Chapter Six

Charms

The Exalted are mighty. Some break swords upon their skin or shatter stone with their fists while others sing songs that move the rocks themselves to tears. As they grow into the fullness of their power, they may form new reality out of primordial chaos, single handedly rout armies or step through shadows and minds in search of secrets

These powers and more are represented as Charms, tidy little packages of name, flavor and mechanical

effect the game wraps around your character's supernatural prowess. This abstraction is just that - an abstraction. Simply put, we talk about Charms as power and magic and techniques, but when a player has her character use Monkey Leap Technique, the Solar leaps high enough to clear a rooftop - but the character is simply applying their skill at athletics. Charms aren't magic spells. Those who behold a Solar throwing aside a boulder would remark on her incredible strength, but not her use of Increasing Strength Exercise or Thunder's Might.

Reading charms

Minimums

Solar charms all require a minimum level of skill in their associated ability, and many of them expand on earlier charms in that ability. A character must meet all of a charm's Prereqs before she can learn it. Some charms offer also repurchases - by buying a charm additional times, a character can unlock further power.

A Solar treats her Essence as 5 for charms in her Supernal Ability for the purposes of prerequisites, upgrades and accessing repurchases, but not for calculating numeric effects (such as range or number of successes added).

Costs

Most charms have a cost - they require an exertion of motes, willpower, initiative or even health levels. A character must pay the full cost before activating a charm - they cannot spend their initiative below 0, for example, or spend levels of anima generated by paying the mote cost of a charm.

Example	Cost
3m, 1wp	3 motes, 1 willpower
2i	2 initiative
3a	3 anima levels
1hl	1 bashing health level
2lhl	2 lethal health levels
1ahl	1 aggravated health level

Types and Timing

Charms come in one of four types, which explain when and how they can be activated.

- **Permanent:** A permanent Charm is just that - a permanent enhancement to the character's prowess, costing nothing to enjoy and providing its benefits passively at all times.
- **Simple:** A simple Charm counts as a combat action in and of itself, and cannot be placed in a flurry. Some take longer, as specified in their text.
- **Reflexive:** Reflexive Charms can be activated either before or after other actions, including between the actions of a flurry or multi-attack charm, but not in the middle of an action. Many of them list specific triggers - a charm

may be used only once per triggering event.

- **Supplemental:** Supplemental Charms enhance an action or defense, such as an attack roll, whole craft project, or an attempt to dodge an attack. They are activated during an action - usually while it's being declared, but sometimes latter in the process of resolving it (as specified by the individual charm).

Any number of supplemental charms may apply to a single roll or defense, but a solar cannot activate the same Charm on the same action multiple times. Supplemental charms may be used to aid actions or defenses even if the character isn't aware of making them - she can use her charms to enhance an Awareness roll to notice danger, or defend herself with Integrity charms even while asleep, unconscious or drugged, for example.

Duration

After their type, non-permanent charms list a duration in parentheses. The charm's effects continue to apply and its mote cost remains committed until it ends (those motes cannot be regained until the charm ends). Long-running charms can be ended reflexively at any time, even while the character is unconscious or asleep.

- **Instant:** Instant charms have their effect - often on a single action or roll - and then they're done.
- **One Round:** The charm lasts until the start of the character's next combat action.
- **One Scene:** The charm lasts until the scene changes (see pg. 184).
- **Indefinite:** The charm remains on as long as the character desires (even while sleeping or unconscious).

Keywords

Some charms list one or more keywords after their duration.

- **Advantage:** A charm with this keyword can only be used against an opponent with less initiative than the Solar.

- **Attack-action:** Using this charm counts as the Solar's attack action for the round. She may not use it if she's already taken one this round (or activated another Attack-action charm).
- **Counterattack:** This charm may not be used in response to attacks created by other charms with the Counterattack keyword, and only one Counterattack charm may be activated for a given trigger. Attacks it creates cannot be Clashed, even with the use of charms.
- **Form:** A character may only have one Form charm active at a time. Ending one form charm to activate another immediately refunds all motes committed to the first form.
- **Group:** Any rolls this charm supplements or creates ignore the penalty for group group social influence.
- **Mute:** This charm's cost does not add to the Exalt's anima level unless she wants it to.
- **Perilous:** Charms with this keyword cannot be used in Initiative Crash. If the charm lasts longer than Instant, it ends if the Exalt crashes.
- **Once/X:** A character can only use this once per scene/day/story/season.
- **Pilot:** To activate charms with this keyword, the character must be the helmsman or captain of a vessel. For Sailing related charms without it, "the character's ship" refers to any vessel she's a passenger, crew, or otherwise associated with.
- **Post-roll:** This charm is activated after dice have been rolled, but before success has been determined. For example, a player could wait until she knows how many successes have been rolled on an attack before activating a Post-roll defense.
- **Psyche:** A power with this keyword is an unnatural, hypnotic, or sorcerous power that magically influences, controls, or cripples an opponent's thoughts or feelings.
- **Quickshot** - Attacks granted or enhanced by this Charm do not require an Aim action to succeed, regardless of range. This Charm's effects can stack.



Conflict

When they directly affect another character, players (including the Storyteller) must openly declare and charms they're using and their effects. The majority of charms must be used before a dice roll is made (Post-Roll charms are obviously an exception!), and the active character declares first in the case of an opposed action. Below is a detailed breakdown of who can use what when, but don't be intimidated - very seldom do you need to step through all of these out loud.

1. A player declares their action and activates any reflexive or supplemental charms related to it.
2. If the action is against another character, that character's player activates any reflexive or supplemental charms to boost their defense.
3. The active player rolls, and activates any Post-Roll charms they wish to use.
4. The defending player activates any Post-Roll charms.
5. Resolve the action. An attack might hit (triggering a damage roll, and possibly more post-roll charms related to damage) or miss, or a character might be subject to social influence and have the option to spend wp to resist.
6. Both players may activate any reflexive charms triggered by the action - to counterattack, regain motes, etc.

Limitations and Terminology

A Solar may not add more than (Attribute + Ability) dice to a single roll, and each automatic success counts as two dice. If a combination of charms would add more dice/successes than that, discard the extras.

Some charms grant the character a "full excellency." This is shorthand for "add (Attribute + Ability) dice to the roll".

When charms refer to increasing or decreasing a duration in increments, use the following chart:
Decades — Years — Months — Weeks — Days — Hours — Minutes — Seconds

Charms can modify dice rolls in a variety of ways. Some of these are also mentioned in the glossary, but repeated here for ease of reference. If multiple effects modify a single roll, apply them in this order.

1. Add X dice: Roll X more dice than you normally would.
2. Exploding Xs: For each die that comes up, X, roll an additional die (these dice don't count

against the normal dice adding cap explained above).

3. Disappearing Xs: When any die come up X, reroll it (this isn't limited by the normal dice adding cap explained above).
 - Repeat Exploding/Disappearing steps until no more of any disappearing numbers remain and all Exploding numbers have added additional dice.
4. Double X+s: A result of X or greater on any rolled die is counted as two successes rather than one. Most rolls benefit from Double 10s, except for Decisive damage rolls. Multiple Doubles are redundant - a roll with Double 8+s already gets two successes for roll a 9, so Double 9+s adds nothing more.
5. Penalized Xs: A result of X counts a -1 success. If this reduces the roll to 0 or fewer successes, it's a botch. Multiple Penalized Xs don't stack - a number that counts as -1 for multiple reasons still only counts as -1.
6. X automatic successes: After rolling, add X successes.

Multiple Attacks

If a charm asks the solar to divide her initiative up evenly into some number of attacks, divide as evenly as possible. For example, if she were dividing 8i among three attacks, she'd make attacks with 3i, 3i and 2i.

If any effect would cause her to crash in the middle of a multiattack (a counterattack or dodge charms sapping her initiative, for example), she crashes immediately and cannot make any more attacks. After all attacks complete, if she isn't crashed:

- If she hit with at least one decisive attack, she resets to base initiative.
- If all her decisive attacks missed, she loses initiative as though she'd only missed with one.

If a charm applies a single attack against multiple opponents, apply the attack to all opponents before anyone activates Reflexive effects based on it.

- If she hits at least one opponent with a decisive attack, she resets to base initiative.
- If she missed all opponents with a decisive attack, she loses initiative for missing with a single attack.

Excellencies

The Chosen enjoy a fundamental power called the Excellencies. When a Solar uses an Excellency, she channels pure Essence into her endeavors - the fundamental power of the sun quickens and strengthens her blows, sharpens her sight, or steadies her hands.

Solars automatically gain an Excellency for each Caste and Favored Ability in which they possess at least one dot, as well as any Ability for which they have learned at least one Charm.

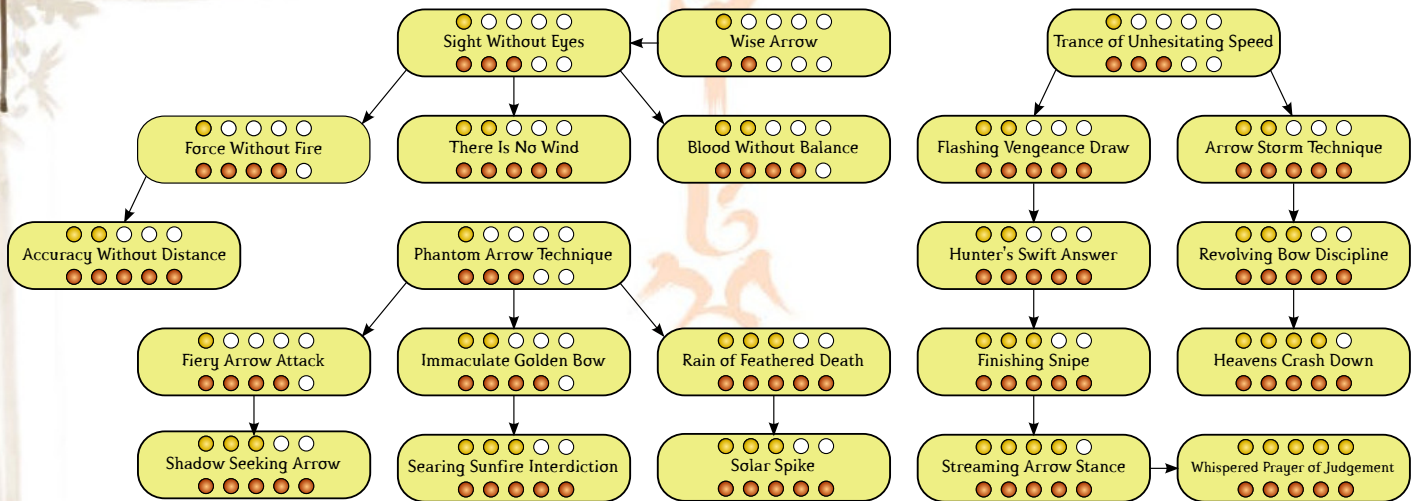
Excellent Solar (Ability)

Cost: 1m per die, or 2m per +1 to static value; Supplemental (Instant)

Prereqs: (Ability) 1

The Solar adds +(motes spent) dice to an (Ability) roll, or +(motes spent / 2) to a static value derived from (Ability). Remember "Using Charms and Charm Limitations" above.

Archery



Wise Arrow

Cost: 1m; Supplemental (Instant)

Prereqs: Archery 2

This Charm supplements any Archery attack, giving the target a -1 penalty on their defense.

In addition, after taking an aim action, the Solar may activate this Charm to strike an opponent in full cover. So long as there is some opening or path where an arrow can get through, arcing or ricocheting, Wise Arrow treats a character in full cover as if he merely has +3 Defense.

Sight Without Eyes

Cost: 1m; Supplemental (Instant)

Prereqs: Archery 3, Wise Arrow

This charm supplements an Archery attack, allowing the Exalt ignores all penalties for visual conditions. Smoke, fog, and pitch darkness don't hinder her, though other factors such as high winds and cover still apply against the attack.

At Archery 5+, Essence 3+, she can momentarily see through cover, perceiving her targets as silhouettes the colors of bright anima.

Blood Without Balance

Cost: 3m ; Reflexive (Instant) - Quickshot

Prereqs: Archery 4, Sight Without Eyes

Upon becoming the beneficiary of a distract gambit, if the Solar's new Initiative would allow her to act

immediately she may use this Charm to make a decisive Archery attack. Increase the raw damage of the attack to 6 if she has less than 6i.

Force Without Fire

Cost: 3m; Supplemental (Instant)

Prereqs: Archery 4, Sight Without Eyes

This charm supplements a withering Archery attack from short or close range. If the attack does at least as much damage as her target's Stamina, that Initiative is lost rather than transferred to the Solar, and the target is knocked down and back an entire range band.

Trance of Unhesitating Speed

Cost: 4m, 1wp ; Simple (Instant) - Quickshot, Perilous

Prereqs: Archery 3, Wise Arrow

The Exalt makes up to (Lower of Dexterity or Initiative / 3) decisive Archery attacks, dividing her initiative evenly between them. Each 10 she rolls on an attack increases the base damage of that attack by one.

Phantom Arrow Technique

Cost: 1m; Supplemental (Instant)

Prereqs: Archery 3

This charm supplements an Archery attack, allowing the Exalt to shoot without ammunition.

Once/Scene - She may suffuse at attack with one of her Intimacies. Doing so gives her attack double 9s

if she uses a Minor or Major intimacy, or double 8s for a defining one, but also temporarily numbs her to that Intimacy. Treat it as though it does not exist for the purposes of social influence. This ability can be reset by spending significant effort in restoring or remembering the Intimacy.

At Essence 3+, an arrow so infused cannot be destroyed or pulled from the target as long as she lives. A tree can still be cut down, a wall still reduced to rubble - but the arrow will remain inviolate. Only the Solar who fired this arrow, or one blessed with her permission, may remove it from its resting place.

Fiery Arrow Attack

Cost: 2m; Supplemental (Instant)

Prereqs: Archery 4, Phantom Arrow Technique

This charm supplements a Decisive Archery attack, adding one automatic success to the damage roll. If the arrow strikes flammable materials, a violent blaze instantly springs up. If the attack does at least three health levels of damage, the target catches on fire, and must contend with (Solar's Essence) lethal dice of damage every turn until he's able to extinguish himself.

With an Essence 2+ repurchase, the Exalt can spend an additional 3m. If she does for each 10 in the attack roll she adds one die to the attack's raw damage. The arrow goes off like a spectacular flare that can be seen for miles. Every target using shadows for cover within two range bands must roll Stealth with a -2 success penalty or be revealed.

There Is No Wind

Cost: 3m; Supplemental (Instant)

Prereqs: Archery 5, Essence 2, Sight Without Eyes

This charm supplements an Archery attack, allowing it to be made from up to extreme range. The Solar also ignores penalties from non-visual conditions such as high winds, bad weather, flawed ammunition, and so on (but not cover).

If the attack is withering, her accuracy is calculated as if it were made from short range regardless of the distance she's firing from.

Accuracy Without Distance

Cost: 1m, 1wp; Reflexive (Instant)

Prereqs: Archery 5, Essence 2, Force Without Fire

When making a decisive Archery attack, the Solar may activate this charm to make an aim action instantly, and convert the subsequent three bonus dice into automatic successes.

With an Essence 5 repurchase she can Once/Scene use this with a withering Archery attack against a crashed opponent. If the attack fails to meet the DV of the opponent, treat it as still having hit with 0 threshold successes.

Arrow Storm Technique

Cost: 5m, 1wp; Supplemental (Instant)

Prereqs: Archery 5, Essence 2, Trance of Unhesitating Speed

This charm supplements a Decisive Archery attack. In addition to its initial target, it strikes up to (Essence * 3) targets up to medium range from the initial one using the same attack roll, but dividing her initiative evenly among all attacks. Each one then gains (Perception) raw damage.

Flashing Vengeance Draw

Cost: 3m; Supplemental (Instant)

Prereqs: Archery 5, Essence 2, Trance of Unhesitating Speed

This charm supplements a Join Battle roll, granting (Essence) automatic successes. If she acts before her target in the first round, she may draw her bow reflexively and her first Archery attack that round is unblockable.

Hunter's Swift Answer

Cost: 5m, 1wp; Reflexive (Instant)

Prereqs: Archery 5, Essence 2, Flashing Vengeance Draw

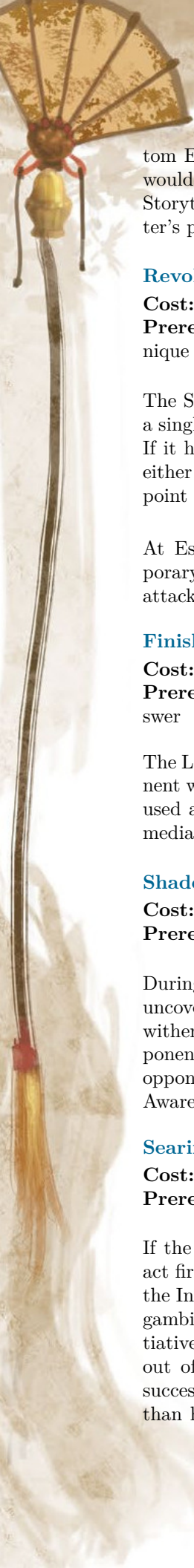
When the Solar succeeds at a disengage action, she may immediately activate this charm to make a withering or decisive Archery attack at the person she disengaged from, calculated as though she were still at close range.

Immaculate Golden Bow

Cost: 5m, 1wp; Simple (One Scene)

Prereqs: Archery 4, Essence 2, Phantom Arrow Technique

The Exalt creates a weapon from her anima with stats identical to a powerbow or other artifact Archery weapon. It glows like a torch. Players may add cus-



tom Evocations to Immaculate Golden Bow as they would another artifact weapon, working with their Storyteller to create Evocations that fit the character's personality or iconic anima manifestation.

Revolving Bow Discipline

Cost: 6m, 1wp ; Simple (Instant) - Perilous

Prereqs: Archery 5, Essence 3, Arrow Storm Technique

The Solar makes a withering Archery attack against a single uncrashed target within short or close range. If it hits she may make another, repeating until she either misses or crashes her opponent (or it loses a point of magnitude if it's a Battle Group).

At Essence 4+, the Solar gains one point of temporary Willpower when she crashes a foe with this attack.

Finishing Snipe

Cost: 7m; Reflexive (Instant)

Prereqs: Archery 5, Essence 3, Hunter's Swift Answer

The Lawgiver may activate this charm when an opponent within long range crashes, if she has not already used a Simple charm this round. She makes an immediate decisive Archery attack against that target.

Shadow-Seeking Arrow

Cost: 3m, 2i ; Reflexive (Instant) - Quickshot

Prereqs: Archery 5, Essence 3, Fiery Arrow Attack

During combat, if the Lawgiver's Awareness check uncovers an opponent, she may immediately make a withering or decisive Archery attack against that opponent. She may pay to use this Charm against each opponent, if she uncovers more than one with a single Awareness check.

Searing Sunfire Interdiction

Cost: 4m, 1i, 1wp ; Simple (Instant) - Quickshot

Prereqs: Archery 5, Essence 3, Fiery Arrow Attack

If the Exalt aims before using the Charm, she may act first on the next round, regardless of her place in the Initiative order. She makes a difficulty 3 Archery gambit against a target, with double 9s on the Initiative roll if it hits. If successful, it blasts the target out of position, forcing him to act (2 + threshold successes on the gambit's Initiative roll) ticks later than he would have. If Searing Sunfire Interdiction

drops the target to a tick of 0 or less, he loses his turn for the round. Searing Sunfire Interdiction cannot be used on the same target two rounds in a row.

An Essence 3+ repurchase of this Charm lowers the difficulty of the gambit to 2, and she gains 3i if the gambit succeeds.

An Essence 5+ repurchase allows the Solar to use Searing Sunfire Interdiction two rounds in a row on the same target, dropping the Willpower cost from the second shot. If the gambit succeeds both times, he's also forced backwards a range band.

Rain of Feathered Death

Cost: 3m per duplicate, 1wp; Simple (Instant)

Prereqs: Archery 5, Essence 3, Phantom Arrow Technique

The solar makes a single decisive Archery attack, which splits into up to (Dexterity) arrows all directed against the same target. If the attack hits, each created arrow hits with a raw damage equal to the Solar's current Initiative minus her successes on the previous damage rolls, to a minimum of (Essence) damage. For example, if she rolls 10 damage dice and gains two successes on the first roll, the second roll will feature eight damage dice. If that gains four successes, her third damage roll will be four dice.

Solar Spike

Cost: 5m, 1wp ; Simple (Instant) - Quickshot, Advantage, Once/Scene

Prereqs: Archery 5, Essence 3, Fiery Arrow Attack x2

The Lawgiver draws a blazing bolt of Essence across her bow and makes a decisive Archery attack, which ignores the maximum range of her weapon if this charm was preceded by an Aim action. This attack may not be supplemented with Fiery Arrow Attack. If it hits, the Spike has a raw damage equal to her current temporary Willpower plus the rating of any Intimacy she is trying to uphold or protect. Her Initiative does not reset to base.

Solar Spike can be reset by landing a withering attack with four 10s rolled on the attack roll.

A repurchase allows the Solar to spend an additional 3m, 3a to add her Initiative to the base damage of the attack. If she does, her Initiative will reset to base as normal if the attack hits. Should this attack

slay the target, their body is engulfed in a torrent of flames and burned away completely, restoring a number of motes to the Solar equal to her Intimacy rating used in the attack plus the target's permanent Essence score.

Heavens Crash Down

Cost: 6m, 2i, 1wp; Reflexive (Instant)

Prereqs: Archery 5, Essence 4, Revolving Bow Discipline

This charm may be used when the Solar is in her -4 health levels and targeted by a withering attack from short or close range. She Clashes the attack using Archery, with (Essence) automatic successes. If she wins the clash, she gains doubles 9s on the damage roll, and Initiative she would gain is instead rolled as dice of decisive damage against her target, ignoring hardness and doubling 10s.

An Essence 5+ repurchase of this Charm allows the Solar to spend Initiative she doesn't have, going into (or deeper into) the negative.

Streaming Arrow Stance

Cost: 6m ; Simple (One Scene) - Quickshot

Prereqs: Archery 5, Essence 4, Finishing Snipe

The Lawgiver does not need to take Aim actions for Archery attacks on crashed targets, regardless of distance.

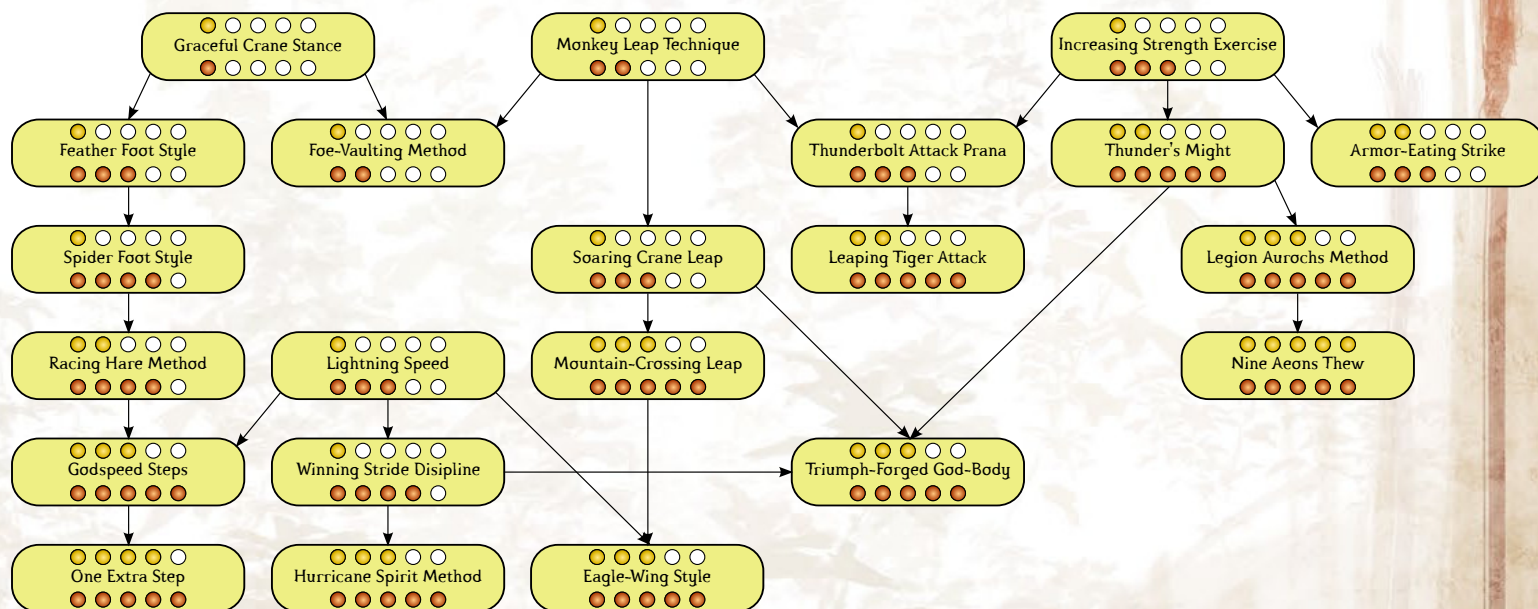
Whispered Prayer of Judgment

Cost: 1m; Supplemental (Instant)

Prereqs: Archery 5, Essence 5, Streaming Arrow Stance

This charm supplements an Archery attack after an aim action, adding (Essence) damage.

Athletics



Graceful Crane Stance

Cost: 3m; Reflexive (One Scene)

Prereqs: Athletics 1

The Exalt has perfect balance, and can stand or run on things too narrow or weak to support her normally, with no chance of falling or breaking through. She automatically succeeds at the (Dexterity + Athletics) roll for such feats as running on a guy wire, standing on a crumbling parapet, balancing on the

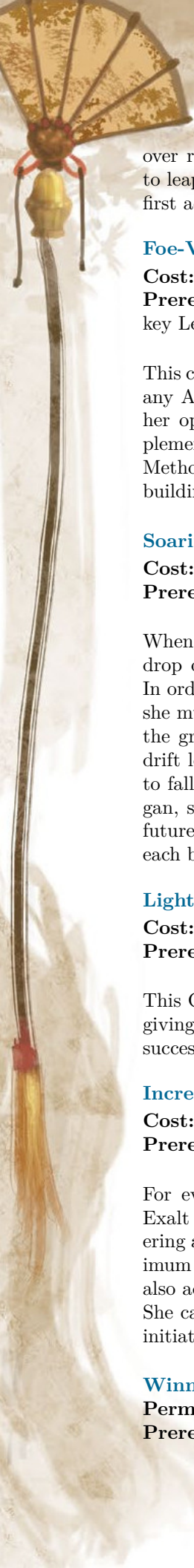
tip of a pine tree, and similar.

Monkey Leap Technique

Cost: 2m; Supplemental (Instant)

Prereqs: Athletics 2

This charm supplements a reflexive Move action, allowing the Solar to leap forward or straight up one range band. A Solar using this Charm can easily leap to the top of a twenty foot wall or cross a Nexus street



over rooftops without a roll. If the Solar continues to leap each turn the cost is reduced to 1m after the first activation.

Foe-Vaulting Method

Cost: 3i ; Supplemental (Instant) - Advantage

Prereqs: Athletics 2, Graceful Crane Stance, Monkey Leap Technique

This charm supplements an attack at close range with any Ability. She rolls Dexterity + Athletics against her opponent's Evasion, and if successful, the supplemented attack is a surprise attack. Foe-Vaulting Method can reset by landing a decisive attack and building Initiative back up to 6+.

Soaring Crane Leap

Cost: 2m; Reflexive (One round)

Prereqs: Athletics 3, Monkey Leap Technique

When falling, the Exalt may activate this charm to drop only a single range band until her next turn. In order to survive a very long falls without damage, she must use for at least two rounds before touching the ground. The Exalt can also use this Charm to drift long distances through the air as she continues to fall. If she was moving forward when the fall began, she may continue to move in that direction on future rounds, falling downward one range band for each band of forward motion.

Lightning Speed

Cost: 3m; Supplemental (Instant)

Prereqs: Athletics 3

This Charm enhances a rush action or test of speed, giving the roll disappearing 5s and 6s, and one bonus success.

Increasing Strength Exercise

Cost: 3m or 3i per bonus; Simple (One Scene)

Prereqs: Athletics 3

For every three motes of Essence or Initiative the Exalt spends, she raises the base damage of her withering and decisive attacks by one and lowers the minimum Strength of all Feats of Strength by one. She also adds that many dice to all Strength-based rolls. She cannot spend more than (Essence * 3) motes or initiative in this way.

Winning Stride Discipline

Permanent

Prereqs: Athletics 4, Lightning Speed

In a Rush action or each interval in a test of speed, if the Solar rolls more successes than her fastest opponent she gains her choice of 2m or 2i.

Thunderbolt Attack Prana

Cost: 4m, 1wp; Supplemental (Instant)

Prereqs: Athletics 3, Increasing Strength Exercise, Monkey Leap Technique

This charm supplements a decisive non-ranged attack from Short range, allowing her to move to Close before making the attack. Using it replaces her normal reflexive Move action for the round. If the attack hits, damage is doubled after rolling. After striking an aerial opponent, the Exalt may fall one range band without taking damage. Thunderbolt Attack Prana may be used in conjunction with Charms of other Abilities.

Feather Foot Style

Cost: 3m ; Supplemental (Until the Exalt stops running) - Mute

Prereqs: Athletics 3, Graceful Crane Stance

This charm supplements a move action, allowing the Exalt to dash over liquid or unstable surfaces as if they were solid and move over surfaces as thin as rice paper without breaking through. She may also move across lava or other dangerous surfaces without getting hurt. As long as she is moving at a quick pace, she need not pay the activation cost again.

At Athletics 5, Essence 2+, she can pause on unstable surfaces without breaking through, changing the duration of this Charm to "one stunt." She can walk slowly across the surface of a still pond, pause on the crumbling parapet of a castle to give a speech, and so on. This mode does not protect against hazardous surfaces.

Spider Foot Style

Cost: 3m ; Reflexive (Essence + 1 Turns) - Mute

Prereqs: Athletics 4, Feather Foot Style

The Solar can run up walls, stand upside down on horizontal surfaces such as tree branches, bridge bottoms or overhangs, lay flat against a ceiling looking down at her prey, or other similar feats.

Racing Hare Method

Cost: 5m, 1wp; Reflexive (One Hour)

Prereqs: Athletics 4, Essence 2, Lightning Speed

The Solar gains double 9s on Rush attempts and tests of speed, and for every 10 rolled the Solar gains 1i. Outside of combat, it allows her to move as fast as a running horse.

If the Lawgiver renews this technique at the end of an hour, ignore the Willpower cost.

Leaping Tiger Attack

Cost: 4m, 1wp ; Supplemental (Instant) - Advantage

Prereqs: Athletics 5, Essence 2, Thunderbolt Attack Prana

This charm supplements a non-ranged attack, allowing her to immediately move Close from up to medium range. Using it replaces her normal reflexive Move action for the round. If her attack is withering, it doubles damage dice after soak. If decisive, it adds her Essence score to the base damage of the attack.

Leaping Tiger Attack is incompatible with Thunderbolt Attack Prana and Eagle-Wing Style.

Armor-Eating Strike

Cost: 1m; Supplemental (Instant)

Prereqs: Athletics 3, Essence 2, Increasing Strength Exercise

This Charm supplements a non-ranged decisive attack, reducing the target's hardness by (Strength). Armor-Eating Strike may be used with Charms of other Abilities.

Thunder's Might

Cost: 4m; Supplemental (Instant)

Prereqs: Athletics 5, Essence 2, Increasing Strength Exercise

This Charm supplements a feat of strength, granting disappearing 1s. She may lower the strength minimum by 1 for every +3 she accepts on the difficulty (without limit).

At Essence 3+, the Solar also gains disappearing 2s.

Godspeed Steps

Cost: 5m, 1wp; Supplemental (Instant)

Prereqs: Athletics 5, Essence 3, Racing Hare Method

This Charm supplements a rush attempt, allowing the Solar to make it from medium range. If success-

ful, she moves to close range and ignores the flurry penalty for any attack she makes this turn. As normal for rushing, she moves closer the first time her opponent moves away.

With an Essence 4+ repurchase, she may rush from long or extreme range. If she does so, she does not follow her opponent if they move away.

Mountain-Crossing Leap Technique

Cost: 7m, 1wp; Simple (Until she stops leaping)

Prereqs: Athletics 5, Essence 3, Soaring Crane Leap

The Exalt makes a leap three or four range bands forward or three straight up. This Charm stays active every turn until the Solar stops leaping across range bands, making it possible for the Exalt to cross a mountain range in minutes.

This charm may not be activated with opponents at Close range, but as an exception to the normal Simple charm rules, may be flurried with Disengage.

Eagle-Wing Style

Cost: 5m, 1wp; Supplemental (Indefinite)

Prereqs: Athletics 5, Essence 3, Mountain-Crossing Leap Technique, Winning Stride Discipline

This charm supplements a move action towards an airborne target, allowing the Exalt to soar up to two range bands towards it. On subsequent rounds she must spend 2m or 2i to remain airborne, and all Move actions must be directly towards or away from the target. If she fails to pay the ongoing cost, gets knocked off-course or otherwise begins to fall, Eagle-Wing Style cannot be reactivated until she touches down and is able to leap again.

If supplementing Mountain-Crossing Leap Technique, ignore the willpower cost.

A repurchase at Essence 4+ removes the cost to maintain the charm as long as the Solar remains in combat with her aerial target. Her anima typically resolves into wings that resemble an eagle's or something else appropriate.

Hurricane Spirit Speed

Cost: 1i per success; Supplemental (Instant)

Prereqs: Athletics 5, Essence 3, Winning Stride Discipline

This charm supplements a Rush action or test of

speed, granting one success for every initiative spent.

Legion Aurochs Method

Cost: 1m per 2 dice; Supplemental (Instant)

Prereqs: Athletics 5, Essence 3, Thunder's Might

This charm supplements feats of strength, granting two dice for each mote spent and double 9s.

Triumph-Forged God-Body

Permanent

Prereqs: Athletics 5, Essence 3, Winning Stride Discipline, Thunder's Might, Soaring Crane Leap

All of the Solar's Athletics rolls gain double 9s. If a roll already had double 9s, it gains double 8s instead.

One Extra Step

Permanent

Prereqs: Athletics 5, Essence 4, Godspeed Steps

The Exalt may take a second move action on her turn.

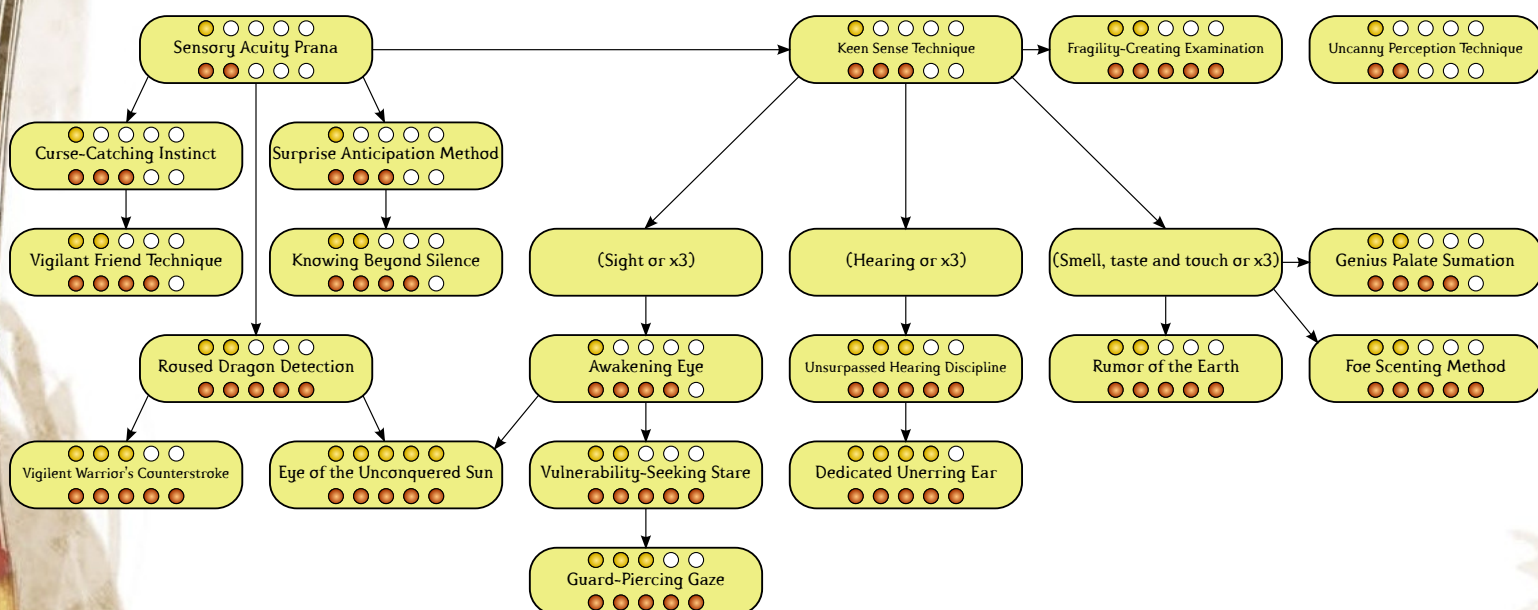
Nine Aeons Thew

Cost: 1m, 1wp; Supplemental (Instant)

Prereqs: Athletics 5, Essence 5, Legion Aurochs Method

This charm supplements a feat of strength, granting the Solar exploding 9s and 10s, and she counts as meeting its Strength prerequisite no matter how high that requirement might be.

Awareness



Sensory Acuity Prana

Cost: 5m; Reflexive (One Scene)

Prereqs: Awareness 2

This charm can be activated at any time. The Solar's Awareness rolls have double 8s.

Uncanny Perception Technique

Permanent

Prereqs: Awareness 2

When in the presence of dematerialized spirits, sorcerously-crafted living shadows and other gener-

ally invisible or intangible subjects, the Solar experiences strange sensory phenomena appropriate to the nature of the being, such as the sound of bells, the scent of chill winter wind or a coppery taste. She automatically notices the presence of such beings (but not their location) unless they hide from her using Stealth. These sensations are as distinctive as a voice - she'll almost always recognize a spirit or being she's met before.

Surprise Anticipation Method

Permanent

Prereqs: Awareness 3, Sensory Acuity Prana

The Solar takes no penalties to Awareness rolls to notice personal danger from being tired, asleep or unconscious. She wakes with a premonition of danger (though not its source) even if she fails such a roll.

In addition, for every 10 the Solar rolls on an Awareness check to notice or locate a hidden enemy, trap, or any source of harm not readily apparent, she gains 1m.

Keen Sense Technique

Cost: 5m, 1wp; Reflexive (Indefinite)

Prereqs: Awareness 3, Sensory Acuity Prana

When the Solar purchases this charm, choose Sight, Hearing, or Smell, Taste and Touch.

This charm can be activated at any time. The Solar gains an additional (Perception) dice on any Awareness roll involving the chosen sense (or all three of them).

With an Essence 2+ repurchase, the Solar gains an additional (Essence) bonus dice. With an Essence 3+ repurchase, the bonus applies to all the listed senses. In addition, the Solar takes no penalty to rolls because of being blind or deaf. If both, she only takes -2 on tasks that would normally require those senses.

Awakening Eye

Cost: 5m, 1wp; Supplemental (Instant)

Prereqs: Awareness 4, Keen Sense Technique (Sight) or Keen Sense Technique x3

This Charm supplements a Join Battle roll with a free Awareness Excellency and grants it exploding 10s.

Curse-Catching Instinct

Permanent

Prereqs: Awareness 3, Essence 2, Surprise Anticipation Method

Whenever another character lays a curse upon the Solar or meddles with her fate, she rolls (Perception + Awareness), difficulty (meddler's Essence). Success lets the Solar know vaguely what happened (someone is meddling with your fate). With 3 threshold successes she learns a summary of what happened (Sidereal Astrology associated with The Sword is being used to make you more likely to fall ill). With 5 threshold successes she learns what happened in detail (Tekkip Nannaja, Chosen of Endings, is using Astrology associated with The Sword to increase the

TN of your disease-resistance rolls to 9 until Calibration).

Knowing Beyond Silence

Cost: 4m ; Supplemental (Instant) - Mute

Prereqs: Awareness 4, Essence 2, Surprise Awareness Method

This charm supplements any Awareness roll that the Solar's allies are making at the same time other than Join Battle. Each ally may use her result if it's better than his own.

Genius Palate Summation

Cost: 2m; Simple (Instant)

Prereqs: Awareness 4, Essence 2, Keen Sense Technique (Smell, Taste and Touch) or Keen Sense Technique x3

This Charm acts as an automatically successful read intentions action to determine the emotional state of the one who prepared a meal or poured a drink. The Solar need only sample a single bite of a meal or take a single sip of a drink to gain this understanding.

Vigilant Friend Technique

Cost: 1m ; Simple (Indefinite) - Stackable

Prereqs: Awareness 4, Essence 2, Curse-Catching Instinct

The Solar touches a willing character. As long as she keeps the mote committed, she may roll (Perception + Awareness) to notice danger to the character, as though she were standing next to him. Add +1 difficulty if he's more than 1 mile away from her, +2 if more than 10, +3 if more than 100, +4 if he's anywhere on the same plane of existence or +5 if he's not. She doesn't learn the form of the danger, only that it exists, a general sense of the severity, and his location.

If the character dies, the Solar automatically notices and knows where it happened.

Roused Dragon Detection

Cost: 1m, 1wp; Supplemental (Instant)

Prereqs: Awareness 5, Essence 2, Sensory Acuity Prana

This charm supplements an attack, allowing the Solar to strike a foe within her weapon's range that she doesn't know the location of. This only reveals the location of her foe if he fails to find a different hiding place on his next turn (if he can do so without

What can I do with Awareness?

In addition to the obvious use of noticing assassins, a Solar with 5 successes on an Awareness roll might:

- Read a letter at a glance from across the room, quickly count masses of troops, see through smoke and fog.
- Identify an individual by scent, count the number of individuals in a crowded room, detect poison before taking a bite of food, identify every ingredient in a stew, tell how long ago a specific person left a room.
- Listen to conversations through thick stone walls, identify materials by touch, recognize counterfeits, feel an earthquake minutes or hours before it happens.

With 10 successes, she might:

- Spot a field mouse a quarter mile, read a letter at a hundred yards, critique the mating habits of insects.
- Smell blood from a mile away, identify which farm food came from by tasting each field in turn
- Listen in on a whispered conversation out to long range on a battlefield, read by tracing her fingers over the ink on a page, orient herself to the exit in complete darkness.

changing range bands, this doesn't use up his move action).

