

Exalted Reincarnated Solars

Introduction

Solars are the paragons of man. They turn the power of the Sun inward, focusing and enhancing their abilities to peak power.

Solars resonate with artifacts made of **Orichalcum**, and may purchase Evocations of those artifacts as though it was a Favored Power.

Character Creation

Supernal

Solars gain a **Supernal** Ability, in addition to choosing Five (5) Favored Abilities. A Supernal Ability can be chosen from any Natural Abilities, as well as Sorcery.

A Supernal Ability is considered to be a Favored Ability for all aspects of the game, such as for xp cost calculations. In addition, a Solar may buy **Greater Charms and Martial Arts Techniques** that use their Supernal Ability, even at Essence 1.

In the case of **Supernal Sorcery**, the Solar may be inducted into each circle as though they were +2 Essence. They may enter into Sapphire Circle at Essence 1, and Adamant Circle at Essence 3, gaining access to their respective spells.

Focused Anima Banner

[[Solars get extra bonuses while their anima banner is flaring]]

Expanded Mote Pool

Solars gain an expanded Peripheral Mote pool: (Essence) + 5 additional Motes, bringing the total to:

Peripheral 20 + (Essence) x3

Defining Intimacy

A Solar *must* choose a Defining Intimacy as one of their three intimacies.

Castes

Dawn

[[Burning+, Gain 2 Impulse each round.]]

Spending a Strife Point, the Dawn immediately instills an emotion of Fear, Awe, Intimidation, or similar emotion into up to (Essence) targets. This may affect targets that normally do not feel said emotions, such as golems and zombies.

Associated Abilities: Archery, Awareness, Brawl, Physique, Melee, Leadership.

Zenith

Spending a Strife Point, the Zenith's flaring anima becomes a weapon against all those that shirk from the Sun's Gaze for the entire Scene.. All Creatures of Darkness who end their action within Close Range of the Zenith immediately take 5 Damage. Any creature or being who dies in the bathing light of the Zenith cannot be raised as a zombie or hungry ghost.

Associated Abilities: Integrity, Performance, Persuasion, Leadership, Physique, Navigation.

Twilight

The Twilight's mind brims with possibilities unseen to others. Spending a Strife Point, the Twilight predicts a sequence of events that they, and their companions, may take to bring about their desired result in a scene. The Storyteller must accept this prediction as fact when crafting the scene.

Associated Abilities: Awareness, Craft, Lore, Medicine, Politics, Sorcery

Night

The Night caste excels at secrecy and subtlety. By Spending a Strife Point the Night may choose at any time during the Scene to conceal or reveal their Anima Banner, up to Burning Level.

At Bonfire Level, they may instead curl their Anima inwards to obscure all discerning characteristics--the existence of an Exalt is undeniable, but no possible form of perception can reveal their identity.

Associated Abilities: Athletics, Awareness, Deception, Navigation, Stealth, Thrown

Eclipse

The Eclipse is the ultimate diplomat, and can bring even hardened enemies to the table. Once per Story and by spending a Strife Point, the Eclipse caste may force an armistice between two (or more) parties. For the next scene, all involved are forced to meet peacefully, and cannot attack each other during discussions.

In addition, an Eclipse may spend a Strife Point and sanctify an Oath willingly made by Non-Player Characters. The NPC will not be able to break said oath.

Associated Abilities: Deception, Integrity, Leadership, Lore, Persuasion, Politics.

Strife Expression

Solar Excellency

The Solar chooses a Favored (or Supernal) Ability and then **doubles** their permanent value for the remainder of the Scene. This effect also carries over into any derived **Static Values**.

Who Becomes a Solar?

The Unconquered Sun grants his blessing to those who have an incredible drive, a force of personality that would change their world, regardless of the Sun's power. Often they already have.

The Sun does not judge the "righteousness" of the prospect's drive or personality, simply that they will use it. His blessing shines equally on Just Rulers as it does Tyrants.

Great Curse

Solars are often plagued and defined by their **Ego**. Caretakers of great power, they will see the problems and ills of the world only in relationship to themselves.

