Exalted Reincarnated

Dragonmystic

09/16/21

Upon your brow lies the mark of a God: a brand of power that sets you apart from mortals, given in a moment of transcendent glory--regardless of your desire for the power.

With it, a vast wealth of supernatural power lies at your fingertips: tasks that you once toiled and struggled against are easily swept aside. Tasks that you deemed impossible suddenly a very real possibility.

Yet this land you reside in, this Creation, is filled with dangerous creatures, monsters, Spirits and Gods that is now your responsibility to deal with.

It is for you to decide what should be protected, what should be furthered; what is ultimately right and wrong.

But you are not alone. There are other Exalts that wander the world, each with their own agenda, ideas, and morality.

You are Chosen. You are Exalted.

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Introduction

THEMES

Exalted is a game where the heroes are demigods, fonts of power. That which mortals toil and test against fall easily against the might of the Exalts, and the Exalts now test their mettle against the monsters and problems of the world: from the chaotic Fae beasts which rip at the edges of the world, to the horrid effects of greed and systemic corruption that hides in the hearts of man.

More often than not, they will succeed in what they have set their mind to-yet they must explore the consequences and repercussions of such actions.

To play Exalted, there are a few core setting themes that should be followed:

Actions are Momentous

The Player Character is the right person at the right time to change the world—for better or for worse. This blessing and burden cannot be given to another, and the Gods are restrained in their actions for reasons ranging from arcane laws, to being involved in their own machinations, to being too weak to do anything.

From the small, personal stories to world-shattering changes, the Exalt stands at the center of it.

What is Done Cannot be Undone

Exaltations cannot be rescinded, the dead cannot return to life except in a hollow mockery of what they once were, and the progress of time is constantly moving forward. Exalts must face the consequences of all their actions.

The Heroes are Flawed

Despite all of their powers and might, Exalts are still human and carry with them their flaws—and this does not make them any less of a hero.

DICE

Exalted Reincarnated uses multiple ten-sided dice (d10s). It is suggested to have fifteen dice (real or virtual). The dice will represent digits between 1 and 10. (Some dice will have a 0, treat that as a 10).

UNOFFICIAL

Exalted, by **Onyx Path Publishing,** is a role-playing game blending together high-action combat, social intrigue, and epic-scale actions from demigod heroes.

The setting is full of rich lore, intricacies, and horrors that inspire and captivate the mind, begging to be explored by a hero of grand scale.

However, the complexity and sheer size of the rules structure makes playing the game a daunting task, even for experienced role-players.

Exalted Reincarnated is a fan-made work to rebuild and recreate Exalted from the ground up to better match its rich Lore, Setting, and Style.

This is Fan-Made material. It is unofficial, and makes no claims of ownership over Onyx Path Publishing materials.

You will need the official *Exalted* books for lore, setting and reference material. *Exalted Reincarnated* makes assumptions based off of Third Edition, but can be played with any of the editions.

FEEDBACK

This project is constantly evolving and changing. If you find problems or want to simply share suggestions, please do so!

Have fun!

SETTING

Creation trembles, poised at the turn of a new age. She strains as the systems and rules which long held her together collapse around her. Her population have become thrown into chaos, a time uncertain.

The mighty Realm, whose reach expanded even out of the Blessed Isle, has lost her Empress with no heir declared. Now, each Dragonblooded Clan vies to claim the throne for their own, whether it be by politics or by force—ignoring all else that goes on around them.

The Silver Pact, that loose association only tied together by their hatred and resistance to the Realm, find their alliances crumbling. Their stances mutate and shift just as their Lunar leaders do. Deep rivalries and opposing systems clash as they turn their attention from the faltering and collapsing Realm onto each other.

The Great City of Thorns has fallen, another wellspring of Death and her servants bubbling up from the ever-present threat of the Underworld.

The silent and secretive Sidereals, those Seers from their hidden places, watch, attempting to hold together what strands of Fate and Reality they might, bickering on what Is and what Shall Be.

All the while, the minor powers seek to claim their own lands and hold in this uncertain time.

In this time, the Sun has brought his Chosen back, those great heroes, those terrible Mad Emperors.

HISTORY

The Time of Glory
In the First Age of Mankind, the Exalted—those mortals gifted with a portion of the god's powers—reigned from above. And at their forefront were the brightest among them, the Chosen of the Sun—the Solars.

The First Age was a marvel. Few, if none, had want for bread, nor suffered from diseases, nor lacked purpose. The lands of Creation advanced in grand workings—vast interconnected empires spread across the land, with networks of great trade. Rivalries of course existed, and the occasional skirmish was fought, but mostly it was a time of peace, where the greatest thread to Creation came from the vast chaos of the Wyld—disturbed by the constant expansion of Creation.

The Time of Madness
But in the heart of this First Age lived something dark, something that festered and grew just as the borders of Creation grew. Inside of mankind's lies a corruptive force, a so-called Great Curse that is a part of us all, but shows itself most to those who have great power. And the Exalted had so much power.

Alongside great civic works grew monuments of great ego, held together soley by force of will. Hard, necessary labor soon became the sentence of criminals and undesirables—a definition that grew to encompass more and more peoples over time. What were once rivalries between empires soon descended into endless, bloody wars that threatened the very fabric of Creation itself.

And, at the forefront of this madness were the Solars—just as they were during peace. In a shining moment of ultimate pride, one of them attempted to Usurp their Patron: the Unconquered Sun. The heavens quaked and nearly shattered at the battle, but eventually the Sun kept true to his name and defeated his Chosen, but not without great, debilitating wounds that led to his collapse. Nights—once a conscious gift—became a necessity for so that he might recover: and nights have gotten steadily longer as the years have passed on.

The Heavens raged at this affront and sealed themselves off from Creation. This was enough to shock the Exalted, and though it was bloody, they managed to survive though the lands of Creation were permanently scarred and changed.

The Time of Sorrow
The Dragonblooded, the most numerous and most mortal of the Exalted, were those that were left to pick up the pieces in the rubble of the First Age. Slowly, over millenia, they rebuilt. While it was a shadow of what it once was, it became a peace of sorts. They managed to stabilize the world, beat back a thousand dooms and angry Gods that threatened the mortals of the broken, shurnken lands of Creation.

But over time, the natural distrust of the other Exalts and their actions turned to fear, eventually turning their gaze inward into a sort of pride. Left to pick up the pieces, to salvage the mess of others, they soon started to feel it was their divine duty, and in a way a judgement that their worth was better than all others.

This Pride soon became doctrine, and one mandated by their new Scarlet Empress. All other Exalts, should they not swear fealty to the Dragonblooded, would be seen as dangers to be removed.

This pride only paradoxically only grew when the Outer Provinces rebelled and seperated at this mandate. It only grew as their Empress was slain—now a matyr to the cause. A Holy Symbol of their greatness shattered and broken by the morally corrupt others.

The Time of Tumult

Today, the lands of the central Realm is in a constant state of a civil war—though none dare to call it a war. Each Dragonblooded house vies for the throne, each declaring an (often dubious) tie to the great Scarlet Empress as proof. Among them is Mnemon, a proven descendent of the Empress, but she has Exalted as a Solar and all have banded against her to stop her.

A great Lunar General rebelled against the House Tepet, splitting their Northern lands in twain. He has renamed himself the Bull of the North, and has become a constant threat from the outside.

Among all this chaos, in the central realm and the scattered city-states of the rebellious Outer Provinces, wander the Wyld Hunt. What was once a unified, independant gathering of Exalts tasked with dealing with demons, fae, angry Gods, and other threats to Creation, has become fractured. Some chapters of the Wyld hunt stick true to their goals—recruiting new Exalts to serve Creation itself. Others have become little more than political extensions, threatening any who do not agree with their ideology.