Foe-Scenting Method

Cost: 3m; Simple (Instant)

Prereqs: Awareness 5, Essence 2, Keen Sense Technique (Smell, Taste and Touch) or Keen Sense Technique x3

The Solar makes a scent-based Read Intentions actions using (Perception + Awareness) to determine a target's disposition, out to medium range without the need to directly interact.

Rumour Of The Earth

Cost: 5m, 1wp ; Simple (Instant) - Mute

Prereqs: Awareness 5, Essence 2, Keen Sense Technique (Hearing) or Keen Sense Technique x3

The Lawgiver places her head against the ground and listens for five minutes. She can hear any creature larger than a mouse moving within (Essence * 5) miles, and learns their general location, number, and speed and direction of movement. Used in a city or other busy area, the results may not be that useful, but will still indicate any general motion of large numbers of people.

Fragility-Creating Examination

Cost: 5m; Supplemental (Instant)

Prereqs: Awareness 5, Essence 2, Keen Sense Technique

This Charm supplements a feat of strength intended to break something. Before rolling (Strength + Athletics), the Solar rolls (Perception + Awareness) against a difficulty equal to the Strength minimum of the feat. For every two threshold successes, reduce the Strength minimum for the feat by 1 or reduce the difficulty by one (or some mix thereof).

Vulnerability-Seeking Stare

Cost: 4m, 1wp; Supplemental (Instant)

Prereqs: Awareness 5, Essence 2, Awakening Eye

This Charm supplements an Aim action. The attack enhanced by the Aim action is further improved; if withering, the attack may only be soaked by the target's Stamina. If decisive, it ignores Hardness and adds (Essence) to the damage roll.

Guard-Piercing Gaze

Cost: 4m, 1wp; Supplemental (Instant)

Prereqs: Awareness 5, Essence 3, Vulnerability-Seeking Stare

This Charm supplements an Aim action. The Solar rolls (Perception + Awareness) against a difficulty of

the targeted character's Evasion or Parry. The target may use Charms to increase their Defense as though this were an attack. If she succeeds, the attack enhanced by the Aim action is either undodgeable or unblockable (depending on which Defense they rolled to overcome).

If used alongside its prerequisite, ignore the wp cost on this charm.

Unsurpassed Hearing Discipline

Cost: 5m, 1wp; Simple (One conversation)

Prereqs: Awareness 5, Essence 3, Keen Sense Technique (Hearing) or Keen Sense Technique x 3

The Solar listens in on conversations that happened in her location up to (Essence x 5) hours prior to her arrival as though it were happening right next to her. She must sit still and listen intently for as much of the conversation as she wishes to hear.

Vigilant Warrior's Counterstroke

Cost: 5m ; Reflexive (Instant) - Once/Scene

Prereqs: Awareness 5, Essence 3, Surprise Anticipation Method

The Solar may use this charm when targeted by a Surprise or Ambush attack. She may draw a weapon, then Clashes the attack. If clashing an Ambush she suffers -2 on her roll.

Dedicated Unerring Ear

Cost: 3m; Reflexive (One exchange)

Prereqs: Awareness 5, Essence 4, Unsurpassed Hearing Discipline

This charm may be activated any time the Exalt is addressed by someone for whom she holds a Major or Defining Intimacy, no matter how far away he is. So long as she's on the same plane of existence, the Solar can hear the words clearly, as if they were in the same room, so long as they are addressing their speech to her. She can hear everything her compatriot wishes to say to her, until the character has been silent for ten seconds or longer.

With an Essence 5 repurchase, the charm may also be activated whenever any character uses the Solar's

name to refer to her, even if they are not addressing her, without the need for a relevant intimacy. If her name is in common use, the Storyteller should still mostly call attention to interesting and relevant references she might overhear, rather than mundane conversations.

Eye of the Unconquered Sun

Cost: 10m, 1wp; Simple (One round)

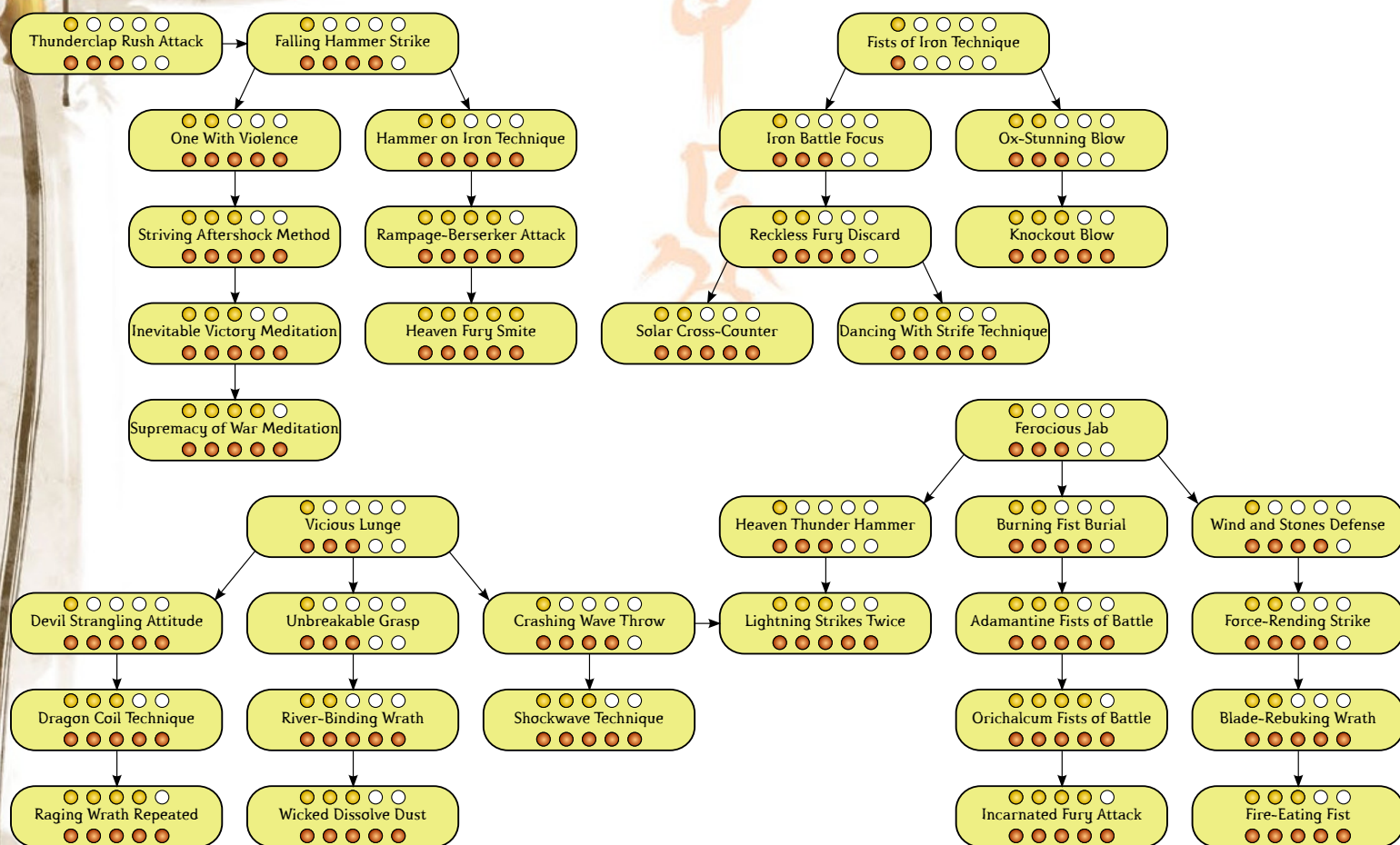
Prereqs: Awareness 5, Essence 4, Awakening Eye, Roused Dragon Detection

The Solar's caste mark blazes like a tiny sun, cancelling any Essence-muting magic the Solar may be using and removing her from stealth. She applies a single Perception + Awareness roll with (Essence) bonus dice and disappearing 1s against every character's Evasion out to long range. Even solid walls are no protection. Any character who didn't dodge is subject to the following effects.

- They automatically know they've been spotted, and by who.
- All magical and mundane Stealth effects are canceled, and she becomes aware of their presence.
- Fog lifts, smoke parts, and clouds dissolve.
- Dematerialized spirits are forced to materialize, paying full cost of the Materialize Charm or as much of it as they can pay.
- All disguise magic is stripped. Mundane disguises tatter and melt away, shapeshifters natural form becomes obvious to all viewers, resplendent destinies are temporarily forced into dormancy, personas are suppressed, and other transformative magic is similarly deactivated or the true form of their user revealed.
- This charm cannot contest Perfect effects, such as the Night caste anima power. The Solar learns that she's run up against such an effect, but can't break it.

If Keen Sense Technique is active, this Charm extends to extreme range.

Brawl



Fists of Iron Technique

Cost: 1m; Supplemental (Instant)

Prereqs: Brawl 1

This Charm supplements a bare-handed Brawl parry or attack. The Exalt may parry lethal damage, or deal lethal damage on a decisive attack.

On a withering attack, she ignores (Essence + strength of a relevant Intimacy) soak. A relevant Intimacy might be a Tie (as the Solar strikes a hated enemy or defends a beloved friend) or a Principle (as the Solar exults in the thrill of violence, for example).

Iron Battle Focus

Cost: 3m; Supplemental (One Turn)

Prereqs: Brawl 3, Fists of Iron Technique

This charm supplements any defense. Until the Solar's next turn, attacks (including this one) do not increase her onslaught penalty.

Feroocious Jab

Cost: 1m; Supplemental (Instant)

Prereqs: Brawl 3

This Charm supplements a Brawl attack, adding (Target's onslaught penalty + 1) damage.

Wind and Stones Defense

Cost: 3m ; Supplemental (Instant) - Advantage

Prereqs: Brawl 4, Feroocious Jab

This charm supplements any defense, adding the Solar's foe's current onslaught penalty to her Dodge or Parry.

Heaven Thunder Hammer

Cost: 7m; Supplemental (Instant)

Prereqs: Brawl 3, Feroocious Jab

This charm supplements a decisive Brawl damage roll. Her target is knocked prone by the force of the blow, and loses a point of Initiative. She gains 1i after

her Initiative resets. If the damage roll scored at least two successes, the opponent is hurled into an object or surface within close range, hitting it with an impact equivalent to falling a short distance, destroying wooden furniture or the like he collides with.

At four or more successes, the foe either hits something at close range, suffering damage as though falling from a medium height, or knocked back to short range, suffering falling damage as though from a short distance.

At Essence 3+, double the successes for determining effects of this charm.

Moving a Tyrant lizard or other such massive target requires an appropriate feat of strength.

Vicious Lunge

Cost: 1m; Supplemental (Instant)

Prereqs: Brawl 3

This charm supplements a grapple gambit, adding one automatic success to the attack roll and (Essence or three, whichever is greater) dice to the Initiative roll.

Unbreakable Grasp

Cost: 2m per round preserved; Reflexive (Instant)

Prereqs: Brawl 3, Vicious Lunge

The Solar may activate this charm when her clinch control is reduced by an incoming attack. For every 2m spent, she loses one fewer rounds of control.

Devil-Strangling Attitude

Permanent

Prereqs: Brawl 5, Vicious Lunge

This charm allows the Solar to roll (Strength + Brawl) to attack with grapple gambits.

If the Solar has Dexterity 5, her player may remove this charm from the character sheet for an XP refund.

Crashing Wave Throw

Cost: 5m; Supplemental (Instant)

Prereqs: Brawl 4, Vicious Lunge

This charm supplements a Throw. The damage pool is boosted by +2 damage per round of control forfeited by the throw, and the Exalt can throw her opponent up to short range. If she used Dragon Coil

Technique to establish control, she may be able to hurl truly massive opponents at the Storyteller's discretion.

At Essence 3+, the Exalt may expend two or four rounds of control, decreasing the throw's damage, to throw a foe to medium or long range, forcing him to contend with short or medium distance falling damage (in addition to whatever he might land on).

Thunderclap Rush Attack

Cost: 3m ; Reflexive (Instant) - Attack-action, Once/Scene

Prereqs: Brawl 3

This charm may be activated any time a foe is at short range from the Solar. She immediately moves a single range band and makes a Brawl attack. The target cannot defend against the Solar's attack with a Clash unless he uses a Charm which grants him one.

At Brawl 5, Essence 3+, the character may add 1wp to the cost of this Charm to automatically strip (Essence) Initiative from her target and gain it herself before the attack is made.

Thunderclap Rush Attack can be reset by crashing or killing the opponent it was used against.

Falling Hammer Strike

Cost: 1m; Supplemental (Instant)

Prereqs: Brawl 4, Thunderclap Rush Attack

This Charm supplements any Brawl attack other than a grapple. Regardless of whether or not the attack hits, the target's onslaught penalty from the Solar does not clear on their next turn. Onslaught inflicted by other characters clears normally.

Reckless Fury Discard

Cost: 3m, 1i ; Supplemental (Instant) - Post-roll

Prereqs: Brawl 4, Essence 2, Iron Battle Focus

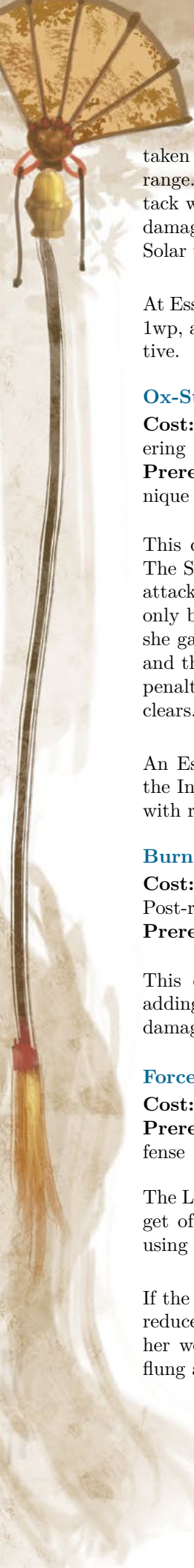
This charm supplements any defense, raising the Solar's Parry or Evasion by the number of 1s in the attack roll.

Solar Cross-Counter

Cost: 3m, 1i, 1wp ; Reflexive (Instant) - Counterattack

Prereqs: Brawl 5, Essence 2, Reckless Fury Discard

This charm may be activated after the Solar has



taken withering damage from an opponent at close range. She launches an immediate decisive Brawl attack with a base damage of the amount of withering damage she just took. This attack does not reset the Solar to base Initiative.

At Essence 3+, the Solar may replace the 1i cost with 1wp, allowing her to use it while at 0 or lower initiative.

Ox-Stunning Blow

Cost: 4m, 1i, 1wp ; Supplemental (Instant) - Withering

Prereqs: Brawl 3, Essence 2, Fists of Iron Technique

This charm supplements a withering Brawl attack. The Solar's blow gains one automatic success on the attack roll, (Essence) bonus dice to damage, and can only be soaked with the target's Stamina. However, she gains no initiative. Instead, roll that many dice, and the target takes a $-(1/2 \text{ successes rolled})$ wound penalty until her Onslaught penalty from the Solar clears.

An Essence 3+ repurchase allows the Solar to gain the Initiative in addition to penalizing her opponent with rolled successes.

Burning Fist Burial

Cost: 4m + 1m per die ; Supplemental (Instant) - Post-roll

Prereqs: Brawl 4, Essence 2, Ferocious Jab

This charm supplements a decisive Brawl attack, adding extra successes from the attack roll to the damage roll at a rate of one mote per die.

Force-Rending Strike

Cost: 5m, 1wp; Reflexive (Instant)

Prereqs: Brawl 4, Essence 2, Wind and Stones Defense

The Lawgiver may use this charm when she's the target of a non-ranged decisive attack. She clashes it using Brawl.

If she is wielding an improvised weapon she may reduce the cost of this charm by 4m if she discards her weapon afterwards. It's destroyed, dropped or flung as the Storyteller deems appropriate.

Blade-Rebuking Wrath

Cost: 5m, 1i ; Reflexive (Instant) - Attack-action

Prereqs: Brawl 5, Essence 2, Force-Rending Strike

The Lawgiver may use this charm when she's the target of any non-ranged attack. She clashes it using Brawl. If she wins it does no damage, but knocks her opponent's weapon from his hand. For every three threshold successes, his weapon is hurled one range band.

Hammer on Iron Technique

Cost: 5m, 1wp; Simple (Instant)

Prereqs: Brawl 5, Essence 2, Falling Hammer Strike

The Solar makes a series of up to $([\text{half Strength or Stamina, rounded up}] - 1)$ decisive attacks against a single target, dividing her initiative evenly between them. For every blow that lands, the damage of the next is increased by the number of 10s in the previous damage roll.

With an Essence 3+ repurchase the Solar may make up to $([\text{Strength or Stamina}] + 1)$ attacks, and each successful hit adds +1 bonus damage to all subsequent attacks.

One With Violence

Permanent

Prereqs: Brawl 5, Essence 2, Falling Hammer Strike

Whenever the Exalt crashes an opponent with a Brawl or Martial Arts attack, she gains (Essence) extra initiative.

River-Binding Wrath

Cost: 4m; Supplemental (Instant)

Prereqs: Brawl 5, Essence 2, Unbreakable Grasp

This Charm supplements a grapple attempt, granting both the attack roll and control roll disappearing 5s and 6s.

Dancing With Strife Technique

Cost: 0m ; Reflexive (Instant) - Once/Scene

Prereqs: Brawl 5, Essence 3, Reckless Fury Discard

When the Exalt takes no damage from an attack that rolls five or more successes, she may gain 1wp. Dancing With Strife Technique can be reset when she has only one initiative and is targeted by a withering attack without crashing.

Knockout Blow

Cost: 5m, 1wp ; Simple (Instant) - Once/Scene

Prereqs: Brawl 5, Essence 3, Ox-Stunning Blow

The Solar makes a withering Brawl attack with double 9s, and adding (Essence) damage. If it does more damage than her opponent has remaining health levels, he is immediately knocked unconscious.

Knockout Blow can be reset when she has 3 or fewer Initiative and is targeted by a withering attack without crashing.

Adamantine Fists of Battle

Cost: 4m; Supplemental (Instant)

Prereqs: Brawl 5, Essence 3, Burning Fist Burial

When this Charm supplements a bare-handed Brawl attack. If withering, it gains +(Strength) Overwhelming. If decisive, her damage is lethal has double 10s and exploding 10s.

With a repurchase the Solar may pay 2m, 1wp when she damages an opponent using this charm. Doing so extends the duration to "One Scene."

Fire-Eating Fist

Cost: 1m; Supplemental (Instant)

Prereqs: Brawl 5, Essence 3, Force-Rending Strike

This Charm supplements a Brawl Clash. Each 1 rolled by the attacker grants the Solar's Clash a bonus success.

If activated at the same time as Force-Rending Strike, she may use that charm to Clash energy attacks from beyond close range, reducing the cost by 1wp. If she wins such a clash, she does no damage but her fist becomes wreathed in her attacker's Essence, enjoying (opponent's Essence) bonus attack and damage dice on her next attack.

At Essence 4+, this effect becomes stackable to a limit of (Stamina) stacks. In addition, the Exalt may treat any ranged attack as if they were elemental bolts for this charm.

Wicked Dissolve Dust

Cost: 4m; Reflexive (Instant)

Prereqs: Brawl 5, Essence 3, River-Binding Wrath

The Solar may use this charm when she's in control of a clinch and is the target of a decisive attack.

She clashes the attack using Brawl. If the clash succeeds, rather than doing damage to the attacker, the damage of the opponent's attack is transferred to her captive.

Dragon Coil Technique

Cost: 3m; Supplemental (Until end of clinch)

Prereqs: Brawl 5, Essence 3, Devil-Strangling Attitude

The Solar supplements a grapple gambit, granting (Essence) automatic successes to hit. On the control roll, she gains +1 success for each 10 her opponent rolls. In addition, her withering and decisive savaging attacks and slams enjoy (Essence) bonus dice of damage.

This charm may instead supplement a defense against a grapple. It grants no bonus successes in this use, but if she wins the roll she can take control of the grapple rather than merely escaping.

Finally, Dragon Coil Technique allows the Solar to grapple characters of prodigious size — tyrant lizards, river dragons, siaka and similarly sized beasts are valid targets for the her grasp.

Shockwave Technique

Cost: 6m, 1wp ; Supplemental (Instant) - Once/Scene

Prereqs: Brawl 5, Essence 3, Crashing Wave Throw


This charm supplements a Throw, allowing the Solar to toss her target out to short range (or further, if combined with Crashing Wave Throw), and grants 2 extra damage dice per round of control forfeited. In addition, she makes a single withering Brawl attack, base damage 7, which applies to every opponent within short range of where her target lands. If the Solar is crashed when she uses this attack, she still damages each foe, but she only gains Initiative from a single target.

Lightning Strikes Twice

Cost: 1m, 1wp ; Reflexive (Instant) - Once/Scene

Prereqs: Brawl 5, Essence 3, Crashing Wave Throw, Heaven Thunder Hammer

After launching an opponent with one of the prerequisite Charms, the Solar immediately moves adjacent to her opponent to make an additional attack using any viable Ability, and may draw a weapon to do so. She may choose to cancel the falling damage or dam-



age from impact with scenery to make it a surprise attack.

Using Lightning Strikes Twice replaces the Exalt's normal movement action. It can be reset by gaining 10+ Initiative in a single tick.

Striving Aftershock Method

Cost: 2m; Reflexive (Instant)

Prereqs: Brawl 5, Essence 3, One With Violence

After hitting with a Decisive Brawl attack and resetting to base initiative, the Solar may activate this charm to gain 2i.

Inevitable Victory Meditation

Cost: 3m, 2i; Simple (One Scene)

Prereqs: Brawl 5, Essence 3, Striving Aftershock Method

The Solar rolls (Wits + Brawl) and stores the result. She can end the charm at any time to use this result in place of a Brawl roll, or to boost Parry or Evasion by 1/2 stored successes. At Essence 4+, the roll gains (Essence) automatic successes.

This may be activated as though it were Reflexive when the Solar beats all of her opponents in a Join Battle roll, or when she knocks an opponent prone.

Orichalcum Fists of Battle

Cost: 3a; Reflexive (One Scene)

Prereqs: Brawl 5, Essence 4, Adamantine Fists of Battle x2

This charm may only be used while Adamantine Fists of Battle is active in its scene-long variation. The Solar's fists glow gold-to-white and her Caste Mark shines brightly. Her decisive attacks ignore hardness, and her base Initiative is increased by one. When she is at base Initiative or lower, her decisive damage rolls gain disappearing 1s.

Incarnated Fury Attack

Cost: 10m, 3a, 1wp; Simple (Instant)

Prereqs: Brawl 5, Essence 4, Adamantine Fists of Battle

The Solar makes an unblockable, undodgeable withering Brawl attack against a crashed target with double 7s on the damage roll.

Raging Wrath Repeated

Cost: 4m, 1wp; Reflexive (Instant)

Prereqs: Brawl 5, Essence 4, Dragon Coil Technique

If the Solar crashes an opponent she is clinching, she may activate this charm to immediately make a withering or decisive Brawl attack and reset all the rounds of control she had at the beginning of the clinch.

Rampage-Berserker Attack

Cost: 7m, 3i, 1wp; Simple (Instant) - Once/Scene

Prereqs: Brawl 5, Essence 4, Hammer on Iron Technique

The Solar makes a Brawl based withering attack, but instead of adding threshold successes for damage, she multiplies her post soak damage by them.

Rampage-Berserker Attack can be reset if the Solar incapacitates a powerful or impressive opponent.

Supremacy of War Meditation

Cost: 1m, 3a; Supplemental (Instant) - Once/Scene

Prereqs: Brawl 5, Essence 4, Inevitable Victory Meditation

The Lawgiver supplements a Brawl roll or static value with a full Excellency.

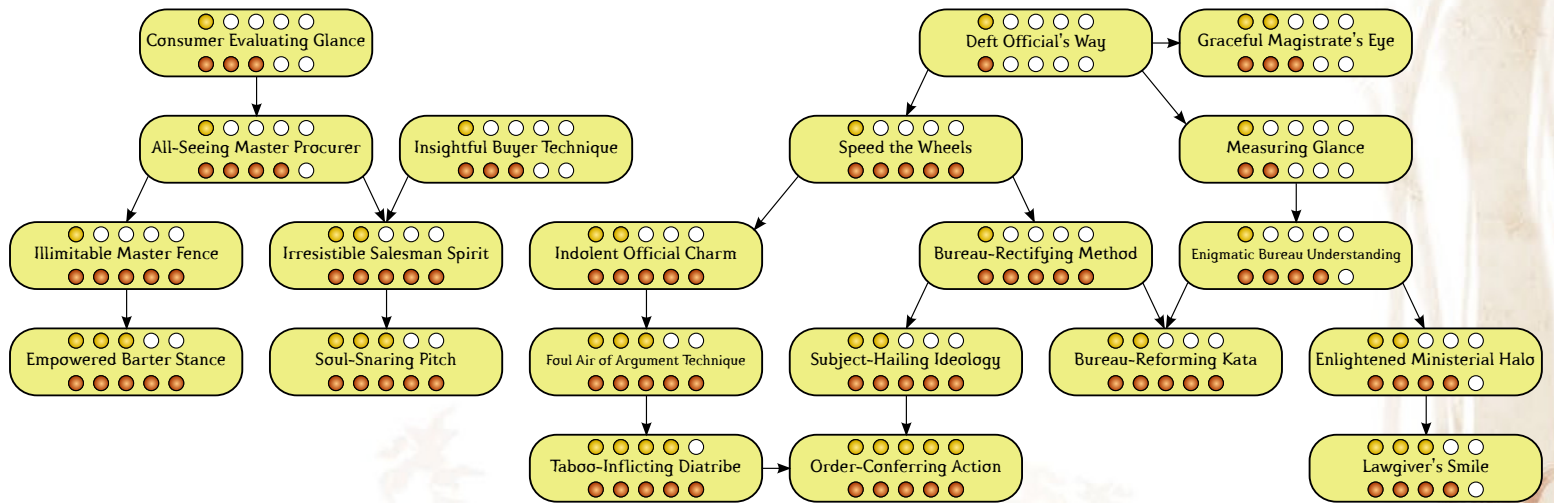
Heaven Fury Smite

Cost: 0m; Reflexive (Instant)

Prereqs: Brawl 5, Essence 5, Rampage-Berserker Attack

This charm can be used when the Lawgiver lands a Brawl attack that crashes her target. She immediately launches a decisive attack against the crashed opponent with any viable Ability, and she may draw a weapon to make it.

Bureaucracy



Insightful Buyer Technique

Cost: 3m; Simple (Instant)

Prereqs: Bureaucracy 3

The Solar gains a feel for a particular marketplace, however distant, intuiting roughly how much a given object will fetch. The more specific the venue contemplated, the more accurate the forecast - "to the south" will give only vague ideas of how people further south will value a thing, while "the central bazaar of Gem" will give her a sharp understanding. As always, things change - the longer she waits before acting on this information, the less accurate it may be.

Consumer-Evaluating Glance

Cost: 3m; Reflexive (One scene)

Prereqs: Bureaucracy 3

This charm may be activated whenever the Solar sees a character considering a bargain with her. The Solar makes a Read Intentions action (without the need for further interaction) with (Essence) automatic successes. If successful, the Lawgiver learns her target's Resources rating, if he intends to accept the current offer or needs further incentive, and can tell if he plans to betray or cheat her. If he does, she gains a +(Essence) bonus to her Resolve against all bargain attempts by that character.

Deft Official's Way

Cost: 5m; Simple (One scene)

Prereqs: Bureaucracy 1

The Lawgiver can sense who to talk to in order to produce results, who expects or is amenable to bribes,

which functionaries are actually useful or friendly and which are officious tyrants. Whenever she encounters a rule, law or regulation, she immediately understands both the full text and the spirit in which it is actually enforced (or not). She adds (Bureaucracy) bonus dice to all Read Intentions actions related to understanding bureaucratic obstacles or untangling them.

Measuring Glance

Cost: 5m; Simple (Instant)

Prereqs: Bureaucracy 2, Deft Official's Way

The Solar makes ([Social or Mental Attribute] + Bureaucracy) Read Intentions actions, spread among any number of individuals, without need for interaction, regarding their most relevant intimacies towards a given organization.

All-Seeing Master Procurer

Cost: 5m; Reflexive (One scene)

Prereqs: Bureaucracy 4, Consumer-Evaluating Glance

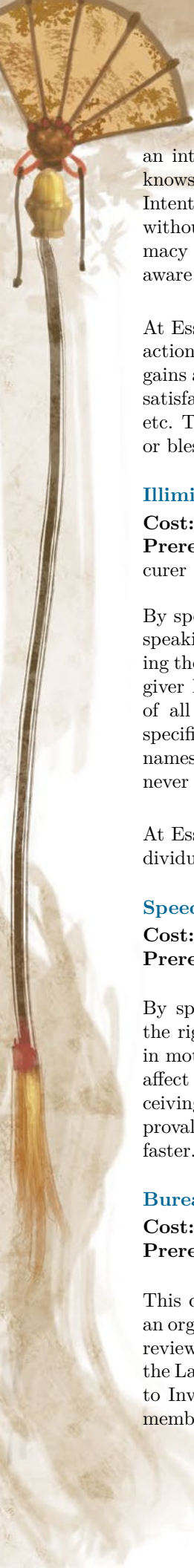
For the rest of the scene all of the Solar's customers or potential customers gain a Minor Tie of "this merchant is reliable and knowledgeable."

Enigmatic Bureau Understanding

Cost: 2m; Reflexive (Instant)

Prereqs: Bureaucracy 4, Measuring Glance

The Exalt may activate this charm when she enters the presence of a member of an organization she has control over or belongs to who has developed or lost



an intimacy relating to it since they last met. She knows something has changed, and may make a Read Intentions action with regards to the new intimacy without needing to interact with them. If the intimacy was caused by a curse or blessing, she becomes aware of the general effect and purpose of the magic.

At Essence 3, if she succeeds on the Read Intentions action, in addition to learning of the intimacy she also gains a general understanding of what caused it - dissatisfaction, a conversation with a stranger, a bribe, etc. This charm can also now be used to detect curses or blessings that don't modify intimacies.

Illimitable Master Fence

Cost: 1m; Simple (Instant)

Prereqs: Bureaucracy 5, All-Seeing Master Procurer

By spending an hour observing normal transactions, speaking with merchants and customers, and watching the general course of economic dalliance, the Lawgiver learns the Bureaucracy ratings and specialties of all notable individuals strongly connected to a specific market, possibly including characters whose names she doesn't know and whose faces she has never seen.

At Essence 3, she will also recognize any of these individuals on sight.

Speed the Wheels

Cost: 8m; Simple (One task)

Prereqs: Bureaucracy 5, Deft Official's Way

By speaking with the right individuals and in just the right way, the Solar sets a bureaucracy's wheels in motion at record speed. While this charm doesn't affect material labor (such as building a road or receiving a shipment), the organization, planning, approval, etc of a single task all occur significantly faster. Reduce the time required by two increments.

Bureau-Rectifying Method

Cost: 10m, 1wp; Supplemental (One investigation)

Prereqs: Bureaucracy 5, Speed the Wheels

This charm supplements the Solar's investigation of an organization. While attending or leading inquiries, reviewing records and interviewing involved parties, the Lawgiver adds (Bureaucracy) automatic successes to Investigation and Socialize rolls. In addition, all members of the organization are treated as having a

Minor Tie (trusting respect) towards her.

Graceful Magistrate's Eye

Cost: 2m ; Reflexive (Instant) - Once/Scene per Target

Prereqs: Bureaucracy 3, Essence 2, Deft Official's Way

This charm may be used any time. The Solar makes a Read Intentions action against any character she can see, without the need for interaction and with double 9s. If successful, she learns whether he supports - or would support - a specific law or organizational rule, and any intimacies that affect said support.

Enlightened Ministerial Halo

Cost: 4m; Simple (One Week)

Prereqs: Bureaucracy 4, Essence 2, Enigmatic Bureau Understanding

The Solar spends a day organizing, researching and otherwise participating in the workings of an organization she does not control. She rolls (Mental Attribute + Bureaucracy), difficulty 4. For the remainder of the week, the organization's leader gains (threshold successes) bonus dice on all Bureaucracy, Investigation, Larceny and War rolls related to running the organization.

Irresistible Salesman Spirit

Cost: 3m, 1wp; Supplemental (Instant)

Prereqs: Bureaucracy 5, Essence 2, All-Seeing Master Procurer, Insightful Buyer Technique

During a high-pressure or tense exchange, this charm supplements a Bargain action with double 7s, pressing against (but not necessarily exceeding) the bounds of politeness.

Bureau-Reforming Kata

Cost: 5m, 1wp; Simple (Instant)

Prereqs: Bureaucracy 5, Essence 2, Bureau-Rectifying Method, Enigmatic Bureau Understanding

When the Solar is aware of hostile magic such as Indolent Official Charm, astrological curses or similar affecting an organization she has control over or influence within, she spends a day moving individuals to new positions, hiring, firing and reorganizing and in so doing cleanses the magic. The organization is immune to that specific power for one month.

With an Essence 3 repurchase she can activate this charm in minutes rather than a full day, and she learns the identity of anyone whose hostile magic she cancels. The organization is immune to the effect for a full season.

Indolent Official Charm

Cost: 5m; Simple (Indefinite)

Prereqs: Bureaucracy 5, Essence 2, Speed the Wheels

This charm is the reverse of Speed the Wheels - with a sidelong glance and a word in the right ears, a single bureaucratic task grinds to halt. While this charm doesn't affect material labor (such as building a road or receiving a shipment), the organization, planning, approval, etc. of a single task all takes one increment longer.

This charm may be active multiple times on a single organization for different projects, but doesn't stack for any given request. It may be used in advance of a request, or speculatively - for example, she could stymie "any police investigation into my business". As long as the motives are committed, such an investigation would take much longer to complete.

Subject-Hailing Ideology

Cost: 5m; Supplemental (Instant)

Prereqs: Bureaucracy 5, Essence 2, Bureau Rectifying Method

This charm supplements any social influence roll. For purposes of this roll, the Solar's target treats a single weakened or abandoned intimacy as though it had its former strength. The intimacy must be related to some official duty or role - marriage, bodyguard, employee, etc.

Lawgiver's Smile

Cost: 4m; Simple (One Day)

Prereqs: Bureaucracy 4, Essence 3, Enlightened Ministerial Halo

The Solar spends 15 minutes walking among her subordinates or comrades. Other members of the organization she belongs to or controls who are present in the scene gain a Minor Principle related to joy, optimism or some similar positive emotion related to a particular aspect of the organization, which fades when the charm ends. Employees are unnaturally enthusiastic about their jobs, and any battle groups they form the majority of have +2 dice on rout checks.

Empowered Barter Stance

Permanent

Prereqs: Bureaucracy 5, Essence 3, Irresistible Salesman Spirit

Once per day when the Solar succeeds at a Bargain action she gains 1wp.

Soul-Snaring Pitch

Cost: 5m, 1wp ; Simple (Indefinite) - Mute, Psyche

Prereqs: Bureaucracy 5, Essence 3, Irresistible Salesman Spirit

The Exalt makes a Persuade action to convince a character that a particular thing is his heart's desire. She rolls (Manipulation + Bureaucracy) with (Essence) automatic successes against the target's Resolve. If successful, a character must spend (Solar's Essence) willpower, or develop a Defining Tie (I must have it) towards an object of the Solar's choice as long as the charm remains active. Resisting Soul-Snaring Pitch makes a character immune to the Charm for one week.

Foul Air of Argument Technique

Cost: 8m, 1wp; Simple (Indefinite)

Prereqs: Bureaucracy 5, Essence 3, Indolent Official Charm

Pronouncing words of doom about in front of a large number of organizational members, the Lawgiver makes a ([Charisma or Manipulation] + Bureaucracy) roll against the Resolve of each character leading the project she's doomsaying. For each success threshold success the Solar attains against a particular leader, one of their failures on a roll related to the project will become a Botch.

Taboo-Inflicting Diatribe

Cost: 6m, 1wp ; Simple (Indefinite) - Stackable, Psyche

Prereqs: Bureaucracy 5, Essence 4, Foul Air of Argument Technique

The Solar repeatedly inveighs against a certain action relating to an organization she controls or has major influence within. Members of her organization gain a Major principle against the action unless they spend 1wp. The behaviors must be specific, and related to the organization - she could not inflict "Stealing is wrong," or but she could give members a Principle of "The company coffers are inviolate" or "Embezzlement from clients is a sin." This charm may be applied any number of times to a single organization



(but only once for a specific intimacy). The intimacy fades if this charm ends.

With an Essence 5 repurchase, at the end of every month in which a person - member or not - interacts with the organization regularly they roll (Willpower). On a failure, they must spend 1wp or gain the intimacy at Minor strength permanently (it doesn't go away when the charm ends, and is in all ways a normal intimacy). As a rule of thumb for the Storyteller, after a season with this charm active half the populace will have the intimacy, and after a few years virtually all of them will. A particularly accepting or hostile population might speed or slow down the

spread.

Order-Conferring Action

Cost: 6m, 1wp; Simple (One Season)

Prereqs: Bureaucracy 5, Essence 5, Taboo-Inflicting Diatribe, Subject-Hailing Ideology

By spending a day advising an organization (including by proxy), the Solar turns it into a bulwark of Creation. The Wyld cannot penetrate further into territories it controls or operates in (though Fair Folk themselves still might), diseases struggle to cross its borders, and Shadowlands encroach upon it more slowly.

Craft Rules

Basic projects are the simplest tasks a craftsman can undertake, such as making a chair, forging basic tools, shoeing a horse, cooking a meal, or fletching an arrow. They are resolved with a single roll. The character works for an amount of time deemed appropriate by the Storyteller, usually ranging from several minutes to several hours, then makes an (Attribute + Craft) roll against a difficulty set by the Storyteller.

Major projects are significant endeavors within a craftsman's trade, anything larger or more complex than a wheelbarrow. They include forging suits of armor, preparing a banquet fit for a prince's table or a god's festival, or sculpting a statue. They are resolved by extended rolls with no fixed terminus, where each roll represents an expenditure of time and materials.

Essence-wielders may also attempt to create Artifacts and Manses, which do have a terminus set by the crafter's available resources. The difficulty, interval and goal number are determined by artifact rating. These intervals assume about four hours of work each day, but cannot be decreased by spending more time working (though a character would work on multiple projects simultaneously if they had nothing else to do).

Repairing a broken artifact is generally as difficult as creating one a dot lower in rating, except that the interval may be significantly shorter depending on how extensive the damage is. Legendary artifacts, which go beyond the five dot scale, use difficulties, intervals and goal numbers chosen by the Storyteller - not all Legendary Artifacts are created equal, but they're all

very difficult.

Artifact	Diff	Interval	Goal #
••	4	Two Weeks	30
•••	5	One Month	45
Manse	5	One Month	45
••••	6	Two Months	60
•••••	7	One Season	75
Greater Manse	7	Two Seasons	75

As an alternate rule - which should be discussed between all the players (including the Storyteller) before the game begins - replace the Interval of artifact creation with time spent playing. This may work better for exceptionally fast-paced games with little downtime between adventures.

Artifact	Alternate Story-based Interval
••	Twice per Session
•••	Once per Session
Manse	Once per Session
••••	Twice per Story
•••••	Once per Story
Greater Manse	Once per Story

To find the terminus for an Artifact-creation roll, add together the factors for their workshop and their materials. If you're missing either, you can't even start. Then add bonuses for extra time taken, the help of others, complementary abilities, relevant magic, and anything else that seems appropriate.

Workshop

Which set of Craft Rules?

This version of the craft system is designed to be small, simple and easy to use. It does not attempt to regulate your play, or insert itself into any part of the game other than actually making things. It does not aim to incentivize certain types of player behavior, only to adjudicate what characters are capable of.

If you like the rules presented in 3e core, all six pages of them, feel free to continue using them, but the charms below are designed with this simpler version in mind.

- 1 roll for a basic workshop, with all the standard tools. A character using Craftsman Needs No Tools has this level of workshop for most projects. However, manses and extremely large Artifacts may require large numbers of labourers as part of the “workshop”.
- 2 rolls for a master’s workshop, which contains a high-quality example of every tool a normal craftsman in the field would ever want.
- 3 rolls for a supernaturally excellent workshop. These are rare in Creation, but a few Dynasts and gods and other stranger things have them.
- +1 roll for working with a master assistant or a team of competent workers.
- +2 rolls for working with supernaturally excellent help.
- +1 roll for taking four times as much time as is standard.
- +2 rolls for taking twenty times as much time as is standard.
- +1 roll for having an Ability related to the Artifact at 5, or at 3 with a relevant specialty.
- +1 roll for having a Charm, spell, anima power, or other magical ability that’s related to the Artifact.

Materials

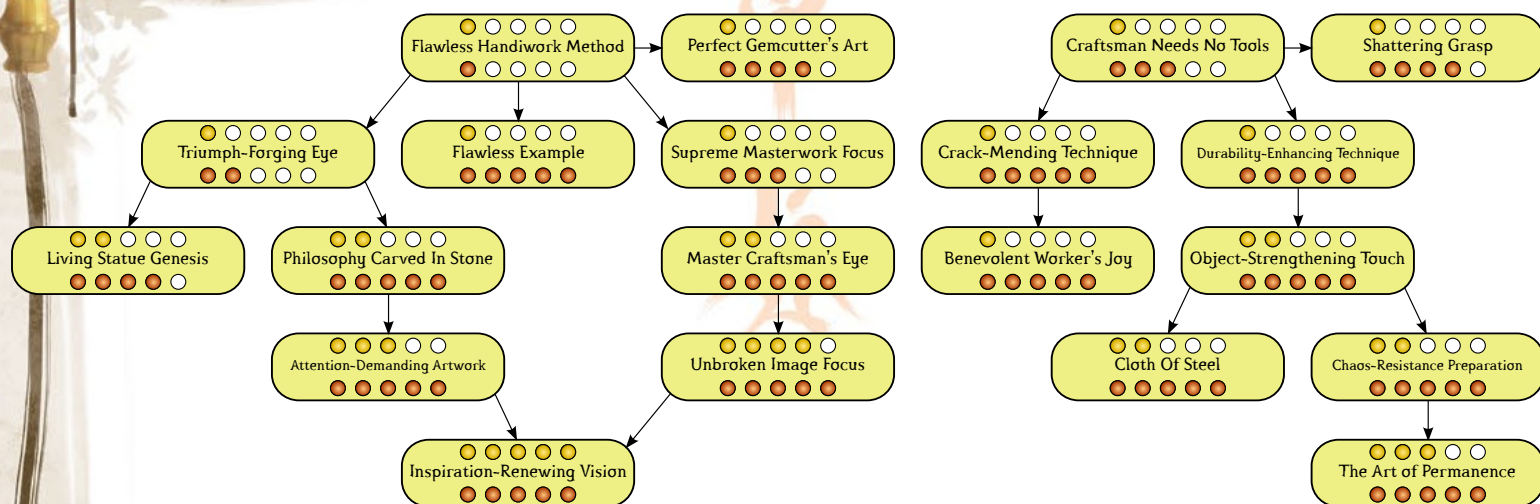
- 2 rolls for having a bit of magical material.
- 3 rolls for having some magical material and a few thematically appropriate wondrous ingredients.
- 4 rolls for having plenty of magical materials and at least one genuinely impressive wondrous ingredient.
- 5 rolls for having an embarrassing surplus of suitable ingredients.

