



## 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.