Creatures of Darkness

Solars have powers that are harmful to *Creatures of Darkness*. These are any Spirits, demons, or other supernatural creatures whose bodies and nature recoil at the sight of the sun. It is not some sort of judgement of how good and moral the creature is, rather just a statement of what powers sustain them.

Creatures of Darkness are any denizens of the **Underworld**, such as ghosts, spectres, and zombies. The Exaltations **Abyssals** and **Liminals** also fall under this category.

Demons that descend from the shadowy **Ebon Dragon** are also considered to be Creatures of Darkness.

Soulfire

[[Describe SoulFire/Sunfire here, and how it damages Creatures of Darkness and why. Also decide if it's called Soulfire or Sunfire]]

Global Charms Lesser Charms

Inescapable Judgement

Cost:

2m

Type:

Supplemental

Mins: (Ranged Ability) 1

With perfect control, the Solar lets loose a ranged attack that follows a perfect arc, angle, or even a series of ricochets to reach its target, diminishing the target's Cover advantage by one level.

Archery Lesser Charms

Spirit Piercing Technique

Cost: 2m, 1i
Type: Supplemental (Attack)
Mins: Archery 3

The Solar infuses their arrow with their golden anima. Once loosed, a golden arch is let loose, which allows the archer to pierce any Immaterial being, negating their Full Defense. Creatures of Darkness suffer an additional (+Essence) damage from this attack.

Solar Spike

Cost: 5m, 3i
Type: Primary
Mins: Archery 4

Conjuring the deepest Intimacy, the Solar lashes out with a spike of Soulfire, launching a Flurry Attack against (Essence)x2 targets, and deals +(Essence) base damage.

The spike dashes from target to target like lightning, and may continue past the Solar's typically range boundary so long as each target is within Short Range of the last.

Splitting the Arrow

Cost: 5m, 2i
Type: Supplemental
Mins: Archery 4

The Exalt strikes with unerring accuracy and lethality, finding the smallest chink of armor and exploiting it. A Standard, non-Flurry Attack becomes Unsoakable.

Upgrade: At Essence 4, this charm deals an extra +2 damage.

Greater Charms

The Mark of Judgement

Cost: 8m, 3i
Type: Primary; Scene
Mins: Archery 4

The Solar marks a specific target, burning it perfectly into their mind. The Solar Archer ignores all Partial Defenses against the target, and gains +1 automatic success on attacks.

Alternatively a specific location may be marked (no larger than 6 meters in diameter), allowing the Solar to freely and reflexively attack any who enter the location. This does not grant the Partial Defense removal or automatic success.

Searing Sunfire Interdiction

Cost: 10m, 4i
Type: Primary
Mins: Archery 5

The Solar focuses all their Wrath into a single shot, and selects a target location--such as where a person is standing. They then launch a streaming arrow of light into the air.

At the start of the next Round, the arrow crashes down at the targeted location, dealing [Archery + (Essence) x2] Undodgeable damage to all within Short Range of the target location.

For the remainder of the scene, the affected area becomes bathed in Soulfire Environmental Damage. (Essence) per Round.

Athletics Lesser Charms

Shadow over Water

Cost: 2m
Type: Reflexive
Mins: Athletics 2

The Solar may negate up to (Essence) Disadvantages imposed on their Evasion.

Burning Corona Evasion

Cost: 3m
Type: Reflexive
Mins: Athletics 3

The Solar flares a glimpse of their anima at just the right moment, temporarily blinding their opponent as they attack them. This does not definitely reveal their Solar nature, as this flash of anima can be attributed to tricks of the light.

When defending with Evasion, the Solar may force the attacker to lose 2 Impulse. If they do not have enough Impulse to be lost, the attack is reduced by 1 damage.

Foe-Vaulting Method

Cost: 4m
Type: Secondary
Mins: Athletics 3

Swift as the wind, the Solar may vault across, above, or around an enemy with blurring speed.

Target a character that has not used their action this round, and can be reached by a Move Action. Make a contested (Dex + Athletics) roll against the Evasion. On Success, move to the Short Range band behind the target, and force the target to lose (Threshold Successes) Impulse.

On a Failure, the Solar is left in Close Range with the target.