Other

If you lose access to something that increases your terminus while working on an Artifact, you may either put the project on hold until you replace it or just accept the reduced terminus. If you use up all of your rolls, all is not lost. Ask the ST what you have to do to earn another roll. Chances are it won’t be easy.

Craft can also be used to assess crafted items. This is a simple action requiring a (Perception + Craft) roll. With a success the crafter can determine how old an item is, how well it’s made, what it’s made of, and what condition it’s in, and other similar information. A strong success may also allow the crafter to identify the maker if their style is distinctive.

Craft



Flawless Handiwork Method

Cost: 5m; Supplemental (Instant)

Prereqs: Craft 1

This charm supplements any Craft roll, granting it exploding 10s.

Glorious Solar Chef

Cost: 4m, 1wp ; Supplemental (One day) - Once/Day

Prereqs: Craft 2, A specialty in cooking

This Charm supplements an attempt to cook something. The Solar makes a (Charisma + Craft) Instill action to create happiness, targeting anyone who eats her food. If it succeeds, and the target is below half their normal maximum willpower, they gain 1wp. With a suitable stunt, the Solar may attempt to instill something other than happiness.

Triumph-Forging Eye

Cost: 1m ; Supplemental (Instant) - Once/Week

Prereqs: Craft 2, Flawless Handiwork Method

The Exalt supplements a Craft roll with a full Excellency.

Supreme Masterwork Focus

Cost: 5m; Supplemental (Instant)

Prereqs: Craft 3, Flawless Handiwork Method

This charm supplements a Craft roll with double 8s.

An Essence 3+ repurchase allows the Solar to spend

an additional 2m, 1wp to gain double 7s instead.

Perfect Gemcutter's Art

Cost: 5m, 1wp; Supplemental (Instant)

Prereqs: Craft 4, Flawless Handiwork Method, a specialty in gemcutting

This Charm supplements an attempt to cut and polish a gem. If the attempt is successful, the gem shines with light from within. The brightness of the glow depends on the value of the gem; a flawed quartz might only glow visibly in the dark, while a large and flawless diamond might be painful to look at. Gems cut this way glow until destroyed, and can easily become famous treasures or precious heirlooms.

Flawless Example

Cost: 5m, 1wp; Supplemental (Instant)

Prereqs: Craft 5, Flawless Handiwork Method

This charm supplements a non-artifact Craft project. For as long as the result endures, any character with a related Craft specialty who examines it daily adds a success to all rolls to make a similar item. If they're trying to duplicate the item exactly, they add an additional success. A character who uses this bonus repeatedly for a month may purchase a one-dot Merit which duplicates the effects of examining the item daily, though the successes still count as coming from a charm.

Craftsman Needs No Tools

Cost: 4m ; Supplemental (One task) - Mute

Prereqs: Craft 3

This charm supplements a Basic project or personal-scale non-magical Major project, allowing the Solar to work on it without tools, using only her hands. Reduce the time required by two increments.

Shattering Grasp

Cost: 6m ; Supplemental (One task) - Mute
Prereqs: Craft 4, Craftsman Needs No Tools

This charm supplements a Feat of Strength to destroy or dismantle an object. The Solar compares her (Perception or Dexterity) to the Strength minimum, and rolls (Perception or Dexterity + Craft) instead of (Strength + Athletics). If she succeeds, she can choose to disassemble the object rather than break it - she might end up with a pile of stone blocks or wooden beams rather than rubble, for example.

At Essence 3+, reduce the minimum Strength requirement for the feat by 2.

Crack-Mending Technique

Cost: 10m, 1wp; Supplemental (Instant)
Prereqs: Craft 5, Craftsman Needs No Tools

This charm supplements a repair project for a non-magical item, allowing the Solar to repair impossibly damaged items, as long as a piece of the original remains. The repair takes as long as it would to create the item from scratch. Splintered wood can be made whole, a half-burnt manuscript returned to perfect legibility, a melted lump of metal returned to its form as a sword.

Benevolent Worker's Joy

Permanent

Prereqs: Craft 5, Crack-Mending Technique

The first time the Solar uses Craft to help someone else each day, she gains 1wp. In addition, while using Craft to help people other than herself she recovers motes as though she were resting.

Durability-Enhancing Technique

Cost: 5m; Simple (Instant)
Prereqs: Craft 5, Craftsman Needs No Tools

The Solar spends five minutes to an hour (depending on the target's size) treating an object no larger than (Essence + 2) yards in radius, increasing the difficulty to damage it by 2 or (Essence), whichever is higher. This bonus is permanent.

Master Craftsman's Eye

Cost: 4m; Reflexive (Indefinite)
Prereqs: Craft 5, Essence 2, Supreme Masterwork Focus

The Solar may activate this charm whenever she sees an artifact or other magical item, even if she has not yet recognized it as such. She makes an immediate (Perception + Craft) roll to assess the item - if she rolls at least 3 successes, she recognizes the work of anyone she's met or seen the work of before. With five successes, she learns the name of the item and a loose understanding of its purpose.

Object-Strengthening Touch

Cost: 4m; Simple (One scene)
Prereqs: Craft 5, Essence 2, Durability-Enhancing Technique

With a touch, the Solar increases the durability of an object up to (Essence * 5) yards in radius. This increases the difficulty to break it by (Essence + 1), and renders it extremely resistant to fire, acid, freezing, and other forms of damage.

Cloth Of Steel

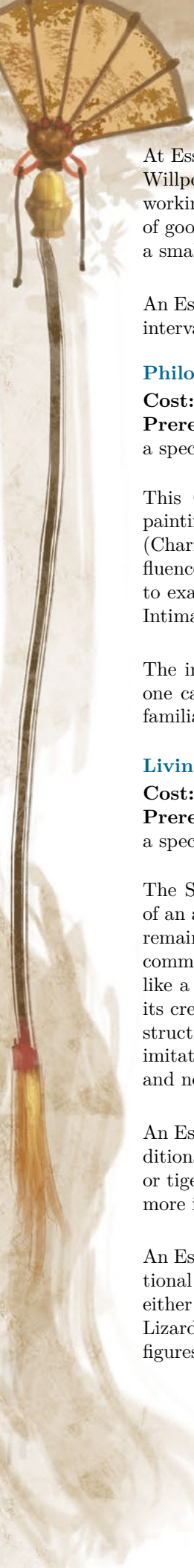
Cost: 5m, 1wp; Supplemental (Instant)
Prereqs: Craft 5, Essence 2, Object-Strengthening Touch, a specialty in tailoring

This Charm supplements an attempt to make a set of clothes. If the attempt succeeds, the clothes benefit from the effects of Durability-Enhancing Technique and count as light mundane armor. They look almost identical to normal clothes; a difficulty 5 Craft or Awareness roll is needed to notice their supernatural durability. When making unusually heavy clothing, the sort that might incur a mobility penalty, the Solar may instead have them count as medium mundane armor.

Chaos-Resistance Preparation

Cost: 5m; Simple (Instant)
Prereqs: Craft 5, Essence 2, Object-Strengthening Touch

The Lawgiver spends up an hour treating an object no more than (Essence) yards in radius. In the bordermarches of the wyld, the object and its wearer/wielder can go (Solar's Essence) weeks without rolling for exposure. This protection shortens to days in the middlemarches and hours in the deep wyld.



At Essence 3+, the Exalt may pay fifteen motes, one Willpower to use this Charm on the project scale, working for a full day to cover a considerable number of goods and vehicles or arms and armor, or perhaps a small ship.

An Essence 5 repurchase extends the duration by two intervals.

Philosophy Carved In Stone

Cost: 10m, 1wp; Supplemental (Instant)

Prereqs: Craft 5, Essence 2, Triumph-Forging Eye, a specialty in painting or sculpture

This Charm supplements an attempt to create a painting or a sculpture. If successful, the Solar rolls (Charisma or Manipulation + Craft) as a social influence roll that targets anyone who takes some time to examine the artwork. If she wishes to play on an Intimacy, she must name it as she works.

The influential nature of the art is obvious - everyone can tell what the message is as long as they're familiar with the relevant characters and concepts.

Living Statue Genesis

Cost: 5m ; Simple (Indefinite) - Stackable

Prereqs: Craft 4, Essence 2, Triumph-Forging Eye, a specialty in sculpture or clockwork

The Solar touches a statue or mechanical imitation of an animal that she's created. It springs to life and remains animate for as long as she keeps her motes committed. An animal created this way is in all ways like a normal animal, except that it can understand its creator's speech, it reliably obeys its creator's instructions, and it looks obviously inanimate. Animals imitated this way must be at least as large as a mouse and no larger than a dog.

An Essence 3+ repurchase allows her to spend an additional 2m to animate creatures as large as a horse or tiger. Human statues animated in this way are no more intelligent than any other creation.

An Essence 5 repurchase allows her to spend an additional 11m, 1wp (for a total of 18m, 1wp) to animate either a single statue or replica as large as a Tyrant Lizard or a magnitude 1 battle group of human-sized figures.

The Art of Permanence

Cost: 6m, 1wp; Supplemental (Instant)

Prereqs: Craft 5, Essence 3, Chaos-Resistance Preparation

This charm supplements a Basic project or personal-scale non-magical Major project, causing it to endure forever. Candles burn eternally, a horse need never be shod again, a stone hut will endure the turning of the ages. Thy wyld will not twist it. This does not protect the items against intentional or sudden damage (a volcano or earthquake), only age and normal weathering.

Attention-Demanding Artwork

Cost: 4m; Supplemental (Instant)

Prereqs: Craft 5, Essence 3, Philosophy Carved In Stone

This Charm supplements an attempt to create a painting or a sculpture. If the attempt succeeds, the Solar may roll (Charisma or Manipulation + Craft). Anyone whose Resolve is less than half of her successes is unable to walk past the artwork without stopping to examine it unless they've already done so. In addition, anyone whose Resolve is less than the Solar's successes is unable to destroy the artwork or allow it to be destroyed. Spending 1wp allows him to ignore the art or an attempt to destroy it, while spending 2wp allows him to deliberately destroy the artwork.

If this Charm is activated alongside its prerequisite, the Solar rolls only once. If multiple pieces of art enhanced with this Charm are present in a scene, a character may resist the effects of all of them with a single expenditure of willpower.

Unbroken Image Focus

Cost: 6m ; Reflexive (Instant) - Salient

Prereqs: Craft 5, Essence 4, Master Craftsmans Eye

This charm supplements a Craft roll with disappearing 1s and 2s.

Inspiration-Renewing Vision

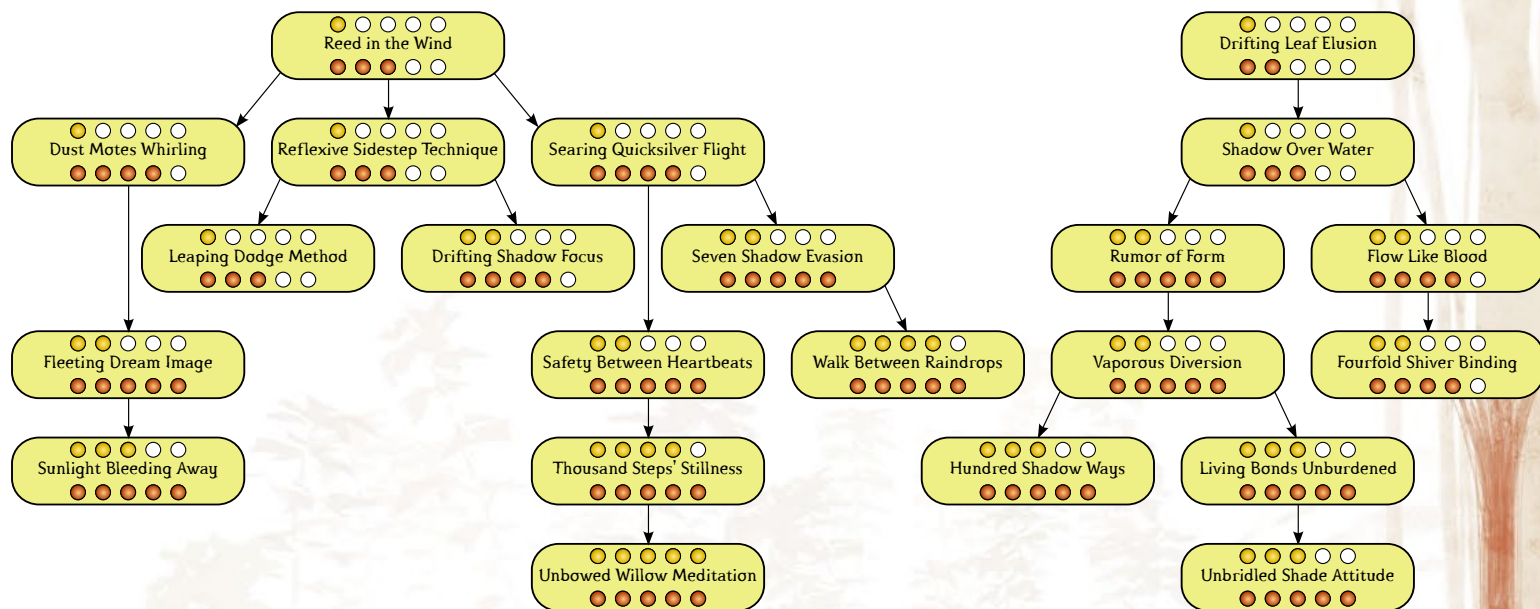
Cost: 12m, 2wp; Supplemental (Instant)

Prereqs: Craft 5, Essence 5, Unbroken Image Focus, Flawless Example

This charm supplements a roll on a Major craft project. The roll does not count against the project's

terminus. This charm may only be used once per project.

Dodge



Reed in the Wind

Cost: 2i per 1 Evasion; Supplemental (Instant)

Prereqs: Dodge 3

This charm supplements a dodge, raising the Solar's Evasion it by 1 for every 2i spent. The first (Essence) Evasion gained in this way do not count against the normal dice-adding limits.

At Essence 3+, if the attack misses she gains 1m. She may gain this bonus only once per round.

Dust Motes Whirling

Cost: 2m; Supplemental (Instant)

Prereqs: Dodge 4, Reed in the Wind

This Charm supplements a disengage attempt, granting it double 9s.

With a repurchase, the Solar also does not lose the normal 2i for disengaging. If she succeeds and moves back into close range of the same opponent on her next turn, she gains 2i.

Reflex Sidestep Technique

Cost: 5m ; Supplemental (Instant) - Post-roll

Prereqs: Dodge 3, Reed in the Wind

This charm supplements a dodge against an Ambush. The Solar sets her Evasion to 2 rather than 0. She gains +1 Evasion for every 1 or 2 her opponent rolled on the attack.

Leaping Dodge Method

Cost: 1m, 2i; Reflexive (Instant)

Prereqs: Dodge 3, Reflex Sidestep Technique

This charm may be activated after the Solar dodges an attack. She moves 1 range band in any direction.

Searing Quicksilver Flight

Permanent

Prereqs: Dodge 4, Reed in the Wind

Whenever the Solar dodges an attack, her opponent loses 1i.

With an Essence 2+ repurchase, she also gains 1i.

Drifting Leaf Elusion

Cost: 1m ; Supplemental (Instant) - Post-roll

Prereqs: Dodge 2

This charm supplements a dodge against an attack with 0 threshold successes. It misses.



Shadow Over Water

Cost: 2m; Supplemental (Instant)

Prereqs: Dodge 3, Drifting Leaf Elusion

This charm supplements a dodge. The Solar ignores all penalties that would affect her Evasion.

Fleet Dreaming Image

Cost: 5m; Supplemental (Instant)

Prereqs: Dodge 5, Essence 2, Dust Motes Whirling

This charm supplements a disengage action, allowing the Solar to perform it from short range. If successful, she moves to medium range, and as normal for disengaging, moves away the first time her opponent follows her.

Drifting Shadow Focus

Cost: 3m, 1wp; Supplemental (One Turn)

Prereqs: Dodge 4, Essence 2, Reflex Sidestep Technique

This charm supplements a dodge. If the attack (or any other against the Solar before her next turn) misses, she redirects it against any foe other than the attacker within close range.

Seven Shadow Evasion

Cost: 4m, 1wp ; Supplemental (Instant) - Once/Scene

Prereqs: Dodge 5, Essence 2, Searing Quicksilver Flight x2

This charm supplements a dodge, even if the attack is undodgeable. The attack misses. It may also be used to defend against uncountable, reoccurring damage, such as a rockslide or being thrown into Oblivion.

Seven Shadow Evasion can be reset by using Reed in the Wind to successfully dodge three decisive attacks.

An Essence 5 repurchase grants the Solar 1i, and an additional 1i at the start of her turn each round until she conceals herself or is struck by an attack.

Safety Between Heartbeats

Cost: 5m ; Supplemental (Instant) - Post-roll

Prereqs: Dodge 5, Essence 2, Searing Quicksilver Flight x2

This charm supplements a dodge. The Lawgiver's opponent loses 1i for each 1 in their roll.

Flow Like Blood

Cost: 5m, 1wp ; Reflexive (One scene) - Perilous

Prereqs: Dodge 4, Essence 2, Shadow Over Water

Reed in the Wind only costs 1i per evasion gained. When attacked by enemies the Solar has Advantage against, she ignores all penalties to her Evasion. At the end of each each round during which she remained within close range of an enemy without getting hit, she gains 1i.

Fourfold Shiver Binding

Cost: 4m; Reflexive (One scene)

Prereqs: Dodge 4, Essence 2, Flow Like Blood

This charm may be activated after dodging at attack while not wearing armor. The Solar's Evasion is increased by one. This bonus does not count against the normal dice-adding limits.

Rumor of Form

Cost: 6m ; Supplemental (Instant) - Post-roll

Prereqs: Dodge 5, Essence 2, Shadow Over Water

This charm supplements a dodge. Each 1 the attacker rolled subtracts one success from his result. After the attack, the Solar immediately rolls to reestablish surprise with that many bonus successes.

Vaporous Division

Cost: 4m per damage; Reflexive (Instant)

Prereqs: Dodge 5, Essence 2, Rumor of Form

The Solar may activate this charm when she fails to dodge a decisive attack, after damage has been rolled but before it's applied. For every 4m spent, she takes one less level of damage.

Sunlight Bleeding Away

Cost: 4m, 1wp ; Supplemental (One round) - Post-roll

Prereqs: Dodge 5, Essence 3, Fleet Dreaming Image

This charm supplements a successful Disengage action. The Solar may retreat from her enemy the second time he approaches her as well as the first.

Hundred Shadow Ways

Cost: 6m ; Supplemental (One scene) - Stackable, Post-roll, Perilous

Prereqs: Dodge 5, Essence 3, Vaporous Division

This charm supplements a successful dodge. One non-excellency charm supplementing the attack, or a Simple or Reflexive charm that created it, cannot supplement or create further attacks that target only her for the rest of the scene (she could still be included in the area of an attack targeting multiple people, for example).

Living Bonds Unburdened

Cost: 3m, 3i; Simple (One scene)

Prereqs: Dodge 5, Essence 3, Vaporous Division

The Solar's Evasion becomes inapplicable and her parry suffers a -1 penalty until her next turn. At the start of her next turn, if she hasn't moved or been moved, she makes a (Wits + Dodge) roll which may not be supplemented. For each success, she may pay 1m, 1i to gain a -0 Health Level. If an attack only damages the levels generated by this charm, she is considered to have successfully dodged it for purposes of her own Charms (this does not count as using a charm).

Unbridled Shade Attitude

Permanent

Prereqs: Dodge 5, Essence 3, Living Bonds Unburdened

The Solar gains 1i whenever one of her -0 Health Levels is filled with damage.

Walk Between Raindrops

Cost: 5m; Reflexive (Indefinite)

Prereqs: Dodge 5, Essence 4, Seven Shadow Evasion

This charm may be activated at any time. The Solar to dodge the undodgeable, and to resist environmental hazards or effects with (Dexterity + Dodge) instead of (Stamina + Resistance) no matter how implausible doing so might seem. If a hazard would normally be unavoidable, like rain making the Solar wet, difficulty 5 is appropriate.

Thousand Steps' Stillness

Cost: 5m ; Supplemental (Instant) - Post-roll

Prereqs: Dodge 5, Essence 4, Safety Between Heartbeats

This charm supplements a successful dodge. The Solar gains Initiative equal to the number of 1s and 2s her opponent rolled.

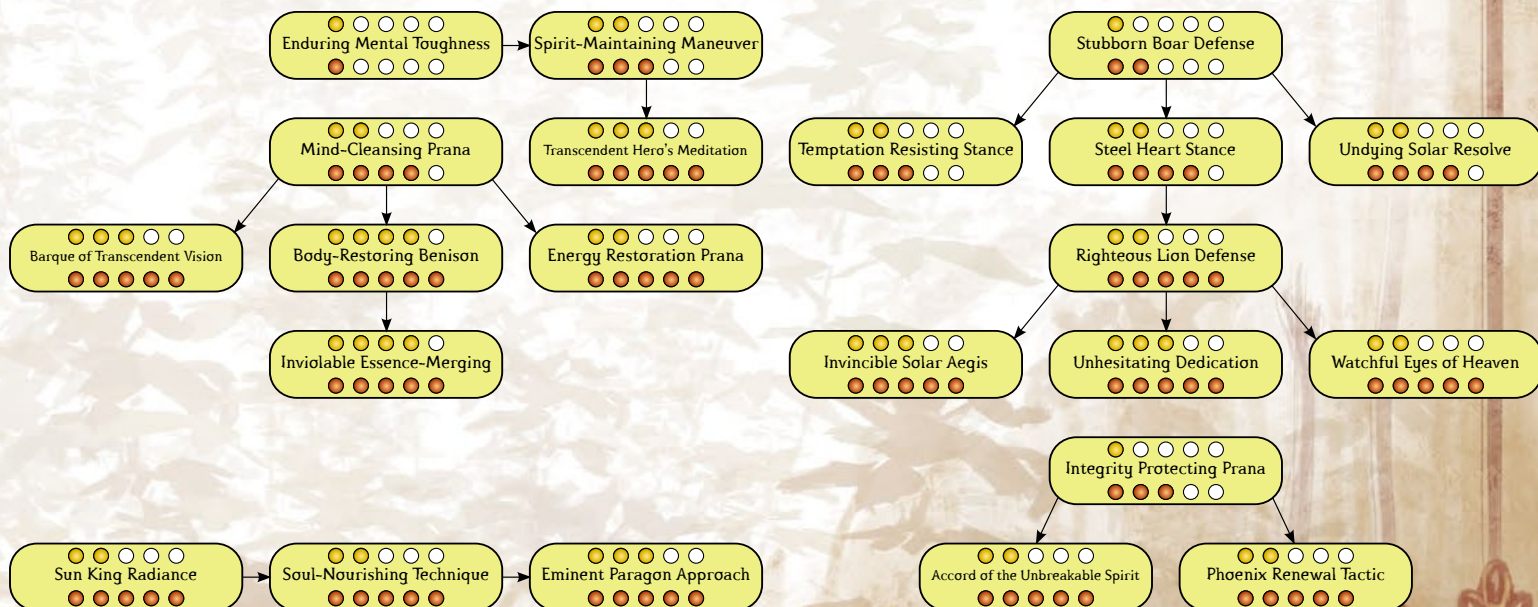
Unbowed Willow Meditation

Permanent

Prereqs: Dodge 5, Essence 5, Thousand Steps' Stillness

Whenever the Solar dodges a non-gambit decisive attack from a dangerous opponent without using any charms, after the attack completes she steals all of his Initiative, setting him to 0i and crashing him.

Integrity





Enduring Mental Toughness

Cost: 1m; Supplemental (Instant)

Prereqs: Integrity 1

This charm supplements a use of the Solar's Resolve or Guile. She ignores all wound, illness, and crippling penalties to her Resolve or Guile.

An Essence 3+ repurchase allows the Solar to pay an additional 4m, 1wp to extend the duration to one day.

Stubborn Boar Defense

Permanent

Prereqs: Integrity 2

Once the Solar has resisted a Persuade action, she gains +2 to her Resolve if the issue is raised again by anyone other than her Lunar mate.

Integrity-Protecting Prana

Cost: 5m, 1wp; Reflexive (Indefinite)

Prereqs: Integrity 3

This charm may be activated at any time. The Solar and her equipment is immune to soul-twisting environmental effects, such as wyld addiction, mutation, or the tainted essence of a damaged manse. This does not reverse damage already suffered, or protect against directed attacks.

Spirit-Maintaining Maneuver

Cost: 5m per 1wp ; Supplemental (Instant) - Post-roll

Prereqs: Integrity 3, Essence 2, Enduring Mental Toughness

This charm supplements a defense against any Psyche effect or spirit warping attack. For every 5m spent, the effect costs 1wp less to resist.

Temptation-Resisting Stance

Cost: 6m, 1wp; Simple (One scene)

Prereqs: Integrity 3, Essence 2, Stubborn Boar Defense

The Solar's Resolve and that of her allies within Medium range increases by 2 against any influence which would weaken or turn them against her Intimacies.

Undying Solar Resolve

Permanent

Prereqs: Integrity 4, Essence 2, Stubborn Boar Defense

Whenever the Solar is subject to social influence or any Psyche effect involving a roll, she gains 1m for every 1 or 2 rolled on the attack.

Mind-Cleansing Prana

Cost: 5m ; Simple (One scene) - Mute, Once/Day

Prereqs: Integrity 4, Essence 2, Enduring Mental Toughness

The Solar spends at least ten minutes in meditation. During the next scene she participates in, she gains one automatic success on Awareness, Investigation, Survival, or any other rolls requiring concentration or clarity of perception or thought (including Read Intentions). The first time she succeeds on such a roll during that scene, she gains 1wp. In addition, she ignores the up to -2 in penalties against her when attempting to see through or resist Psyche effects and illusions.

Energy Restoration Prana

Cost: 3m; Simple (Instant)

Prereqs: Integrity 5, Essence 2, Mind-Cleansing Prana, Once/Day

The Solar spends an hour in meditation. At the end of the hour, she gains 20m, 1wp, and is rested as though she's had a full night's sleep. She resets any other Once/Day charms.

Steel Heart Stance

Cost: 4m ; Reflexive (Instant) - Once/Story per Intimacy

Prereqs: Integrity 4, Essence 2, Stubborn Boar Defense

This charm supplements a Decision Point, allowing the Solar to resist the influence using the same a Major or Defining intimacy that strengthened her Resolve against the influence in the first place.

Steel Heart Stance can be reset if the decision to resist the influence is vindicated by further events.

Righteous Lion Defense

Permanent

Prereqs: Integrity 5, Essence 2, Steel Heart Stance

When purchasing this charm, the Solar selects one of

Meditation

A character who is meditating for the purposes of a charm must remain in still and unresponsive. She regains 10m per hour, as per normal mote regeneration rules while relaxed. If she reacts to another character or any external stimulus, moves, speaks (chanting unintelligibly is ok) or falls asleep, she is no longer meditating and activating the charm fails.

her Defining Principles. The selected intimacy must be relatively specific - "I will never kneel to Zhao Li", or "Great Forks must be conquered," but not "I will never kneel" or "Creation must be conquered."

As long as she has the intimacy, she may treat any influence that would cause her to act against it as an unacceptable order, and any attempt to weaken it gains disappearing 7s.

Once per story, the Solar may spend an hour meditating in order to select a different Principle for use with this charm.

Watchful Eyes of Heaven

Cost: 3m; Reflexive (Instant)

Prereqs: Integrity 5, Essence 2, Righteous Lion Defense

The Solar may activate this charm when someone within long range is strongly considering violating their own Major or Defining Principle. She becomes aware of the person, that they are in distress, and may make an immediate Read Intentions action without the need for interaction to determine the Principle (which may be supplemented by charms of other Abilities).

Accord of the Unbreakable Spirit

Cost: 6m, 1wp; Simple (Indefinite)

Prereqs: Integrity 5, Essence 2, Integrity-Protecting Prana

The Solar leads a group in meditation, prayer, chant or song for at least an hour. As long as at least a third the group is meditating/praying/chanting at all times (and she keeps the motes committed), everyone in that group gains 3 bonus successes to resist disease, environmental exposure and wyld mutation/addiction (this is enough to render them immune to all but the harshest environments and furthest reaches of the wyld).

Phoenix Renewal Tactic

Cost: 3m; Supplemental (Instant)

Prereqs: Integrity 5, Essence 2, Integrity Protecting Prana

This charm supplements a defense against a shaping, warping or twisting effect with no other clear defense. Her enemy may spend 1wp - if he does, the Solar may spend 1wp to match. Repeat until one character doesn't wish to spend any more. If the Solar matched each wp he spent (or he didn't spend any), she ignores the effect and is immune the same effect for (Essence) days.

Sun King Radiance

Permanent

Prereqs: Integrity 5, Essence 2

Each time the Solar succeeds at social influence or successfully applies her Resolve, any witness who considers himself a follower of or less powerful than the Solar may accept a Major Tie of respect for her. If he does (or if he already has such a tie), for the rest of the scene he gains 3 bonus dice to all social influence rolls and has his Resolve boosted by one while working towards the Solar's goals.

Soul-Nourishing Technique

Cost: 4m, 1wp; Simple (Instant)

Prereqs: Integrity 5, Essence 2, Sun King Radiance


The Solar spends at least an hour giving a sermon or telling a story explaining one of her Defining Principles and why she holds it. Anyone who listens is refreshed as though they'd eaten a solid meal and drank enough water.

Transcendent Hero's Meditation

Cost: 7m, 1wp; Simple (Instant)

Prereqs: Integrity 5, Essence 3, Spirit-Maintaining Maneuver

The Solar spends five minutes meditating, and ends all Psyche affects with a hold over her.



This charm may only be activated after a Psyche effect makes her act against one of her Intimacies, and she may activate it in spite of any Psyche effects that would prevent her from doing so (including Psyche effects that would prevent her from noticing she's violated the Intimacy).

Barque of Transcendent Vision

Permanent

Prereqs: Integrity 5, Essence 3, Mind-Cleansing Prana

While meditating, the Solar is immune to all social, mental and emotional influence.

Unhesitating Dedication

Cost: 3m ; Supplemental (Instant) - Once/Story per Intimacy

Prereqs: Integrity 5, Essence 3, Righteous Lion Defense

This charm supplements an application of Resolve against influence that would weaken one of the Solar's Major or Defining Intimacies. The influence roll gains disappearing 8s.

Invincible Solar Aegis

Cost: 10m, 1wp; Reflexive (Indefinite)

Prereqs: Integrity 5, Essence 3, Righteous Lion Defense

When purchasing this charm, the Solar selects one of her Defining Principles. She may activate this charm at any time, and as long as it remains active and the Intimacy remains Defining, she is immune to any reality and fate-shaping attacks, sorcerous curses or Psyche effects that would render her unable to continue acting on the chosen Principle.

Once per story, the Solar may spend an hour meditating in order to select a different Principle for use

with this charm.

At Essence 5+, the cost of this Charm drops to 7m, 1wp.

Eminent Paragon Approach

Cost: 1m ; Supplemental (Instant) - Once/Story

Prereqs: Integrity 5, Essence 3, Soul-Nourishing Technique

This charm supplements any action to uphold, defend or advance one of the Solar's Defining Principles. If the action is successful, all who witness it automatically succeed (and are aware they've succeeded) on a Read Intentions action against the Solar to learn the embodied Principle.

Body-Restoring Benison

Cost: 5m; Simple (Instant)

Prereqs: Integrity 5, Essence 4, Mind Cleansing Prana

The Solar spends at least one hour meditating, after which she heals one health level. If she spends four additional hours meditating, her hunger and thirst are satisfied for the remainder of the day.

Inviolable Essence-Merging

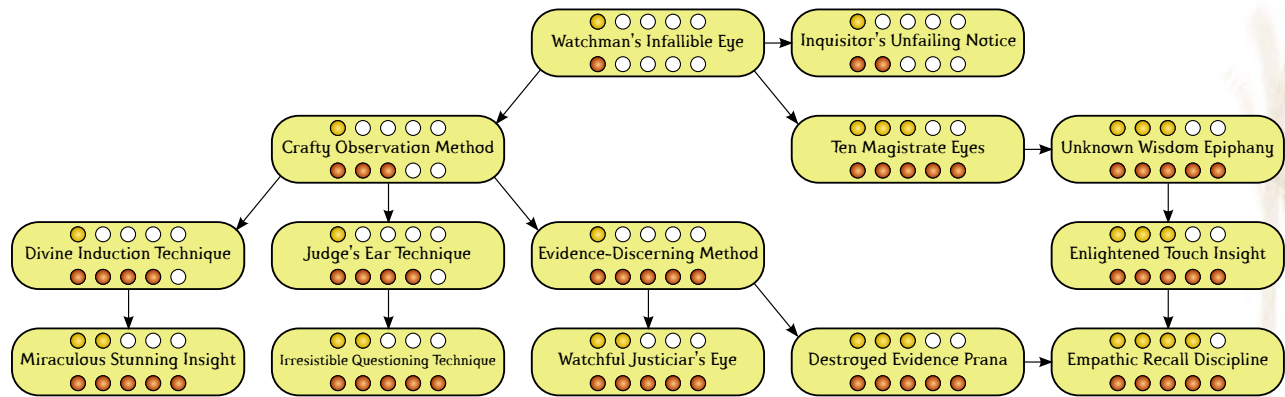
Cost: 7m; Reflexive (Indefinite)

Prereqs: Integrity 5, Essence 4, Body-Restoring Benison, Energy Restoration Prana

The Exalt becomes categorically immune to harm. While this charm is active, she cannot take any action other than speaking, meditating and activating other Integrity charms. She may not use any non-integrity charms, but may apply a full Integrity excellency against any social influence directed at her.

This charm may not be used in a scene where she has attacked or otherwise harmed another character.

Investigation



Watchman's Infallible Eye

Permanent

Prereqs: Investigation 1

The Lawgiver becomes automatically aware of when she enters a location where a Case Scene action would be appropriate, or enters the presence of a character against whom a Profile action might reveal a clue in an ongoing investigation (she also knows which person, even in a crowd).

Inquisitor's Unfailing Notice

Permanent

Prereqs: Investigation 2, Watchman's Infallible Eye

In addition to any normal Awareness rolls the Solar might receive, she becomes automatically aware of anyone who picks a pocket, attempts to pass off a forgery, relies on a disguise or other similarly larcenous actions in her presence. This does not grant knowledge of what caught the Solar's attention, only who.

Crafty Observation Method

Cost: 5m ; Supplemental (Instant) - Mute

Prereqs: Investigation 3, Watchman's Infallible Eye

This charm supplements a Case Scene action. It gains double 9s and (Essence) automatic successes, and takes only a few seconds rather than the usual 15 minutes.

Divine Induction Technique

Cost: 1m ; Supplemental (Instant) - Once/Scene

Prereqs: Investigation 4, Crafty Observation Method

The Solar supplements an Investigation roll with a full Excellency.

Judge's Ear Technique

Cost: 3m; Supplemental (Instant)

Prereqs: Investigation 4, Crafty Observation Method

This charm supplements a Read Intentions action to determine if a person is lying or telling a half truth. The Solar gains (Essence) automatic successes and disappearing 1s and 2s on the roll.

Evidence-Discerning Method

Cost: 2m, 1wp; Simple (Instant)

Prereqs: Investigation 5, Crafty Observation Method

By sorting through possessions, physical evidence and so on left by a particular person, the Exalt makes a Profile action against that person. If the evidence left at this location is scanty or intentionally obscured, the Storyteller should grant him a bonus to his Guile.

Miraculous Stunning Insight

Cost: 1m ; Supplemental (Instant) - Once/Scene

Prereqs: Investigation 5, Essence 2, Divine Induction Technique

This charm supplements an Investigation roll, granting it double 8s.

Watchful Justiciar's Eye

Cost: 4m, 1wp; Reflexive (Instant)

Prereqs: Investigation 5, Essence 2, Evidence-Discerning Method

The Solar may activate this charm whenever she sees a character she's previously Profiled acts outside the bounds of the profile she's established. She may immediately make a new Profile action with double 8s,



without the need for further interaction.

Irresistible Questioning Technique

Cost: 5m, 1wp ; Supplemental (Instant) - Psyche, Once/Story per Target

Prereqs: Investigation 5, Essence 2, Judge's Ear Technique

This Charm supplements a Persuade action in the form of a question, outside of combat. If she succeeds, the target must answer truthfully, and to the fullest extent of his knowledge. For each threshold success, the Solar may ask a further question elaborating on the same theme (including repeating a question the target has resisted). The target may resist any question by spending 1wp (the same question may not be asked again during the use of this charm), or end the questioning immediately by leaving the scene (if able).

Destroyed Evidence Prana

Cost: 6m; Supplemental (Varies)

Prereqs: Investigation 5, Essence 3, Evidence-Discerning Method

This charm supplements a Case Scene action. The Solar suffers no penalties to the action due to damage to or destruction of the scene - she might understand the occupants of a building destroyed by a tornado, or read the ashes of a burned note, for example.

Ten Magistrate Eyes

Cost: 3m; Supplemental (Instant)

Prereqs: Investigation 5, Essence 3, Watchman's Infallible Eye

This charm supplements a Case Scene action. The Solar doesn't need to interact with the area she's ex-

amining - no need to walk around, search through drawers, reach under the bed, etc.

Unknown Wisdom Epiphany

Cost: 10m, 1wp; Simple (Instant)

Prereqs: Investigation 5, Essence 3, Ten Magistrate Eyes

The Solar goes over a location and chooses an event that happened there within the last (Essence) days. She then retraces the steps and mimics the actions of one of the participants. As she does so she has flashbacks, both visual and emotional, from the perspective of the person she's emulating, spread over the course of the event.

Enlightened Touch Insight

Cost: 5m; Simple (Instant)

Prereqs: Investigation 5, Essence 3, Unknown Wisdom Epiphany

The Lawgiver touches an item and rolls (Wits + Investigation) against a difficulty equal to the number of days since the object was placed. If successful, she feels the exact emotion of the one who left the item at the moment they dropped or placed it.

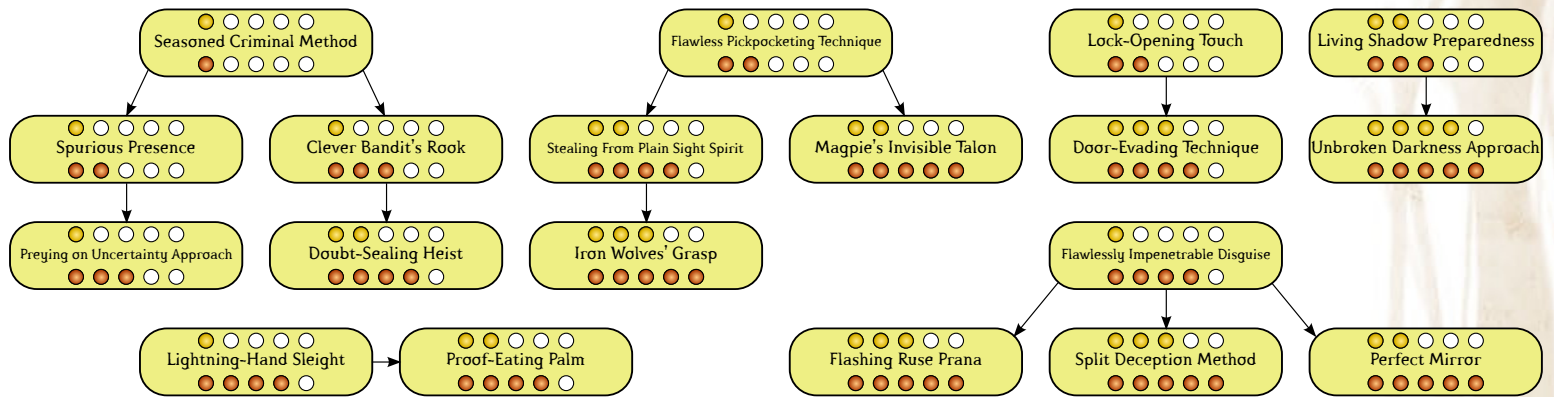
Empathic Recall Discipline

Cost: 1m, 1wp; Reflexive (Instant)

Prereqs: Investigation 5, Essence 4, Enlightened Touch Insight, Destroyed Evidence Prana

This charm may be activated when the Solar succeeds on a Case Scene action. She may immediately make a Read Intentions action against the perpetrator (even if they are long gone). If successful, she learns the intentions behind their actions.

Larceny



Seasoned Criminal Method

Permanent

Prereqs: Larceny 1

The Solar may adopt or discard any of the following effects reflexively:

- **Familiarity:** She may treat all members of criminal organizations as though they had a Minor Tie of familiarity towards her. They're likely to believe she is a fellow criminal with whom to be treated: a member of the organization, a prospect for initiation, etc.
- **Dissonance:** Magistrates or other officials seeking to establish her identity suffer a -2 penalty to their Bureaucracy and Investigation actions. Minor characters who do not know her personally but have seen her hanging around the scene of a crime cannot remember doing so.
- **Vulnerability:** The Exalt makes herself seem the best possible target for a specific type of crime. Confidence men will see an easy mark, gamblers will try to take advantage, thugs will try to mug her, etc.
- **Receptivity:** Criminals who spot her as someone who will partake of their particular vice. She might be seen as a drug buyer or seller, someone looking to hire a prostitute, or similar. Such parties will be likely to provide her with information about where to go and who to talk to.

Spurious Presence

Cost: 6m; Simple (One scene)

Prereqs: Larceny 2, Seasoned Criminal Method

As long as the Solar fits into a scene reasonably well and acts as expected for the situation, minor characters receive no Awareness rolls to notice that she's out of place unless they are on special alert. Attempts to discern that she doesn't belong here suffer a -2 penalty, and she may use Larceny instead of Socialize for her Guile if questioned about her presence.

Preying on Uncertainty Approach

Cost: 3m; Reflexive (One Scene)

Prereqs: Larceny 3, Spurious Presence

This charm may be activated when someone discovers the Solar somewhere she doesn't belong. She makes an immediate Read Intentions action to discern what sort of lie the person who found her would believe. If successful, she may treat her insight as a Minor Intimacy when trying to convince him that she belongs there, or at the very least means no harm.