CHARACTER CREATION
PART 1

Aspects of the character are measured in **Dot Ratings,** the higher number representing greater proficiency. Dot ratings range from 0-5, with 0 being untrained, 2 average, and 5 masterful.

An online character sheet is provided *here*. (So long as this is the most up-to-date version of the pdf.)

STEPS

1. Choose your Exaltation and associated Caste, noting down any special abilities granted.

   Your Exaltation will influence everything about your character, from what charms they may take, so take some time exploring your options.

2. Choose Three *Intimacies*, which are simple sentences that describes your relation or devotions to certain ideals, people, or places.

   Your Intimacies together should answer the questions:

   ◦ What is a tie I have to the world around me? Why do I care whether the world is destroyed or not?

   ◦ What pushes me to continue forward, in spite of all the hardship, danger, and anguish I will encounter?

   ◦ Why do I stick with the party? Is there a particular character I resonate with? Do we share a common goal?

3. Choose your character's *Great Curse*, the character flaw which your Exalt struggles with day in and day out. Example Great Curses are provided with your Exaltation, as each exalt tends to follow similar themes, but they by no means need to be followed verbatim.

   Describing a Great Curse should answer these questions:

   How is the character flawed?
   How does the Curse describe your character? Are they overly compassionate, taking on the worlds ills onto themselves at their own detriment? Are they a braggart, who cannot help but show off?

   What aggravates the flaw?
   What is something that you can encounter in the world that will cause the Great Curse to rear its ugly head? Is it the sight of those in power mistreating those that they are supposed to protect?

   What happens?
   When your character cannot take the accumulated stress of their adventures anymore, what action will they (most likely) take? Do they shut themselves off from the world? Do they take action, ignoring any potential consequences

4. Distribute **16 dots** into *Attributes*. Each must be at least 1, and no more than 5. Attributes are your general skills, applied constantly to the world.

   Suggested Spread:
   [4, 3, 3, 3, 2, 1]

5. Describe your specific skills, or *Abilities*.

   ◦ Record any Supernatural Abilities granted from your Exaltation.

   ◦ Choose **3 Abilities**, which are your primary skills—what your character is *known* for.

   Set them to either:
   [5, 4, 3] or *[4, 4, 4]*

   ◦ Spend **15 dots** in the remaining Abilities, with none being higher than **3** at this time.

   Suggested:
   [3, 3, 2, 2, 2, 1, 1, 1]

6. Gain **3 Lesser Powers,** which are situational and unique effects your character can have in the world.

   Powers can be any combination of:

   ◦ Universal Charms

   ◦ Exaltation Charms.

   ◦ Spells

   ◦ Martial Arts

   ◦ Artifact Evocations.

7. Detail out the *Armor and Weapons* your character uses. Any other mundane equipment the character has need not be written down—so long as it is a reasonable thing for your character to carry, it may be used.

8. You may now spend **16 xp** freely. You may use this to increase Abilities past **3**.

   Keep any experience that is unspent.

Experience Costs	
Attribute	4
Ability	2
Powers	
Lesser	6
Greater (Requires Essence 3)	8
Capstone (Requires Essence 5)	10

9. Detail the character's *Merits*, which are external aspects of your character—allies, money, backgrounds, and history.

   - Write two **Facts** about the character's past.

     - One should be dedicated to your history, such as the city they lived in, or if they are from an important family lineage.

     - The other should be dedicated to a past accomplishment. Often, this is directly tied to why you were chosen to be an Exalt.

   - Mark down **two** standard **Languages**: one representing your local tongue, and one common to the all the Player Characters (typically Riverspeak).

   - Gain **7 Dots** of Merits**,** with which to purchase additional merit dots. A **4 dot** merit may only be purchased with storyteller permission

     Suggested:
     [3,2,1,1]

Starting with a Greater Merit

With special Storyteller permission, you may start with a 4-dot merit, which will place you "in debt" by 1 Keystone.

This takes the form of an unresolved story tie related to that merit. Perhaps you are on the run for stealing it. Maybe it is defective somehow, or in great danger of falling apart? This debt will remain until that plot thread is resolved.

FINISHING TOUCHES

Once your character has been finalized, it is time to record static values. If you are using the provided character sheet, this next part will be completed automatically.

1. Choose a name for your character and describe them. This description should include your *Anima Banner*, the personal soulshape of light that surrounds your character when brimming with power.

2. Set your *Essence* to 1, the starting point for all Exalts. This sets you apart from most mortals who do not have an essence rating at all. (Essence 0).

3. Start with a **Mote Pool of 8**, which is how you empower might charms, spells, and techniques. The pool starts completely filled.

4. **Health**
   Set to 20, then add (Physique) additional points.
   In a combat scene, represents how long you may remain in the fight before collapsing from fatigue.

5. **Accuracy**
   (Weapon Att. + Weapon Ability) + (Weapon Acc)
   The Attribute and Ability you use to calculate accuracy is dependent on your weapon. For example, a Heavy Maul will require Strength and Close Combat, while a Light Bow would require Dexterity and Ranged Combat. See *Weapons*.

6. **Damage**
   Greater of (Strength, Dexterity, or Essence), and add your bonus from (Weapon).

   When attacking a foe, this is the amount of wounds you inflict upon the foe by default.

   Martial Arts or chosen weapons, can change or modify the base damage, but can never bring it lower than (Essence).

Rounding

When taking the average of numbers, always round up to the nearest whole number.

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7. **Evasion**
   (Dexterity + Athletics)/2 + (Armor Modifier)

8. **Block**
   (Strength + Physique)/2 + (Armor Modifier)

9. **Resolve**
   (Wits + Integrity)/2.
   Used to defend against anything that would sway your mind and actions, from deceptively sweet words to mind-altering Spells.

ADVANCEMENT

Essence increases automatically depending on how much **total xp** has been gained, (+30xp) for each level.

Essence	Total XP
1	0
2	30
3	60
4	90
5	120
6 (+)	150 (+50)

Essence 6+

Once an Exalt reaches Essence 6, they start to transcend mortal boundaries. They may push their Attributes and Abilities past rating 5, up to their current Essence Level.

Each Essence Level past 6 requires 50 xp.

Remember that each Essence Rank provides:

- +5 Health
- +2 Maximum Motes
- Ensures a minimum Base Damage of (Essence)

At **Essence 3** and **Essence 5**, the character gains access to purchasing **Greater** and **Capstone** charms, respectively.

You may only save up to **One Power's** worth of experience to purchase higher level powers on reaching this milestone—e.g. you cannot reach Essence 3 and then suddenly have 5 Greater Charms in your repertoire

XP GAIN

Player Characters in the same group should be kept at the same amount of experience points, so that no single character gets significantly ahead or behind others—as well, it takes the entire group to create moments, not individuals.

Players should gain **Two XP** as a base for each Session, and gain an additional **One XP** for meeting any and each of the following:

- Creating a moment of excellent roleplay.
- A character falling victim to their Great Curse, impeding their journey in some way. This does not need to be a Limit Break.
- Reaching a milestone in a player character's personal story.
- Reaching a milestone in the overarching Story.
- Suffering a great defeat.

Gain **Two XP** for any of the following:

- Finishing a Story.
- A Player Character being forced to cheat death, or actually dying.

Tuning Experience Gain

Consider how long you want to play the game, and adjust your base Experience gain based on how quickly you want to meet milestones. Remember that:

- An average of 5xp will be 6 sessions a level, or 30 Sessions to reach Essence 6.
- An average of 7xp will be 4 sessions a level, or 22 Sessions to reach Essence 6
- An average of 10 xp will be 3 sessions a level, or 15 Sessions to reach Essence 6.

GAINING RESOURCES

Project Resources should be sought out and rewarded, based on the Player's actions in the story—it represents everything from riches, favors, or manpower gathered.