Seven Shadows Evasion

Cost: 4m, 2i
Type: Reflexive
Mins: Athletics 4

The Solar is as swift as the shadows they cast, and may Increase their Evasion against an attack by (Essence).

Greater Charms

Sunlight's Advance

Cost: --
Type: Permanent
Mins: Athletics 4

All of The Solar's movement is doubled--rolls depending on speed add an additional (Athletics) dice. Leaps and bounds are also doubled.

In combat, any Move Action may move up to Two Range Bands at no penalty.

Eagle-Wing Style

Cost: 3m
Type: Supplemental;
Mins: Athletics 5

By using the barest of scenery, be it lampposts, delicate tree branches, or even coins the Solar carries with them to launch against, they Solar may leap effortlessly through the air.

Awareness Lesser Charms

Genius Palate Summation

Cost: 2m
Type: Primary
Mins: Awareness 3

The emotions and intentions of an individual bleed through to their craftsmanship. Upon eating, imbibing, or otherwise interacting with food (or drink) prepared or handled by an individual, make a Read Intentions Action against them.

Unsurpassed Sense Discipline

Cost: 4m
Type: Reflexive
Mins: Awareness 3

The Solar reduces Awareness disadvantages due to distance by up to (Essence) dice. This also opens up Awareness checks up to twice the normal distance--they can clearly hear or see across a field.

Inner Eye Focus

Cost: 4m
Type: Reflexive
Mins: Awareness 4

Reroll an Awareness Roll, taking the preferred result. This may only be done once.

Living Pulse Perception

Cost: 3m
Type: Primary
Mins: Awareness 4

By focusing all their senses into a single point, the Solar can gather a trace of all living, breathing, and/or moving creatures.

This allows a roll against all hidden creatures that breathe, live, or are currently in motion in the current scene, and eliminates up to (Essence) penalties that would be applied against the roll.

Greater Charms

Eye of the Unconquered Sun

Cost: 10m
Type: Primary; Scene
Mins: Awareness 5

For a Moment, the Caste Mark of the Solar flares up for all to see and becomes a focal lens for the Inner eye, revealing all to the Lawgiver.

For that brief moment, all characters in the scene can be sensed, giving a snapshot of their current position, and movement.

As well, roll a (Cunning + Awareness). All characters in the scene with (Essence) less or equal to the roll are valid targets for any future perception during the scene, regardless of obstacles such as hiding behind walls.

Brawl Lesser Charms

Heaven Thunder Hammer

Cost: 3m
Type: Supplemental
Mins: Brawl 1

On a Brawl Attack that hits, the target(s) are thrown back or down one range band of the Brawler's choice.

If they impact a wall or other solid surface, deal an additional (Essence) amount of damage--potentially shattering the impacted surface.

Throwing creatures of a size class or above the character does not deal the extra damage, but still may shatter the surface.

Solar Cross-Counter

Cost: 3m, 2i
Type: Reflexive
Mins: Brawl 2

After taking damage from an opponent in Close Range, the Solar may reflexively lash out and deal the same amount of damage to the opponent, capped at (Essence)x3.

The Brawler may intentionally choose to be hit (lowering their DV) for this effect.

Thousand Brilliant Blows

Cost: 4m, 1i (+1i per attack)
Type: Simple
Mins: Brawl 3

Make a Flurry Attack against a single target, hitting it repeatedly. No more than 2 + (Essence) flurried attacks may be made.

Blunt Force Avalanche

Cost: 3m, 1i
Type: Supplemental
Mins: Brawl 4

This may only Supplement a Brawl attack that is using the Strength Attribute.

The attack becomes Unsoakable.

Greater Charms

Titan-Strangling Method

Cost: --
Type: Permanent
Mins: Brawl 4

Allows grappling of a character regardless of size with no size penalties. As well, there are no restrictions on restraining the entire body, moving, or even throwing a creature based on size.

Craft Lesser Charms

Chaos-Resistance Preparation

Cost: 8m

Type: Primary; (Essence) Weeks

Mins: Craft 4

Reinforce an object no larger than (Essence) meters in its largest dimension.

For (Essence) Weeks, that object, and anything inside of it, become resistant to the chaotic effects of the Wyld, gaining (Essence) difficulty to warp it.