Clever Bandit's Rook

Cost: 2m; Supplemental (Instant)

Prereqs: Larceny 3, Seasoned Criminal Method

This charm supplements an Instill action to make someone believe the Solar owns - legally and fully - a certain object or structure. The target cannot bolster their Resolve with any Intimacies unless they know for a fact that her claim is false.

Lightning-Hand Sleight

Cost: 3m; Reflexive ((Essence + 1) hours)

Prereqs: Larceny 4

This charm supplements a Larceny action to cheat at a game or poison her target's food or drink without notice. The target's Awareness roll to oppose the Solar is delayed until the charm ends. The duration

But my character's too Smart for that!

While it comes up in other abilities, Larceny in particular is subject to the difficulty of players running characters more intelligent than themselves. Here are some tips for the Storyteller on how to work with your players.

- Cooperate with the players. When they roll well high on Larceny, work together with them on a plan - it doesn't have to be super intelligent, just "smart enough." Help them figure out how to bypass obstacles, and, here's the important bit, don't add more. Let them bypass trouble, and skip to the interesting bits!
- When contingencies come up, let them have already planned for them. Cornered by guards? "Good thing my character memorized the map, and there's another way out of here." The rules for Introducing a Fact with Lore are a good starting point.
- If something comes up after the fact, ask how their character took care of it, rather than assuming they didn't. Did they forget that a servant's dress uniform would be missed the next day? It's a chance to show off how bright the character was, taking care of it in advance, rather than playing gotcha with the player.

Obviously none of this is universal - characters can and should mess up. But it is a starting point on how to make criminal masterminds just as fun to play as brawny warlords.

decreases by one hour each subsequent time she uses this charm in a single scene, and ends immediately if her poison knocks out or kills.

Flawless Pickpocketing Technique

Cost: 3m ; Supplemental (Instant) - Mute

Prereqs: Larceny 2

This charm supplements a pickpocketing attempt. The Solar gains (Essence) automatic successes on her roll. Awareness rolls to notice her action gain disappearing 10s.

Lock-Opening Touch

Cost: 5m; Supplemental (Instant)

Prereqs: Larceny 2

This charm supplements an attempt to pick a lock. If the lock is mundane, it opens at her touch without need for tools or a roll. Against a magical lock, she gains double 8s and (Essence) automatic successes.

Flawlessly Impenetrable Disguise

Cost: 6m; Supplemental (Until the Exalt sleeps)

Prereqs: Larceny 4

This charm supplements a Disguise action. The Solar gains two automatic successes, double 9s, and ignores penalties for disguising herself as a different sex, race or body type. If someone sees through the disguise

instead of getting a sense of what she really looks like he merely learns that she is not what she appears to be.

Doubt-Sealing Heist

Cost: 5m ; Reflexive ((Essence) Minutes) - Psyche

Prereqs: Larceny 4, Essence 2, Clever Bandit's Rook

This charm may be activated when the Solar successfully steals an item. She makes an immediate (Manipulation + Larceny) against the Resolve of the person she stole from. If successful, as long as the charm lasts the target believes that the item belongs to the Solar and always has.

Living Shadow Preparedness

Cost: 4m, 1wp ; Reflexive (One day) - Once/Day

Prereqs: Larceny 3, Essence 2

The Solar rolls (Wits + Larceny) and stores the result. She can end the charm at any time to use this result in place of making a Larceny roll.

At Essence 4+, the roll gains (Essence) automatic successes.

Proof-Eating Palm

Cost: 1m ; Simple (Indefinite) - Stackable

Prereqs: Larceny 4, Essence 2, Lightning-Hand Sleight

The solar performs some slight-of-hand with an object small enough to fit in her palm. Instead of merely being hidden, the object goes Elsewhere. When she ends the charm, it reappears in her hand. She may have no more than five instances of this charm active at a time.

Stealing From Plain Sight Spirit

Cost: 6m ; Supplemental (Instant) - Mute

Prereqs: Larceny 4, Essence 2, Flawless Pickpocketing Technique

This charm supplements a pickpocketing attempt, allowing it to be used on normally invalid targets that the Solar could move without a feat of strength. The attempt takes a penalty ranging from -1 (mildly improbable - a table in the middle of the room) to -5 (blatantly unfeasible - the chair someone is sitting in, worn pants). Anyone who fails their Awareness roll to notice the theft cannot notice the absence for (Solar's Essence) minutes or until circumstances call attention to the theft.

Magpie's Invisible Talon

Cost: 1wp; Supplemental (Instant)

Prereqs: Larceny 5, Essence 2, Flawless Pickpocketing Technique, Lock Opening Touch

This charm supplements a pickpocket attempt, granting it double 9s and allowing the Solar to steal small items from up to (Essence) yards away, even if a solid barrier blocks her reach.

Perfect Mirror

Cost: 5m, 1wp ; Supplemental (Until the Exalt sleeps) - Mute

Prereqs: Larceny 5, Essence 2, Flawlessly Impenetrable Disguise

This charm supplements a Disguise action. The Solar gains disappearing 6s, and ignores the penalty for disguising herself as a specific person. In addition, the disguise may mimic the Dim level of any exalt's anima as appropriate for the role adopted, or similar minor magical effects. Any character who attempts to pierce the disguise and fails suffers a -2 penalty on subsequent attempts.

Iron Wolves' Grasp

Cost: 3m, 1i; Supplemental (One Scene)

Prereqs: Larceny 5, Essence 3, Stealing from Plain Sight Spirit

This charm supplements a Disarm gambit, and may be combined with charms from other Abilities. The Solar's Initiative roll gains double 9s. If the gambit is successful, the weapon ends up in her hands, rather than flung away. As long as the charm lasts, she may wield it as though attuned (this does not break the previous owner's commitment or give her access to evocations).

Door-Evading Technique

Cost: 10m, 1wp; Simple (Instant)

Prereqs: Larceny 4, Essence 3, Lock-Opening Touch

The Solar passes through a door, window, grate or other portal without opening it.

Flashing Ruse Prana

Cost: 10m ; Supplemental (Instant) - Mute

Prereqs: Larceny 5, Essence 3, Flawlessly Impenetrable Disguise

This charm supplements a Disguise action. It takes only a single action, rather than the usual 5 minutes.

Split Deception Method

Cost: 5m ; Reflexive (Indefinite) - Stackable

Prereqs: Larceny 5, Essence 3, Perfect Mirror

The Solar may activate this charm when she finishes a Disguise action. She immediately makes another Disguise action. When later seen by other characters, the Solar chooses which disguise each witness or group of witnesses sees. If she's unaware of them, they see the final one donned. She may have this charm active no more than (Essence) times at once.

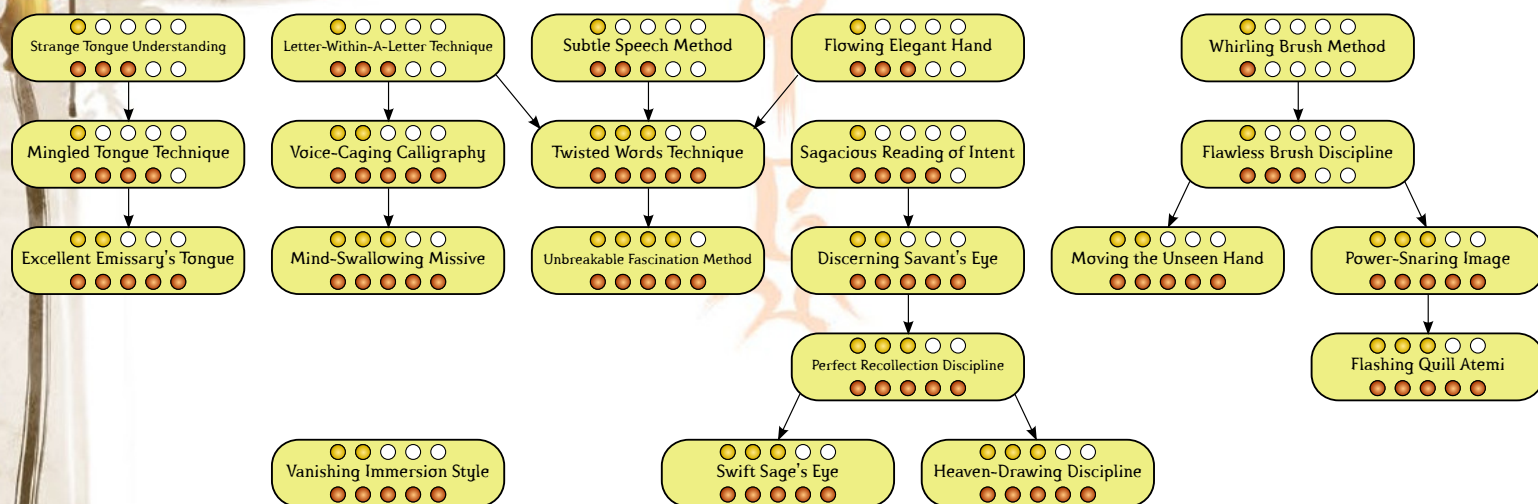
Unbroken Darkness Approach

Cost: 1m ; Supplemental (Instant) - Mute, Once/Scene

Prereqs: Larceny 5, Essence 4, Living Shadow Preparedness

The Solar supplements a Larceny roll with a full Excellency. Any charms supplementing the same roll gain the Mute keyword.

Linguistics



Whirling Brush Method

Cost: 3m ; Supplemental (Instant) - Mute

Prereqs: Linguistics 1

This charm supplements a Linguistics action to copy an existing document (or a short portion of one) or to create a written work requiring little creativity or careful consideration. This action takes two intervals less time. It may also be used to transcribe a spoken conversation - the Solar can keep up with a rapid conversation involving multiple parties.

Flawless Brush Discipline

Cost: 1m; Supplemental (Instant)

Prereqs: Linguistics 3, Whirling Brush Method

This charm supplements a Linguistics action to copy from an existing document. The Solar rolls (Dexterity or Manipulation + Linguistics) with disappearing 1s and 2s to set the difficulty others must meet in order to tell the copy apart from the original (usually with Perception + Linguistics). This charm affects only the written or drawn parts of the work - it doesn't aid in copying an indented seal, for example.

An Essence 2+ repurchase also allows the Solar to mimic a target's handwriting, word choice, and demeanor without directly copying the document - she could forge countermanning orders or create a new "lost work" with the same benefits.

Letter-Within-A-Letter Technique

Cost: 4m ; Supplemental (Instant) - Mute

Prereqs: Linguistics 3

This charm supplements writing a document. The Solar infuses it with meaning for a specific recipient, who automatically notices and understands. She rolls (Manipulation + Linguistics) to set the difficulty others must meet to notice anything amiss with the document (usually Perception + Linguistics), and only with 3 threshold successes can they understand the hidden message.

At Essence 3+ the roll gains disappearing 1s.

Subtle Speech Method

Cost: 3m ; Supplemental (One idea conveyed) - Mute

Prereqs: Linguistics 3

This charm supplements an attempt to convey information covertly during another conversation. Only the intended targets hear the subtext (which may be completely unrelated to what the conversation seemed to be about). Attempts by other listeners to notice any covert meaning automatically fail.

Flowing Elegant Hand

Cost: 2m ; Supplemental (Instant) - Mute

Prereqs: Linguistics 3

This charm supplements any written Linguistics action, granting it double 9s.

Strange Tongue Understanding

Cost: 1m; Supplemental (Instant)

Prereqs: Linguistics 3

This charm supplements an attempt to understand a spoken sentence or similarly short statement in a language the Solar doesn't know. She automatically learns the gist of it, and may roll (Intelligence + Linguistics) vs. a difficulty determined by the Storyteller to understand the exact meaning, ranging from 1 ("Get out now") to 5 ("The enemy will be reinforced with 35 additional vessels tomorrow afternoon").

At Essence 2+, she may spend an additional 4m to extend the duration to "One scene."

Mingled Tongue Technique

Cost: 4m, 1wp + 3m per extra language; Supplemental (One scene)

Prereqs: Linguistics 5, Strange Tongue Understanding

This charm supplements an attempt to speak to a group. The Solar chooses two languages she knows - for the rest of the scene she may speak in a way comprehensible to speakers of either. She may add any number of additional languages to the mix, paying an additional 3m for each.

Sagacious Reading of Intent

Cost: 4m, 1wp; Reflexive (Instant)

Prereqs: Linguistics 4

After reading a text, the Solar may activate this charm to make a (Perception + Linguistics) roll at difficulty equal to the Linguistics roll used to create the work. If successful, she learns any intimacies or lack thereof that went into writing the text - she might learn that the author didn't believe what they wrote, or that he was in love with the person he was writing to.

Moving the Unseen Hand

Cost: 4m ; Supplemental (Instant) - Mute

Prereqs: Linguistics 5, Essence 2, Flawless Brush Discipline x2

This charm supplements writing an unsigned message. The Exalt rolls (Manipulation + Linguistics), and chooses an effect:

- The reader believes the document was written by a specific person of the Solar's choice. This variation may also be supplemented by Flawless Brush Discipline (make a single roll which applies to both charms).

- The reader believes the message was written by the person they most wish it were from.
- If the Solar has Bureaucracy 3+, she can choose to make the reader assume it was written by a hierarchical superior.

Whenever anyone reads the document, compare this roll against their Resolve. If successful, they are taken in.

Voice-Caging Calligraphy

Cost: 2m, 1wp ; Supplemental (Instant) - Mute, Psyche

Prereqs: Linguistics 5, Essence 2, Letter-Within-A-Letter Technique

This charm supplements writing a letter or other brief work. The reader may not share the contents of the letter with anyone else - he forgets what he was going to say, writes nothing, or otherwise fails to act upon his intention to do so unless he spends 5wp to end the effect. If one of his Defining intimacies is threatened, the cost drops to 2wp.

Vanishing Immersion Style

Cost: 1m; Supplemental (Instant)

Prereqs: Linguistics 5, Essence 2

This charm supplements the Solar's Guile against any Read Intentions action made against her while she's reading. The attempt fails.

Discerning Savant's Eye

Cost: 1m, 1wp; Supplemental (One scene)

Prereqs: Linguistics 5, Essence 2, Sagacious Reading of Intent

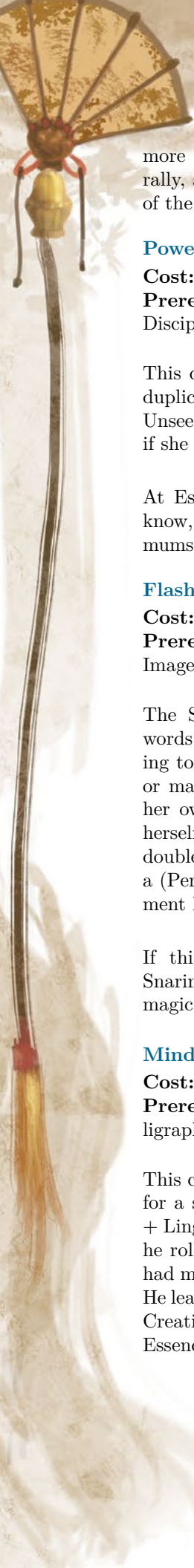
This charm supplements an attempt to read or copy a damaged text, allowing the Exalt to ignore the damage as long as some fragment remains.

Excellent Emissary's Tongue

Cost: 6m; Reflexive (Indefinite)

Prereqs: Linguistics 5, Essence 2, Mingled Tongue Technique

The Solar may use this charm when she hears an unfamiliar language being spoken. She learns the language, both written and spoken, though she retains a -3 penalty to social influence in the new language until the charm has been active for a week. If she uses the language (and the charm remains active) for



more than a season, she learns the language naturally, and the knowledge does not fade with the end of the charm.

Power-Snaring Image

Cost: 1m, 1wp; Supplemental (Instant)

Prereqs: Linguistics 5, Essence 3, Flawless Brush Discipline x2

This charm supplements copying a text. The Solar duplicates any magic in the text (such as Moving the Unseen Hand) into the copy without paying the cost if she knows the charm.

At Essence 5+, she may copy effects she does not know, as long as she meets the magic's trait minimums.

Flashing Quill Atemi

Cost: 1m; Simple (One minute)

Prereqs: Linguistics 5, Essence 3, Power-Snaring Image

The Solar edits an existing document - changing words on the page, adding or removing text, adjusting tone. This destroys any existing social influence or magic encoded in the text, though she may add her own as though she were writing the document herself. She rolls (Manipulation + Linguistics) with double 8s - any reader must meet that difficulty with a (Perception + Linguistics) roll to notice the document has been altered.

If this action is also supplemented with Power-Snaring Image, she may choose to keep the original magic intact (as per that charm).

Mind-Swallowing Missive

Cost: 8m, 1wp; Supplemental (Indefinite) - Psyche

Prereqs: Linguistics 5, Essence 3, Voice-Caging Calligraphy

This charm supplements writting a document meant for a specific reader. The Solar rolls (Manipulation + Linguistics). When her target reads the document, he rolls (Perception + Linguistics), and if the Solar had more successes, forgets every language he knows. He learns a new one on the spot previously unheard in Creation. He may end the effect by spending (Solar's Essence) willpower.

Twisted Words Technique

Cost: 1m, 1wp; Supplemental (Instant) - Psyche

Prereqs: Linguistics 5, Essence 3, Flowing Elegant Hand, Letter Within-A-Letter Technique, Subtle Speech Method

This charm supplements social influence of any ability. Though the target applies Intimacies as normal for the apparent effect, the influence has an actual effect opposite of that - if it seems like it should strengthen an intimacy, it weakens it instead. For example, the Solar might make a passionate speech on the evils of harlotry which forms an Intimacy of support in her listeners.

This influence can always be resisted by spending 1wp, regardless of intimacies.

Perfect Recollection Discipline

Cost: 1m; Supplemental (Instant)

Prereqs: Linguistics 5, Essence 3, Discerning Savant's Eye

This charm supplements reading a book or other document of any length. The Solar retains the text perfectly, and can flip through it mentally as though it were in her hands. If she retains the 1m commitment for a season, the the information becomes innate and does not fade if she ends the charm.

Swift Sage's Eye

Cost: 1m; Supplemental (One text) - Mute

Prereqs: Linguistics 5, Essence 3, Perfect Recollection Discipline

This charm supplements reading a book or other document. The Exalt reads as quickly as she can unroll a scroll or turn pages (approximately two per second) with full comprehension.

Heaven-Drawing Discipline

Cost: 8m, 1wp; Supplemental (Instant) - Mute

Prereqs: Linguistics 5, Essence 3, Perfect Recollection Discipline

This charm supplements an action to write a book or other long work taking at least a couple days to compose. The action takes one less interval of time.

At Essence 5 the Exalt may pay a 4m surcharge to reduce the time required by a second interval.

Unbreakable Fascination Method

Cost: 6m, 1wp ; Simple (Indefinite) - Psyche

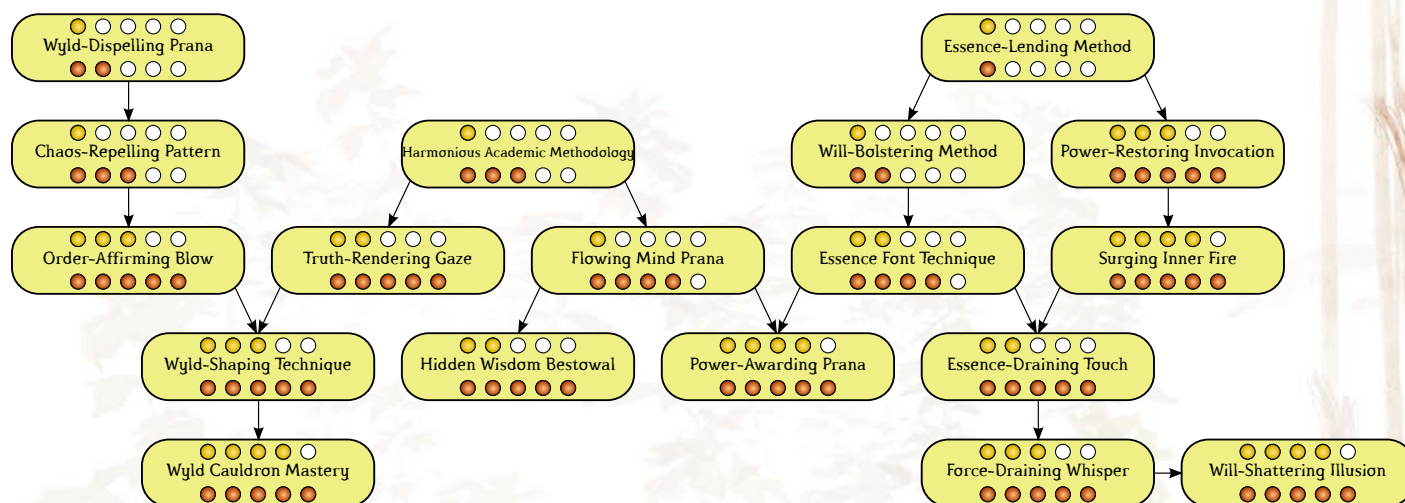
Prereqs: Linguistics 5, Essence 4, Twisted Words Technique

The Solar speaks, and rolls (Manipulation + Linguistics) with (Essence) automatic successes, applying it against the Resolve of everyone listening. Anyone who's Resolve is met is held enraptured until she

ceases speaking, even those who do not understand her language. The charm ends if the listeners come under direct physical danger.

This charm may instead be used to supplement a written work - if it is, as long as the Solar leaves the motes committed, anyone who reads even a single line is required to spend at least (Solar's Essence) minutes reading more of the text.

Lore



Wyld-Dispelling Prana

Cost: 5m, 1wp; Supplemental (Varies)

Prereqs: Lore 2

This charm supplements a defense against the soul or body twisting power of the wyld, either on the Solar or on an object, structure or character within Short range. The target ignores the effect, and the Lawgiver rolls ([Wits, Perception or Intelligence] + Lore), with (Essence) automatic successes against a difficulty of 1 for the bordermarches, 5 for the midlemarches or 7 for the deep wyld. The charm lasts (threshold successes) minutes out of combat or that many rounds in-combat. Ignore the wp cost on subsequent activations during the same scene.

Chaos-Repelling Pattern

Cost: 10m, 1wp; Simple (One hour)

Prereqs: Lore 3, Wyld-Dispelling Prana

The area around the Solar out to short range behaves according to the laws of Creation - it will not twist character's souls as the wyld, nor will the ground

transform beneath her feet. This does nothing to protect against direct attacks or prevent the environment from being harmful. If she chooses to reactivate the charm at the end of the hour, ignore the willpower cost.

Harmonious Academic Methodology

Permanent

Prereqs: Lore 3

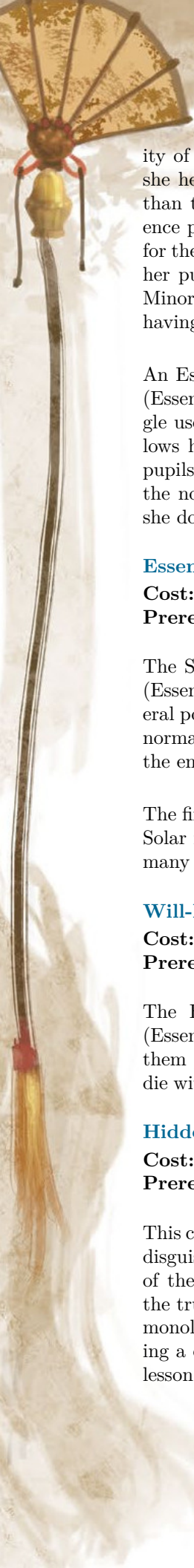
The Solar gains (Essence) automatic successes on Lore rolls to introduce facts. At the end of each story, she may gain one Lore specialty she spent time learning about in the past story, without spending experience.

Flowing Mind Prana

Cost: 4m, 1wp; Simple (Varies)

Prereqs: Lore 4, Harmonious Academic Methodology

The Lawgiver spends time teaching or training a willing pupil. He gains one dot of an attribute or abil-



ity of the Solar's choice, up to a maximum of what she herself possesses. This takes one increment less than the normal training time. If he tracks experience points (another PC, for example), he must pay for the new dot as normal. In addition, she may teach her pupil any intimacy she possesses, creating it at Minor or strengthening it - he may not resist this, having already agreed to become her student.

An Essence 2+ repurchase allows her to train up to (Essence * 5) characters at the same time with a single use of this charm. As Essence 3+ repurchase allows her to teach a single Charm or Spell that her pupils otherwise meet the prerequisites for instead of the normal dot, and she may give pupils intimacies she does not possess.

Essence-Lending Method

Cost: 3m; Simple (Instant)

Prereqs: Lore 1

The Solar touches a target, and may transfer up to (Essence * 3) motes from her own personal or peripheral pool to her target. This may bring him above his normal maximum, but any excess motes dissipate at the end of his next action.

The first time during a scene she uses this charm, the Solar rolls (Wits + Lore) and grants her target that many additional motes without spending any herself.

Will-Bolstering Method

Cost: 5m, 1wp; Simple (Instant)

Prereqs: Lore 2, Essence-Lending Method

The Exalt touches a target and transfers up to (Essence) willpower to them, which may increase them past their normal limit. She also rolls a single die with double 10s - he gains a 1wp for each success.

Hidden Wisdom Bestowal

Cost: 10m, 1wp ; Supplemental (One scene) - Mute

Prereqs: Lore 5, Essence 2, Flowing Mind Prana

This charm supplements any action to teach someone, disguising the Solar's lessons as harmless regardless of their true content. Only the target understands the true meaning of her lessons. She might teach demonology while discussing the Immaculate texts during a casual stroll, or teach brawling during a dance lesson.

Truth-Rendering Gaze

Cost: 6m ; Simple (Indefinite) - Mute

Prereqs: Lore 5, Essence 2, Harmonious Academic Methodology

The Solar spends at least five minutes examining a map or schematic. She then gains (Essence) automatic successes on Strategic Maneuver rolls or Survival rolls to gather supplies or navigate within the area.

Essence Font Technique

Permanent

Prereqs: Lore 4, Essence 2, Will-Bolstering Method

This charm allows the Solar to combine Essence-Lending Method and Will-Bolstering Method in a single action. If so combined, reduce the total cost to 5m and the rolls for those charms gain exploding 10s.

At Essence 3+ she may use those charms (individually or combined) at short range, without needing to touch the target.

Essence-Draining Touch

Cost: 1wp; Simple (Instant)

Prereqs: Lore 5, Essence 3, Essence Font Technique

This Solar touches a target with a mote pool, and rolls (Wits + Lore) against his Resolve. She steals up to (threshold successes) of his motes, starting with peripheral and moving on to personal if he runs out. If used on an unwilling target in combat, this requires a difficulty 2 gambit with Brawl, Martial Arts or Melee.

Force-Draining Whisper

Cost: 10m, 1wp ; Supplemental (Instant) - Post-roll, Once/Scene

Prereqs: Lore 5, Essence 3, Essence-Draining Touch

This charm supplements defense against a decisive attack after it has hit. The Exalt rolls (Wits + Lore) with (Essence) automatic successes, and reduces the of the attack by that many dice. In addition, she gains that much initiative.

Force-Draining Whisper can be reset if she or any of her allies reaches their last health level.

At Essence 4+, she may also use this charm to sup-

plement the defense of an ally at up to Long range.

Power-Restoring Invocation

Cost: 2i, 3a; Simple (Instant)

Prereqs: Lore 5, Essence 3, Essence Lending Method

The Solar rolls (Perception + Lore) with (Essence) automatic successes, granting that many motes of essence divided as she chooses among herself and any allies within Extreme range.

At Essence 5, she may use this charm even in crash, spending herself into negative initiative.

Order-Affirming Blow

Cost: 15m, 1wp; Simple (Instant)

Prereqs: Lore 5, Essence 3, Chaos-Repelling Pattern

The Solar touches a target, and shatters any mind, body or soul-twisting effects of the wyld upon him, returning him to his natural state. This does not affect sorcery or other, more arcane manipulations. If used on an unwilling target in combat, this requires a difficulty 5 gambit with Brawl, Martial Arts or Melee.

If used upon a Fair Folk, they instead transform, assuming a fixed form for (Solar's Essence) scenes. The form they're forced into depends upon their nature, but always exposes them as blatantly inhuman without harming them.

Wyld-Shaping Technique

Cost: 15m, 1wp; Simple (Instant)

Prereqs: Lore 5, Essence 3, Order Affirming Blow, Truth-Rendering Gaze

The Solar stands at the edge of the world - at least the border between the Middlemarches and the Deep Wyld, or possibly even further into chaos - and begins to shape chaos into form in a dramatic action that lasts fifteen minutes (which may be flurried if combat begins, as it likely will). She may activate Chaos-Repelling Prana without paying its cost, but any other similar effects within three range bands end immediately. While shaping the wyld, she will almost certainly be attacked. Roll one die:

- 1-4: No encounter
- 5-7: A small group of hobgoblins, pumpkin-men or other weak enemies, led by one or more fair-

folk nobles.

- 8-10: A powerful wyldshaped monster or raksha hunting party
- 11+: A number of powerful wyld creatures or hundreds of weaker fair-folk and several raksha lords. Or perhaps even a behemoth, angry at having its slumber disturbed

If she survives and remains in the area until her shaping is completed, she makes an (Intelligence + Lore) roll, difficulty 5. On a failure, Wyld-Shaping Technique may not be used in the same area again for a year and a day. If successful, she forces the wyld to retreat from (Essence x 10) square miles, adding that area to Creation. The land or water so formed matches the general surroundings, with similar climate, geography, wildlife and spirits (all of whom have an intimacy centered on the character in some way, not necessarily positive).

Further activations of Wyld-Shaping Technique in the same area add a cumulative +1 to the die roll to see what attention she attracts, and +1 difficulty on the lore roll (the third activation is at +2 to the roll and +2 difficulty, for example). She may:

- Add more land. Subsequent activations add (Essence x 30, 100, 300, 1000) square miles successively.
- Reduce the created land (and all subsequently created land) by a factor of ten, and reshape it to match a specific form and naturalistic layout - she could create a desert in the midst of the lush East, or a lush lake deep in the Southern sands.
- Choose the flora and fauna of the created land, or grant it natural resources. She could fill her lake with fish, the desert with savage predators, add a vein of gold, etc.
- Add portable, ready-made wealth to the land, such as silver nuggets ready for the picking from a stream or rubies scattered in the remains of a landslide. The first time this is chosen, the items are worth resources 2 - a second, third and fourth invocation can up it to resources 3, 4 and 5 respectively.
- Add a Minor demesne to the created land matching its elemental aspect, raise a Minor one to Major, or change the aspect of any demanse.

- If there is a demanase of the appropriate aspect, she can change a mundane resource into a similar magical one, turning the vein of gold into orichalcum or marble into jade.
- If the land already has a vein of a magical material, she she may form a readily-accessible quantity of it - a single ingot's worth with one invocation, half a tallent with two, or a full talent with three (enough for a single grand daiklave).

When she stops activating Wyld-Shaping Technique, the newly created area settles into stability - Wyld-Shaping Technique may no longer be used there, and if she's adjacent to Creation, the middlemarches behind her will slowly stabilize over the coming weeks and months. If left uninhabited, the land may dissolve back into chaos over time, like any other part of Creation.

Wyld Cauldron Mastery

Permanent

Prereqs: Lore 5, Essence 4, Wyld-Shaping Technique

Reduce the difficulty of Wyld-Shaping Technique's Lore rolls by 1 and they gain double 8s. In addition, on subsequent activations (after creating the initial land), she gains two additional options:

- She creates a new person. They are a mortal human, with a Major intimacy of the Solar's choice. The rest of their details are fleshed out by the storyteller.
- If she's already created a person, she can define another of their intimacies (at any level), grant them an area of expertise (an attribute or ability rated 3-4 dots), or give them an innate merit.

An Essence 5 repurchase reduces the cost of Wyld-Shaping Technique by 5m, and grants the rolls double 7s.

Power-Awarding Prana

Cost: 10m ; Simple (Indefinite) - Mute, Stackable

Prereqs: Lore 5, Essence 4, Essence Font Technique, Flowing Mind Prana x 3

The Solar touches another Lawgiver, and grants him knowledge of one of her charms he meets the minimums and prerequisites for. As long as she maintains this charm, he may use it as though he had learned it himself.

At Essence 5, she may also teach any charm that her student meets the prerequisites for, even if he does not meet the trait minimums.

Will-Shattering Illusion

Cost: 10m ; Simple (Instant) - Mute, Once/Scene

Prereqs: Lore 5, Essence 4, Force Draining Whisper

The Solar rolls (Wits + Lore) with (Essence) bonus dice against a target within Long range, and he contests with ([Intelligence or Wits] + Lore). If she's successful, he loses 2wp, and (if in combat) she steals 4i. If he has equal or greater Essence, she also gains 1wp.

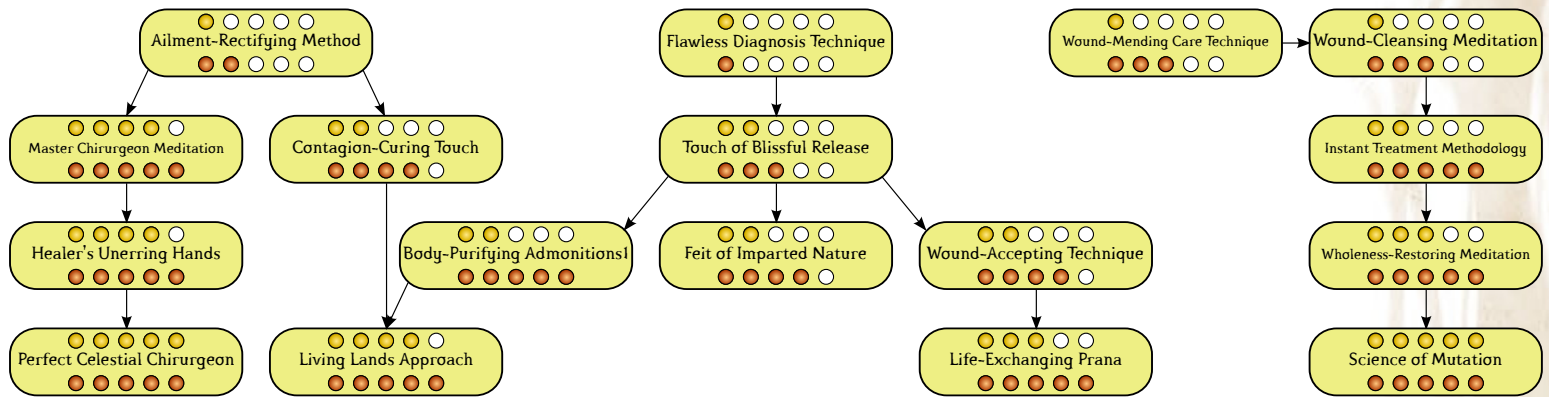
Surging Inner Fire

Cost: 0m ; Simple (Special) - Once/Scene

Prereqs: Lore 5, Essence 4, Power-Restoring Invocation

The Solar gains 2m for each point her temporary willpower is lower than her permanent score. In addition, if she's in combat, she gains an additional 1m at the end of each round. The charm ends when she is struck by an attack that does Withering damage, or when combat ends.

Medicine



Flawless Diagnosis Technique

Cost: 1m; Supplemental (Instant)

Prereqs: Medicine 1

This charm supplements an attempt to diagnose a medical issue. The Solar gains disappearing 1s and is aware if she fails her roll - misdiagnosis is impossible.

Ailment-Rectifying Method

Cost: 3m; Simple (Instant)

Prereqs: Medicine 2

The Solar spends an hour treating a patient with herbs or other remedies appropriate to his disease, and rolls (Intelligence + Medicine) against the disease's Morbidity. As long as he spends his time resting and cared for, he receives half of her threshold successes on his next resistance roll.

With a repurchase at Medicine 3+, if she rolls twice the disease's Morbidity, she may spend an additional 3m to end it immediately - her patient recovers from the disease over the course of a day.

Wound-Mending Care Technique

Cost: 5m; Simple (Instant)

Prereqs: Medicine 3

The Solar spends an hour doctoring a patient with bandages, herbs or other remedies and rolls (Intelligence + Medicine) against the highest wound penalty he suffers (5 for incapacitated). If he remains in bed for the rest of the day, he heals (Solar's Essence or three, whichever's higher) levels of Bashing or Lethal damage.

With a repurchase at Essence 3+, Once/Day she may have him instead heal by the time the treatment is

complete, with no need for bed rest.

Wound-Cleansing Meditation

Cost: 10m; Simple (Instant)

Prereqs: Medicine 3, Wound-Mending Care Technique

The Solar spends an hour cleaning and wrapping her patient's wounds, after which he converts all Aggravated damage he's suffered to Lethal. She may also reattach any severed limbs or digits, as long as they're still fresh.

Contagion-Curing Touch

Cost: 1m; Supplemental (Instant)

Prereqs: Medicine 4, Essence 2, Ailment-Rectifying Method x 2

This charm supplements any Medicine roll to treat disease, granting the Solar (Essence) automatic successes, and allowing her to do so even if lacking the proper medicines or herbs. In addition, if the patient recovers, he gains (Solar's Essence) automatic successes on all rolls to resist disease for a season.

Instant Treatment Methodology

Cost: 5m, 1wp or 5i, 1wp; Supplemental (Instant)


Prereqs: Medicine 4, Essence 2, Wound-Cleansing Meditation

This charm supplements any Medicine charm that requires an hour of treatment, reducing it to seconds (a single combat action). An appropriate stunt may remove the need for tools as well.

Touch of Blissful Release

Cost: 5m; Simple (One Scene)

Prereqs: Medicine 3, Essence 2, Flawless Diagnosis Technique



The Solar touches a target (herself or another), and rolls (Intelligence + Medicine). He ignores up to (Successes) wound or other crippling penalties, down to a minimum of -1 penalty.

Wound-Accepting Technique

Cost: 3m per health level, 1wp ; Simple (Instant) - Once/Scene per Patient

Prereqs: Medicine 4, Essence 2, Touch of Blissful Release

The Lawgiver touches another, and heals him up to (Essence) Bashing or Lethal levels of damage. She takes a like amount of damage of the same type.

Feit of Imparted Nature

Cost: 10m; Simple (Indefinite)

Prereqs: Medicine 4, Essence 2, Touch of Blissful Release

The Solar touches a patient, granting them (Solar's Essence) -0 health levels. These levels disappear when this charm ends, taking any damage they're holding with them.

Body-Purifying Admonitions

Cost: 4m, 1wp; Reflexive (Instant)

Prereqs: Medicine 5, Essence 2, Touch of Blissful Release

This charm may be activated at any time. The Solar touches a target suffering from poison. She rolls (Wits + Medicine), removing successes from the poison's remaining duration as it boils out from its point of entry. If she fully cures a supernatural poison, she gains 1wp.

Wholeness-Restoring Meditation

Cost: 7m, 1wp; Simple (Until treatment ends)

Prereqs: Medicine 5, Essence 3, Instant Treatment Methodology

This Lawgiver begins treating a patient with some sort of permanent debilitation. The Storyteller should decide if this is Minor, Major or Defining. She begins an extended (Intelligence + Medicine) roll, difficulty 5 and terminus 5. The interval and goal depends on the severity.

- Minor - Goal 10, interval one hour. Minor debilitates include major scars, missing ears, simple wyld mutations and Minor derangements.

- Major - Goal 20, interval one day. Major debilitates include congenital blindness, missing hands and Major derangements.

- Defining - Goal 30, interval one week. Defining debilitates include missing limbs, burned out eyes and Defining derangements.

If she succeeds in the extended roll, her patient is cured of the issue at hand. If she botches a roll or fails to reach the goal inside the Terminus, the Solar may not try again until she learns a new Medicine charm.

Life-Exchanging Prana

Cost: 1lhl per 3m, 1wp; Reflexive (One Round)

Prereqs: Medicine 5, Essence 3, Wound-Accepting Technique

This charm may be activated at any time. The Solar gains 3m for every 1lhl she pays, trading her vital energies for Essence. Until her next turn, she ignores all wound and fatigue penalties. She may not reduce herself below Incapacitated with this charm, and doesn't fall unconscious until her next turn if she goes that far.

Master Chirurgeon Meditation

Permanent

Prereqs: Medicine 5, Essence 4, Ailment Rectifying Method

The cost of the Solar's Medicine excellency is reduced to 1m per 2 dice.

Healer's Unerring Hands

Cost: 3m ; Supplemental (Instant) - Post-Roll

Prereqs: Medicine 5, Essence 4, Master Chirurgeon Meditation

This charm supplements any Medicine roll, adding a number of successes equal to the 1s rolled.

Living Lands Approach

Cost: 15m; Simple (Instant)

Prereqs: Medicine 5, Essence 4, Body Purifying Admonitions, Contagion-Curing Touch

The Lawgiver spends a day leading a group in planting, clearing, weeding and generally treating an area of Shadowland no larger than (Essence * 10) acres. If living humans frequent it and attend to the land's needs over the course of the next month, it gradually returns to being a normal part of Creation.

Perfect Celestial Surgeon

Cost: 1m, 1wp ; Supplemental (Instant) - Once/Day
Prereqs: Medicine 5, Essence 5, Healer's Unerring Hands

This charm supplements any Medicine roll, granting it double 7s.