Each point of Resources is equivalent to a dot of Merits, or a scale of a World Project. However, Merits or Projects of Scale **4 or Higher** must seek out a **Keystone** to complete the project.

Unlike Experience Points, Resources *do not* need to be the same between characters—deciding who gets what is completely a decision that can be done in character, if something is limited.

ALTERNATE STARTS

HIGHER ESSENCE STARTS

If you wish to start at higher Essence, the following are *suggested* paths for character advancement—you are not *required* to level up this way.

Follow Character Creation, and then add an additional:

	Ess 2	Ess 3	Ess 4	Ess 5
Attributes	1	3	4	5
Abilities	4	5	7	8
Lesser Powers	3	5	6	7
Greater Powers	-	1	3	4
Capstone Powers	-	-	-	1
Merits/Projects	5	10	15	20

> **Player Character Exceptionalism**
>
> Player Characters are unusual in just how quickly they progress, and are not bound by their Exaltations limits. This is *unusual* and not representative of the world at large.
>
> For example, it often takes decades or even a millennia to reach Essence 5, a marker that may be reached within a year for your Player Characters.
>
> As well, non-Player Characters are far more restricted by their Exaltation: the vast majority of Dragonbloods are at Essence 2 or lower, for example.
>
> This is ignored for the sake of fun, and making sure each Player at the table are at the same level.
>
> If you truly wish to exaggerate the difference between Exaltations for Player Characters (this is not recommended for new Players), use the following:
>
> - **Dragonbloods and Liminals** advance at +30xp until Essence 3, +50xp until Essence 5, then +100xp after Essence 5.
> - Most other Exalts start at Essence 2, with an extra 8xp to spend at character creation. They advance every +30xp until Essence 5, then at +50xp.
> - **Solars, Abyssals, and Infernals** start at Essence 3, with an extra 12xp to spend at character creation. They advance every +20xp until Essence 5, then +40xp.

MORTAL START

It is quite natural to want to start the adventure before the Exalted have become what they are. This should be taken with great care and coordination with your Players—this a game of the Exalted, not mortals, after all.

Even as a mortal, those Destined to become Exalted are heroic, above normal mortals. They follow this creation guidance:

Steps

1. Distribute **12 dots** into Attributes. Each must be at least 1, and no more than **3**.

Suggested:
[3, 3, 2, 2, 1, 1]

2. Select **3 Abilities** that your character is known for. One of these may be a *Supernatural Ability* that will be gained when Exalting, though they must take the *Endowed (3)* Merit to reflect this.

   Set these abilities to:
   [4, 3, 3]

3. Distribute **9 dots** in any of the remaining Abilities. None can be brought above 3.

4. Gain one **Fact** dedicated to your history.

5. Mark down **two** standard **Languages**: one representing your local tongue, and one common to the all the Player Characters (typically Riverspeak).

6. Gain **4 dots** of Merits. You may go into keystone debt to do so, and may purchase Special or Supernatural Merits.

7. Detail out the *__Armor and Weapons__* your character uses. Any other mundane equipment the character has need not be written down—so long as it is a reasonable thing for your character to carry, it may be used.

8. You may now spend **8 xp** freely. You may use this to increase Abilities to no more than **4**.

9. Set **Health** to 15, then add (Physique) additional points.

10. The remaining derived values are calculated as normal.

SOLARS

Play a Solar if you want to be a paragon of mankind.
<<TODO>>

DRAGONBLOODED

Most Dragonblooded live in the center of the Realm, confident in their broken empire and taught that they are the rulers of the world. But there are many who live in the Outer Provinces, able to look inwards and see the same Pride that they so greatly place on others.

LUNARS

During the Great Wars of the First Age, the independant and disparate groups of the Lunars feared the worst. Many fled, taking their peoples and the very land itself with them—some to what is now the Outer Provinces, but many to the deep Wylds. Rumors and signs of these lost poeple and lands show up from time to time.

Never a unified people, the Lunars have become even more fractured, operating as independant entities. The attempt at unifying them—the Silver Pack—is little more than a thin gathering, its power limited to barely preventing internal wars between members.

One of the lands stolen was the Caul—a place sacred to both Lunars and Dragonbloods. The realm has never forgiven this great treachery, blaming all Lunars for it. Thousands of ill-fated expeditions have been sent to find it—none of which have returned.

SIDEREALS

The Seers were the first ones to see the madness of the Exalted before it happened. They saw two paths—one where they assassinated the Solars before their madness ripped Creation apart, one smaller path where they counseled and guided the Exalted. Though the decision was bitter, they chose the path of mercy—a decision questioned greatly as the lands of Creation nearly fell to Oblivion.

The Sidereals suffered greatly when exiled from Heaven, as they were cut off from their most powerful tools. Without unification, they have built small, isolated conclaves in places of great power, but have become isolated from themselves and the rest of the world. In this day and age, they guide what portions of the world they can, but often run afowl of conflicting visions from other conclaves.

ABYSSALS

Oblivion, during the Great Wars of the First Age, crept in through the broken Creation and made its own mockery of an Exalt. These void-touched mortals take the form of a darkned Solars, for the Sun casts the greatest, clearest shadows. But any similarity between the two ends past the surface level. The Abyssals are creatures of the dead, those that straddle between unlife and the living. They are both the speakers for the long dead, spirits of vengeance in a broken mortal form, or a connection to the wisdom of the Ancients.

A contingeant of Abyssals have formed the great Tomb City of Sijan, which was instrumental in preventing a great many deaths during a vast Contagion that threatened to rage across the lands.

INFERNALS

Before the First Age, there was a war within heave, where the Gods overthrew their cruel masters. These imprisoned titans, called the Yozi, rage at the betrayal, and seek to disrupt Creation and Heaven. From power and pieces of souls stolen from foolish and greedy Exalts, they have created amalgamation Exalted souls of their own, a mockery of the God's Exalted, with whom they have let loose across their Creation.

ALCHEMICALS

Other Creatures

FAE

DRAGON KINGS

ESSENCE

Essence is the fundamental energy that flows through the world, all creatures, and mortals—an energy that Exalts are naturally able to wield to their advantage.

A character's ability to manipulate and channel the energies of the world are measured in **Motes** of **Essence**, a pool of points that is immediately spent for supernatural effects, and slowly regains over time.

Motes of Essence regain 1 per Hour when the character is taking explicit action to rest, such as sleeping, playing games, or participating in (relatively) stress-free activities that they enjoy.

The entire Mote Pool regains after a full night's of rest, regardless of how large the pool is.

The mote pool will increase with the character's **Essence**, which is a measure of how in tune the character is with the flows of energy through and surrounding them. This Rating will increase automatically as the character accrues xp.

Is it rest if I...

If an activity has any dual purpose or gains advantage (aside from the passage of time), it is not considered rest.

A character may play a game to relax, but using a game to strategize a battle plan is not. Talking jovially (or in commiseration) with fellows is relaxing, while trying to convince friends to join in a plan is not.

This regeneration rule is intended to encourage roleplaying moments of respite, not to force constant calculations and bookkeeping for the Storyteller.

ANIMA

Exalts are not limited to just their own personal Mote Pool as a source of their powers. The drive of action and movement will spur them to greater and greater heights. This movement of power is represented as *Anima*, a type of Essence Flow that is ultimately more fleeting, but brimming with possibilities.

Anima fades away if it is not used—If the Exalt engages in rest, regaining motes, their accumulated Anima dissipates—you can only be "brimming with energy" for so long.

Gain Anima	
Critical Roll	2 Anima for a roll of 8 Successes or more. If the roll is 12+, gain 4 Anima.
Stunt/ Roleplay	2 Anima for great stunts and/or roleplay.
Build Power	1 Anima per 2 Successes

Using Anima
Anima may be used for:

- Exalt/Caste Anima Abilities

- Empowering more powerful Charms and Powers

- Fueling a character's **Strife**—their narrative power that expands past the rules.