Science of Mutation

Cost: 8m, 1wp; Simple (Until treatment ends)
Prereqs: Medicine 5, Essence 5, Wholeness-Restoring Meditation

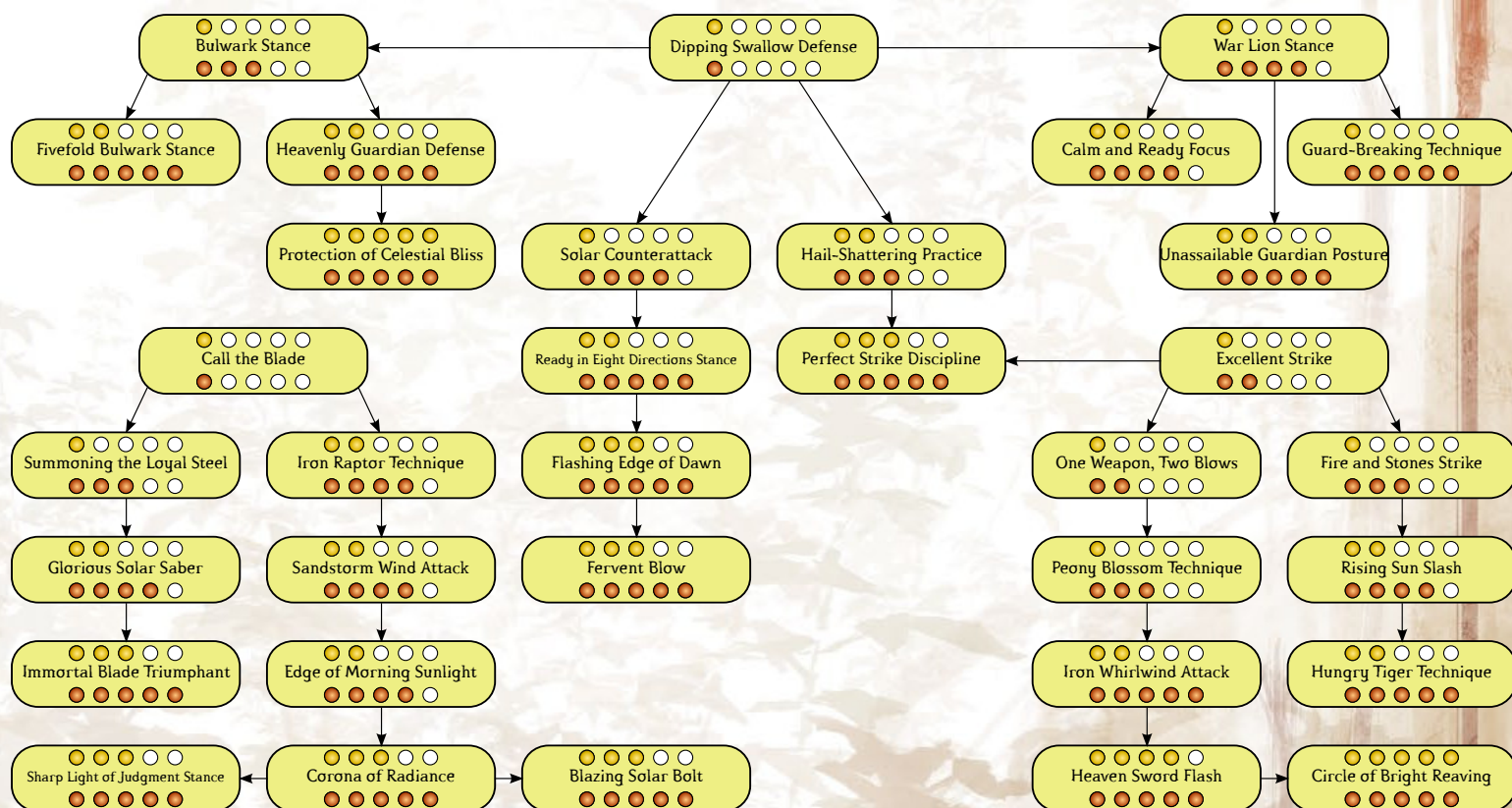
The Solar takes her patient to the wyld, and spends at least a day applying powerful herbs, operating, or otherwise working on her patient as appropriate to her methods. She selects an Innate merit, and begins an extended (Perception or Intelligence + Medicine) roll, interval one day in the bordermarches or one one

hour on the middlemarches. The difficulty is equal to (sum of the dots of all his existing innate merits + dots of the new one). The Storyteller should estimate the dots of innate merits possessed by an NPC without a full character sheet. The goal is 5 * dots of new merit, and there is no terminus.

If she succeeds, her patient gains the mutation. If he tracks experience, he must pay for it as though it were a purchased Merit. If she botches or abandons the project before completion (or her patient escapes), he instead gains one or more mutations of the Storyteller's choice (often starting with Hideous) related to the attempted change.

She may substitute a sufficiently advanced and well supplied laboratory for the wyld energy of the bordermarches by committing an additional 5m.

Melee



Excellent Strike

Cost: 3m; Supplemental (Instant)
Prereqs: Melee 2

This charm supplements a Melee attack. The roll gains one automatic success and disappearing 1s.



Fire and Stones Strike

Cost: 1m per die or success; Supplemental (Instant)
Prereqs: Melee 3, Excellent Strike

This charm supplements a Melee attack. If it's Withering, the Solar may spend up to (Strength) motes, adding that many dice to the post-soak damage. If Decisive, she may spend up to (Essence) motes, adding up to that many threshold successes from the attack roll to the raw damage.

One Weapon, Two Blows

Cost: 3m ; Reflexive (Instant) - Advantage
Prereqs: Melee 2, Excellent Strike

This charm may be activated immediately after one of the Solar's Melee Withering attacks reduces her opponent from higher initiative than her to lower. She makes another Melee attack against that same opponent.

Peony Blossom Technique

Cost: 1m, 1wp, 3a; Reflexive (Instant)
Prereqs: Melee 3, One Weapon, Two Blows

This charm may be activated on any tick. The Solar makes a Melee attack (which may force a Clash, if another player attacks on the same tick).

Dipping Swallow Defense

Cost: 2m; Supplemental (Instant)
Prereqs: Melee 1

This charm supplements a Parry. The Solar ignores all non-surprise penalties to her Parry, and if the attack misses, gains 1i.

Bulwark Stance

Cost: 5m; Reflexive (Until next turn)
Prereqs: Melee 3, Dipping Swallow Defense

This charm may be activated at any time. The Solar ignores all penalties to her Parry, and any damage roll made against her suffers Penalized 1s.

At Essence 2+ she may also parry unblockable attacks.

War Lion Stance

Cost: 2m; Reflexive (One scene)
Prereqs: Melee 4, Dipping Swallow Defense

The Solar chooses one ally. Her Defend Other actions

for that person are Reflexive.

Guard-Breaking Technique

Cost: 3m; Supplemental (Instant)
Prereqs: Melee 5, War Lion Stance

This charm supplements a Distract gambit for the benefit of a person the Solar is defending with Defend Other. She gains double 7s on her Initiative roll. If the gambit is successful, her ally gains (Solar's Essence) or three, whichever is greater, bonus dice on the first attack benefiting from the the gambit.

Solar Counterattack

Cost: 3m ; Reflexive (Instant) - Counterattack
Prereqs: Melee 4, Dipping Swallow Defense

This charm may be activated after an attack the Solar attempted to Parry. She makes a Decisive Melee attack against the foe who attacked her.

Call the Blade

Cost: 1m; Reflexive (Instant)
Prereqs: Melee 1

This charm may be activated at any time. The Solar summons a weapon she owns within Short range into her hand. If the path is obstructed (doors, chains, or similar obstacles block it from reaching her), she rolls (Wits + Melee), difficulty 4. On a success, she summons it anyway - it might break a weak barrier, or simply teleport into her hand. If she fails, she can't use this charm again until her next turn.

Summoning the Loyal Steel

Cost: 1m ; Simple (Indefinite) - Stackable
Prereqs: Melee 3, Call the Blade

The Solar banishes a weapon she's holding Elsewhere. It reappears in her hand when the charm ends.

Hail-Shattering Practice

Cost: 4m; Supplemental (Instant)
Prereqs: Melee 3, Essence 2, Dipping Swallow Defense

This charm supplements a Parry. The attack gains Penalized 1s and 2s.

Rising Sun Slash

Cost: 1m; Supplement (Instant)
Prereqs: Melee 4, Essence 2, Fire and Stones Strike

This charm supplements a Melee attack also supplemented by a full excellency. The attack gains an automatic success and (Essence) bonus dice that don't count against normal dice adding limits.

With an Essence 3+ repurchase, she also gains 1m for every 10 in the attack roll.

Iron Whirlwind Attack

Cost: 5m, 1wp; Simple (Instant)

Prereqs: Melee 5, Essence 2, Peony Blossom Technique

The Solar makes up to (lowest of Strength, Dexterity or Stamina) Decisive Melee attacks, dividing her initiative evenly among them, spread among one or more targets as she chooses. Any non-excellency supplemental charms applied to the first attack are applied to all later ones at no additional cost.

With an Essence 3+ repurchase, she may instead make up to (highest of Strength, Dexterity or Stamina attacks), and adds 1 to the raw damage of each, and may move one range band in order to make each attack.

Fivefold Bulwark Stance

Cost: 5m, 1wp; Simple (One scene)

Prereqs: Melee 5, Essence 2, Bulwark Stance

The Solar ignores penalties to her Parry from wounds, onslaught and being grappled. Dipping Swallow Defense costs 1m less to activate and raises her Parry by 1. Bulwark Stance costs 2m less to activate.

Heavenly Guardian Defense

Cost: 4m + 1i per success, or 4m, 1wp ; Supplemental (Instant) - Post-roll

Prereqs: Melee 5, Essence 2, Bulwark Stance

This charm supplements a Parry against a Decisive attack, after damage has been rolled. Reduce the damage dealt by one level per initiative spent.

If an attack would deal uncountable reoccurring damage (such as an exploding volcano or a swirling maelstrom of adamant blades), she may instead spend 4m, 1wp to block all damage.

Calm and Ready Focus

Permanent

Prereqs: Melee 4, Essence 2, War Lion Stance

While using Defend Other, whenever the Lawgiver successfully Parries (against her charge or herself) an attack she gains 1i.

Unassailable Guardian Posture

Cost: 1m, 1wp; Reflexive (One round)

Prereqs: Melee 5, Essence 2, War Lion Stance

This charm may be activated whenever an attack would harm a ward the Exalt is defending with War Lion Stance. It hits her instead.

At Essence 3+, she may take the damage even from sources that are not attacks, such as explosions or environmental damage.

Ready in Eight Directions Stance

Cost: 5m ; Simple (One round) - Counterattack

Prereqs: Melee 5, Essence 2, Solar Counterattack

The Solar may apply Solar Counterattack without paying its cost. If such a counterattack hits, she does not reset to base initiative until this charm ends.

Glorious Solar Saber

Cost: 5m, 1wp; Simple (One scene)

Prereqs: Melee 3, Essence 2, Summoning the Loyal Steel

The Exalt forms her essence into a weapon with the same statistics as a Daiklave or another artifact Melee weapon chosen when the charm is learned. It glows like a torch, and she may purchase evocations for this weapon, working with the Storyteller to design those appropriate to her character and iconic anima manifestation.

She may supplement any attack using this weapon by spending 1m, 1wp. If she does, the blade glows with heat and automatically destroys any mortal weapon used to parry it or that it clashes (after the attack is resolved). This effect can also be used to carve her blade through up to two feet of rock or metal for a stunt.

Iron Raptor Technique

Cost: 7m ; Supplemental (Instant) - Mute, Quick-shot

Prereqs: Melee 4, Essence 2, Call the Blade

This charm supplements a Melee attack, allowing the Solar target opponents at up to Medium range. If the attack crashes the opponent, she gains 1wp.

Sandstorm-Wind Attack

Cost: 5m, 2i; Supplemental (Instant)

Prereqs: Melee 4, Essence 2, Iron Raptor Technique

This charm supplements a Decisive Melee attack, allowing the Solar to target opponents at up to Short range. She ignores hardness, and her target cannot benefit from cover. Flimsy cover may be destroyed at the Storyteller's discretion.

Edge of Morning Sunlight

Cost: 2m ; Supplemental (Instant) - Post-roll

Prereqs: Melee 4, Essence 2, Sandstorm-Wind Attack

This charm supplements any attack against undead, demons or similar creatures of darkness after it has rolled at least one success on its damage roll. The Solar rolls (essence) decisive damage dice against that target, ignoring hardness.

Hungry Tiger Technique

Cost: 3m, 2i ; Supplemental (Instant) - Perilous

Prereqs: Melee 5, Essence 3, Rising Sun Slash

This charm supplements a Melee attack against a crashed opponent. The Solar adds (threshold successes) to the raw damage.

Perfect Strike Discipline

Cost: 1wp ; Supplemental (Instant) - Once/Scene

Prereqs: Melee 5, Essence 3, Excellent Strike, Hail-Shattering Practice

The Solar supplements any Melee roll with a full Excellency.

Perfect Strike Discipline can be reset by incapacitating a significant opponent with a Melee attack.

Flashing Edge of Dawn

Cost: 4m, 1wp ; Reflexive (Instant) - Counterattack

Prereqs: Melee 5, Essence 3, One Weapon, Two Blows, Solar Counterattack

This charm may be activated after the Solar has been attacked. She makes a Withering Melee attack against the person who attacked her. If she deals damage, rather than gaining that initiative herself she rolls that many dice of decisive damage against her target, ignoring hardness.

Fervent Blow

Cost: 1m, 1wp ; Reflexive (Instant) - Perilous

Prereqs: Melee 5, Essence 3, Flashing Edge of Dawn

The Solar may use this charm when she's the target of an attack. She clashes it with a Decisive Melee attack of her own.

Immortal Blade Triumphant

Cost: 10m, 1wp; Simple (One scene)

Prereqs: Melee 5, Essence 3, Glorious Solar Saber

The Solar may only activate this charm when her anima is at the bonfire level, and it ends if her anima drops lower. Her weapon cannot be disarmed or destroyed. If she receives a stunt on any attack, she adds the bonus dice to its raw damage as well as the attack roll. She converts up to (Essence) damage dice on each attack to successes.

She may supplement a decisive attack with (Essence) bonus damage dice and ignore hardness, in addition to the above effects. After the attack, this charm ends and her anima resets to Dim.

Corona of Radiance

Cost: 5m, 1wp; Simple (One scene)

Prereqs: Melee 5, Essence 3, Edge of Morning Sunlight

The Solar's Parry increases by 1 against demons, Abyssal Exalted, the undead and similar creatures of darkness. If they strike her without a weapon, they take (Solar's Essence) dice of decisive damage, ignoring hardness.

Sharp Light of Judgment Stance

Permanent

Prereqs: Melee 5, Essence 3, Corona of Radiance

Sandstorm-Wind Attack and Blazing Solar Bolt gain (Essence) bonus dice on their damage rolls against creatures of darkness. While Corona of Radiance is active, the Solar's minimum damage against creatures of darkness increases by (Essence).

She may reflexively spend 2m to treat any enemy she has a Defining intimacy against as a creature of darkness for the purposes of all Melee charms until her next action, or 2m 1wp to do the same with a Major intimacy.

Blazing Solar Bolt

Cost: 5m, 2i, 1wp ; Simple (Instant) - Once/Scene
Prereqs: Melee 5, Essence 3, Corona of Radiance

The Solar makes a Decisive Melee attack at an enemy within short range. She may expend anima levels to increase the range by one band per 1a. The attack is unblockable. If it hits, the attack has a base damage of (Essence + Threshold successes), ignores hardness, and her initiative does not reset. Against residents of Malfeas or the underworld or other creatures of darkness, the attack deals Aggravated damage.

Blazing Solar Bolt can be reset by landing a decisive attack that resets her to base initiative and rising back to 12+.

Heaven Sword Flash

Cost: 6m, 1wp ; Simple (Instant) - Perilous
Prereqs: Melee 5, Essence 4, Iron Whirlwind Attack x2

The Solar rolls a single Decisive Melee attack with raw damage of half her current initiative, and applies it against all opponents within close range. Against battle groups, she uses her full initiative value for damage. If she only hits battle groups, her initiative does not reset.

Circle of Bright Reaving

Cost: 6m, 1a, 2i ; Reflexive (Instant) - Perilous
Prereqs: Melee 5, Essence 5, Heaven Sword Flash

The Solar may activate this charm when Heaven Sword Flash slays an enemy or deals magnitude damage to a Battle group. She makes a single Withering Melee attack, and applies it against all opponents within close range. She gains full initiative only for the opponent who would give her the most, and no more than 3i for each other opponent hit.

If she crashes at least one enemy, she may immediately activate Heaven Sword Flash reflexively.

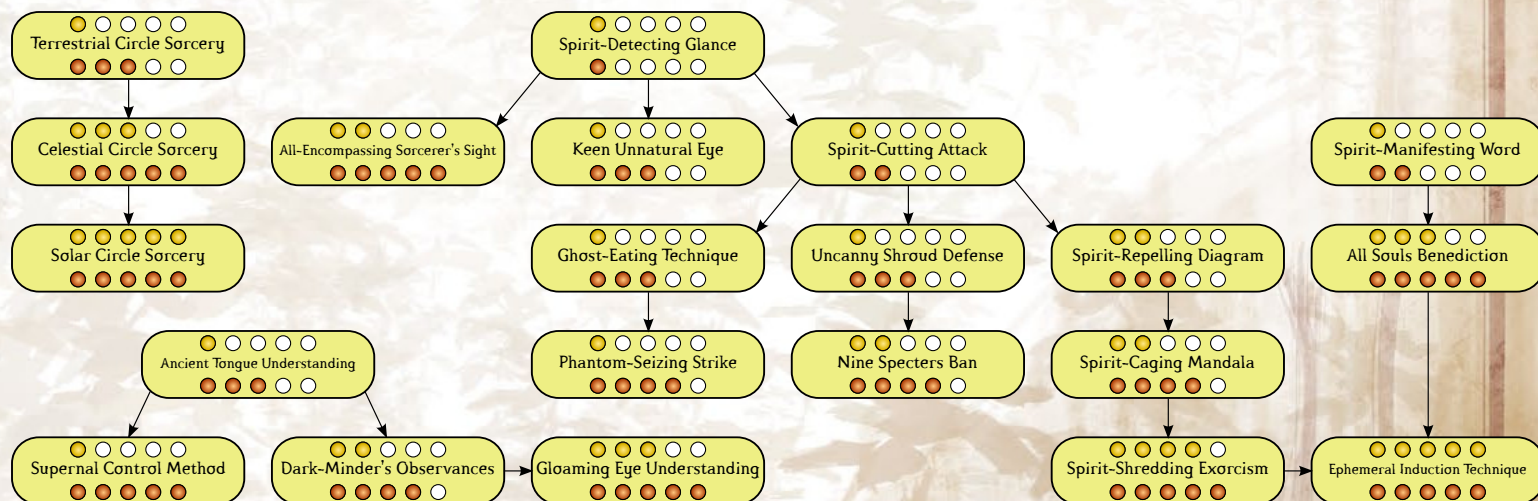
Protection of Celestial Bliss

Cost: 2m per initiative; Reflexive (One Scene)
Prereqs: Melee 5, Essence 5, Heavenly Guardian Defense

The Solar may activate this charm after she spends initiative on Heavenly Guardian Defense to completely negate an attack. She may spend no more than (Essence * 2) motes on this charm, and no more than twice as many motes as the initiative spent on Heavenly Guardian Defense.

Activating this charm has no immediate effect, but she may later end it to reduce the cost of applying Heavenly Guardian Defense by 1i per 2m invested in Protection of Celestial Bliss.

Occult





Spirit-Detecting Glance

Cost: 3m; Reflexive (One scene)

Prereqs: Occult 1

This charm may be activated at any time. The Solar can see immaterial spirits.

Keen Unnatural Eye

Permanent

Prereqs: Occult 3, Spirit-Detecting Glance

The Lawgiver gains (Essence or three, whichever is greater) bonus dice when using Survival to track a spirit or Investigation to uncover its activities. She automatically knows if she's tracking or investigating a spirit, even if she fails the roll.

Spirit-Cutting Attack

Cost: 1m; Supplemental (Instant)

Prereqs: Occult 2, Spirit-Detecting Glance

This charm supplements any attack, allowing it to harm immaterial spirits.

At Essence 2+, if the attack hits, she steals 1i if it's withering or 1m if it's decisive.

Ghost-Eating Technique

Cost: 3m; Supplemental (Instant)

Prereqs: Occult 3, Spirit-Cutting Attack

This charm supplements any Decisive attack against a spirit. It does Aggravated damage. The Solar gains (levels of damage inflicted) motes, to a maximum of the spirit's remaining health levels. If a spirit is Incapacitated by this attack, the Solar gains an additional (Spirit's Essence) motes, and it is destroyed permanently.

Phantom-Seizing Strike

Cost: 1m, 1wp; Reflexive (Two rounds)

Prereqs: Occult 4, Ghost-Eating Technique

The Solar may activate this charm after hitting an immaterial spirit with an attack that does at least one level of damage. It becomes material until the charm ends.

Uncanny Shroud Defense

Cost: 6m ; Supplemental (Instant) - Post-Roll

Prereqs: Occult 3, Spirit-Cutting Attack

This charm supplements the Solar's defense against

any damage that would render her Incapacitated. She only takes enough damage to reduce her to her last non-Incapacitated health level. It may not be used if she's already on her last health level.

Spirit-Manifesting Word

Cost: 1m; Simple (Instant)

Prereqs: Occult 2

The Solar makes a demon she's bound or a spirit familiar within long range materialize.

With an Essence 2+ repurchase, she may spend up to (Occult) additional motes to materialize that many additional bound demons or familiars.

Ancient Tongue Understanding

Cost: 6m; Reflexive (One scene)

Prereqs: Occult 3

This charm may be activated at any time. The Solar forgets all languages she knows except for Old Realm, which she learns if she didn't already know it. She can also automatically understand and speak other ancient and strange spirit languages she encounters. She also gains (Essence / 2), rounded up, automatic successes to all Occult rolls.

Supernal Control Method

Cost: 1m ; Supplemental (Instant) - Once/Day

Prereqs: Occult 5, Ancient Tongue Understanding

The Solar supplements any Occult roll with a full Excellency.

Supernal Control Method can be reset when the Solar's anima goes from iconic down to dim (either by spending anima levels for charms or with patience).

All-Encompassing Sorcerer's Sight

Cost: 4m; Reflexive (One Round)

Prereqs: Occult 5, Essence 2, Spirit-Detecting Glance

This charm may be activated at any time. The Solar can briefly see the patterns of essence that make up Creation. She can see immaterial spirits, the borders of shadowlands, wyld energy, the entrances to spirit sanctums and similar. If a character is using shaping actions or evocations, she may make an (Intelligence + Occult) roll at a difficulty of the effect's Essence minimum to determine the exact effect. She may make similar rolls for ongoing magical effects in

the area and determining a spirit's Essence rating.

With an Essence 3+ repurchase, the Solar gains (Essence) automatic successes on any Awareness roll to see through magical disguises, shapeshifting, or similar magic. Unless otherwise noted, the difficulty is 5.

With an Essence 4+ repurchase, the cost of this charm is reduced to 0m while she's at iconic anima.

Spirit-Repelling Diagram

Cost: 6m; Simple (One scene)

Prereqs: Occult 3, Essence 2, Spirit-Cutting Attack

The Exalt forms a barrier of visible essence around herself, extending out to short range. It remains fixed, and the charm ends if she steps outside the area. Spirits with Essence equal to or lower than hers must either materialize (using their own powers) or leave the circle and be unable to attack characters within. Against spirits with higher Essence, she may roll (Wits + Occult) with (Essence) bonus dice against their Resolve to force the same choice on them. Against demons and other cursed spirits, she instead gains (Essence) bonus successes.

With a repurchase, this can also force out possessing spirits - if forced to materialize or leave the area, they must also vacate a possessed body, and cannot return to their victim's body for a season.

Nine Specters Ban

Cost: 4m, 1wp; Reflexive (One scene)

Prereqs: Occult 4, Essence 2, Spirit-Repelling Diagram, Uncanny Shroud Defense

This charm may be activated at any time. Immaterial beings must spend 1wp to attack the Solar.

Spirit-Caging Mandala

Cost: 10m, 1wp; Simple (Varies)

Prereqs: Occult 4, Essence 2, Spirit-Repelling Diagram

The Solar attempts to bind a spirit within medium range. She rolls (Wits + Occult) against a difficulty of (Spirit's Essence). If successful, the spirit may not voluntarily move for (threshold successes + 1) rounds, at which point the difficulty increases by one and she may roll again, repeating until she fails a roll. Spirits so trapped become material, without cost to themselves until released, and may not attack unless

they're attacked first. The charm ends immediately if the Solar moves further from the spirit than medium range.

With an Essence 3+ repurchase, creatures trapped are at -1 resolve, and the Solar gains a bonus success on all social influence attempts against them. In addition, she may have the spirit lose (Spirit's Essence) motes each round. If she does, the cost of her occult charms is reduced by the same amount.

With a second Essence 3+ repurchase, the Solar may also trap formless or immaterial denizens of the wyld.

Dark-Minder's Observances

Permanent

Prereqs: Occult 4, Essence 2, Ancient Tongue Understanding

The Solar gains the Thaumaturgist merit. Rituals cost the Solar 2xp less to learn. If she already knew some when learning this charm, she immediately gains 2xp per ritual. She gains (Essence) automatic successes on any rolls required by a ritual.

Gloaming Eye Understanding

Cost: 3m ; Simple (Indefinite) - Stackable

Prereqs: Occult 5, Essence 3, Dark-Minder's Observances

The Solar spends a day learning an Eclipse-keyworded spirit charm from a teacher who already knows it. She must meet the charm's trait requirements, but doesn't need to know any prerequisites. As long as she maintains this charm's commitment, she may use that charm as if she knew it.

All Souls Benediction

Cost: 12m, 1wp; Simple (One Scene)

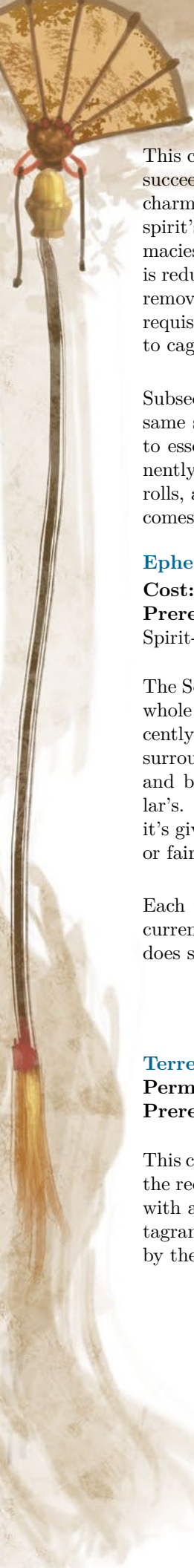
Prereqs: Occult 5, Essence 3, Spirit-Manifesting Word x2

All spirits within Extreme range may roll (Wits + Dodge) against a difficulty (Solar's temporary willpower). Those who fail (or choose not to roll) materialize, and may not dematerialize while the charm lasts without the Lawgiver's permission. Ghosts may choose to go immediately into lethe rather than materialize.

Spirit-Shredding Exorcism

Cost: 5m, 1 wp; Reflexive (Instant)

Prereqs: Occult 5, Essence 4, Spirit-Caging Mandala x2



This charm may be activated whenever the Lawgiver succeeds at a (Wits + Occult) roll for the prerequisite charm. She rolls (Intelligence + Occult) against the spirit's Resolve, which may not be enhanced by intimacies. If successful, her victim's permanent Essence is reduced by 1 until the end of the scene (which may remove access to powers he no longer meets the prerequisites for), and she resets the difficulty of the roll to cage the spirit.

Subsequent activations of this charm in a scene on the same spirit waive the wp cost. If a spirit is reduced to essence 0, the Solar may choose to either permanently destroy it or keep it trapped without further rolls, and the duration of Spirit-Caging Mandala becomes "one scene."

Ephemeral Induction Technique

Cost: 20m, 1wp; Simple (Instant)

Prereqs: Occult 5, Essence 5, All Souls Benediction, Spirit-Caging Mandala x3

The Solar creates a new spirit or fair folk, either from whole cloth or by mingling the essence of spirits recently destroyed in the area with essence from the surrounding area. This spirit is the her Familiar, and begins with an Essence score equal to the Solar's. While it will rapidly grow into whatever role it's given, it begins with only the most basic of spirit or fair folk charms.

Each time the season changes, she may release her current familiar created with this charm. Until she does so, she cannot use this charm again.

Sorcery

Terrestrial Circle Sorcery

Permanent

Prereqs: Occult 3

This charm may only be learned when the Solar meets the requirements for a shaping ritual - making a pact with a demon or powerful god, studying at the Heptagram, or some other initiation deemed appropriate by the Storyteller.

She gains the ability to learn and cast Terrestrial Circle spells. She learns a shaping ritual and one spell immediately - this is her "control spell."

Celestial Circle Sorcery

Permanent

Prereqs: Occult 4, Essence 3, Terrestrial Circle Sorcery

This charm may only be learned when the Solar meets the requirements for a second shaping ritual - reaffirming her pact with her patron, studying in the Violet Bier of Sorrows, or some other appropriate initiation. It may not be learned early by having Occult as a Supernal Ability.

She gains the ability to learn and cast Celestial Circle spells. She learns another shaping ritual and one Celestial Circle spell immediately - this is a second "control spell."

Spirit-Drawing Oculus

Cost: 1wp ; Reflexive (Instant) - Once/Day

Prereqs: Occult 5, Essence 4, All-Encompassing Sorcerer's Sight, Terrestrial Circle Sorcery

This charm may be activated after the Solar takes a Shape Sorcery action. She rolls (Perception + Occult) with a full excellency. Each success contributes a sorcerous mote towards her spell.

Solar Circle Sorcery

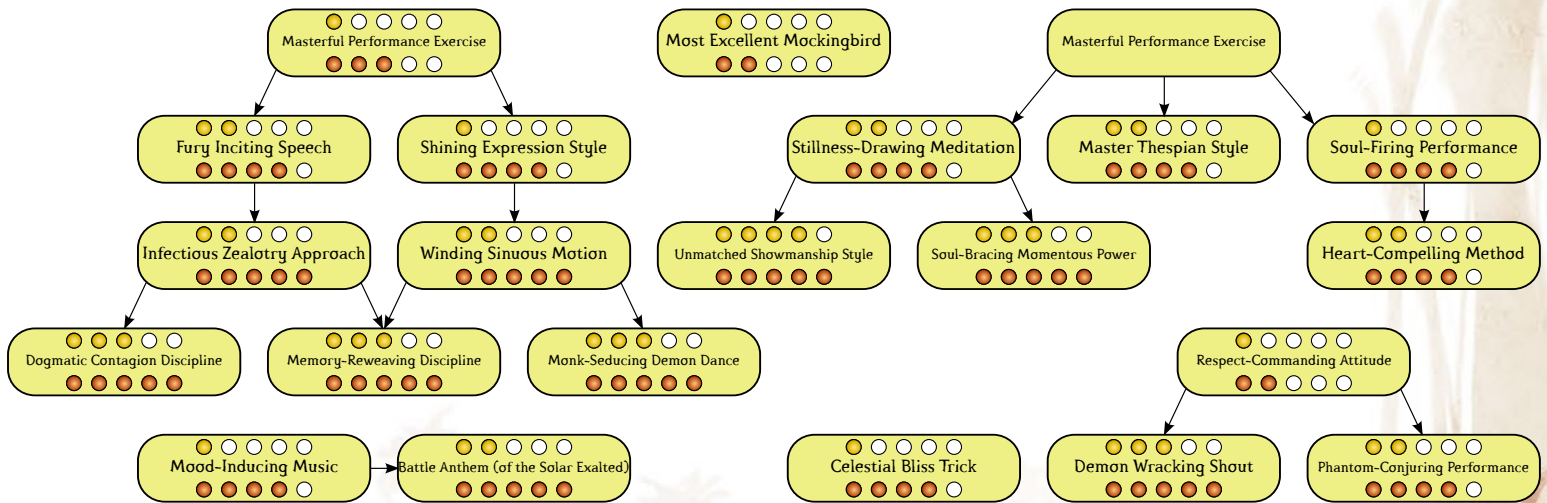
Permanent

Prereqs: Occult 5, Essence 5, Celestial Circle Sorcery

Like the previous circle, the Solar must meet the requirements for another shaping ritual, and may not be taken early by having Occult as a Supernal Ability.

The Solar gains the ability to learn and cast Solar Circle spells. She learns a shaping ritual and one Solar Circle spell immediately, a third "control spell."

Performance



Respect-Commanding Attitude

Cost: 5m ; Supplemental (One Performance) - Group

Prereqs: Performance 2

This charm supplements any performance. The Solar rolls (Charisma + Performance), and any character with a lower resolve who hears or sees part of it must stop and watch or listen attentively until the performance ends. He may spend 1wp to end the effect. Any character - whether or not their resolve was beaten - who wishes to attack the Solar while the performance continues must either spend 1wp or blend into her demonstration (by posing as actors, a challenging musician, etc).

It cannot be activated in combat, but lasts until she stops performing if combat breaks out.

Most Excellent Mockingbird

Cost: 3m; Reflexive (One scene)

Prereqs: Performance 2

The Solar mimics the voice of any character she's spent at least an hour interacting with. Characters not closely familiar with the mimicked voice do not receive an Awareness roll to notice the imposture, and even those closely familiar gain disappearing 7s on their roll.

Masterful Performance Exercise

Cost: 2m; Supplemental (Instant)

Prereqs: Performance 3

This charm supplements a Performance roll, granting

it disappearing 1s.

At Essence 2+, it also gains double 9s.

Celestial Bliss Trick

Cost: 3m; Reflexive (Instant)

Prereqs: Performance 4, Masterful Performance Exercise

The Solar may activate this charm after making love to another willing character. If he has a positive intimacy for her, it strengthens one step - if he does not, he forms one, or a negative intimacy weakens one step. She gains two automatic successes on social influence against him for (Solar's Essence) weeks.

Mood-Inducing Music

Cost: 1m; Simple (One song)

Prereqs: Performance 4


The Solar sings, plays an instrument or dances in support of a specific mood. All social influence by other characters that plays on the mood gains (Solar's Essence) bonus dice - all opposed influence takes a (Solar's Essence or 3, whichever's higher) penalty.

Shining Expression Style

Cost: 2m; Supplemental (Instant)

Prereqs: Performance 4, Masterful Performance Exercise

This charm supplements any Performance-based Inspire action. Characters affected by the influence don't realize that the Solar was the source - her motions or sounds seem like harmless background, un-



derscoring rather than causing whatever emotion is aroused.

Soul-Firing Performance

Cost: 4m ; Supplemental (Instant) - Group, Once/Scene

Prereqs: Performance 4, Masterful Performance Exercise

This charm supplements a Performance based Persuade action. It gains (Essence) automatic successes, and the Solar does not need to spend willpower to overturn any influence her attempt is opposed to.

Phantom-Conjuring Performance

Cost: 2m; Supplemental (One Performance)

Prereqs: Performance 4, Essence 2, Respect-Commanding Attitude

This charm supplements any Performance. The Exalt conjures phantom images around her within short range, following along with her performance and aiding it. Apparitions might be other characters seeming to curl out of the smoke of a fire, hints of scenery seen in sunbeams, or rain hitting roof sounding like war-drums to match her tale.

Stillness-Drawing Meditation

Permanent

Prereqs: Performance 4, Essence 2, Masterful Performance Exercise

Whenever the Solar successfully influences a large group with Performance, she gains (Essence) notes.

Heart-Compelling Method

Cost: 5m ; Supplemental (Instant) - Group

Prereqs: Performance 4, Essence 2, Soul-Firing Performance

This charm supplements a Performance-based Inspire action by singing or with an instrument. If it succeeds, its targets must act on the roused emotion immediately - they cannot resolve to do so at a later date, or decide on a course of action that cannot be implemented within the next day.

Master Thespian Style

Cost: 2m; Simple (One scene)

Prereqs: Performance 4, Essence 2, Masterful Performance Exercise

The Exalt spends five minutes assuming a role. Against Read Intentions actions, her Guile increases

by 1, and she calculates it with Performance rather than Socialize. Characters who fail at a Read Intentions action believe they've succeeded, picking up on her character's intimacies or motivations, rather than her true feelings. She may activate this charm reflexively (no preparation needed) with a suitably dramatic entrance.

Fury Inciting Speech

Cost: 5m, 1wp ; Supplemental (One Scene) - Group

Prereqs: Performance 4, Essence 2, Masterful Performance Exercise

This charm supplements an Inspire action on a crowd to draw up anger at an injustice. Crowds roused this way will generally form violent, angry mobs. Any battle groups formed by the mob have their drill increased by one level, from Poor to Average - or if she somehow manages to rally a mob of soldiers, from Average to Elite.

Infectious Zealotry Approach

Cost: 3m, 1wp; Reflexive (One Scene)

Prereqs: Performance 5, Essence 2, Fury Inciting Speech

With a meaningful glance or supportive nod, the Solar selects an intimacy she thinks her target has, and rolls ([Charisma or Manipulation] + Performance) against his Resolve, unmodified by Intimacies. If successful, and he actually has that intimacy, he treats it as one level more intense until the end of the scene. If she supports a Defining intimacy in this way, her target becomes obsessed, and neglects all other cares in favor of fulfilling his obsession.

Winding Sinuous Motion

Cost: 4m; Simple (One Scene)

Prereqs: Performance 5, Essence 2, Shining Expression Style

The Solar spends at least ten minutes dancing. Anyone not her ally who sees her motions - whether he pays attention or not - suffers a -1 penalty on his Resolve for the rest of the scene.

Battle Anthem (of the Solar Exalted)

Cost: 1m; Simple (One round)

Prereqs: Performance 5, Essence 2, Mood-Inducing Music

The Lawgiver sings or plays an instrument in battle. Each ally within long range gains 1i, and until her next action, their successful withering attacks

grant +1i. Allied battle groups gain (Solar's Essence) bonus dice on their attacks and rout checks.

With an Essence 3+ repurchase, each ally affected also gains 1m, and doubles any Intimacy-derived bonuses to Resolve. Allied battle groups gain (Solar's Essence) automatic successes when rallying for numbers.

Dogmatic Contagion Discipline

Cost: 1m, 1wp ; Supplemental ((Essence) days) - Group

Prereqs: Performance 5, Essence 3, Infectious Zealotry Approach

This charm supplements a Performance-based Inspire action using oratory on a crowd. Up to (Solar's Essence + 1) threshold successes on the roll become bonus dice on all social rolls by minor characters to express or act on their roused emotion, and for the purposes of passing on the influence. Other minor characters her disciples are able to convince gain the same bonuses.

Soul-Bracing Momentous Power

Cost: 5m, 1wp; Supplemental (Instant)

Prereqs: Performance 5, Essence 3, Stillness-Drawing Meditation

This charm supplements a Performance-based social influence attempt. If the influence fails it repeats each day, up to (Solar's Essence) additional times or until it succeeds. All subsequent repeats use the same number of successes as the original and have the same effects, including any charms applied.

Memory-Reweaving Discipline

Cost: 10m, 1wp ; Simple (Instant) - Psyche, Group

Prereqs: Performance 5, Essence 3, Infectious Zealotry Approach, Winding Sinuous Motion

The Solar spends a minute or two spinning a tale, and rolls (Manipulation + Performance), subtracting successes rather than dice for any situational penalties (including bizarre, unbelievable or far-reaching claims). Each character or groups' Resolve she over-

comes gains a Minor Intimacy of belief that her story is true. If she exceeds their Resolve by three or more, they instead gain a Major intimacy of belief.

A character may only hold one such intimacy from the Solar at a time - until it's eroded entirely, any of her attempts to reuse this charm on him fail. If the intimacy erodes, he still has the false memory, but for whatever reason no longer believes it to be true.

With an Essence 4+ repurchase, if the the Solar is targeting an individual, she may spend an additional 5m to compress this charm down to a single statement, rather than requiring minutes of narrative to build up the belief.

Monk-Seducing Demon Dance

Cost: 4m ; Supplemental (Instant) - Group

Prereqs: Performance 5, Essence 3, Winding Sinuous Motion

This charm supplements a dance-based Inspire action to arouse admiration or lust. If successful (remember that unacceptable influence always fails), the Solar becomes the target of the aroused emotion, rather than the target's player deciding.

Demon Wracking Shout

Cost: 8m, 1wp ; Simple (Instant) - Once/Scene

Prereqs: Performance 5, Essence 3, Respect-Commanding Attitude

The Solar shouts, a sound physically painful to demons and other dark spirits. She makes a single undodgeable (Charisma + Performance) Decisive attack with (Essence) automatic successes, applying it to all such creatures within Long range, including immaterial ones.

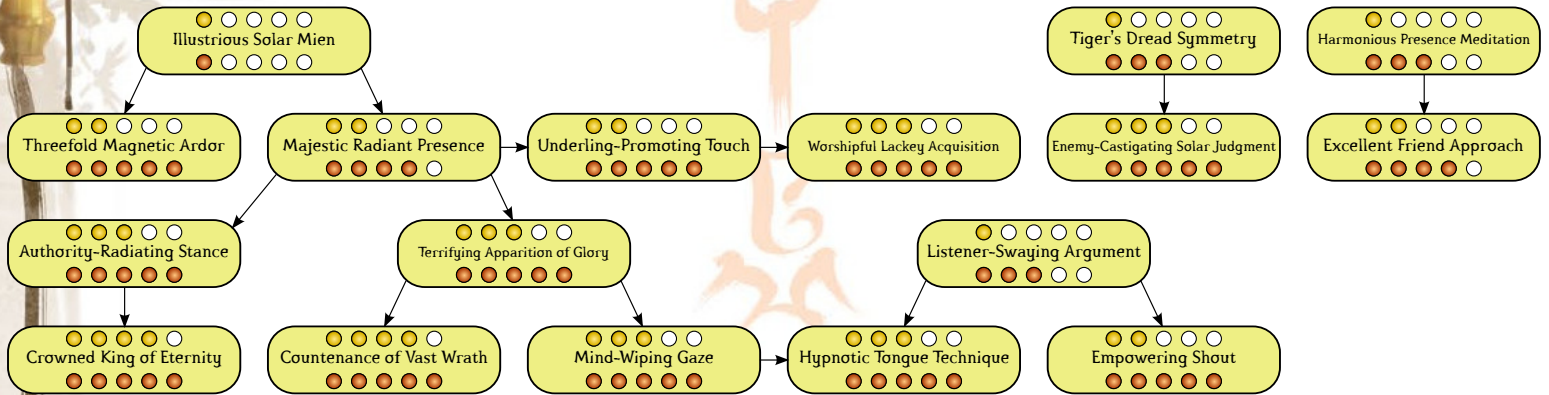
Unmatched Showmanship Style

Cost: 1m ; Supplemental (Instant) - Once/Scene

Prereqs: Performance 5, Essence 4, Stillness-Drawing Meditation

The Exalt supplements any Performance roll with a full Excellency.

Presence



Illustrious Solar Mien

Cost: 1m; Reflexive (Instant)

Prereqs: Presence 1

The Solar may activate this charm any time she stunts, or after making a social influence attempt. Anyone who witnesses her finds her unforgettable - if they know her name they will never forget it, and her face is burned into their memories forever.

Listener-Swaying Argument

Cost: 3m; Supplemental (Instant)

Prereqs: Presence 3

This charm supplements any Instill or Persuade action. Minor intimacies may not raise the target's Resolve, nor may they be used to cause a decision point.

Tiger's Dread Symmetry

Permanent

Prereqs: Presence 3

The first time in a scene a character wishes to attack the Solar from Stealth, he must either succeed on a ([Any Social Attribute] + Integrity) roll, difficulty (Solar's Essence), or spend 1wp.

The Solar may choose to make her Threaten actions covert - characters other than her target must succeed at a reflexive Read Intentions action against her to notice the attempt.

Harmonious Presence Meditation

Cost: 5m; Reflexive (One scene)

Prereqs: Presence 3, Essence 1

This charm may be activated at any time. Threaten actions and Instill and Persuade actions to cause fear,

anger or other negative emotions in the Lawgiver's presence suffer disappearing 7s.