As well, Anima may always be used in place of motes, making sure that an Exalt is never without power. (1 Anima per 1 Mote),

Build Power
During heated moments, such as in Combat or Encounters, the Exalt takes a moment to stoke their internal flames, drawing essence from the world around them.

The Player describes how the Character focuses themselves, and rolls the appropriate (Attribute + Ability), gaining a point of Anima for ever 2 successes rolled. (The Critical Roll Anima bonus does *not* apply on this roll.)

Descriptions of Build Power can truly be anything. A Dawn Solar may find solace in flourishing their weapon in a display of (Dexterity + Melee). Another may find refuge in their thoughts, looking across others in recollection with a (Int + Lore) roll.

Building Power encompass a number of thematic actions-- "Preparing for a devastating blow" or "catching a breather" or "bringing all the clues together in the mind." It is intended to narratively reflect be the calm before a very, very explosive storm of power and action.

For this reason, Build Power *cannot* have another mechanical purpose—you cannot intimidate combatants with a Build Power action; though having the scene or even unimportant characters *reacting* to the event is always encouraged.

Narrative scope
Since Anima fades away so quickly, Anima need not be tracked during slower, more narrative portions of the game. Instead, use of Anima can be allowed through taking extra time on their actions: roughly **5 minutes per Anima** expended.

ANIMA BANNER
As an Exalt gathers energy, their souls become suffused with crackling energy, inflaming it into the seen world in a glorious expression.

Ultimately the Anima Banner is an *Aesthetic* matter—one used for Stunts and descriptions.

When using their powers, the Exalted is bathed in their power, the crackling energies surrounding them and forming into a unique expression of their soul—the more power used. First, they crackle with subtle energies across their skin. Then, their Exaltation iconography shows—often a Caste Mark on their forehead. Finally, they erupt in their glorious fire, their body suffused in energy and their personal symbols visible to all around them.

The Exalt may choose to consciously hide it, if in situations where flaring their banner would be untoward. Hiding the anima banner requires *dedicated* concentration.

Excellencies

Exalts aren't restricted to simply accepting the roll that is given to them. When they need to, they may activate their Exalt-specific Excellency to push their roll further than they thought they could, both before they perform the roll, or after the roll (and all power effects) have been finalized.

For example, a Solar will be able to add their Ability Ranks as a number of Successes to their roll, turning what is a certain failure into a success.

However, this does not come without a cost. The character is straining themselves beyond their mortal bonds, and so will gain a point of *Limit*.

The Great Curse

Exaltation is a great and wondrous blessing from the Gods, but with it comes a great and terrible Curse. Perhaps, as the ancient and lost stories speak, the slain Enemies of the Gods lay this Curse upon their servants as a last, spiteful word in their dying breath. Or perhaps it is simply inalienable nature of man, exemplified and given root in power.

Regardless of its source, every Exalt carries with them the Great Curse, an aggrandized character flaw that can interrupt and sabotage a character's well meaning in spite of their better nature.

Each individual Exaltation book details their Great Curse, but it is important to know that these are all *suggestions*. So long as a character has a flaw that affects their decision, it is an acceptable Great Curse. Custom descriptions should always include three aspects: what the flaw exposes in the character, what triggers the flaw, and what the character will (most likely) do when they enter a Limit Break.

- **Solars** suffer from their own Ego. They are those that tirelessly seek greatness and perfection, and may find others or even themselves not up to the standards they desire.
- **Lunars** suffer from being trapped between worlds and are conflicted by the unknown. Are they man or beast? A part of society or apart from it? Their form is constantly shifting, so who are they really?
- **Abyssals** have a portion of their self consumed by the void: something that is lost and that can never be reclaimed. It may be their name and relations; their lost vitality; a loss of emotion and feeling.

Limit

The stress and wear of an Exalt's life will build and press upon them, eventually driving them to a breaking point. This is represented by Limit Points.

A Character gains 1 limit point by:

- Activating their Excellency
- Encountering the limit trigger they have detailed as part of the Great Curse.
- Working against one of their Intimacies.

Limit Points represent how strained the Exalt is—how much wear and tear their psyche and soul is under. The character starts at 0, not being stressed, and can raise up to 10, a level of duress which they cannot stand anymore, at which point they will be forced Limit Break.

Breaking Early

When a character is particularly stressed, such as by being defeated, having their goals turned against them, their Intimacies being credibly threatened, or any other event the Player deems "anguishing," they may see if the character Limit Breaks early.

Roll a 1d10. If the result is equal to or higher than their current Limit, the character keeps it together. While they might be perturbed, hurt, otherwise emotionally compromised, they retain full faculty of their mind and actions. However, if they roll under their limit, they prematurely snap.

The Player, knowing their character better than any at the table, may forgo the roll altogether and simply decide their character snaps. Remember, this should highlight the character's flaws, and how it can impact and impede the character's own goals!

LIMIT BREAK

When a character **Limit Breaks,** they lose all perspective on anything that does not align with their **Great Curse** and will make active and considered effort to fulfill it, regardless of the consequences.

A character Limit Breaking does not lose their faculties, nor do they forget their Intimacies—but those are simply *secondary* to their Great Curse. Often they will use convoluted and strange reasoning to justify their actions.

A Limit Break lasts for an entire scene. Only performing a grave offense against their own deeply-held Intimacies would be enough to snap the character out of their actions prematurely.

At the end of a Limit Break, reset Limit to 0.

During a Limit Break, the character does not gain any limit—even from activating their Excellencies. This effectively grants them **free use of the Excellency for the entire scene**, though it will still raise their anima level.

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Ticking Time Bomb

There will be occasions when a character enters Limit Break, but turning it into a Limit Break Scene just doesn't fit—it occurred during an otherwise lighthearted scene, or when the Exalt is in the middle of nowhere on their own, or the scene was just wrapping up.

If this occurs, with both the Storyteller and Player in agreement, the Character can postpone the Limit Break to a more appropriate scene—just don't wait *too* long.

</div>

ATTRIBUTES

Attributes are a character's raw, innate skills. They represent the capacity and limitations of the body, mind, and soul. Attributes may be trained and expanded on, but often take quite a bit of time and effort to do so which is represented by their experience costs.

All Attributes start at Rating One, and may reach up to Rating Five. There is nothing, save death, that can decrease a character's Attribute below One.

STRENGTH
Physical Force

Strength represents both the raw muscular strength a character contains, as well as the intuition and practice to use it effectively.

DEXTERITY
Physical Finesse

Dexterity is the fine control, reflexes, and agility a character has over their own body

CHARISMA
Social Force

Charisma is a measure of how a character can outwardly express themselves to others through active communication.

INSIGHT
Social Finesse

Insight is a measure of how a character can understand others by observing their actions, words, and expressions. A character with high Insight would be able to correctly guess and understand an other's motivation to predict their next actions—as well as manipulate them.

INTELLIGENCE
Mental Force

Intelligence is a measure of how a character can think logically, organize thoughts, absorb information, and connect together disparate pieces of information.

WITS
Mental Finesse

Wits is a measure of intuition, common sense, and fast-thinking. Whenever a character needs to react quickly, come up with a clever quip, or intuit something with their "Street-Smarts," they will use Wits.

ABILITIES

Abilities are skills that have been honed, trained, and developed through education and experience. Abilities range from Zero (0) to Five (5).

Natural Abilities are those that any mortal (and thus Exalt) has the capacity learn, train, and perform actions with. Characters may always roll with a Natural Ability, even if they have 0 in the rating.

Martial

ARCHERY
Mastery of physical weapons that deal damage through projectiles. Covers all weapons that have a launcher and projectiles, ranging from bows and arrows to slings to the exotic flamepiece.

> **Ammunition**
>
> *Exalted* does not require the Player to keep track of their character's ammunition. You only run out when it is dramatically appropriate, as decided by the Player.

ATHLETICS
Athletics is a measure of *physical motion,* and covers anything that might constitute aerobic exercise.

BRAWL
Mastery of the body, allowing attacks from any part of the limb, ranging from kicking, punching, tripping, or grappling. While often performed unarmed, Brawl has a selection of weapons that can be used, such as brass knuckles.

MELEE
Mastery of the close-quarter weapons, such as swords, axes, or clubs.

PHYSIQUE
Note: Each point of Physique increases your Health by +1.

Physique is the measure of fortitude and well-being, strength and hardiness: the ability to shrug off attacks, poisons, and any debilitation of the body or mind.

THROWN
Mastery of physical weapons that deal damage hurling weapons at enemies, such as knives, spears, and even improvised objects.

Social

BUREAUCRACY
Bureaucracy relates to all matters legal, organizational, and mercantile.

COMMAND
Command covers the skills necessary to manage, inspire, and otherwise direct people, typically in large groups.

INTEGRITY
Integrity is a measure of how tightly a character can keep to their convictions, goals, and objectives without being influenced by outside forces.

INVESTIGATION
Investigation focuses on the ability to search, uncover, or otherwise procure specific details, often revealing things that others do not want revealed.

PERFORMANCE
Performance is the measure of not only how well a character is in the technical nature of singing, dancing, or other such artistic expression, but the ability to convey meaning and thoughts through those actions. A skilled performer not only knows how to entertain their crowd, but also knows how to incite that crowd into a frenzied riot should they desire.

SOCIALIZE
Socialization is a way to relate and talk with people, making them feel heard and personally connected with them.

SUBTERFUGE
Deception is the art of trickery, manipulation, and physical stealth. Its masters are adept at getting people to do what they want without them even realizing an outside influence is even there.

Utility

AWARENESS
Awareness is a measure of alertness and impromptu understanding of events through any and all of the senses.

CRAFT
Craft is used to produce, analyze, and repair physical constructs and moving parts. A crafter knows how to take raw discard material and turn it into a wondrous, machines intended for mechanical and aesthetic purposes.

LORE
Note: See the special Action Recall Fact

Lore is both the breadth and depth of understanding in the world, ranging from geographic knowledge to religion and philosophy.

MEDICINE
Medicine is the study of the body and how it operates, spiritually, mentally, and physically. Those with high Medicine will know how to treat injuries, gather herbs, and strike at essence flow lines to heal (or harm) their patient.

NAVIGATION
Navigation is the ability to traverse terrains—from land, to sea, to jungle—and come out unscathed and on time. A trained Navigator will know their hand at reigns, the stern of a ship.

STEALTH
The art of not being seen, from physical stillness to knowing how to blend into a crowd. Also includes some tricks of the trade, such as lockpicking.

SURVIVAL
Survival is the ability to tame the wild-lands, ranging from scavenging, to identifying dangerous animals, as well as how to track others.

Supernatural Abilities

Supernatural Abilities are those that are beyond the reach of even the most talented mortal. No amount of training or skill can induct a mortal into a Supernatural Ability-only by special circumstances will the domain of the Gods be opened to them-such as Exaltation. Even then, it is often a limited selection.

For example, those chosen to be a Dragon-Blooded are opened up to the Elemental Abilities of Fire, Water, Air, Earth, and Wood, but are restricted from the Lunar's Shapeshifting Ability.

A minimum of Rating One is required to perform any Supernatural Ability, and it cannot be learned without a specific Merit or Exaltation.

Since Supernatural Abilities are so closely tied with an Exaltation, Gods, or Creature of Power, most will be detailed in their respective books. Occult, however, is the only Supernatural Ability that is available to all Exalts, and even some mortals.

Occult

Sorcery is the method of twisting, changing, and exploiting the rules of reality to the practitioner's favor. The methods of doing so are arcane, often requiring long, drawn-out rituals to perform correctly.

Occult encompasses many thing, but focuses primarily on Environmental changes, summoning of demons, and control over the spirits of the world.

All Exalted, and even some mortals, have the potential to learn Occult. However, they must be Initiated into the arts by some teacher or force. A Player should be able to point to one of their Merits as a reasonable source for their tutalage.

Uses

Occult, as a raw ability, can be used to sense the flows of essence around the player, as well as setup low magic rituals which are called "Thaumaturgies". Examples include reading tea leaves, laying down a protective salt circle, or performing an exorcism.

As well, studies in Occult will often give a base level understanding of the difference between Spirits and otherworldly creatures of power—though it will always be filtered through a light of what the practical application is.

Restrictions

Occult is a broad skill, one that manipulates the very Essence that life in Creation relies upon, so it can sometimes be unclear to allow anything and everything through. So, there are a few guiding restrictions when using Occult:

- It takes time. Aside from the most basic uses, Occult is highly ritualistic, rarely being able to used in single action. It also often may only be done in specific times of the day, or with certain reagents.

- The Essence flows of others cannot be changed or altered without a dedicated Power.

Occult Knowledge

Having occult confers a certain base level knowledge about spirits, demons, and other aspects of Creation—however it should be treated as a *compliment* to Lore, not a replacement.

A general rule of thumb is to think of Occult concerned more with the "practical application" of such knowledge, with Lore focusing more on the historical, cultural, and general knowledge.

Sample Thaumaturgies	
Read Tea Leaves	While the stars are visible, spend at least 15 minutes performing a ceremony brewing, drinking and then studying tea. After which, roll (Int + Occult). If 3+, you may ask the Storyteller a single question about the Fate or Destiny of a character that drank from the tea. The Storyteller must answer truthfully, but may do so cryptically or through riddles.
Unquenchable Flame	Gather and arrange a set of rocks, no wider than the width of a horse, in a geometric pattern favored by Hesiesh, the Dragon of Fire. After striking each stone with either a wooden or steel rod, flame will erupt and burn between the rocks without need of fuel, nor doused by all but the harshest of winds or rain.
Exorcism	By chanting, forming ritualistic circles, and performing a concentrated twisting of Essence, the sorcerer can banish a ghost or other underworld creature back to a Shadowlands. This cannot be done with any unwilling, undefeated creature that has an Essence Rating.

CUSTOM ABILITIES

The provided Abilities are not considered comprehensive or exclusive list-simply a selection that is expected to be most useful in the Exalted setting. Creating abilities and charms custom to specific characters or settings is not only allowed, but it is encouraged!

There are a few guidelines that must be followed when creating a new ability:

- An ability must be well-defined. If a couple of words do not communicate what the ability is about, and what it encompasses, then the theme needs to be refined some more.

- It cannot be too broad. The provided abilities in the book should be the upper-limit on how broad of a theme an ability should be.

- It cannot fully encompass another ability. There will often be overlap between abilities, which is allowed, but the custom ability should not simply be an ability and something else.

When creating charms for a custom ability, using and altering existing charms is perfectly acceptable.

> **Shared Charms**
>
> When making a new ability that has the same design space as an other ability, many of the charms will be exactly the same. A character may use such purchased charm in both abilities, (so long as they meet the minimum ability requirement.) They do not need to purchase the charm twice.

Example Custom Abilities

- **Drive**. Useful for a modern setting. Involves the natural handling of high-speed craft, ranging from finding ways around a complicated city to performing daring maneuvers to shake off pursuers. Pulls heavily from Navigation.

- **Firearms**. Useful for a modern setting. In standard Exalted setting, firearms are the exception, a rare bauble and interest to be found. But in a modern setting, this would supplant the Archery ability as the primary ranged ability. Many of the charms would be similar.

- **Cooking**. Typically, this ability is not marked on a character sheet, as it does not impact the story much. But if you are a grand cook, to such a great extent that you wish to form charms and powers around it, it can be its own specialized ability.