Excellent Friend Approach

Permanent

Prereqs: Presence 4, Essence 2, Harmonious Presence Meditation

When attempting a Persuade action against people who have a positive Tie to her, the Solar and her target treat that Intimacy as one step more powerful. If the Tie is already defining, increase the bonus or penalty from the Tie by one.

Empowering Shout

Cost: 3m; Simple (One round)

Prereqs: Presence 5, Essence 2, Listener-Swaying Argument

The Solar empowers one of her allies within Long range. She chooses one Attribute + Ability pool he has 7 or fewer dice in, and until her next action, her ally gains one automatic success to any rolls with that pool or +1 to any static value calculated with it. He also decreases the Strength minimum by one for any Feats of Strength he attempts.

At Essence 3+, she may spend an additional 2m to double the bonus.

With an Essence 4+ repurchase, the duration of the charm changes to Indefinite.

Majestic Radiant Presence

Cost: 6m; Simple (One scene)

Prereqs: Presence 4, Essence 2, Illustrious Solar Mien

The first time each character wishes to threaten, speak against or attack the Lawgiver, he must spend 1wp.

Underling-Promoting Touch

Cost: 6m, 1wp; Simple (Indefinite)

Prereqs: Presence 5, Essence 2, Majestic Radiant Presence

The Exalt touches someone who serves or follows her. Characters who have ties of loyalty to her feel the same way towards her champion, and recognize that he's acting at her behest.

With an Essence 3+ repurchase, her target gains +2 Resolve against supernatural fear effects. If he cannot use essence, he gains a personal mote pool of 6m and learns the Solar Integrity Excellency.

With an Essence 4+ repurchase, he may (as long as cannot use essence except by the effects of this charm) use any excellency that the Solar knows, as long as the supplemented action upholds or advances one of his Defining principles.

Threefold Magnetic Ardor

Cost: 4m; Supplemental (Instant)

Prereqs: Presence 4, Essence 2, Illustrious Solar Mien

This charm supplements any Instill, Persuade or Threaten attempt. Any bonus dice the Solar has from having higher Appearance than her target's Resolve become bonus successes instead. This does not count against the normal limits for adding dice / successes with a charm. In addition, treat her Appearance as one higher for calculating that bonus.

Enemy-Castigating Solar Judgment

Cost: 3m, 1wp; Supplemental (Instant)

Prereqs: Presence 5, Essence 3, Tiger's Dread Symmetry

This charm supplements any decisive attack or social influence attempt against a creature of darkness or a character the Solar has a negative Defining Tie towards. That character's Defense or Resolve takes a -1 penalty. Influence enhanced this way costs an additional 1wp to resist, and attacks enhanced this way inflict aggravated damage. The Solar's other magic treats him as a creature of darkness for this attack/influence.

Authority-Radiating Stance

Cost: 5m, 1wp; Reflexive (One scene)

Prereqs: Presence 5, Essence 3, Majestic Radiant Presence

This charm may be activated at any time. All allies within long range gain +2 Resolve against any fear-based effect or Threaten roll. Friendly battle groups gain one automatic success on their Rout checks and Rally rolls.

Terrifying Apparition of Glory

Cost: 7m, 1wp ; Reflexive (Instant) - Group, Once/Scene

Prereqs: Presence 5, Essence 3, Majestic Radiant Presence

This charm may be activated whenever the Solar's anima reaches the Iconic level. Out of combat, the Solar makes a single Threaten action and applies it to all characters out to Long range.

In combat, any battle groups within Long range must make an immediate Rout check (this counts as a devastating area of effect assault), and on failure they lose a point of Size and restores all points of Magnitude rather than dissolving.

Mind-Wiping Gaze

Cost: 1m, 1wp ; Reflexive (One Scene) - Once/Scene per Target

Prereqs: Presence 5, Essence 3, Terrifying Apparition of Glory

This charm may be activated at any time. The Solar chooses a specific type of social influence, such as "reveal my nature," "suggest an invasion," and locks eyes with her target. She rolls ([Charisma or Appearance] + Presence) against her target's Resolve (counting as a Threaten action for purposes of charms). If successful, he forgets about his desire to perform the named action until the charm ends. If reminded of the desire, he may spend 1wp to end the effect - otherwise, it slips from his mind again immediately.

Hypnotic Tongue Technique

Cost: 10m, 1wp ; Simple (Indefinite) - Psyche, Mute, Once/Story per Target

Prereqs: Presence 5, Essence 3, Mind-Wiping Gaze, Listener Swaying Argument

After interacting socially with her target for at least a minute, with small talk, business, or any other subject, the Solar rolls ([Charisma or Manipulation] +

Presence) against her target's Resolve, which may not be modified by Intimacies. If successful, he goes catatonic for a second, allowing the Solar to implant (threshold successes + 1) short, clear sentences worth of instructions to be carried out at the same time, either immediately or at some future time. He may immediately spend 2wp to resist, forgetting the whole incident - if he does not, then at the specified time he takes the actions as long as none of them are obviously suicidal. He does not remember why he took those actions.

Worshipful Lackey Acquisition

Cost: 12m; Simple ((Essence) days)

Prereqs: Presence 5, Essence 3, Underling-Promoting Touch

The Solar spends several minutes talking with another character - or any number of minor characters - who have any Tie towards her, positive or negative. Her target(s) must roll (Wits + Integrity) against a difficulty of (Solar's strongest social attribute). If they fail, they must spend 2wp or gain a Defining intimacy placing them as the Solar's underlings. They

may still hate her, but they can't help but cloy and defer to her. This intimacy disappears when the charm ends.

Crowned King of Eternity

Cost: 1m ; Reflexive (Instant) - Once/Scene

Prereqs: Presence 5, Essence 4, Authority-Radiating Stance

The Solar supplements any Performance, Presence or Socialize action or defense with a full excellency.

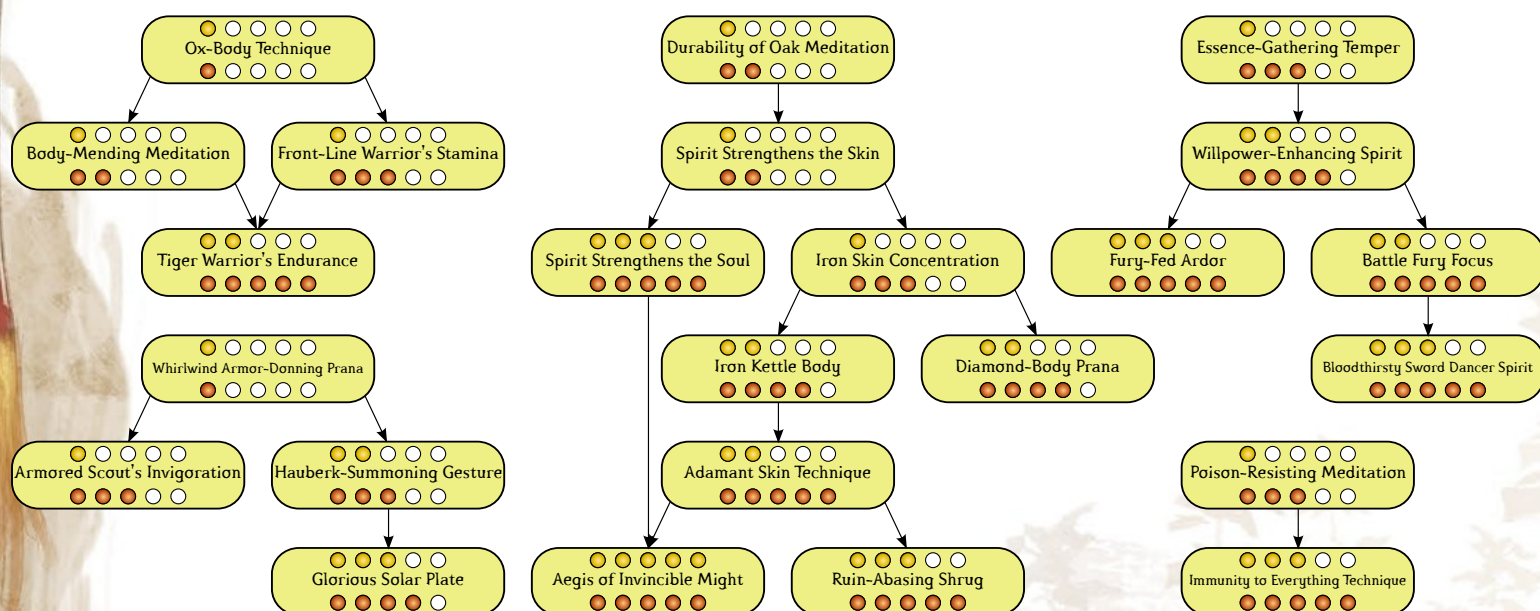
Countenance of Vast Wrath

Cost: 6m, 3a; Reflexive (One scene)

Prereqs: Presence 5, Essence 4, Terrifying Apparition of Glory

This charm may be activated at any time. The Solar gains (Essence) bonus dice on all Threaten actions against a single target, and may affect even mindless creatures and those incapable of fear. In combat, opponents lose 1i each round in which they do not attack her.

Resistance



Durability of Oak Meditation

Cost: 3m; Reflexive (One round)

Prereqs: Resistance 2

This charm may be activated at any time. The Solar

gains +2 soak and a hardness of 4 until next tick.

Spirit Strengthens the Skin

Cost: 1m per soak ; Supplemental (Instant) - Post-roll

Prereqs: Resistance 2, Durability of Oak Meditation

This charm supplements the Solar's defense, after a withering attack has been rolled but before damage. She gains +1 soak per 1m spent, to a maximum of doubling her natural soak.

Iron Skin Concentration

Cost: 2m or 6m ; Supplemental (Instant or Indefinite) - Post-roll

Prereqs: Resistance 3, Spirit Strengthens the Skin

This charm can be used in two ways, in either case after the attack has been rolled but before damage.

For 2m, it supplements a defense against an unsoakable withering attack. The Solar may pay 2m to apply her stamina as soak. This use is Instant.

For 6m, it supplements a defense against any Decisive attack. The Solar gains (Stamina) -0 Health Levels. At the end of the scene, any undamaged health levels so created disappear, and any damaged ones change to -1 instead of -0. This version is Indefinite, and may not be ended voluntarily while any of the created health levels are damaged.

Ox-Body Technique

Permanent

Prereqs: Resistance 1

The Solar gains a number of health levels depending on her Stamina:

Stamina	Health Levels
1-2	1x -1 and 1x -2
3-4	1x -1 and 2x -2
5	1x -0, 1x -1 and 1x -2

If her Stamina later changes, update her health track to match the new bonuses. This charm may be purchased (and stacks) up to (Resistance) times.

Body-Mending Meditation

Cost: 10m ; Simple (Indefinite) - Mute

Prereqs: Resistance 2, Ox-Body Technique

The Solar takes one increment less time to heal (days -> hours, hours -> minutes).

Front-Line Warrior's Stamina

Cost: 4m ; Simple (Instant) - Perilous, Once/Day

Prereqs: Resistance 3, Ox-Body Technique

The Solar rolls (Permanent Health Levels) dice. For each success she gains 1i. She may activate this charm reflexively after she takes damage to a -4 health level.

Whirlwind Armor-Donning Prana

Cost: 2m; Supplemental (Instant)

Prereqs: Resistance 1

This charm supplements donning armor. It takes ([armor's mobility penalty] + 1) turns to put it on, rather than that many minutes.

Armored Scout's Invigoration

Cost: 3m per mobility penalty; Reflexive (Indefinite)

Prereqs: Resistance 3, Whirlwind Armor-Donning Prana

This charm may be activated whenever the Solar dons a suit of armor. Reduce the mobility penalty by one per 3m spent.

Poison-Resisting Meditation

Cost: 3m; Reflexive (One day)

Prereqs: Resistance 3

This charm may be activated at any time. The Solar gains one automatic success and three bonus dice to resist poison, and reduces the penalty from any poison by 2.

With an Essence 2+ repurchase, she may apply these bonuses against the Virulence and Morbidity of diseases as well.

Essence-Gathering Temper

Cost: 1i ; Reflexive (Instant) - Once/Scene

Prereqs: Resistance 3

The Solar may activate this charm after she is hit by a withering attack. She gains (pre-soak damage / 2, round up) or (Stamina) motes, whichever's lower.

Essence-Gathering Temper can be reset by being hit by a withering attack with 10+ raw damage without losing any Initiative.

At Essence 3+ she may gain up to (Stamina x 2) motes.



Diamond-Body Prana

Cost: 5m; Simple (One scene)

Prereqs: Resistance 4, Essence 2, Iron Skin Concentration

This charm is incompatible with armor. The Solar gains (Stamina) hardness, and Durability of Oak Meditation grants +2 hardness (remember that hardness from different sources does not normally stack). She also gains (Stamina + Resistance) / 2 + 3 soak (round up).

Iron Kettle Body

Cost: 6m; Reflexive (One round)

Prereqs: Resistance 4, Essence 2, Iron Skin Concentration

This charm may be activated at any time. Halve all post-soak withering damage the Solar would take.

At Essence 3+, the Solar steals 1i for each 1 in the attack roll, to a maximum of (Stamina / 2), round up.

Adamant Skin Technique

Cost: 8m; Supplemental (Instant)

Prereqs: Resistance 5, Essence 2, Iron Kettle Body

This charm supplements the Solar's defense against a Decisive attack. Reduce the raw damage of the attack by (Solar's soak), but she may not apply her hardness against it.

It can also be used to completely block uncountable reoccurring damage, such as from an explosion or collapsing building.

Tiger Warrior's Endurance

Cost: 3m ; Reflexive (Instant) - Once/Day

Prereqs: Resistance 5, Essence 2, Body-Mending Meditation, Front-Line Warrior's Stamina

This charm may be activated when the Exalt comes out of Crash during combat. She heals two health levels of non-aggravated damage.

Hauberk-Summoning Gesture

Cost: 3m; Reflexive (Indefinite)

Prereqs: Resistance 3, Essence 2, Whirlwind Armor-Donning Prana

The Solar banishes a suit of armor she's wearing, and optionally a shield, Elsewhere. When she ends the

charm, it returns around her as though she's just put it on.

Willpower-Enhancing Spirit

Cost: 2i ; Reflexive (Instant) - Once/Scene

Prereqs: Resistance 4, Essence 2, Essence-Gathering Temper

The Exalt may use this charm after she's been struck with a Decisive attack. She gains 1wp.

Willpower-Enhancing Spirit can be reset when she's hit with a decisive attack with 10+ raw damage without taking any levels of damage.

Battle Fury Focus

Cost: 5m; Simple (One scene)

Prereqs: Resistance 5, Essence 2, Willpower-Enhancing Spirit

This Solar gains +1 die on all pools related to combat, and her wound penalties are reduced by one. Intimacies compelling her to fight - positive or negative - are treated as one level more intense (to a maximum of Defining), but she's unable to make social influence attempts more complex than simple threats or demands for surrender. This charm ends if she is not engaged in violence or attempting to become so engaged.

She may activate this charm Reflexively whenever her wound penalty increases.

Bloodthirsty Sword Dancer Spirit

Cost: 8m, 1wp; Simple (One scene)

Prereqs: Resistance 5, Essence 3, Battle Fury Focus

The Solar gains +2 dice on all combat related pools, ignores all wound penalties, and her mote drip increases by 1. She must continue to fight until all enemies are defeated or fleeing. She will ignore or remove as obstacles anyone who attempts to stop her (often non-lethally, in the case of friends).

This charm may only be activated when Battle Fury Focus is already active. She may activate it reflexively whenever her wound penalty increases, but not from the same wound that activated its prerequisite.

It may not be ended voluntarily without a successful social influence attempt convincing her to do so. If it ends with enemies still present, set the Solar's initiative to -3. No one gains the Initiative Break bonus.

Spirit Strengthens the Soul

Cost: 2m per damage, 2i, 1wp ; Supplemental (Instant) - Post-roll

Prereqs: Resistance 5, Essence 3, Spirit Strengthens the Skin

This charm supplements a defense against a withering attack after damage has been rolled. The Solar reduces the damage dealt by one for every 2m spent.

Ruin-Abasing Shrug

Cost: 4m ; Supplemental (Instant) - Post-roll, Once/Scene

Prereqs: Resistance 5, Essence 3, Adamant Skin Technique

This charm may be activated after the Solar has been hit with a Decisive attack but before damage is rolled. The damage roll gains penalized 1s and 2s.

Glorious Solar Plate

Cost: 10m, 1wp; Simple (Indefinite)

Prereqs: Resistance 4, Essence 3, Hauberk-Summoning Gesture

The Solar creates a suit of armor out of her anima with the stats of heavy artifact armor. If she knows Armored Scout's Invigoration, it has no mobility penalty. She may purchase evocations for this armor, working with the Storyteller to design those appropriate to her character and iconic anima manifestation.

Reduce the raw damage of any energy-based projectiles aimed at the Solar by 3.

Immunity to Everything Technique

Cost: 6m, 1wp; Reflexive (One day)

Prereqs: Resistance 5, Essence 3, Poison-Resisting Meditation x2

This charm may be activated at any time. The Solar is immune to any disease or toxin she's been exposed to before. In addition, lower the duration of any new poisons and the morbidity of any new diseases she encounters by one. Treat any incurable or irresistible diseases she encounters as though they had a morbidity of 5.

Fury-Fed Ardor

Cost: 3m, 1wp ; Supplemental (Instant) - Post-roll

Prereqs: Resistance 5, Essence 3, Willpower-Enhancing Spirit

This charm supplements the Solar's defense against a Decisive attack, after it's hit. She gains (raw damage / 3, round down) Initiative.

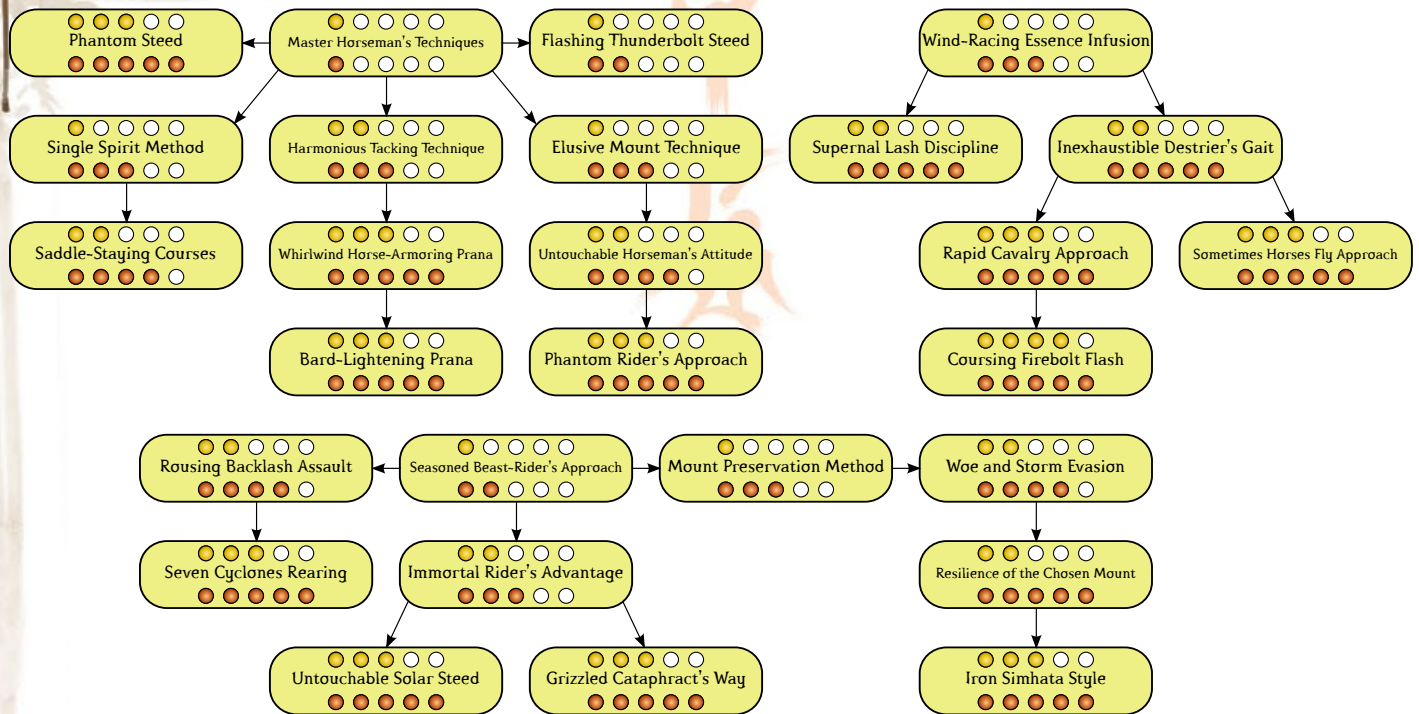
Aegis of Invincible Might

Cost: 3m ; Reflexive (One Scene) - Perilous

Prereqs: Resistance 5, Essence 5, Adamant Skin Technique, Spirit Strengthens the Soul

This charm may be activated when the Solar uses Adamant Skin Technique. She gains a hardness of 20, +(Stamina + Resistance) soak, and removes (Stamina) successes from all damage rolls against her. This charm ends if she crashes, or at the end of any turn in which the Solar has not made a Decisive attack or spent at least 8m on offensive charms.

Ride



Master Horseman's Techniques

Permanent

Prereqs: Ride 1

The Solar will never chafe or develop sores from long riding, and her mount will not suffer random harmful incidents like thrown shoes or injured hooves. She will not fall off her mount during normal travel while sleeping or incapacitated, and against attacks which would knock her from her mount she gains +1 Dodge or Parry.

She may reflexively spend 1m to call a loyal mount to her side, regardless of distance. It makes its way to her as circumstances allow. The Solar may also reflexively spend 1m to prevent her mount from panicking, whether from mundane or supernatural fear.

Seasoned Beast-Rider's Approach

Cost: 1m, 1wp; Reflexive (One Scene)

Prereqs: Ride 2

This charm may be activated whenever the Solar rolls Join Battle. Her mount gains a separate initiative track if it didn't already have one, starting with the same value as her own. If it did already have one, it may use her value instead of its own.

With a repurchase, her mount may spend 1i to make a reflexive Defend Other action on her. While doing so it gains +1 Dodge or Parry to a maximum of 5, and it gains +(Solar's Essence) raw damage on all attacks.

With an Essence 3+ repurchase, her mount gains 1i at the start of its turn, and its base Initiative increases by 1.

Flashing Thunderbolt Steed

Cost: 4m; Reflexive (One hour)

Prereqs: Ride 2, Master Horseman's Techniques

This charm may be activated at any time. The Solar's mount can run full speed without becoming fatigued. If she knows them, Graceful Crane Stance and Monkey Leap Technique benefit her mount as well as herself while she's riding.

Elusive Mount Technique

Cost: 4m ; Reflexive (Instant) - Perilous, Once/Round

Prereqs: Ride 3, Flashing Thunderbolt Steed

This charm may be activated while mounted. The Solar makes an immediate Disengage action.

Wind-Racing Essence Infusion

Cost: 4m, 1wp; Reflexive (Indefinite)

Prereqs: Ride 3, Flashing Thunderbolt Steed

This charm may be activated at any time. The Solar gains (Mount's unenhanced Speed) bonus dice on all extended Ride rolls. Whenever she succeeds on a Rush action, she gains (Mount's unenhanced Speed) Initiative, as does her mount if it has a separate Initiative track.

With an Essence 3+ repurchase, the bonus dice also apply to the Solar's Join Battle rolls (if she's mounted).

Single Spirit Method

Cost: 1m; Reflexive (Instant)

Prereqs: Ride 3, Master Horseman's Techniques

The Solar may activate this whenever her mount loses it footing or is knocked prone. She's not thrown from the saddle or injured by the fall, and it rises from prone immediately.

Mount Preservation Method

Cost: 1hl per three hl; Reflexive (Instant)

Prereqs: Ride 3, Seasoned Beast-Rider's Approach x2

The Solar may activate this charm whenever her mount takes damage, preventing three levels of bashing or lethal damage for each similar level the Solar takes.

Harmonious Tacking Technique

Cost: 2m; Supplemental (Instant)

Prereqs: Ride 3, Essence 2, Master Horseman's Techniques

This charm supplements an effort to tack, bard or arm a mount, reducing the time necessary to only a few seconds (one combat round).

Untouchable Horseman's Attitude

Cost: 3m, 1i, 1wp; Supplemental (Instant)

Prereqs: Ride 4, Essence 2, Elusive Mount Technique

This charm supplements a Disengage action while mounted and there's only one enemy within Close range. The Solar gains double 7s.

Supernal Lash Discipline

Cost: 5m ; Reflexive (One scene) - Perilous

Prereqs: Ride 5, Essence 2, Wind-Racing Essence Infusion

This charm may be activated at any time. Double the Solar's mount's speed bonus. When this charm ends, her mount becomes exhausted, regardless of Flashing Thunderbolt Steed or similar magic.

Inexhaustible Destrier's Gait

Cost: 2m; Reflexive (One round)

Prereqs: Ride 5, Essence 2, Wind-Racing Essence Infusion

The Solar's mount ignores all wound penalties and penalties for unstable footing.

Saddle-Staying Courses

Cost: 4m, 3i, 1wp; Reflexive (Instant)

Prereqs: Ride 4, Essence 2, Single Spirit Method

This charm may be activated after the Solar is unhorsed, as long as her mount is still within Close range. She returns to the saddle immediately, or perhaps never leaves it, as appropriate.

Immortal Rider's Advantage

Cost: 1m; Reflexive (Instant)

Prereqs: Ride 3, Essence 2, Seasoned Beast-Rider's Approach

This charm may be activated any time when its prerequisite is active. The Solar takes up to half (round down) of her mount's Initiative, or it takes up to half of hers.

Rousing Backlash Assault

Cost: 5m ; Reflexive (Instant) - Counterattack


Prereqs: Ride 4, Essence 2, Seasoned Beast-Rider's Approach x2

This charm may be activated after the Exalt or her mount has been attacked while Seasoned Beast Rider's Approach is active and her mount is defending her (and it isn't crashed). It makes an immediate Decisive attack with any appropriate ability.

Woe and Storm Evasion

Cost: 4m ; Supplemental (Instant) - Post-roll

Prereqs: Ride 4, Essence 2, Mount Preservation Technique



This charm may be activated after damage is rolled against the Solar's mount that would crash or kill it. Reduce the damage dealt so that the mount survives with 1i if the attack is withering or 1hl left if decisive. It may not be used if the mount was already at 1i (withering) or 1hl (decisive).

Resilience of the Chosen Mount

Cost: 3m ; Supplemental (Instant) - Post-Roll

Prereqs: Ride 5, Essence 2, Woe and Storm Evasion

This charm may be activated after an attack hits the Solar's mount but before damage is rolled. The damage roll gains penalized 1s and 2s.

Phantom Steed

Cost: 10m, 1wp; Reflexive (One day)

Prereqs: Ride 5, Essence 3, Master Horseman's Techniques

This charm may be activated at any time. The Solar conjures an obviously magical exceptional war horse that never tires, hungers, thirsts or sleeps. It is fearless, and its loyalty to the Solar is unshakable.

Phantom Rider's Approach

Cost: 7m; Reflexive (Instant)

Prereqs: Ride 5, Essence 3, Untouchable Horseman's Attitude

The Solar may activate this charm after a successful Disengage action while mounted. She moves an additional range band away from her enemy.

Grizzled Cataphract's Way

Cost: 1m; Supplemental (Instant)

Prereqs: Ride 5, Essence 3, Immortal Rider's Advantage

This charm supplements a Join Battle roll. The Solar rolls it using Ride instead of Awareness, and ignores all wound penalties and penalties related to exhaustion.

Rapid Cavalry Approach

Cost: 7m ; Simple (Instant) - Perilous

Prereqs: Ride 5, Essence 3, Inexhaustible Destrier's Gait

This charm may only be used when the Solar is mounted and at at least Long range from all her enemies. She moves one range band towards an enemy, and makes an immediate Rush action against him.

Sometimes Horses Fly Approach

Cost: 2m; Reflexive (One round)

Prereqs: Ride 5, Essence 3, Inexhaustible Destrier's Gait

This charm may be activated any time the Solar is mounted. Until her next turn, as long as it's moving towards a solid surface her mount can run on water, clouds or even thin air.

With a repurchase, her mount may also move towards any aerial opponent or target (such as an airship), as well as towards solid ground, and she may make Rush actions against flying opponents or targets regardless of range

Whirlwind Horse-Armoring Prana

Cost: 3m; Simple (Indefinite)

Prereqs: Ride 5, Essence 3, Harmonious Tacking Technique

The Lawgiver activates this charm while on a loyal tacked, barded or armed mount, banishing all of its gear Elsewhere.

She may end this charm any time. If she's riding a similar creature, the gear returns to Creation, settling into place as if freshly fitted. If not, it arrives in a pile at her feet.

Bard-Lightening Prana

Cost: 4m; Reflexive (One day)

Prereqs: Ride 5, Essence 3, Whirlwind Horse-Armoring Prana

This charm may be activated at any time. Her mount takes no mobility penalty from its barding.

Untouchable Solar Steed

Permanent

Prereqs: Ride 5, Essence 3, Immortal Rider's Advantage

The Solar may aid her mount's defense with her Supplemental Dodge charms.

Seven Cyclones Rearing

Cost: 5m, 1wp; Reflexive (Instant)

Prereqs: Ride 5, Essence 3, Rousing Backlash Assault

This charm may be activated when the Solar is attacked and her mount is Defending her using Sea-

soned Beast-Rider's Approach. Her mount Clashes the attack with a decisive attack using any appropriate ability.

If the Solar is at base initiative or lower and the attack is withering, ignore the wp cost of this charm.

Iron Simhata Style

Cost: 5m; Simple (One scene)

Prereqs: Ride 5, Essence 3, Resilience of the Chosen Mount

The Solar's mount gains (Solar's Essence + 1) soak.

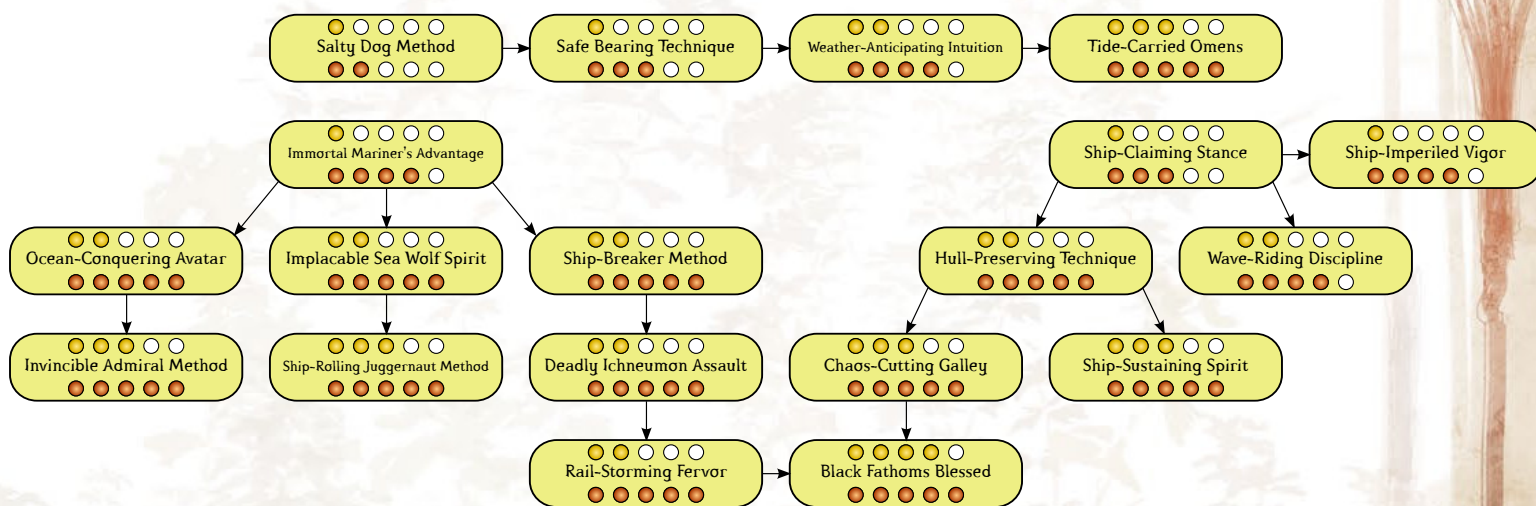
Coursing Firebolt Flash

Cost: 4m, 1a; Supplemental (One Scene)

Prereqs: Ride 5, Essence 4, Rapid Cavalry Approach

This charm supplements a Rush, Disengage or Withdraw action, or a single interval in a race while mounted, granting the Solar disappearing 1s. Until she ends the charm, her mount's footsteps leaves behind a trail of flames, which burn for an hour without diminishing or spreading, regardless of any rain or the scenery (or lack thereof) they seem to be fed by. The flames do the same damage as a bonfire.

Sail



Salty Dog Method

Permanent

Prereqs: Sail 2

The Solar's Sail rolls gain disappearing 6s. She automatically knows the exact distance and direction to any place she's sailed before.

If she would be thrown from a ship for any reason (and she's not already dangling precariously over the ocean by one hand), she always finds a rail, rope, or other hold that keeps her (however precariously) aboard.

With a repurchase, her Stamina counts as two higher for the purposes of resisting suffocation, dehydration and starvation. She adds +(Sail / 2, round up) to her Resolve against fear effects caused by horrors such as monsters, demons, behemoths and similar.

Safe Bearing Technique

Cost: 3m; Supplemental (Until the hazard has passed)

Prereqs: Sail 3, Salty Dog Method


This charm supplements an attempt to navigate a hazard at sea, giving the Solar's Sail rolls double 9s. If she's successfully navigated this hazard before, it instead gains double 8s.

Ship-Claiming Stance

Cost: 5m, 1wp; Simple (Instant)

Prereqs: Sail 3

The Solar performs a five minute ceremony at the bow of a ship, claiming ownership of it. If no one objects, the vessel recognizes her as its master. Anyone she doesn't personally welcome aboard personally suffers a -1 penalty to all actions on the ship until she



does so. Her welcome may be withdrawn from an individual at any time reflexively. She may only own one vessel at a time with this charm - using it on a new ship ends her old claim.

With a repurchase, the speed and maneuverability of her claimed ship also increase by 1.

Immortal Mariner's Advantage

Cost: 2m; Supplemental (Instant)

Prereqs: Sail 4

This charm supplements any Sail roll, granting it disappearing 1s and 2s.

Ship-Imperiled Vigor

Permanent

Prereqs: Sail 4, Essence 2, Ship Claiming Stance

The Lawgiver gains bonus dice equal to the hull penalty of any vessel she's aboard for purposes of any roll dedicated to saving the ship - repairing damage, social influence rolls convincing others to help, Concealment, Positioning or Escape maneuvers (as long as she's intending to flee), evading hazards and similar.

Weather-Anticipating Intuition

Cost: 5m; Simple (Instant)

Prereqs: Sail 4, Essence 2, Safe Bearing Technique

By touching a body of water, the Solar gains precise knowledge of natural weather patterns for the next (Essence * 12) hours along her course. Magic may still change the result, but without it, she foresees even freak squalls, unexpected fogs, or dying winds perfectly.

Wave-Riding Discipline

Cost: 5m, 1wp; Reflexive (One day)

Prereqs: Sail 4, Essence 2, Ship-Claiming Stance x2

The Solar's vessel doubles its Speed bonus from its sails (assuming it has them).

Ship-Breaker Method

Cost: 6m ; Supplemental (Instant) - Pilot

Prereqs: Sail 5, Essence 2, Immortal Mariner's Advantage

This charm supplements a Broadside or Ram maneuver. If successful, it deals an additional level of Hull damage.

Hull-Preserving Technique

Cost: 5m, 1wp ; Supplemental (One round or roll) - Post-Roll

Prereqs: Sail 5, Essence 2, Ship-Claiming Stance

This charm supplements a failed Sail roll (either against an obstacle or in a Maneuver roll against a Broadside or Ram) that would result in Hull damage to the Solar's vessel. Until her next turn, or the next interval on an extended roll, the ship can't take hull damage.

Ocean-Conquering Avatar

Cost: 1m ; Supplemental (Instant) - Once/Day

Prereqs: Sail 5, Essence 2, Immortal Mariner's Advantage

The Solar supplements a Sail roll with a full excellency.

Implacable Sea Wolf Spirit

Cost: 4m ; Reflexive (One scene) - Pilot

Prereqs: Sail 5, Essence 2, Immortal Mariner's Advantage

This charm may be activated at any time during naval combat. Reduce the Momentum cost of the Solar's maneuvers by two.

Deadly Ichneumon Assault

Cost: 2m, 1wp ; Supplemental (Instant) - Pilot

Prereqs: Sail 5, Essence 2, Ship Breaker Method

This charm supplements a Drowning Tide maneuver against a ship the Solar successfully rammed last round. Reduce the cost of this maneuver to 0 Momentum.

Rail-Storming Fervor

Cost: 2m ; Reflexive (Instant) - Pilot

Prereqs: Sail 5, Essence 2, Deadly Ichneumon Assault

This charm may be activated after Joining Battle due to a successful Boarding Action (or any of the variants). The Solar and her crew all gain 2i.

Tide-Carried Omens

Cost: 7m; Simple (Indefinite)

Prereqs: Sail 5, Essence 3, Weather-Anticipating Intuition

While aboard a ship, the Solar becomes impossible to

catch completely off guard. She has a vague sense of foreboding (Essence) minutes before any peril comes to her or her ship, strong enough to wake her if she's sleeping.

Chaos-Cutting Galley

Cost: 10m, 1wp; Reflexive (One day)

Prereqs: Sail 5, Essence 3, Hull-Preserving Technique

This charm may be activated at any time. The ship and its crew - so long as they remain aboard - are immune to soul-twisting environmental effects, such as wyld addiction, mutation, or the tainted essence of a damaged manse.

Ship-Sustaining Spirit

Cost: 4m ; Reflexive (Indefinite) - Stackable

Prereqs: Sail 5, Essence 3, Hull-Preserving Technique

This charm may be activated whenever the Solar's ship would sink, keeping it barely afloat. Any further damage sinks it - but may be staved off again by another activation of this charm. The ship begins to sink immediately when this charm ends.

Invincible Admiral Method

Cost: 10m, 1wp; Simple (One scene)

Prereqs: Sail 5, Essence 3, Ocean-Conquering Avatar

The Solar signals to her fleet with mirrors, flags or other signalling devices. She rolls ([Charisma or Intelligence] + Sail); all allied ships that can see her orders gain (successes / 2, round up) bonus dice on their maneuver rolls this round.

Each naval combat round for the rest of the scene, she may take an action to make a new roll, granting the bonus as above. If she doesn't (usually because she's a captain and chooses to roll a maneuver for

her own ship, or is busy being boarded), the charm doesn't end, but no one benefits from her leadership that round.

Ship-Rolling Juggernaut Method

Cost: 3m ; Reflexive (Instant) - Pilot

Prereqs: Sail 5, Essence 3, Implacable Sea Wolf Spirit

This charm may be activated whenever the Solar chooses a new foe in naval combat after she incapacitates an opposing vessel. Rather than losing her existing momentum, she gains 1 momentum.

Black Fathoms Blessed

Cost: 10m, 1wp ; Simple (One scene) - Pilot

Prereqs: Sail 5, Essence 4, Rail Storming Ferver + Ship-Sustaining Spirit

Aquatic spirits, raksha or other intelligent aquatic creatures automatically understand the Lawgiver's speech, even if they don't know her language. She may drink salt water as though it were fresh, and doubles the amount of time she can hold her breath.

As long as the Solar is on her ship, she gains two automatic successes on all personal-scale movement-related rolls (Disengage, Rush or similar) and attacks.

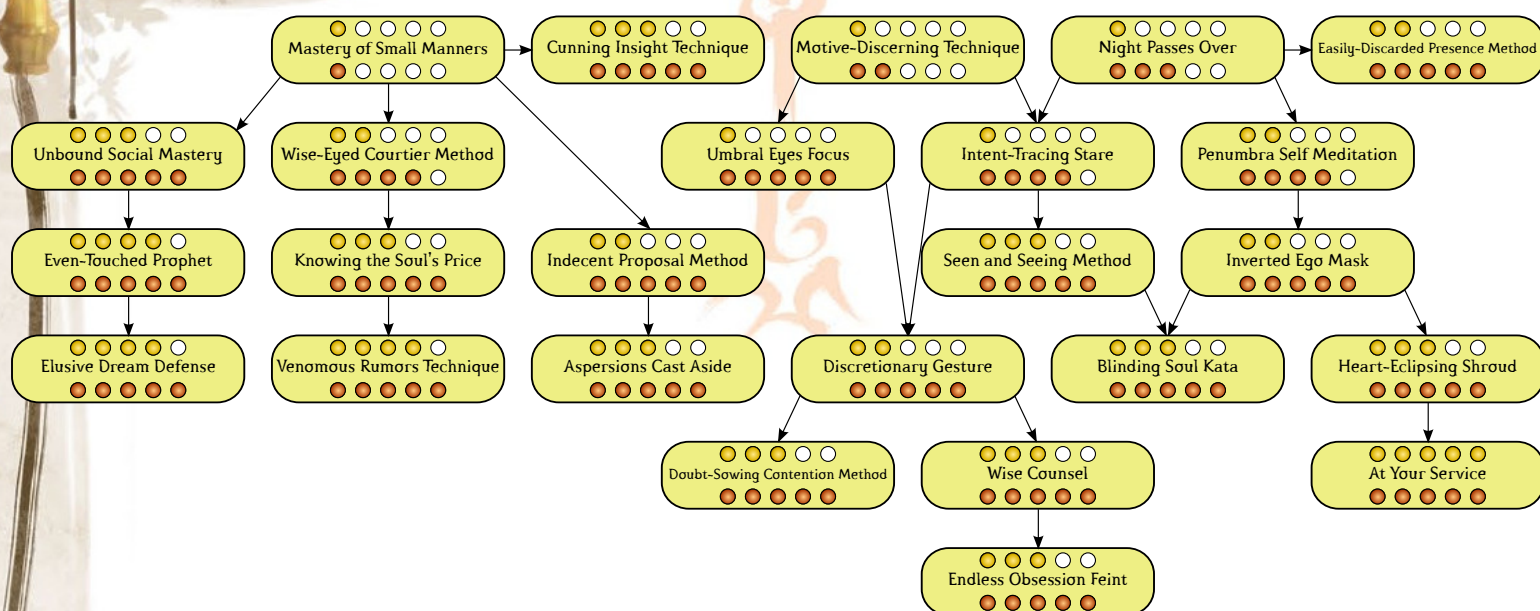
Burning Anima Sails

Cost: 6m, 1wp, 3a; Reflexive (One scene)

Prereqs: Sail 5, Essence 4, Chaos-Cutting Galley

The Solar's anima crawls up the sails of her ship, or where they would be if they've been torn or burned away, in a brilliant display visible for at least 20 miles. Her ship suffers no penalty for missing or damaged sails, and is supernaturally terrifying to demons, undead and other creatures of darkness - they suffer disappearing 7s on all naval maneuver rolls against her and a -1 penalty on all actions while aboard her ship.