MERITS

A Merit is any sort of benefit or background that may help the character, outside of their normal internal powers would grant.

Merits are often intimately tied to a character's story—they have wealth because they were born into it—and typically may only be gained or upgraded during character creation, or through the Projects system during campaign.

Almost all Merits are location or context-dependent, and so are often restricted based on the nature of the story campaign.

When you purchase Contacts, for example, you must specify what their nature is, and their location. i.e. "The assassins of the Eastern Forests."

Multiple merits of different locations and types can be purchased.

USING MERITS

Most of the time a Merit is just a statement of fact about your character, and should simply shape the story with its presence—Followers will do what you say, wealth backs a bribe attempt with truth, and an ally will generally be helpful if they can be. A good rule of thumb is that if the difficulty of the action is less than the rating of the merit, it simply just happens.

On the rare cases when the outcome is uncertain, an appropriate [Attribute + (Ability or Merit rating)] may be asked for. For example, you may raise a glorious ancient artifact to prove your worth to a crowd with [Composure + Artifact rating], attempt to convince an ally to do a dangerous task for you with [Charisma + Ally], or know a piece of obscure Lunar history with [Intelligence + Fact: Silver Pact Member]

Exhausting Merits

At the storyteller's discretion, a Merit can be exhausted for a period of time after a large, impactful use of the merit, and be unable to be used except in limited ways. For example, after a character with Wealth (4) manages to bribe the Prince of a city into their pocket, the Storyteller declares that this is a serious use of their Wealth merit, and that all significant expenditure of their wealth is now tied up into this one action and must recover.

The Storyteller designates the length of time the merit is exhausted, though this cannot last longer than a single story.

> **Loss of Merits**
>
> Merits, unlike Powers purchased by the player, are not guaranteed to be protected for the duration of the story.
>
> Temporary restrictions to merits—such as an Ally being unable to help in this situation, even if the merit isn't exhausted—is explicitly allowed. However, the Storyteller should always be judicious about such decisions.
>
> During dramatic parts of the story—and with coordination between Storyteller and Player, merits can be permanently removed. This may be done through such things as a stunning defeat, or a tragic change in an Ally's cause.

GENERAL MERITS

Fact
(3)

Facts are simple, undeniable statements about the character that may help them in their adventures. They are the most free-form of all the merits, and encompass anything from a description of a character's origin to markers of accomplishments.

Facts are typically chosen during character creation, awarded at the end of a Story, or to mark completion of a significant world Project.

> ### Fact Levels
> Facts are set to 3 dots for ease of use—they are significant enough to impact the setting significantly, but not world changing. It is intended to be a "rule of thumb" for what should be written on the character sheet.
>
> If there is a need for a higher or lower merit to be written down, it becomes its own custom merit—which is perfectly acceptable.

NATURAL MERITS

Backing
The Character is an official in an organization. Their rating represents how much organizational power the character has.

The Character may instruct subordinates to Perform a Task without question, so long as it is in line with the goals and morals of the organization.

Backing 2 would either represent being the head of a local organization, or the leader of a local chapter of a global organization, wheras Backing 5 would represent being the head of a global organization of great note.

Bond
Special Note: *Bonded individuals must each have the Bond merit, though the level does not need to be the same.*

Your soul has been entwined with another, uniting your Destinies. The character instinctively knows if their Bond is in danger, and the general direction they are in.

Influence to directly harm, endanger, or otherwise disadvantage their Bond is treated as Unacceptable Influence. This may be used reflexively.

Contacts
You have a network of contacts in a given location and class of society willing to give you information. So long as you are in a location of your contacts, there's always someone with a friendly face, or who knows someone who knows something.

Cult
The Character is a leader and/or target of worship for a religious cult.

Disadvantage: The cult requires periodic guidance and attention. As well, it is often an unwelcome influence and potential political hazard.

Wealth
Wealth is a renewable source of money. A character with any source of Wealth needs not worry for basic necessities or sustenance, and may always purchase a place to rest.

Targets can be paid (or bribed) to Perform a Task without needing a roll or any Social Influence. Some characters may refuse this offer, or even be offended by it.

Ally
Allies are individuals, groups, or organizations that a character may call upon to aid them in their endeavors—proven to be an asset.

Allies are not at the whim and mercy of the character—they have their own lives and concerns to deal with, but they can be assumed to not willingly or knowingly hurt the player character.

The Rating of Allies represents both the scale and influence of the ally: Rating 1 would be a competent, but still mortal--guard. Rating 3 would be an Exalt or a medium spanning organization. Rating 5 would be a high-rating God or an organization such as the Guild.

Artifact
(2-5)

Artifacts are items that contain wondrous, supernatural effects upon the world. Artifacts typically have some sort of inherent supernatural usefulness to them that is **immediately available** on purchase of the artifact.

Evocations are Powers the artifact contains that must be awakened by **additionally** purchasing Evocations with xp.

Rating 2 Artifacts are minor wonders: they have some sort of inherent supernatural usefulness, such as a water skin inlaid with jade that filters and purifies all water within. Rating 2 Artifacts have **no** Evocations.

Rating 3 Artifacts may have a Lesser Evocation

Rating 4 Artifacts may have 2 Evocations, and have a Greater Evocation.

Rating 5 Artifacts have up to 3 Evocations, 2 Greater Evocations, and 1 Capstone Evocation.

Language
(1-2)

Each purchase of this merit represents a new language the Player Character has learned to speak, read, and write in.

Note: All Characters start with 2 Languages, typically their Local Tongue, and the trade Language Riverspeak.

1. **Standard Language**:

   - Specific **local** tongue.

   - The Trade Language, **Rivertongue** (if not already known)

   - **Directional Language**: While not a true language in itself, a Directional Language is a collection of general speech patterns and dialects that would fit as "close enough" with the local tongue of anybody living in the respective Cardinal Directions (Air, Wood, Fire, Water) to communicate most thing.

   - **High Realm**, what is spoken by the elite in the center of the Realm. (Realm has completely taken over and eliminated Earthtongue).

   Note: "Common" is relative to the character, and depends on the setting. A character from Autochthonia would find Autochthonian common, after all.

2. **Uncommon Language:**

   - **Old Realm**, which is what most First Age scrolls are written in, and still spoken by many Gods and Spirits.

   - **Dragontongue**, the language of the Shogunate, enforced to be the common language before the Realm came to existence. Some traditional sects of mortals still hold onto this tradition.

   - **Malfean**, a terrible tongue spoken only by demons.

   - **Autochthonian,** A tongue spoken from those trapped inside the body of the great Maker.

SPECIAL MERITS

Master Stylist
(3) Mortal-Only

Allows a mortal to purchase Techniques of a specific Style, (excluding Greater Techniques), and grants them a **3** mote pool that may only be used on the style's Techniques.

A Mortal may learn this merit on their own, though it is rare.

Mutation
A mutation represents any non-standard body configuration that may be useful to the character. This is a boon (or curse, depending on attitudes), is granted by sourcerous workings, the gods, and the eddies of the dangerous Wyld.

Sample Mutations		
Name	**Cost**	**Description**
Toxin Resistance	1	You can ignore small levels of a specified class of toxin, and gain a Moderate Advantage when resisting larger quantities.
Natural Armor	1	You have scales, leather, or other natural armor. You are never without your armor.
Tail	1	You have a tail, which can be used as a limited-dexterity appendage.
Fins	2	You may move normally through water. Your fins may be hidden or disguised.
Wings	2	You may fly through the air. Your wings cannot be hidden.
Wings (Hideable)	3	You may fly through the air. Your wings can be hidden at any time.
Extra Limbs	3	You have another pair of dexterous arms and hands (or legs or tentacles)

SUPERNATURAL MERITS

Most Supernatural Merits require *Storyteller Approval* to purchase, or to grant to followers.