Socialize



Mastery of Small Manners

Cost: 5m; Reflexive (One scene)

Prereqs: Socialize 1

This charm may be activated at any time. The Exalt instinctively follows social customs for any culture she's immersed in - greeting, eating, flirting and responding as naturally as a native. She ignores all penalties for unfamiliarity with a culture, and will not unintentionally commit any major faux pas.

Any characters with a negative Intimacy for foreigners or outsiders treats it as one level weaker when dealing with her. Any characters with positive intimacies towards the culture she's attuned herself to act as though they have a Minor Tie of respect as long as the charm lasts, if they don't already have a stronger positive Intimacy towards her.

Motive-Discerning Technique

Cost: 3m ; Supplemental (Instant) - Mute

Prereqs: Socialize 2

This charm supplements a Read Intentions action to discern a person's motives, using her Wits instead of Perception if it's higher. If successful, the Solar also learns the intimacy most directly related to the target's motives in the scene.

With a repurchase the roll also gains disappearing 1s and 2s, and she learns a second intimacy somehow related to their motives.

Umbral Eyes Focus

Cost: 2m ; Supplemental (Indefinite) - Post-Roll, Stackable

Prereqs: Socialize 5, Motive-Discerning Technique

This charm supplements an Instill action after it's succeeded at creating or strengthening an intimacy. If the intimacy weakens or is lost, the solar becomes aware of this fact, regardless of distance, and the charm ends.

Night Passes Over

Cost: 2m; Supplemental (Instant)

Prereqs: Socialize 3

This charm supplements the Solar's Guile, as long as she's aware she's being observed. She ignores all penalties, such as surprise, exhaustion, wounds or stress.

Intent-Tracing Stare

Permanent

Prereqs: Socialize 4, Motive-Discerning Technique, Night Passes Over

The Solar becomes aware whenever she or someone she's interacting with is the target of a Read Intentions action. If she's aware of the person scrutinizing her (or succeeds on a Perception + Awareness roll to notice him), she also immediately knows who he is, even in the midst of a crowd.

Social Influence and Group Dynamics

Many Socialize charms have an effect on a particular culture or group - remember that these charms apply just as much to "the local fishermen" as they do to the politics and mores of the Tri-Khan's palace. Even small groups such as regulars at a specific tea shop often develop distinctive customs and habits that these charms can take advantage of.

Indecent Proposal Method

Cost: 4m; Supplemental (Instant)

Prereqs: Socialize 5, Essence 2, Mastery of Small Manners

This charm supplements any Social Influence attempt. Her words seem laughable, harmless or a necessary evil, and no one may take offense at her suggestion, no matter how inappropriate, unless they spend 1wp.

Wise-Eyed Courtier Method

Cost: 6m; Simple (Instant)

Prereqs: Socialize 4, Essence 2, Motive-Discerning Technique x2, Mastery of Small Manners

The Solar makes a single Read Intentions roll with (Essence) automatic successes, and applies it to discern the motives and emotions of everyone she's aware of nearby.

Discretionary Gesture

Cost: 3m; Supplemental (Instant)

Prereqs: Socialize 5, Essence 2, Intent-Tracing Stare, Umbral Eyes Focus

This charm supplements an ally with medium range's use of Guile. If the Solar wishes to be subtle (a gesture, stepping on his foot, a hiss), raise his Guile by one. If she's blatant (slapping him, interrupting his conversation or similar), raise his Guile by three.

Easily-Discarded Presence Method

Cost: 4m ; Supplemental (Instant) - Post-roll

Prereqs: Socialize 5, Essence 2, Night Passes Over

This charm supplements a successful defense against a Read Intentions action to discern the Solar's motives. The target believes he succeeded, and sees cluelessness, incompetence, pursuit of vice, straightforward good intentions or some similarly harmless motive.

As Essence 3+, she may instead allow him to see some method towards reaching his goals - an easy mark, a

person who has the ear of someone important, or similar.

Penumbra Self Meditation

Cost: 3m ; Simple (Indefinite) - Stackable

Prereqs: Socialize 4, Essence 2, Night Passes Over

The Solar meditates for an hour, hiding an intimacy. It cannot be discovered or revealed by any means. If the Solar acts on the intimacy, this charm ends immediately (though other activations of this charm hiding other intimacies are unaffected).

Inverted Ego Mask

Cost: 2m, 1wp ; Supplemental (Indefinite) - Post-roll, Stackable

Prereqs: Socialize 5, Essence 2, Penumbra Self Meditation

This charm supplements the Solar's defense against a Read Intentions action after it has beaten her Guile. She immediately adopts a Minor or Major intimacy in line with what her questioner is looking to find, which he learns about instead of any of her real intimacies. This is a real intimacy as long as the charm lasts, influencing her actions and her Resolve just like any other of the same strength would. Ending this charm is the same scene it's activated costs 1wp.

At Essence 3+ she may create a Defining intimacy as well.

Cunning Insight Technique

Cost: 3m; Reflexive (Instant)

Prereqs: Socialize 5, Essence 3, Mastery of Small Manners

This charm may be activated whenever the Solar sees a character reject a Social Influence attempt. She makes an immediate Read Intentions action against him, and if successful learns one of the intimacies that bolstered or penalized his Resolve.

Doubt-Sowing Contention Method

Cost: 6m, 1wp; Reflexive (Instant)

Prereqs: Socialize 5, Essence 3, Discretionary Gesture

This charm may be activated whenever a character makes a social influence attempt nearby. The Solar rolls (Manipulation + Socialize), with (Essence) automatic successes - if his attempt rolls fewer successes than she did, it automatically fails.

Wise Counsel

Cost: 6m, 1wp; Simple (Indefinite)

Prereqs: Socialize 5, Essence 3, Discretionary Gesture

The Solar spends a minute advising another character. He learns the Solar Socialize Excellency, and if he cannot already use essence, gains a personal mote pool of 6m. If he uses this charm, any positive Intimacy he has for the lawgiver increases in intensity, or he gains a Minor one if it doesn't already exist.

Endless Obsession Feint

Cost: 3m; Reflexive (Reflexive)

Prereqs: Socialize 5, Essence 3, Wise Counsel

The Solar may activate this charm whenever she achieves a significant goal through social influence at someone's expense. For the next (Solar's Essence) days the person she disadvantaged becomes obsessed with his defeat and with her, and suffers penalized 1s on any non-combat die rolls requiring careful concentration.

At the end of this period, he develops a Major intimacy towards her, which can be positive or negative depending on how the his disposition and how the days went.

Aspersions Cast Aside

Cost: 5m ; Reflexive (Instant) - Mute

Prereqs: Socialize 5, Essence 3, Indecent Proposal Method

The Solar may activate this charm after she's the target of a Socialize or Presence roll. The person who targeted her must make a (Wits + [Socialize or Presence]) roll with penalized 1s, difficulty (Solar's Essence or 3, whichever's greater) to maintain his composure. If he fails, he commits some breach of etiquette or clumsiness - spilling his wine in the gravy bowl, saying something ridiculous, etc.

With a repurchase, increase the difficulty of the roll by 1, and she may also use this charm against influence directed at other's perceptions of her. She may also choose to make her target look malevolent or petty instead of clumsy.

Seen and Seeing Method

Cost: 5m; Reflexive (Instant)

Prereqs: Socialize 5, Essence 3, Intent-Tracing Stare

The Solar may activate this charm after she successfully defends against a Read Intentions action. She makes a Read Intentions action back at her watcher, whether or not she's aware of his location, or if he's even present (she could read the intentions of someone scrying on her or an immaterial spirit, for example).

Blinding Soul Kata

Cost: 6m ; Reflexive (Instant) - Psyche

Prereqs: Socialize 5, Essence 3, Seen and Seeing Method, Inverted Ego Mask

This charm may be activated after the Solar successfully defends against a Read Intentions action. Unless her watcher spends 1wp, he's mesmerized by her charm, appearance, wit or some other facet of her personality, and enters a trance, unseeing and unhearing. He'll remain in this state for the rest of the scene, or until harshly shaken.

Knowing the Soul's Price

Cost: 10m, 1wp; Simple (Instant)

Prereqs: Socialize 5, Essence 3, Wise-Eyed Courtier Method

The Solar makes a Read Intentions action with disappearing 5s and 6s. If successful, she learns what price would motivate her target to undertake a specific task, even if he might normally resist doing so.

Unbound Social Mastery

Cost: 1m ; Supplemental (Instant) - Once/Scene

Prereqs: Socialize 5, Essence 3, Mastery of Small Manners

The Solar supplements a Socialize roll or static value with a full Excellency.

Heart-Eclipsing Shroud

Cost: 10m, 1wp ; Simple (Indefinite) - Mute

Prereqs: Socialize 5, Essence 3, Inverted Ego Mask

The Solar spends an hour in quiet seclusion, building up a mental image of a new person. She chooses a new set of Intimacies matching her persona and gains those, replacing her real ones as long as the charm lasts. She *acts* (and gains Limit) according to her "real" intimacies, but uses her persona's intimacies for the all other purposes, such as social influence or magic which keys off her intimacies.

Ending this charm costs 1wp. If her persona gained or strengthened any intimacies, those changes are reflected appropriately among her set (if her persona strengthened a Major intimacy that she doesn't share, she might gain a Minor version of the same intimacy, for example), resulting in confusion as her identities start to overlap.

With an Essence 4+ repurchase, she may reduce the cost of this charm by 8m. If she does so, ending the charm costs 2wp.

Venomous Rumors Technique

Cost: 10m, 1wp ; Simple (Instant) - Group, Once/Story per Target

Prereqs: Socialize 5, Essence 4, Knowing the Soul's Price

The Solar speaks to a group against one if its members she holds at least a Minor negative Tie towards, accusing him of betrayal, dereliction or perversion. She makes a single ([Charisma or Manipulation] + Socialize) Instill roll and applies it against everyone present.

The relationships between the target of her accusations and everyone present are cursed - her target gains penalized 1s on all attempts to influence them

socially. This curse fades after (Solar's Essence) days without contact between the accused character and the rest of the group.

Even-Touched Prophet

Cost: 3m ; Supplemental (Instant) - Once/Scene

Prereqs: Socialize 5, Essence 4, Unbound Social Mastery

The Solar supplements any Socialize roll with double 8s.

Elusive Dream Defense

Cost: 1m, 1wp ; Reflexive (One Scene) - Once/Story

Prereqs: Socialize 5, Essence 4, Even-Touched Prophet

This charm may be activated at any time. The Solar's Intimacies neither reduce nor increase her Resolve.

At Your Service

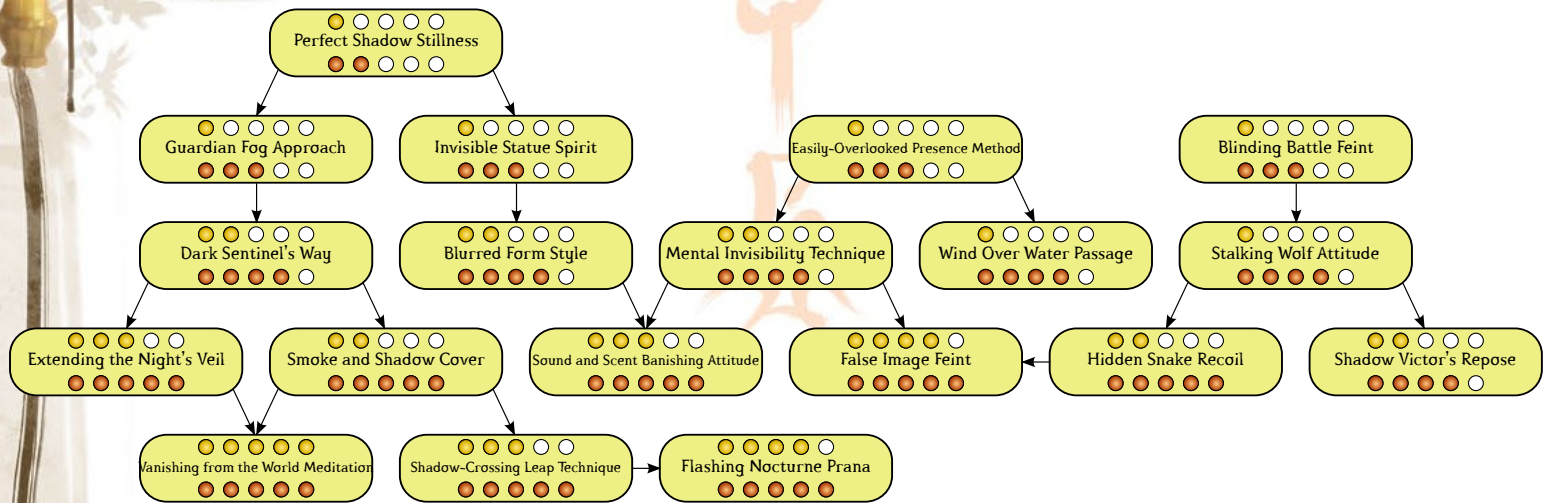
Cost: 5m ; Reflexive (Instant) - Mute

Prereqs: Socialize 5, Essence 5, Heart-Eclipsing Shroud x2

The Solar may activate this charm after a successful Read Intentions action. She activates Heart-Eclipsing Shroud reflexively (paying the normal cost), basing her persona solely on satisfying the needs of the person whose intentions she read.

If she knows Flashing Ruse Prana, she may pay an additional 5m to make an immediate Disguise attempt. Her target will not notice her changing appearance, only that the person in front of him matches what he was looking for even more closely than he thought.

Stealth



Perfect Shadow Stillness

Cost: 3m; Supplemental (Instant)

Prereqs: Stealth 2

This charm supplements any Stealth roll, granting it double 9s and exploding 10s.

Invisible Statue Spirit

Cost: 5m ; Reflexive (Until the Solar moves) - Mute

Prereqs: Stealth 3, Perfect Shadow Stillness

This charm may be activated at any time, rendering the Solar invisible. It lasts as long as the Solar remains completely still.

Easily-Overlooked Presence Method

Cost: 3m; Simple (One scene)

Prereqs: Socialize 5, Essence 2, Night Passes Over

As long as the Solar doesn't take overt or sudden action (dashing, drawing a weapon, yelling, etc), characters may not make Awareness rolls to notice the Solar unless they are on special alert, intend to stop everyone (such as guards at a checkpoint), or have Major or Defining intimacy that her presence threatens.

Blinding Battle Feint

Cost: 3m; Supplemental (Instant)

Prereqs: Stealth 3

This charm supplements a Join Battle roll at the start of a conflict. The Solar rolls it with Stealth instead of Awareness, and she starts the battle concealed from any opponents with lower initiative.

Stalking Wolf Attitude

Cost: 5m ; Simple (Varies) - Mute

Prereqs: Stealth 4, Blinding Battle Feint

The Solar activates this charm while concealed during combat. She ignores the -3 penalty for moving while concealed, but faces a mounting -1 penalty to her Stealth checks each round after the first. The first time each round she succeeds at a Stealth roll against an opponent, she gains (threshold successes - 1) Initiative.

This charm ends when she's located, either because she made an attack or because she failed a Stealth roll.

Guardian Fog Approach

Cost: 3m ; Reflexive (Instant) - Mute

Prereqs: Stealth 3, Blinding Battle Feint

The Solar may activate this charm if she's touching an ally when she hides. She makes a second Stealth check - her friend may use that result instead of his own if he hides at the same time or during the same combat round.

With an Essence 3+ repurchase she may apply her second Stealth check to (Essence x 2) allies within close range of her, and doesn't need to touch them.

Wind Over Water Passage

Cost: 3m; Supplemental (Instant)

Prereqs: Stealth 4, Easily-Overlooked Presence Method

This charm supplements an attempt to avoid trackers. The Lawgiver uses Stealth rather than Survival, and her roll gains disappearing 1s.

Blurred Form Style

Cost: 7m, 1wp ; Reflexive (One Scene) - Mute

Prereqs: Stealth 4, Essence 2, Invisible Statue Spirit

This charm may be activated at any time. As long as she moves slowly, the Solar may make Stealth attempts even if there's no cover, and gains (Essence) automatic successes on all Stealth rolls. The effect pauses if she moves quickly - an attack or combat movement renders her visible again until her next turn. If she's struck by an attack, the charm ends.

Mental Invisibility Technique

Cost: 5m, 1wp ; Simple (One scene) - Mute

Prereqs: Stealth 4, Essence 2, Easily-Overlooked Presence Method

The Solar rolls (Dexterity + Stealth). Any characters with lesser or equal Resolve cannot make rolls to notice her unless she's pointed out to them, intentionally reveals herself, or her presence or actions threaten a Major or Defining Intimacy, and even then only if they spend 1wp. This charm ends if she takes violent action or combat breaks out.

Shadow Victor's Repose

Cost: 3m, 1wp ; Simple (Instant) - Mute, Once/Scene

Prereqs: Stealth 4, Essence 2, Blinding Battle Feint

The Exalt rolls Join Battle, and adds the result to her Initiative. This charm may only be used if she's concealed from a foe and has previously hit with a Decisive attack this combat.

With a repurchase, this charm may be reset whenever she incapacitates a dangerous opponent.

Hidden Snake Recoil

Cost: 1wp or 2i; Reflexive (Instant)

Prereqs: Stealth 5, Essence 2, Stalking Wolf Attitude

This charm may be activated whenever the Exalt incapacitates an opponent. She makes an immediate concealment roll with (Essence) automatic successes.

Dark Sentinel's Way

Cost: 1m ; Supplemental (Instant) - Mute

Prereqs: Stealth 4, Essence 2, Guardian Fog Approach

This charm supplements a Defend Other action while the Solar's concealed within Close range of her ward. Parrying attacks does not break her concealment - she flickers in to block attacks, then disappears again back to her hiding spot.

Smoke and Shadow Cover

Cost: 3m ; Supplemental (Instant) - Mute

Prereqs: Stealth 5, Essence 2, Dark Sentinel's Way

This charm supplements a Take Cover action, allowing the Exalt to use Stealth rather than Dodge, and take cover in shadows, fog, undergrowth or other concealing but not naturally protective circumstances.

Sound and Scent Banishing Attitude

Cost: 5m ; Reflexive (One scene) - Mute, Stackable

Prereqs: Stealth 5, Essence 3, Blurred Form Style, Mental Invisibility Technique

This charm may be activated at any time. The Exalt chooses hearing, smell (and taste) or touch. She becomes, accordingly, completely silent, scentless, or impossible to recognize by touch - even a blood hound can't smell her, or someone bumping into her in a dark room wouldn't notice.

This charm may be active twice, banishing her presence from two senses, but not all three.

Shadow-Crossing Leap Technique

Cost: 4m ; Supplemental (Instant) - Mute

Prereqs: Stealth 5, Essence 3, Smoke and Shadow Cover

This charm supplements a move action from one place of concealment to another, removing any penalties for motion or lack of cover in the intervening space.

At Essence 4+, she may spend 1wp to move between places with no clear path, as long as she can see her destination - through a closed window or portcullis, for example.

Extending the Night's Veil

Permanent

Prereqs: Stealth 5, Essence 3, Dark Sentinel's Way

When activating any Stealth charm with duration "One Scene" or longer (including Invisible Statue Spirit), the Solar may pay an additional 1wp to extend its effects to up to (Essence x 2) allies within Close range. The charm's effects end for any person who moves further away from her than Close range.

False Image Feint

Cost: 7m, 1wp ; Supplemental (Instant) - Perilous, Mute, Post-Roll, Once/Scene

Prereqs: Stealth 5, Essence 4, Hidden Snake Recoil, Mental Invisibility Technique

This charm supplements the Solar's defense against a Decisive attack after she's been hit but before damage is rolled. She rolls (Dexterity + Stealth) against her attacker's (Perception + Awareness), and if successful slips out of harm's way, concealing herself (if there's cover available within Close range) and leaving either thin air or a clever substitution to be struck in her place. Her attacker resets to base initiative.

Flashing Nocturne Prana

Cost: 10m, 1wp ; Reflexive (Indefinite) - Perilous, Mute

Prereqs: Stealth 5, Essence 4, Shadow-Crossing Leap Technique

This charm may be activated whenever the Solar is concealed. When she releases the commitment (a reflexive action), if she's within three range bands of the place she activated the charm she blinks back to it without crossing the intervening distance. This counts as an attempt to establish concealment, and she gains double 7s on the Stealth roll.

Vanishing from the World Meditation

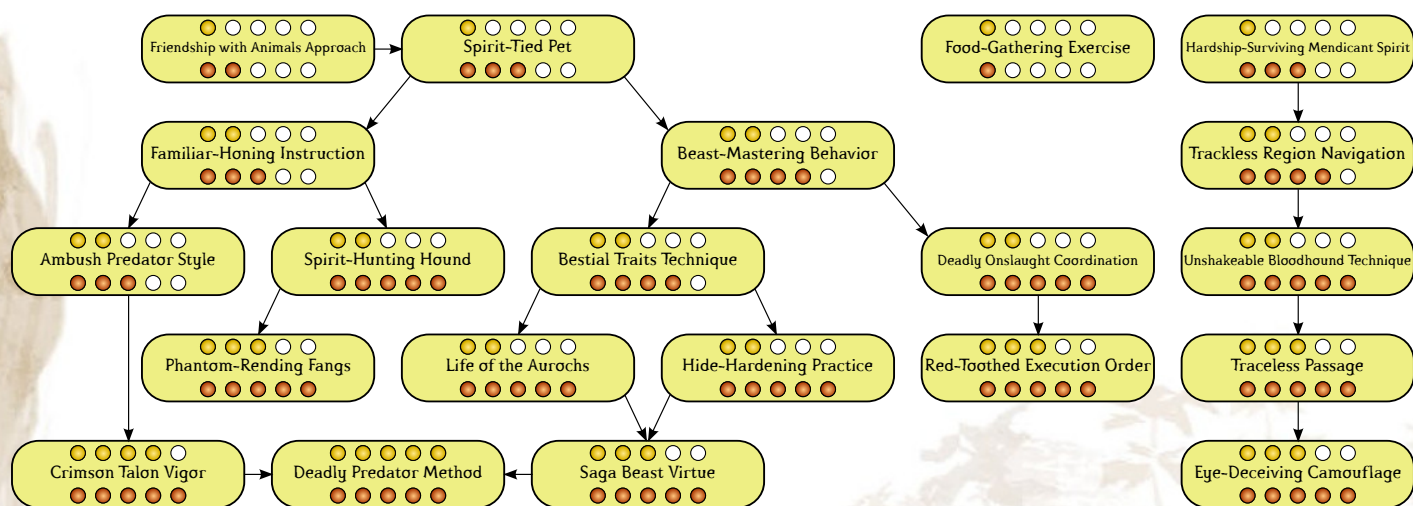
Cost: 5m, 1wp ; Supplemental (Indefinite) - Mute

Prereqs: Stealth 5, Essence 5, Extending the Night's Veil, Smoke and Shadow Cover

This charm supplements a Go To Ground action. Up to (Essence x 2) allies in the area may use her rolled successes rather than their own while attempting to Go To Ground at the same time as her.

Everyone who successfully escapes by using her rolls ends up in the same hiding place, which is somehow large enough to accommodate them all, regardless of how impossible it seems. All attempts to locate them fail until they leave hiding or the Solar ends the charm - searchers miss them no matter how careful, crying fails to locate them, the Loom of Fate reports that they no longer exist.

Survival



Food-Gathering Exercise

Cost: 3m; Simple (Instant)

Prereqs: Survival 1

The Solar spends an hour foraging and hunting for food and water. The amount she gathers depends on

the terrain - in verdant woodlands, enough to feed several dozen people for a day, in a prairie or mountains enough for a dozen, and in a barren desert or frozen tundra, two or three people. Double the amount if she has a bow, net, or other appropriate tools.

Multiple Familiars

While the Familiar background can be taken as many times as is reasonable, there are some considerations for players (especially the Storyteller) to keep in mind, especially when said familiars are designed for battle. A character's bond with her familiar is very personal and important. It's easier to maintain ties like that with one or a very few people than a large group. Also, don't forget to use battle groups to represent gatherings of similar combatants - such as a character's menagerie of pets.

If the Solar has more than one familiar, any Permanent charms she purchases enhance all of them. Simple, Reflexive or Supplemental charms that enhance her familiar can be used to enhance any of them (she chooses which one when activating them). Limited use effects, like Spirit-Tied Pet's once per day mote regeneration, may still only be used once per day, rather than once per day per familiar.

Friendship with Animals Approach

Cost: 3m; Simple (One scene)

Prereqs: Survival 2

Herbivores and small omnivores are no longer afraid of the Exalt, and will become docile enough in her presence that she can pet or handle them. Predators will allow her to pass unharmed through their territory without alarm. This charm doesn't work on sapient creatures or animals maddened by hunger or pain, nor on animals trained to attack.

Spirit-Tied Pet

Permanent

Prereqs: Survival 3, Friendship with Animals Approach

The Solar's familiar gains the a Defining Tie of loyalty to her. Any social influence which would weaken or go against this Intimacy is an unacceptable order. Once/Day, she may touch it to draw 5m or 1wp from their bond to restore herself.

She may spend a moment's concentration to settle herself in her familiar's mind, regardless of distance. Until she returns to her own body (a reflexive action) she shares its senses, rendering her incapable of taking any other action. She may also communicate simple desires across this link (such as "bring me those keys," "explore the enemy camp" or "kill that person").

With an Essence 3+ repurchase, while sharing the senses of her familiar the Solar may activate any Stealth charms she knows on its behalf. Circumstance penalties (such as for being large, unusual or unsuitable for stealth) may apply.

Hardship-Surviving Mendicant Spirit

Cost: 5m; Reflexive (Indefinite)

Prereqs: Survival 3

This charm may be activated at any time. The Solar ignores all environmental penalties to survival rolls. Cold and heat alike are perfectly comfortable for her. She does not suffer from heat stroke, hypothermia, bug bites, plant poisons or similar harmful or uncomfortable environmental effects.

With an Essence 3+ repurchase, this charm becomes more powerful - she can withstand the heat and toxic fumes in the caldera of an active volcano, breathe underwater, and explore even the hostile environments of the Elemental Poles without danger. Reduce the damage from all environmental sources of damage by her Resistance or Survival rating, whichever is higher.

Trackless Region Navigation

Cost: 5m, 1wp; Reflexive (Indefinite)

Prereqs: Survival 4, Essence 2, Hardship-Surviving Mendicant Spirit

This charm may be activated at any time. The Exalt can find her way safely through even the harshest terrain, leading a group of up to (Essence) Size (if they were a battle group). Enemies can still instigate trouble such as such as rock slides, wildfires, or sudden floods, but her group won't encounter them sheerly by accident. They can cover at least ten miles per day through the harshest of environments, or twenty miles per day through normal wilderness. She automatically succeeds at any Survival rolls to find oases, natural shelter, a river or similar similarly important topographical features.



Unshakeable Bloodhound Technique

Cost: 4m; Supplemental (Instant)

Prereqs: Survival 5, Essence 2, Trackless Region Navigation

This charm supplements a Survival roll for tracking, granting it double 7s. Reduce any penalties from the age of the trail in inclement weather by three. She can also perform seemingly impossible feats, such as tracking immaterial spirits (assuming she has a way to perceive them) or other creatures which leave no trail.

Familiar-Honing Instruction

Cost: 4m; Reflexive (One round)

Prereqs: Survival 3, Essence 2, Spirit-Tied Pet

This charm may be activated at any time. The Solar gives her familiar an order and rolls (Charisma + Survival). It gains (successes) bonus dice on all rolls to carry out her command.

Ambush Predator Style

Cost: 5m; Supplemental (Instant)

Prereqs: Survival 3, Essence 2, Familiar-Honing Instruction

This charm supplements the Solar's familiar's Join Battle roll, allowing it to use her (Wits + Survival) pool, and granting it exploding 7s, 8s, 9s and 10s.

Beast-Mastering Behavior

Cost: 10m, 1wp; Supplemental (One extended roll)

Prereqs: Survival 4, Essence 2, Spirit-Tied Pet

This charm supplements an extended roll to train an animal, whether for simple obedience or tricks, or for unlocking its innate abilities. Reduce the time required for each roll by one interval (months -> weeks, weeks -> days), and the Solar gets (Essence) automatic successes on each roll. She does not need a specialty relevant to the particular animal she's training (falconry, lion taming, etc).

At Essence 3+, using this charm also allows her to train any familiar (not just her own) with magical abilities (p. 563).

Bestial Traits Technique

Cost: 10m, 1wp ; Simple (Instant) - Once/Familiar per Attribute

Prereqs: Survival 4, Essence 2, Beast-Mastering Behavior

The Solar spends a week training her familiar. Increase its Strength, Dexterity, Stamina or Perception by 1, to a maximum of ten.

With a repurchase, she may instead train its Athletics, Brawl, Integrity, Larceny, Martial Arts, Performance, Resistance, Stealth or Survival by one dot. Each Ability may be raised to a maximum of the Exalt's rating. A familiar who's had this charm used on them five times increases its rating by one dot, and if it's used ten or more times, by two dots.

Hide-Hardening Practice

Permanent

Prereqs: Survival 5, Essence 2, Bestial Traits Technique

The Solar's familiar's soak increases by three and its hardness by one.

This charm may be purchased (and stacks) up to (Essence) times.

Life of the Aurochs

Permanent

Prereqs: Survival 5, Essence 2, Bestial Traits Technique

The Solar's familiar grows 10

This charm may be purchased (and stacks) up to (Essence) times.

Deadly Onslaught Coordination

Cost: 3m; Reflexive (Instant)

Prereqs: Survival 5, Essence 2, Beast-Mastering Behavior

This charm may be activated before or after the Solar attacks, if her familiar has not attacked this round. It attacks immediately. This counts as its attack-action for the round.

Spirit-Hunting Hound

Cost: 2m; Reflexive (One Scene)

Prereqs: Survival 5, Essence 2, Familiar-Honing Instruction

This charm may be activated at any time. The Solar's familiar can see, smell and hear immaterial spirits as if they were material.

Traceless Passage

Cost: 5m; Supplemental (Instant)

Prereqs: Survival 5, Essence 3, Unshakeable Bloodhound Technique

This charm supplements an attempt to avoid trackers. The roll gains double 8s, and reduce any penalty from the size of the group the Solar's trying to hide by three. Unintelligent trackers, such as dogs or other predators, cannot follow her at all.

Eye-Deceiving Camouflage

Cost: 6m; Simple (Indefinite)

Prereqs: Survival 5, Essence 3, Traceless Passage

The Solar spends five minutes camouflaging anything (including herself) less than (Essence + 1) yards wide. She rolls (Intelligence + Survival) with double 7s. As long as her subject doesn't move, anyone else must succeed on a (Perception + Awareness) roll at this difficulty to notice it - not even blundering right through the middle of her group or cache of goods will reveal it unless they succeed on the roll.

Red-Toothed Execution Order

Cost: 5m ; Supplemental (Instant) - Once/Scene

Prereqs: Survival 5, Essence 3, Deadly Onslaught Coordination

This charm supplements a Decisive attack by the Solar's familiar. Threshold successes on the attack roll are added to the raw damage.

This charm may be reset after the familiar is reset to base Initiative and then raises its Initiative to 10+.

Saga Beast Virtue

Cost: 5m, 1wp; Simple (Indefinite)

Prereqs: Survival 5, Essence 3, Hide-Hardening Practice, Life of the Aurochs

The Solar's familiar grows in size by 25

Phantom-Rending Fangs

Cost: 3m; Supplemental (Instant)

Prereqs: Survival 5, Essence 3, Spirit-Hunting Hound

This charm supplements an attack by the Solar's fa-

miliar, allowing it to harm immaterial foes. If the familiar establishes control of a clinch, the spirit becomes material until the clinch ends.

Crimson Talon Vigor

Cost: 1m; Reflexive (One Scene)

Prereqs: Survival 5, Essence 4, Ambush Predator Style

This charm may be activated at any time. Whenever the Solar gains Initiative from a Withering attack her familiar gains half that much Initiative (rounded up), to a maximum of (Solar's Essence) per attack.

Deadly Predator Method

Cost: 15m, 1wp ; Reflexive (Until Familiar Crashes) - Once/Scene

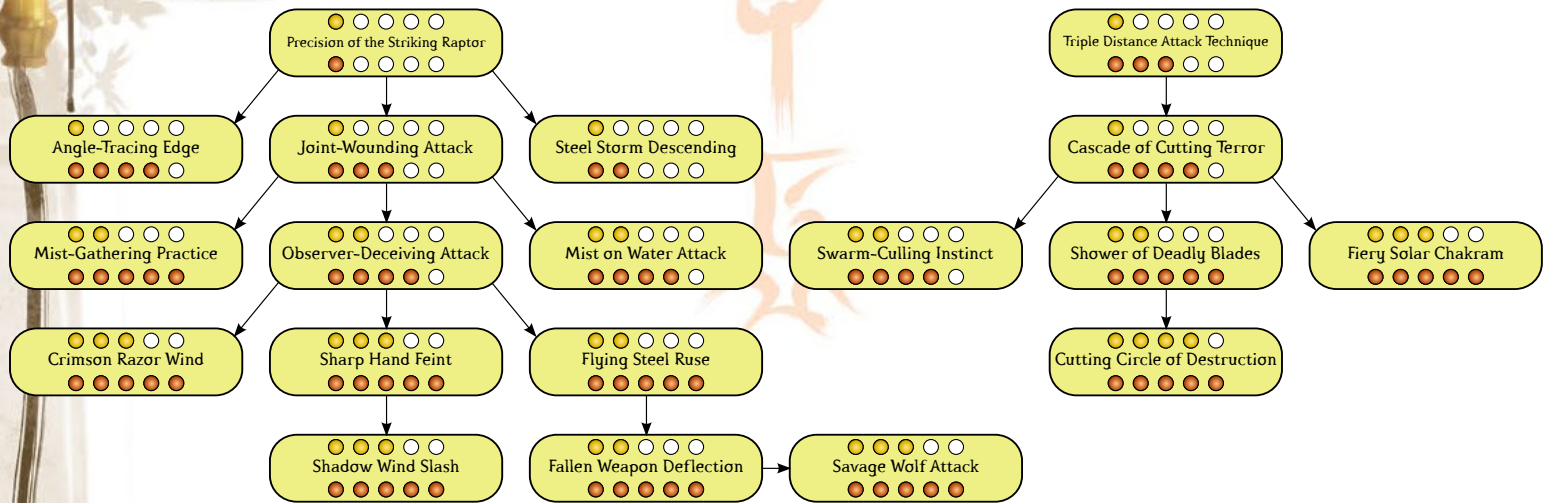
Prereqs: Survival 5, Essence 5, Crimson Talon Vigor, Saga Beast Virtue

This charm may be activated at any time. The Solar's familiar gains a number of benefits:

- It grows 25
- It gains (Solar's Essence) automatic successes on rolls to intimidate targets and is fearless itself.
- It gains (Solar's Essence) automatic successes on all Athletics rolls, and reduces the strength minimum for Feats of Strength by the same amount.
- It gains (Solar's Essence) bonus dice on all withering and decisive attacks, and on Withering damage rolls. Its base Initiative increases by 3.
- It gains 5 soak and (Solar's Essence) -0 health levels. These health levels disappear when the charm ends, taking any damage they've sustained with them.
- It rolls Join Battle immediately, replacing its current Initiative with the rolled successes if they're higher (use this to determine how long the charm lasts outside of battle).

At the end of each round, the familiar loses 1i.

Thrown



Precision of the Striking Raptor

Cost: 1m; Supplemental (Instant)

Prereqs: Thrown 1

This charm supplements a Withering Thrown attack. Calculate its Accuracy as though the Solar were at Close range. If she's actually at Close, her target receives -1 to his defense.

Steel Storm Descending

Cost: 2m; Supplemental (Instant)

Prereqs: Thrown 2, Precision of the Striking Raptor

This charm supplements a Decisive Thrown attack in the first round of battle when the Solar is the first to act. Her attack gains bonus dice equal to the difference in her and her target's Initiative.

At Essence 3+, this attack does not reset the Solar to base Initiative.

Joint-Wounding Attack

Cost: 3m ; Supplemental (Instant) - Stackable

Prereqs: Thrown 3, Precision of the Striking Raptor

This charm supplements a Decisive Thrown attack. If it does at least three levels of damage, her target receives a -3 penalty on all his rolls (but not static values) until the end of the scene. It has no effect on battle groups.

Angle-Tracing Edge

Cost: 3m; Supplemental (Instant)

Prereqs: Thrown 4, Precision of the Striking Raptor

This charm supplements a Thrown attack. Her target receives no bonuses from cover. It also allows her to attack a target in full cover by taking a -3 penalty, unless the Storyteller deems it completely impossible for her weapon to reach him.

Triple Distance Attack Technique

Cost: 1m; Supplemental (Instant)

Prereqs: Thrown 3

This charm supplements a Thrown attack, increasing the weapon's maximum range by one band.

At Essence 3+, increase the maximum range by two bands instead.

Cascade of Cutting Terror

Cost: 5m, 1wp ; Supplemental (Instant) - Once/Scene

Prereqs: Thrown 4, Triple Distance Attack Technique

This charm supplements a Decisive Thrown attack, creating hundreds of phantom copies of the weapon as it flies. She applies a full Excellency, and does damage dice equal to twice her Initiative to all objects and insignificant opponents within Close range of her target (including any battle groups). The attack is undodgeable.

If she uses this in the first round of combat and she's the first to act, it gains the Quickshot keyword.

It may be reset by spending an unflurryable combat action scavenging ammunition (if using mundane weaponry) or reconnecting with her weapon (if using an Artifact that returns to her hand after use).

Swarm-Culling Instinct

Cost: 2m; Supplemental (Instant)

Prereqs: Thrown 4, Essence 2, Steel Storm Descending

This charm supplements a Join Battle roll, granting it exploding 10s. If she's the first to act in combat, she may flurry a Withering and a Decisive Thrown attack at separate targets during the first round, ignoring the normal -3 penalty for flurrying.

With an Essence 3+ repurchase, if she's the first to act and hits an opponent with a Decisive attack in the first round, she gains (Essence) initiative after resetting to base.

Mist on Water Attack

Cost: 4m ; Supplemental ((Essence) turns) - Mute

Prereqs: Thrown 4, Essence 2, Joint-Wounding Attack

This charm supplements a Decisive Thrown attack against a single target. If it hits, her target cannot make a sound nor cause any sounds to be made - his screams are silent and striking a gong makes no noise. If killed, he dies in a seemingly natural pose, slumped in his chair, resting against a wall or similar.

Observer-Deceiving Attack

Cost: 3m ; Supplemental (Instant) - Mute

Prereqs: Thrown 4, Essence 2, Joint-Wounding Attack

This charm supplements a Thrown attack, making it seem to come from a completely different direction. Characters must succeed on a ([Wits or Perception] + Awareness) roll with penalized 1s, difficulty (Solar's Essence + 1) to find her true location - if they fail, she maintains stealth against them.

Flying Steel Ruse

Cost: 2m; Supplemental (Instant)

Prereqs: Thrown 5, Essence 2, Observer-Deceiving Attack

This charm supplements a Thrown Distract or Disarm gambit, granting the attack one automatic success and disappearing 6s.

With a repurchase, the first time each scene she uses this charm, the gambit does not cost her any Initiative, whether successful or not.

Fallen Weapon Deflection

Cost: 3m, 2i; Reflexive (Instant)

Prereqs: Thrown 5, Essence 2, Flying Steel Ruse x2

The Solar may activate this charm whenever an opponent is disarmed within the base range of her Thrown weapon. She knocks the weapon one range band in any direction.

Mist-Gathering Practice

Cost: 3m ; Supplemental (Instant) - Mute

Prereqs: Thrown 5, Essence 2, Joint-Wounding Attack

This charm supplements an Aim action from cover or stealth. Increase the raw damage of any Decisive Thrown attack benefiting from the Aim by (Essence x 2).

Shower of Deadly Blades

Cost: 6m, 1wp; Simple (Instant)

Prereqs: Thrown 5, Essence 2, Cascade of Cutting Terror

The Lawgiver makes a Withering Thrown attack. If it deals damage, all enemies within Short range of that target lose (Solar's Essence) Initiative. Battle groups instead take that many levels of magnitude damage. Unless using an artifact weapon that returns to her hand after each attack, she must make two immediate ammunition checks.

Crimson Razor Wind

Cost: 5m, 1wp ; Reflexive (Instant) - Mute

Prereqs: Thrown 5, Essence 3, Observer-Deceiving Attack

This charm may be activated whenever she successfully deceives one or more opponents with Observer-Deceiving Attack. She makes an immediate Decisive attack against one of them with (Essence) automatic successes.

Sharp Hand Feint

Cost: 1m, 1wp ; Supplemental (Instant) - Quickshot
Prereqs: Thrown 5, Essence 3, Observer-Deceiving Attack

This charm supplements a Thrown Distract gambit, making it unblockable and undodgeable.

With a repurchase, if the gambit is successful, she may pay an additional 4m to also Disarm her opponent (as though she'd also succeeded on that gambit).

Shadow Wind Slash

Cost: 1m, 1wp ; Reflexive (Instant) - Perilous
Prereqs: Thrown 5, Essence 3, Sharp Hand Feint

The Solar Decisively Clashes an attack against her with Thrown. If successful, she may choose to Disarm her opponent (as though she'd succeeded on the gambit) rather than deal damage.

At Essence 5+, she may pay an additional 3m when activating this charm to both Disarm and deal damage.

Savage Wolf Attack

Cost: 5m, 1wp ; Reflexive (Instant) - Once/Scene
Prereqs: Thrown 5, Essence 3, Fallen Weapon Deflection

This charm may be activated whenever an enemy takes a draw/ready weapon action to retrieve a weapon the Solar has previously disarmed. She makes an unblockable, undodgeable Withering Thrown attack against him.

Fiery Solar Chakram

Cost: 5m, 1wp, 3a ; Simple (Instant) - Quickshot
Prereqs: Thrown 5, Essence 3, Cascade of Cutting Terror

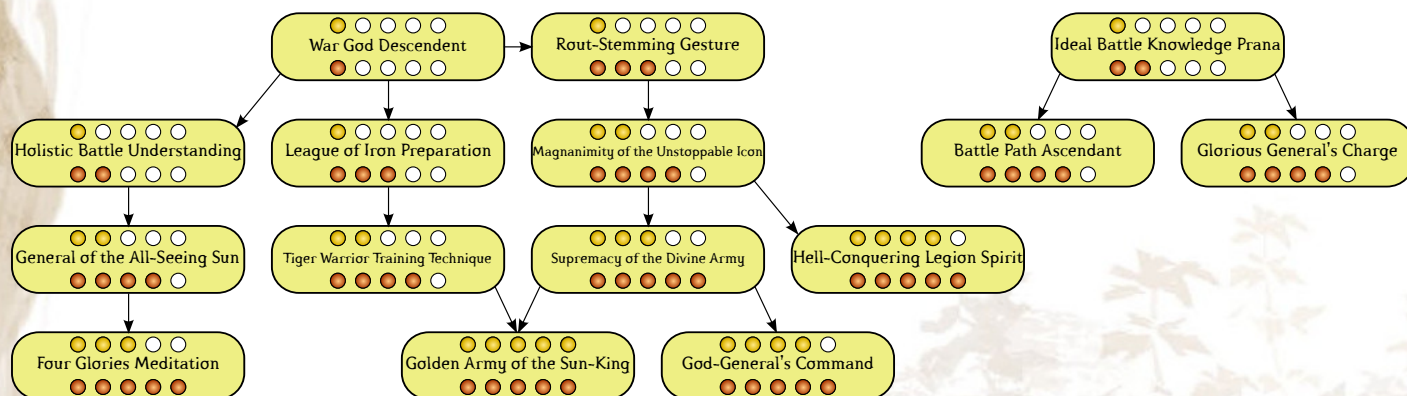
The Solar makes a Decisive Thrown attack with pure essence, gaining three automatic successes on the attack roll, and adding threshold successes to the raw damage. Against ghosts, demons or other creatures of darkness, the damage roll gains (Essence) automatic successes.

Cutting Circle of Destruction

Cost: 5m, 1wp ; Simple (Instant) - Perilous
Prereqs: Thrown 5, Essence 4, Shower of Deadly Blades

The Solar chooses a final target, and up to (Dexterity) secondary targets. She makes a Withering Thrown attack against each secondary target, one at a time, continuing until an attack misses or all secondary attacks have hit. She then makes a Decisive attack (usually Thrown, but any ability if she has an appropriate weapon drawn) against her primary target.

War



War God Descendent

Cost: 3m; Supplemental (Instant)
Prereqs: War 1

This charm supplements a Strategic Maneuver roll.

The Solar ignores the -1 penalty for troops with poor drill, and upon engaging in battle, battle groups under her command count as having +1 size. The first size loss they take (reducing them to a size matching the actual number of troops involved) rep-

resents very little actual damage to the unit.

League of Iron Preparation

Cost: 5m; Simple (Instant)

Prereqs: War 3, War God Descendent

The Solar spends at least a week training her troops with privation and hardship. They are immune to the Demoralize strategem, and their morale barely suffers from hunger, bad weather or physical exhaustion. Their leader ignores penalties due to these factors on Strategic Maneuver rolls.

Rout-Stemming Gesture

Cost: 3m; Reflexive (Instant)

Prereqs: War 3, War God Descendent

This charm may be activated at any time. The Solar makes an immediate Rally action with (Essence) automatic successes.

Holistic Battle Understanding

Cost: 2m; Supplemental (Instant)

Prereqs: War 2, War God Descendent

This charm supplements a Strategic Maneuver roll, allowing the Solar to ignore all penalties from unfamiliarity with the opposing force or its generals.

Ideal Battle Knowledge Prana

Cost: 2m, 3i; Supplemental (Instant)

Prereqs: War 2

This charm supplements an Order action, granting it double 8s.

Tiger Warrior Training Technique

Cost: 10m, 1wp; Simple (Instant)

Prereqs: War 4, Essence 2, League of Iron Preparation

The Solar spends a week training an Undisciplined unit or a month training an Average one. Increase their drill by one rank, and raise any of their traits to match those of either combat ready troops (p. 496) or elite troops (p. 497) to match their new drill. Any characters in the group that track experience (such as player characters) must spend XP as normal for any stats they wish to increase in this way.

With an Essence 3+ repurchase, the Lawgiver may also spend a month training Elite troops, granting one of the following bonuses. A single battle group

may only benefit from one of these at a time.

- +2 Might against demons, ghosts and other creatures of darkness
- +2 Might when fighting gigantic opponents, such as behemoths and Tyrant Lizards
- Perfect morale

Magnanimity of the Unstoppable Icon

Cost: 3m, 1wp; Reflexive (Instant)

Prereqs: War 4, Essence 2, Rout-Stemming Gesture

The Solar may activate this charm after an enemy general rallies a battle group for numbers. She makes a rallying call of her own, and a battle group under her leadership regains points of Magnitude equal to the enemy battle group's Size as enemy soldiers desert to join her.

General of the All-Seeing Sun

Cost: 4m; Supplemental (Instant)

Prereqs: War 4, Essence 2, Holistic Battle Understanding

This charm supplements a Strategic Maneuver roll, allowing the Solar to select up to (Essence or 2, whichever's greater) strategems at the same time. If she wins the roll, she may spend her threshold successes on as many of her chosen strategems as they can support.

Battle Path Ascendant

Cost: 5m; Reflexive (Instant)

Prereqs: War 4, Essence 2, Ideal Battle Knowledge Prana

This charm may be activated whenever a battle group under the Solar's command reduces the size of an opposing battle group. She rolls Join Battle and adds the result to her current Initiative.

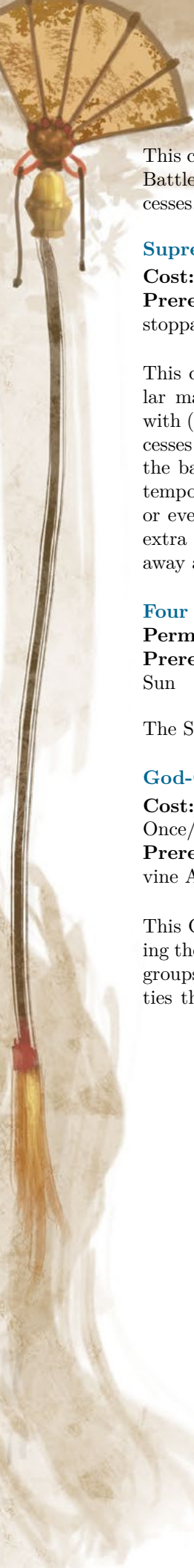
With an Essence 3+ repurchase, she may immediately enact a Strategic Maneuver with threshold (Rolled Successes / 2, round down) or less that makes sense in the context of the current battle.

Glorious General's Charge

Cost: 3m; Supplemental (Instant)

Prereqs: War 4, Essence 2, Ideal Battle Knowledge Prana





This charm supplements an allied battle group's Join Battle roll, granting it (Essence + 1) automatic successes.

Supremacy of the Divine Army

Cost: 10m, 1wp ; Reflexive (Instant) - Once/Scene

Prereqs: War 5, Essence 3, Magnanimity of the Unstoppable Icon

This charm may be activated at any time. The Solar makes an immediate Rally for Numbers action with (Essence) automatic successes. If her rolled successes would restore more points of magnitude than the battle group has, it gains that many additional temporary magnitude points, as animals, local spirits, or even the trees themselves answer her call. These extra points of magnitude - and extra troops - fade away at the end of the scene.

Four Glories Meditation

Permanent

Prereqs: War 5, Essence 3, General of the All-Seeing Sun

The Solar's War rolls gain disappearing 6s.

God-General's Command

Cost: 5m, 1wp ; Supplemental (Instant) - Once/Scene

Prereqs: War 5, Essence 4, Supremacy Of The Divine Army

This Charm supplements a Command action, allowing the Solar to apply it to up to (Essence + 1) battle groups and eliminating any communication difficulties that would result from distance or the noise of

the battlefield. The command given must be more or less the same for each unit, although there is some flexibility - when ordering units to attack, it's not necessary that they all attack the same target. If different modifiers would apply to different units, as in the case where Drill varies, use the lowest applicable dice pool.

Hell-Conquering Legion Spirit

Cost: 6m, 1wp; Supplemental (Instant)

Prereqs: War 5, Essence 4, Magnanimity of the Unstoppable Icon

This charm supplements the defense of a battle group under the Solar's command against unnatural mental influence, mind, body or soul twisting effects, curses or supernatural environmental hazards. The Solar's troops gain five bonus dice on the roll to resist, or increase their applicable static value by three, rendering them mostly immune to effects such as short-term wyld exposure, dust storms in the infinite desert of Malfeas, and the unnerving effects of entering the underworld.

Golden Army of the Sun-King

Cost: 10m 1wp 3a; Simple (Instant)

Prereqs: War 5, Essence 5, Tiger Warrior Training Technique, Supremacy of the Divine Army

The Solar's anima temporarily transforms into a translucent replica of any battle group she's trained with Tiger Warrior training technique. She makes a Command roll to order this battle group, which immediately performs a single action before fading away. This charm cannot be used to copy an army currently present in the scene.

Chapter Seven

Martial Arts

Creation's martial arts are the stuff of legend, powerful fighting styles that emulate the ferocity of mighty beasts or follow paths of esoteric wisdom. Martial artists come in many forms throughout the world. The vast majority are mortal men and women who've attained extraordinary martial prowess through intense study, discipline, and training. In the hands of the Exalted, the martial arts rise to even greater peaks of power, allowing supernatural martial artists to harmonize themselves fully with the Essence of a style to master its full potential.

attacks or parries using a style ability or activate style charms while armed with weapons and wearing armor appropriate to the style (or while unarmed and/or unarmored, as most styles allow style). Artifact weapons and armor are always compatible with styles their mundane equivalents can be used with.

When a character arms or armors herself inappropriately for a style, she ends any active charms from that style.

Styles

There is no singular "Martial Arts" Ability. Instead, there are many of them, each representing a specific discipline. A character never has dots in "Martial Arts", only in specific styles - Snake, Tiger, Dreaming Pearl Courtesan, or many others. Whenever the book refers to Martial Arts, it means all styles - a character that favors Martial Arts gains a discount when purchasing dots and charms of any style, a character with Supernal Martial Arts treats her essence as 5 for the purposes of buying any style's charms, etc.

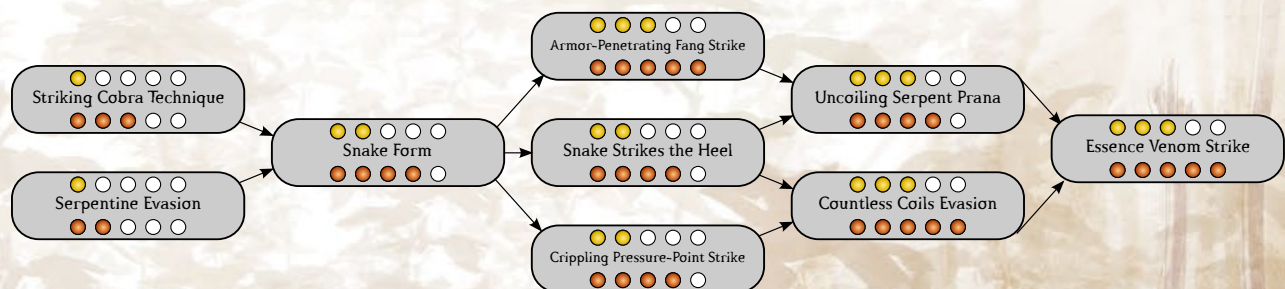
Each style is limited in the weapons and armor that can be used with it. A character may only make

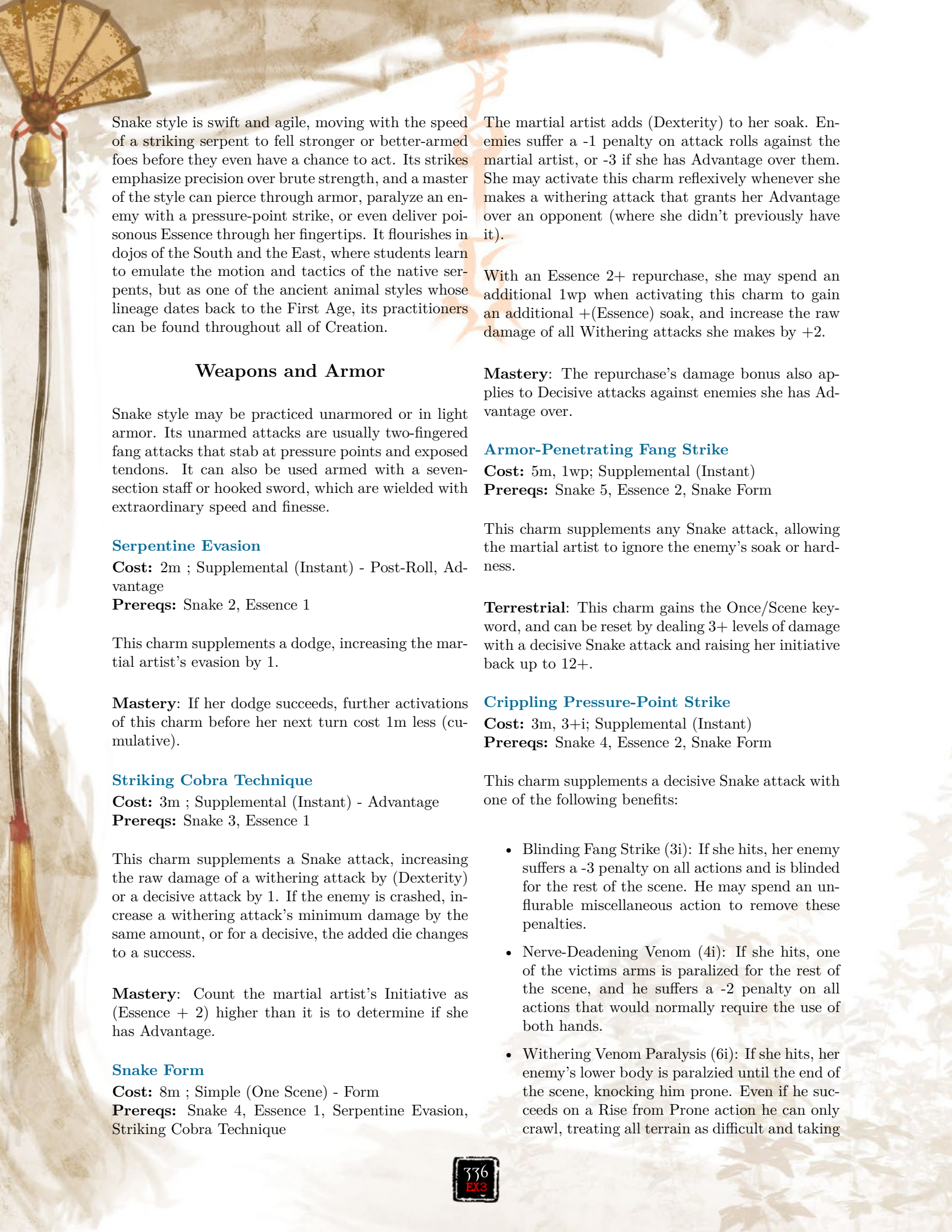
Mastery and Terrestrial

While all beings capable of wielding essence learn the same martial arts charms, not all beings are equally puissant, and some are more able to take advantage of the enlightenment these charms represent.

Some charms in this chapter have a Mastery or Terrestrial section, denoting that the charm has a greater or lesser effect when used by different Exalts. Solars and Abyssals always receive the Mastery benefit, while Sidereals have their own esoteric methods for accessing these effects. Dragon-Blooded take the lesser effects given in a charm's Terrestrial section, though certain masters of the Immaculate Order have developed initiations to overcome this limitation.

Snake Style





Snake style is swift and agile, moving with the speed of a striking serpent to fell stronger or better-armed foes before they even have a chance to act. Its strikes emphasize precision over brute strength, and a master of the style can pierce through armor, paralyze an enemy with a pressure-point strike, or even deliver poisonous Essence through her fingertips. It flourishes in dojos of the South and the East, where students learn to emulate the motion and tactics of the native serpents, but as one of the ancient animal styles whose lineage dates back to the First Age, its practitioners can be found throughout all of Creation.

Weapons and Armor

Snake style may be practiced unarmored or in light armor. Its unarmed attacks are usually two-fingered fang attacks that stab at pressure points and exposed tendons. It can also be used armed with a seven-section staff or hooked sword, which are wielded with extraordinary speed and finesse.

Serpentine Evasion

Cost: 2m ; Supplemental (Instant) - Post-Roll, Advantage

Prereqs: Snake 2, Essence 1

This charm supplements a dodge, increasing the martial artist's evasion by 1.

Mastery: If her dodge succeeds, further activations of this charm before her next turn cost 1m less (cumulative).

Striking Cobra Technique

Cost: 3m ; Supplemental (Instant) - Advantage

Prereqs: Snake 3, Essence 1

This charm supplements a Snake attack, increasing the raw damage of a withering attack by (Dexterity) or a decisive attack by 1. If the enemy is crashed, increase a withering attack's minimum damage by the same amount, or for a decisive, the added die changes to a success.

Mastery: Count the martial artist's Initiative as (Essence + 2) higher than it is to determine if she has Advantage.

Snake Form

Cost: 8m ; Simple (One Scene) - Form

Prereqs: Snake 4, Essence 1, Serpentine Evasion, Striking Cobra Technique

The martial artist adds (Dexterity) to her soak. Enemies suffer a -1 penalty on attack rolls against the martial artist, or -3 if she has Advantage over them. She may activate this charm reflexively whenever she makes a withering attack that grants her Advantage over an opponent (where she didn't previously have it).

With an Essence 2+ repurchase, she may spend an additional 1wp when activating this charm to gain an additional +(Essence) soak, and increase the raw damage of all Withering attacks she makes by +2.

Mastery: The repurchase's damage bonus also applies to Decisive attacks against enemies she has Advantage over.

Armor-Penetrating Fang Strike

Cost: 5m, 1wp; Supplemental (Instant)

Prereqs: Snake 5, Essence 2, Snake Form

This charm supplements any Snake attack, allowing the martial artist to ignore the enemy's soak or hardness.

Terrestrial: This charm gains the Once/Scene keyword, and can be reset by dealing 3+ levels of damage with a decisive Snake attack and raising her initiative back up to 12+.

Crippling Pressure-Point Strike

Cost: 3m, 3+i; Supplemental (Instant)

Prereqs: Snake 4, Essence 2, Snake Form

This charm supplements a decisive Snake attack with one of the following benefits:

- **Blinding Fang Strike (3i):** If she hits, her enemy suffers a -3 penalty on all actions and is blinded for the rest of the scene. He may spend an unflurable miscellaneous action to remove these penalties.
- **Nerve-Deadening Venom (4i):** If she hits, one of the victims arms is paralyzed for the rest of the scene, and he suffers a -2 penalty on all actions that would normally require the use of both hands.
- **Withering Venom Paralysis (6i):** If she hits, her enemy's lower body is paralyzed until the end of the scene, knocking him prone. Even if he succeeds on a Rise from Prone action he can only crawl, treating all terrain as difficult and taking

a -3 penalty on movement actions.

Terrestrial: The martial artist cannot use Withering Venom Paralysis.

Snake Strikes the Heel

Cost: 2m, 1wp; Reflexive (Instant)

Prereqs: Snake 4, Essence 2, Snake Form

This charm may be activated any time Solar is targeted by an attack from Close range (or further, if she knows and uses Uncoiling Serpent Prana). She clashes the attack with a Snake attack of her own. If she clashes with a withering attack, she does not gain any initiative even if she succeeds; if she clashes with a decisive attack, she must attempt a gambit rather than dealing damage.

Terrestrial: This charm gains the Attack-Action keyword.

Uncoiling Serpent Prana

Cost: 7m, 3i ; Supplemental (Instant) - Advantage

Prereqs: Snake 4, Essence 3, Snake Strikes the Heel, Armor-Penetrating Fang Strike

This charm supplements any Snake attack while the martial artist is in Snake Form, allowing her to strike at up to Medium range using a serpentine ribbon of essence. If the attack deals 5+ Initiative damage or any decisive damage, she may drag her enemy into Close range.

Terrestrial: The martial artist may only make this attack at Short range rather than medium.

Mastery: The martial artist does not need to be in

Snake Form to use this charm.

Countless Coils Evasion

Cost: 7m, 1wp ; Supplemental (Instant) - Perilous, Post-Roll

Prereqs: Snake 5, Essence 3, Snake Strikes the Heel, Crippling Pressure-Point Strike

This charm supplements the martial artist's defense against a decisive attack, after it rolls damage. She rolls (Essence + Initiative), and each success negates one level of damage from the attack. She resets to base initiative, and if she negated all the damage, gains 2i.

Terrestrial: The martial artist must decide to use this charm before damage is rolled (but still rolls and applies the effects after damage).

Essence Venom Strike

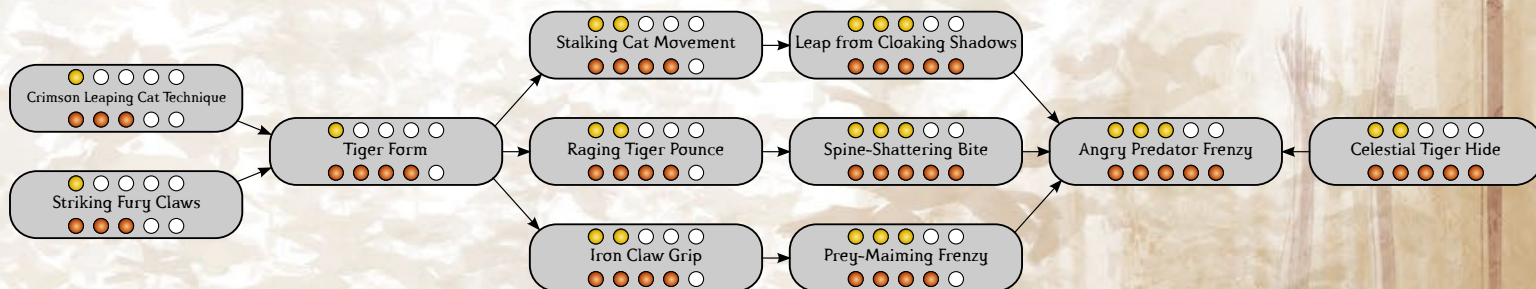
Cost: 6m, 3i, 1wp; Simple (Instant)

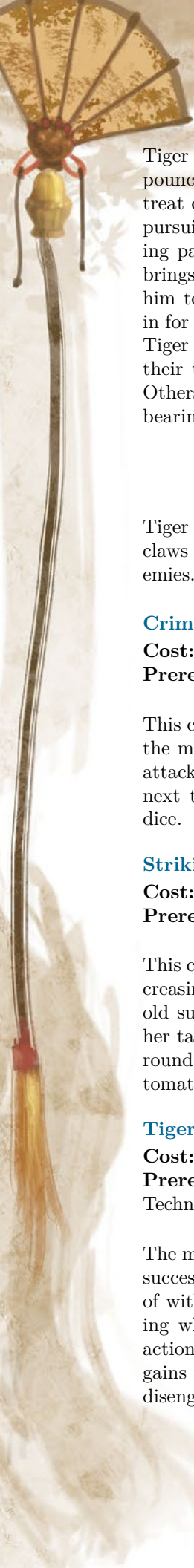
Prereqs: Snake 5, Essence 3, Armor-Penetrating Fang Strike, Countless Coils Evasion, Crippling Pressure-Point Attack, Uncoiling Serpent Prana

The martial artist makes a decisive Snake attack. If it deals at least one level of damage, she poisons her enemy. Her essence venom has a damage of 1A/round, a duration of (raw damage / 2) rounds, and inflicts a -2 penalty. If her victim is crashed, he receives no (Stamina + Resistance) roll to lower the duration. Until the poison runs its course, she's treated as having Advantage over her victim for the purposes of all snake charms.

Terrestrial: The maximum duration of the poison is 5 rounds.

Tiger Style





Tiger style emulates the ferocious strength and swift, pouncing strikes of the predatory cats. A Tiger stylist treat combat as a dance between predator and prey, pursuing her foe with unmatched speed and unrelenting patience. Once she closes in on her victim, she brings him down like a tiger fells its prey - knocking him to the ground, crippling his limbs, and moving in for the killing strike. Many who follow the path of Tiger style become arrogant, impatient, or cruel, as their trust in their killing power becomes absolute. Others learn different lessons, adapting the patient bearing of a cat stalking its prey through the jungle.

Weapons and Armor

Tiger style uses unarmed attacks - generally raking claws strikes - or tiger claws to slash the flesh of enemies. The style is compatible with light armor.

Crimson Leaping Cat Technique

Cost: 3m; Supplemental (Instant)

Prereqs: Tiger 3, Essence 1

This charm supplements a Rush action. If successful, the martial artist steals 1i from her target, and any attacks she makes against him before the end of her next turn gain (threshold successes on Rush) bonus dice.

Striking Fury Claws

Cost: 6m; Supplemental (Instant)

Prereqs: Tiger 3, Essence 1

This charm supplements a withering Tiger attack, increasing its minimum damage by the lower of (threshold successes on the attack roll) and (Strength). If her target took a Disengage or Withdraw action last round, also convert that many damage dice into automatic successes.

Tiger Form

Cost: 10m ; Simple (One scene) - Form

Prereqs: Tiger 4, Essence 1, Crimson Leaping Cat Technique, Striking Fury Claws

The martial artist doubles up to (Strength) threshold successes for purposes of calculating the raw damage of withering attacks, and takes no penalty for fighting while prone. She adds (Essence) dice to Rush actions and rolls to contest Disengage attempts. She gains the initiative her enemies spend attempting to disengage from her.

She may activate this charm reflexively whenever she lands any decisive attack that deals 3+ levels of damage.

Terrestrial: The martial artist only doubles up to the lowest of Strength, Dexterity, and Wits threshold successes when calculating withering damage.

Stalking Cat Movement

Cost: 5m; Reflexive (One Scene)

Prereqs: Tiger 4, Essence 2, Tiger Form

Enemies at short or medium range must use Disengage actions to move away from the martial artist as though she were at close range to them. They take -1 penalty on their defense against surprise attacks she makes.

Mastery: The martial artist may Rush enemies while in stealth.

Iron Claw Grip

Cost: 4m; Supplemental (Instant)

Prereqs: Tiger 4, Essence 2, Tiger Form

This charm supplements a Tiger grapple gambit, granting both the initiative roll and the control roll double 9s.

Mastery: The control roll gains double 8s instead.

Raging Tiger Pounce

Cost: 4m; Supplemental (Instant)

Prereqs: Tiger 4, Essence 2, Tiger Form

This charm supplements any Tiger attack. If it deals at least one level of damage, the martial artist's enemy is knocked prone. As long as he remains within Close range of her, she steals 2i whenever he attempts to Rise from Prone.

Mastery: This charm can also supplement an attack against a prone enemy, rendering it undodgeable and adding +1 raw damage.

Celestial Tiger Hide

Cost: 5m; Reflexive (One scene)

Prereqs: Tiger 5, Essence 2

The martial artist adds (Strength) to her natural soak and gains (Essence) hardness. She increases both values by +2 against attacks made from long or extreme

range.

When struck by a decisive attack, she may spend 1wp and end this charm to reduce its raw damage by her Hardness. Ended in this way, the charm cannot be reactivated until she's taken at least three additional health levels of damage.

Terrestrial: The martial artist must spend 2wp instead of 1wp to end the charm when struck by a decisive attack.

Prey-Maiming Frenzy

Cost: 8m, 1wp ; Supplemental (Instant) - Once/Scene

Prereqs: Tiger 5, Essence 3, Iron Claw Grip

This charm supplements a decisive savaging Tiger attack against a grappled enemy, adding (Strength) to the martial artist's raw damage. Every round of control she has remaining adds 1 to her base initiative when she resets (this can increase her above her starting initiative).

Terrestrial: The martial artist cannot increase her base initiative by more than (Essence).

Spine-Shattering Bite

Cost: 5m, 1wp ; Supplemental (Instant) - Post-roll

Prereqs: Tiger 5, Essence 3, Raging Tiger Pounce

This charm supplements a decisive Tiger attack after the martial artist rolls at least three levels of damage. She reduces the damage by two levels and cripples him instead. He may not take movement actions until he shakes off the paralysis, a miscellaneous action costing 2i and requiring a (Stamina + Resistance) roll, difficulty (Martial Artist's Strength).

Terrestrial: This charm gains the Once/Scene Keyword

Leap from Cloaking Shadows

Cost: 4m, 1wp; Supplemental (Instant)

Prereqs: Tiger 5, Essence 3, Stalking Cat Movement

This charm supplements an unexpected Tiger attack, or one against an enemy who disengaged or withdrew on his last turn. The attack roll gains double 9s. If both are true it gains double 8s instead.

Mastery: Increase the raw damage of the attack by (Strength / 2, round up).

Angry Predator Frenzy

Cost: 5m, 1wp; Reflexive (One Scene)

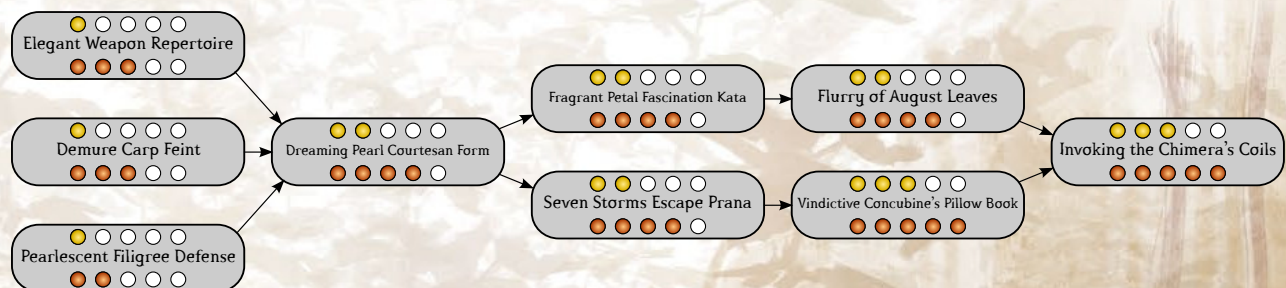
Prereqs: Tiger 5, Essence 3, Celestial Tiger Hide, Prey-Maiming Frenzy, Spine-Shattering Bite, Leap from Cloaking Shadows

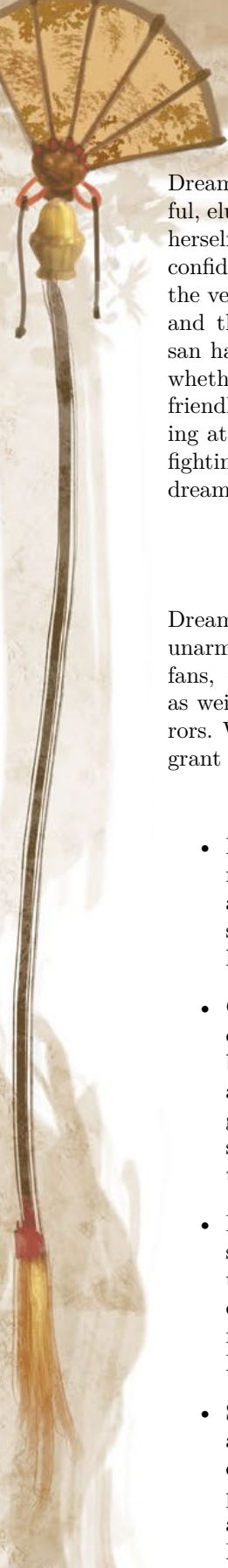
This charm may be activated at any time while the martial artist is in Tiger Form, and it ends if she leaves the form. On decisive attacks she adds up to (Strength) threshold successes to the raw damage, and can Rush once per round as a reflexive action, in addition to her normal movement, but cannot Disengage or Withdraw. She gains a Defining Tie of savage hatred against her foes while this charm lasts

Terrestrial: The martial artist adds only (lower of Strength or Essence) to the damage of decisive attacks.

Mastery: The martial artist's base initiative increases by (Strength / 2, rounded up).

Dreaming Pearl Courtesan





Dreaming Pearl Courtesan is a subtle style - graceful, elusive, and lethal. A student learns to maneuver herself into the perfect position to strike, gaining the confidence and trust of her victims as she navigates the veils of defenses they put up between themselves and the world. Once the Dreaming Pearl Courtesan has reached her victim at his most vulnerable - whether that is in the tangle of his boudoir's sheets, a friendly conversation in a tearoom, or a secret meeting at court—she reveals her true nature as a killer, fighting with a deadly grace and the elusiveness of a dream.

Weapons and Armor

Dreaming Pearl Courtesan style must be practiced unarmored. It may be used unarmed or with war fans, whips and elegant improvised weapons, such as weighted sleeves, scarves, hairpins and hand mirrors. When used with the style, the Storyteller should grant them tags as appropriate to their nature.

- **Disarming:** The Disarming tag applies to garments or accessories that can be used to leverage weapons out of their wielder's grip, such as sashes or sleeves. These weapons usually also have the Bashing and Flexible tags.
- **Grappling:** The Grappling tag applies to accessories and garments that could conceivably be used to entangle or tie up an enemy such as the sash of a kimono, a long scarf, a ball gown train, a blanket or sheet, or a length of silken rope. These weapons usually also have the Bashing and Flexible tags.
- **Piercing:** The Piercing tag applies to accessories that are small or sharp enough to slip through the defenses of armor, such as hairpins, cutlery, knitting needles, or elegantly decorated false nails. These weapons usually also have the Lethal tag.
- **Shield:** The Shield tag applies to accessories and garments that seem well-suited to fending off attacks with their broad surface, such as paper fans, hand mirrors, or the long sleeves of a robe. These weapons usually also have the Bashing tag.

Pearlescent Filigree Defense

Cost: 1m; Reflexive (One scene)

Prereqs: Dreaming Pearl 2

This charm may be activated at any time. Clothing the martial artist wears hardens and strengthens, counting as mortal light armor which is compatible with this style (but not other styles which forbid armor). In addition, when targeted with a Withering attack, she may spend up to (Appearance) motes, increasing her armor's soak against that attack by that much.

Mastery: She gains Hardness 10 against the next Decisive attack which targets her. Gain this benefit only once per scene, even if she ends the charm and reactivates it.

Demure Carp Feint

Cost: 3m; Supplemental (Instant)

Prereqs: Dreaming Pearl 3

This charm supplements a Dodge defense or Disengage attempt when the Solar's Appearance is higher than her attacker's Resolve or that of all the opponents she's disengaging from. She gains a +2 bonus or two automatic successes respectively. If successful (she dodges or disengages), she gains 1i.

Mastery: If successful, the opponent(s) she dodged or disengaged from also lose 1i.

Elegant Weapon Repertoire

Cost: 3m; Supplemental (Instant)

Prereqs: Dreaming Pearl 3

This charm supplements a Dreaming Pearl attack. If the attack is Withering, the martial artist adds the accuracy of her weapon to the raw damage. If decisive, she adds +1 to the raw damage. In addition, the martial artist's weapon loses the Improvised tag in her hands until the end of the scene.

Mastery: Also Increase the weapon's Overwhelming value by 1 until the end of the scene.

Dreaming Pearl Courtesan Form

Cost: 8m ; Simple (One Scene) - Form

Prereqs: Dreaming Pearl 4, Essence 2, Demure Carp Feint, Elegant Weapon Repertoire, Pearlescent Filigree Defense

The martial artist may make Dreaming Pearl attacks out to Short range, slashing a fan to create a razor wind, a stash growing long enough to wrap ankles, throwing spikes of energy from her fingertips or similar. Any weapon enhanced by Elegant Weapon

Repertoire gains the traits of a light artifact weapon, and any clothing enhanced by Pearlescent Filigree Defense gains the traits of light artifact armor.

Whenever the martial artist successfully disengages with 5+ successes, she may activate this charm reflexively.

Fragrant Petal Fascination Kata

Cost: 4m ; Supplemental (Instant) - Group, Once/Scene

Prereqs: Dreaming Pearl 4, Essence 2, Dreaming Pearl Courtesan Form

This charm supplements an Inspire action to fill enemies with love, lust, mercy, distraction or similar, granting it (Essence) automatic successes. In combat, she steals 1i from each enemy whose resolve is overcome, whether or not he spends willpower to resist.

Seven Storms Escape Prana

Cost: 4m, 2i; Supplemental (Instant)

Prereqs: Dreaming Pearl 4, Essence 2, Fragrant Petal Fascination Kata

This charm supplements a Disengage attempt, roll made to defend against a Rush or a control roll made to defend against a grapple. The martial artist's opponent suffers a -(martial artist's Appearance) penalty. If he wins the roll and her successes exceed his Resolve, he must pay 1wp or lose the opposed roll anyway.

Mastery: The duration of this charm is "one round", affecting all opposed actions it could be applied to.

Flurry of August Leaves

Cost: 3m, 1wp; Supplemental (Instant)

Prereqs: Dreaming Pearl 4, Essence 2, Dreaming Pearl Courtesan Form

This charm supplements a Decisive Dreaming Pearl attack or Gambit. The martial artist chooses a benefit that matches one of her weapon's tags:

- **Disarming:** If she is making a Disarm gambit and it succeeds, she flings her opponent's weapon out to Long range, and ignores the Initiative cost.
- **Shield:** In addition to the attack, she makes an immediate Full Defense action, ignoring the Initiative cost.

- **Piercing:** If her attack hits, she ignores any soak and hardness from her target's armor for her next two turns.
- **Grappling:** If she is making a Grapple gambit and it hits, she ignores the Initiative cost and draws her target in to Close range if he's further away. She may roll (Initiative + Essence) on the control roll if it's higher than her usual pool.

Vindictive Concubine's Pillow Book

Cost: 7m ; Supplemental (Instant) - Post-Roll

Prereqs: Dreaming Pearl 5, Essence 3, Flurry of August Leaves

This charm supplements a Decisive Dreaming Pearl attack after it's hit, granting the damage roll double Xs, where X is (10 - number of criteria met), to a maximum of double 7s.

- The martial artist is making an Ambush attack against a target who knows her personally.
- She knows something about his personal life or dealings that would be embarrassing or ruinous to him, and he knows that she knows it.
- She stole Initiative from him last round with Fragrant Petal Fascination Kata this or last round.
- She succeeded on an action or defense using Seven Storms Escape Prana this or last round.

Terrestrial: This charm may only be used Once/Scene.

Mastery: Being in Dreaming Pearl Courtesan Form counts as an additional criteria. If she meets at least 4 criteria, she gains 1i after the attack (after resetting to base, if it hits).

Invoking the Chimera's Coils

Cost: 8m, 1wp; Reflexive (One Scene)

Prereqs: Dreaming Pearl 5, Essence 3, Seven Storms Escape Prana, Vindictive Concubine's Pillow Book

The martial artist may activate this charm at the start of her turn when she is in Dreaming Pearl Courtesan Form and either she has Initiative 15+ or no undamaged -2 health levels. Her neck lengthens as she grows to five times her normal height, while her

...What?

Invoking the Chimera's Coils, the last charm in this ability, is rather strange. Monstrous transformations, divine auras, the potential threat of unwanted enlightenment - this type of thing is the high-water mark for how strange martial arts can get. Other styles might feature powerful capstones that reach similar levels of esoteric effects and bizarre powers, but those are exceptions rather than the norm. Storytellers who find it too weird of an ending to an otherwise sensible Martial Art may wish to allow players (or their NPCs) to purchase the alternate version of the charm instead.

head becomes that of a delicate, gold-beaked foal with four sets of spiraling horns. Her arms and legs vanish, replaced with opalescent fins like those of a carp hold her new form aloft in the air. Countless eyes run down either side of her narrow snout and continue down her back, ranging from the size of small pearls to that of goose eggs, blazing like sapphires in the noonday sun.

She flies effortlessly, and her natural soak increases by (Essence). She may not make attacks with abilities other than Dreaming Pearl (including attacks created by Reflexive charms). Other Dreaming Pearl Courtesan charms are enhanced:

- **Pearlescent Filigree Defense:** The enhanced clothing gains an additional +3 soak and hardness.
- **Demure Carp Feint:** The bonuses it provides do not count against the normal charm dice adding limits.
- **Elegant Weapon Repertoire:** Rather than using props to make this attack, she can use dreamlike ephemera of any imaginable form (with no more than one tag per attack). Add an additional +3 raw damage.
- **Fragrant Petal Fascination Kata:** She steals an additional 2i from each opponent whose Resolve is overcome.
- **Seven Storms Escape Prana:** This charm may now supplement any movement action (including those unopposed), allowing her to ignore intervening barriers and hazards as she dissolves into pastel fumes and reappears at her destination in a vortex of swirling light.
- **Flurry of August Leaves:** Add up to (Appearance) threshold successes on the attack roll to the damage roll.
- **Vindictive Concubine's Pillow Book:** The damage roll gains disappearing 1s.

If she suffers any damage to a -4 health level, she becomes so caught up in her dream that she vanishes from the world entirely, never to be seen again.

Terrestrial: If she ends her turn below 10 Initiative and didn't hit with a Decisive attack or gambit on her turn, the charm ends.

Mastery: When activating this charm for the first time in a scene, she rolls Join Battle using (Appearance + Performance), adding to her existing initiative total.

Invoking the Chimera's Coils (Alternate Version)

Cost: 8m, 1wp ; Simple (One Scene) - Perilous

Prereqs: Dreaming Pearl 5, Essence 3, Seven Storms Escape Prana, Vindictive Concubine's Pillow Book

The martial artist may activate this charm while at 10+ Initiative and in Dreaming Pearl Courtesan Form, and ends if she leaves the form. She becomes dreamlike and luminous, seeming to fade in and out of reality like a half-remembered dream. Her other Dreaming Pearl charms are enhanced:

- **Pearlescent Filigree Defense:** While this charm is active, withering damage rolls against her gain penalized 1s.
- **Demure Carp Feint:** If successful, she gains 2i (and her target loses 2i, if Mastery applies).
- **Elegant Weapon Repertoire:** This charm's duration changes to "One Scene", applying all of its benefits to every attack. Her weapons seem as insubstantial as the martial artist, barely present.
- **Fragrant Petal Fascination Kata:** She steals an additional 1i from each opponent whose Resolve is overcome.

- Seven Storms Escape Prana: Reduce the cost of this charm by 2m. She may spend initiative she doesn't have on it, taking her into the negative (or further into it).
- Flurry of August Leaves: Following impossible dream logic, she may grant her weapon any of the four tags even if it doesn't normally have it.
- Vindictive Concubine's Pillow Book: The dam-

age roll gains disappearing 1s.

Terrestrial: If she ends her turn below 10 Initiative and didn't hit with a Decisive attack or gambit on her turn, the charm ends.

Mastery: This charm loses the Perilous keyword.