Endowment

(3-5)

Gain access to a Supernatural Ability normally outside your purview. This must be given as a boon from a supernatural entity that already has access to that Supernatural Ability.

Mortal Sorcerers must have this merit to access Sorcery or Necromancy.

Endowment grants access to a mote pool of 10 if the character does not have one. This mote pool may only be used for this specific Endowment.

If a Mortal Exalts with this merit and that supernatural ability is granted to them, they are refunded the merit costs.

3—Use of the Ability, but restricted in some way: For example: Shapeshifting may be granted, but only into only one creature.

4—Use of the Ability, restricted in some way. In addition, they may purchase Lesser Charms.

5—Use of the Ability in its entirety and the ability to purchase Charms normally.

The System
Part 3

STRUCTURE

The system of Exalted Reincarnated consists of the base Narrative System, Character Abilities, and three important subsystems: Encounters, Combat, and Projects.

NARRATIVE SYSTEM

The **Base Narrative System** covers the base interactions of the game, and will most likely span the majority of time spent. It consists of Action Rolls, Character Powers, as well as detailing out certain specific circumstances that might come up, such as group rolls.

For the most part, the Base Narrative System is intended to provide tools to quickly resolve what happens in response to roleplay with a simple roll—something to verify that the characters can actually do what they say they are doing.

These are all intended to be tools—something you can pick up and put down as needed. Do not feel bound to use them if they are not needed.

ENCOUNTERS

The **Encounter** subsystem is a framework that the Storyteller can use to provide twists, turns, and satisfying motion for dramatic scenes, ranging from courtrooms to mental mazes to the intricate dance of social maneuvering.

The Encounter subsystem is the lightest of the systems, intended to be flexible enough to handle a myriad of possibilities while still retaining structure and predictability.

COMBAT

While a conflict could be determined by a simple opposed roll, it is rarely satisfying to do so. The **Combat** subsystem is provided for scenes where violence must be performed in glorious battle.

It is the most mechanically involved of the subsystems, in order to give Players the satisfaction of performing shifting tactics and powerful maneuvers that only the Exalted are capable of performing—while not getting bogged down in endless minutia.

PROJECTS

Sometimes there are great stretches of times that pass by, that are not directly played. Yet the Exalted are constantly busy, creatures of action and motion even if there is not a direct outward change.

The **Project** subsystem details how to handle timeskips, background tasks, and how the Exalt changes the world around them when the world isn't directly falling apart.

CORE MECHANICS

ACTION ROLLS

Whenever an Exalt attempts something that is dangerous, uncertain, or momentous, the Player at the table will perform an *Action Roll* to check that the action can be performed.

Exalted uses a *dice pool* system, where the Player gathers a number of d10's (ten-sided dice) equal to their character's relevant Attribute and Ability scores. For example, if the character was attempting to scale a cliff, they would gather a combination of their *Attribute: Strength (4)* and *Ability: Athletics (2)* dice together into their Dice Pool. (6, in this case).

Then, with their full Dice Pool, they roll. For each die face that is showing the target number: **(7)** or higher, they gain one success on the action. If the number of successes is higher than the difficulty of the action, the character succeeds.

For example, examine the results of six rolled dice:

$$\{1, 3, 4, 7, 9, 9\}$$
This would count as 3 successes, as follows:
$$\{0, 0, 0, 1, 1, 1\}$$
If the difficulty of the action was **3** or less, the character would succeed on their action. The values of 1, 3, and 4 are not, and do not affect the roll in any way.

If a die face shows up as the value **(10)**, the die generates not one (1), but *two (2)* successes, allowing for critical successes beyond the character's normal limit.

If the roll had instead been:

$$\{1, 3, 4, 7, 9, 10\}$$
This would count as (4) successes:
$$\{0, 0, 0, 1, 1, 2\}$$

WHEN TO CALL FOR A ROLL

An Action Roll should only be called for by the Storyteller when the result of a character's action is *uncertain*. Don't call for a roll if a task is either guaranteed to succeed or to fail—one of easiest traps to fall into as a Storyteller is to call for a roll expecting it to succeed or not, and then scrambling to adapt because the dice did something unexpected.

RETRYING ROLLS

Once a roll has been decided, a Player cannot simply try the action again—it is assumed that the character has already approached the issue from multiple different angles before truly failing in the roll. For example, their failed barter included multiple tiers of money that they were willing to part with.

Only through powers like a Charm, or by a dramatic change of the scene is a re-roll allowed—for example, the marketplace erupting in a great conflict, convincing the merchant that they need to sell and leave as quickly as possible.

DETERMINING DIFFICULTY

Before a roll is performed, the Storyteller should determine the **Difficulty** of the roll—the number of successes that the roll must match or exceed for the action to be considered a success. Here is a guiding scale for choosing difficulties:

- **Difficulty 1 (Easy)**
  This task is challenging to a mere mortal, but an Exalted Hero is more than likely going to pass it: though there is still a reasonable risk of failing. Picking a lock, calming an irate guardsman, or basic first aid would fall under this category.

- **Difficulty 3 (Typical)**- A mortal will find this to be a difficult or challenging task, but an Exalt will most likely be able to pass it with some effort.

- **Difficulty 5 (Difficult)**- Tasks which are daunting fall in this category—climbing a sheer cliff in winds, charming a staunch Dynast with sweet words, or avoiding the bite of a venomous beast.

- **Difficulty 7 (Challenging)**- Tasks which should be near-impossible for any mortal. Such as noticing things in pitch darkness, or landing on a precise spot hundreds of feet below.

- **Difficulty 9 (Impossible)**- Tasks a mortal could not possibly do, no matter the circumstances. Running straight up a building, leaping across a chasm unassisted, or keeping a patient alive without a heart for hours at a time with their bare hands.

Difficulty 3 should be the default roll.

WHAT TO ROLL?

A roll should be called *in response* to Player actions, and as a way to *represent* what is happening in the action—this is a role-playing game after all!

The Attribute and Ability should be chosen based on what most represents the action the Player's character is described as doing.

For example, if a character was charming a crowd through song, it would be *Charisma* and *Performance*.

A character's Attribute represents the character's general skills and method, whether it is primarily a *Physical, Social,* or *Mental* action, and if they are performing the action that action through *Force,* or *Finesse*. The six Attributes are:

- **Strength**   (Physical Force)

- **Dexterity**   (Physical Finesse)

- **Charisma**   (Social Force)

- **Insight**   (Social Finesse)

- **Intelligence** (Mental Force)

- **Wits**   (Mental Finesse)

Abilities are *specific* skills relevant to the situation, such as *Lore* for knowledge of history, or *Craft* for the creation of material goods. A full description and list of Abilities may be found in the [Attributes and Abilities](#) chapter.

It is also perfectly acceptable to offer a selection of multiple different Abilities that might match the action, with the Player having the choice between them.

Failing Forward

In a high-powered setting such as Exalted, properly handling failure is incredibly important. You, as the Storyteller, are there to make sure that the story keeps moving forward, even if the Players are unable to do so.

It is often helpful to see a failed roll as an opportunity for you to move the plot in a way that the Player characters wouldn't want, rather than simply not succeeding.

When a Player Character fails on an action, there are a few general paths that you may choose to employ:

1. *A simple failure*—the character don't do the action, the story continues. Typically you pick this path when the players already know of different paths they may take. Sometimes letting your players step back and reanalyze their approach is a decent option. You should not pick this option if it would bring the momentum of the scene to a crashing halt.

2. *A bargained success*—the character manages to squeeze through a victory, but at a great cost. They opened the doors like the wanted, but they alerted everyone to their actions. You, as the Storyteller, are allowed to take a hard action against the player characters when this happens. Remember: you are not there to punish the players, but to set up great adversity and challenges!

3. *"No, but..."*—If players have heavily invested in an action, and it just doesn't work out because of bad luck, don't give them *nothing*. Sure, they failed at the task they were intending, but another pathway opens. Maybe they failed to convince the Queen of their plight, but the Prince overheard and wishes to speak to them. Be judicious of choosing this option, as overuse may make your game feel consequence-free.

ADVANTAGES AND DISADVANTAGES

The difficulty of an action can be modified by various conditions, whether it be environmental, helpful, or antagonistic. These should be provided by the Storyteller as deemed appropriate to the narrative.

By default, Advantages and Disadvantages are written in terms of **dice** available for the character to roll: (+2/-2 dice). Since this is the default, the "dice" moniker is often dropped—if a power ever simply says "+2", it means to dice.

Whenever a Modifier affects a static value, such as Resolve or Difficulty, you should **take the average**, rounding up. +1 or +2 dice is +1 to Resolve, for example. Some powers will directly reference Static Value or Difficulty modifiers, instead of dice.

ASSIGNING MODIFIERS

Modifiers can be granted from any source, such as any powers, the environment, or even the mental condition of the character taking the action.

Advantage/Disadvantage		
	Dice	Difficulty
Minor	±1	±0
Moderate	±2	±1
Major	±4	±2

Any **Modifier** should be something significant to the scene—something that would perturb even an Exalt, and you should not concern yourself with keeping track of anything and everything that *could* be a modifier. Light rain, while thematic and aesthetic, would not be enough to affect the athletics skill of the Exalt.

Natural Modifiers and Difficulty

Remember that Difficulty has its own inbuilt assumptions—many difficulties are set because they are a particular "base" level of challenge with a specific disadvantage: picking a difficult lock (3) vs. picking a difficult lock while blindfolded in a hurricane (9).

If a character uses a charm or power to dismiss part of that difficulty—removing all impairments caused by weather— it is the same as granting them an equivalent Advantage!

STUNTING

The setting of Exalted encourages wild, ambitious, and perhaps dangerous actions of the characters. When a player describes their character doing their action in a fun and creative way, the Storyteller should reward them by letting the action proceed! If a character swings from a chandelier in order to drop down on top of an enemy, let them do so!

Stunts should operate off of the "Rule of Cool," and may bend the rules a bit, both of reality and the game—such as falling great distances to land perfectly in a pose with no damage. Nobody need concern themselves with the useless physics of such a maneuver.

If the Stunt is particularly impressive consider rewarding the Player with *2 Anima*.

Stunts also do not need to be tied to specific actions. If, as a Storyteller, you find a scene or particular interaction to be moving, reward the players with Anima.

STRIFE

The world of Creation will push even the mighty Exalted to the brink, and in those moments of desperation, forcing them to delve into reserves they did not know they had—and can rarely replicate when needed. This moment is called a **Strife**.

Strife is a powerful tool for Player Characters to change the world around them.

By spending **3 Anima** and performing a Stunt, the Player may:

- Reuse any limited-use Power.

- Use a Power they have not purchased, but would otherwise qualify for. (i.e. At Essence 1, you may choose any Lesser Charm of your Exalt. At Essence 3, any Lesser or Greater, etc.)

  ○ If the Power you choose has a mote cost higher than **3**, you must instead pay the difference in motes.
    (e.g. if a chosen charm costs 4 motes, using that charm as a Strife requires 3 anima, 1 mote.)

- Invent a Charm-like Effect. The Player should feel free to dictate how they use their powers in a custom-tailored way for the situation, though this does require Storyteller approval to make sure it doesn't *directly* solve the problem of the scene.

STRIFE GUIDELINES

When using a Strife, the action should simply happen without a roll. So long as a character *should* be able to do something, and it is *cool* for them to do so, it *does*. In this way, it can be thought of as a more powerful Stunt.

There are a few guiding restrictions to keep in mind with Strifes, which should

- Other character's actions cannot be dictated: only those under control of the Player's.

- The Action cannot *directly* solve the scene; it can only assist and guide it.

- The Action should flow naturally from the character—a Solar cannot suddenly shapeshift, for example.

Example

The Archer turns from the Dragonblood threatening her and focusing her essence into a point on their arrow. With a sharp hiss of air, she lets it loose into the nearest mountain, watching as the arrow explodes in an impressive show of Anima. The mountain rumbles as the snow dislodges, causing the newly-fallen snow to groan, rumble, and then start cascading into a deadly avalanche which rushes into the passage, sealing it and cutting off the dynasts reinforcements.

"I'm going to use my archery to cause an avalanche". it changes the environment, stopping any reinforcements—removing the time limit on the challenge, but not destroying their enemy. It assists the Player and their scene greatly, but does not solve it.

SPECIAL ACTIONS

Most rolls are simple: the Player dictates what they are intending to do, and the Storyteller tells them which (Attribute + Ability) to roll and how much the difficulty will be.

However, there are a few specific situations that have special rules:

TEAMWORK

Whenever a character uses their action to assist another, they may grant a Moderate Advantage to another (+2 dice/+1 Difficulty) without the need to roll.

If two people teamwork the same target, they may bump it up to a Major Advantage (+4 dice/+2 Diff.), but no more than that is allowed.

CONTESTED ACTIONS

Certain actions are contested between abilities of two or more characters, rather than a simple difficulty.

In this case, all characters simply roll their appropriate Dice Pool, and compare who got the highest number of Successes.

Taking the Average

To speed things along, the Storyteller is encouraged to take the *average* number, rounded down, of the NPC's dice pool. If they have 4-5 dice, simply state that they get got 2 successes and move on.

The exception to this guidance are important characters, such as rivals or foes of great challenge.

> *There are two characters in the scene: a guard and a thief. The guard is keeping watch, and the thief is attempting to sneak past them. The dice pool for the player-controlled thief would be Dexterity + Stealth.*
>
> *Since this is a NPC, and there are no dice-affecting powers active, the storyteller simply takes the average: (Wits + Awareness)/2, which turns out to be 3. Should the thief match or surpass that difficulty, they successfully sneak past.*

GROUP ROLLS

If a *group* of people must all succeed on the *same* action—such as sneaking—those character who exceed the difficulty may donate any extra successes to their less fortunate group mates at a rate of *2 successes given* per *1 successes received*. This is a special form of automatic Teamwork.

So, if a group trying to succeed at a difficulty 3 check rolls 7, 3, and 1, the Player that rolled 7 would be able to give up their 4 extra successes to give the last Player 2 successes.

RECALL FACT

You have two options when determining Facts about the world:

1. Ask the Storyteller a question.

2. Introduce a fact that your character "knows" about the world. This must not contradict the established setting in your game. (The Storyteller may veto a fact.)

Once you have stated your goal, the Storyteller determines the difficulty of remembering that fact, which you roll against as normal. If successful, the Storyteller must answer the question truthfully, or note the introduced fact as part of reality.

Typically, this roll is (Intelligence + Lore), but it need not be. You may use any Ability to know things related to that ability—such as using *Archery* to recall facts of a famous archer. Lore simply is the Ability that has no restrictions on use.

The Non-Omniscient Scholar

You are able to recall *facts*, not *truths*. "I want to know if Solars are actually Anathema" is not an appropriate use for Lore, but "Have Solars always been depicted as Anathema?" would be.

As well, facts known by a character are going to be *highly biased* depending on their backstory. As a Storyteller, don't be afraid to give out advantages/disadvantages! A Dynastic monk will have *very different* sources of information than, say a Sidereal.

READ INTENTIONS/INTIMACY

Reading Intentions is a **Reflexive** Action.

When a character desires to understand another, they may attempt to read the Intentions based on their actions, though this must be in *response* to their target's actions—you can't simply read intentions of a character who is doing nothing!

On a successful roll against a difficulty set by the Storyteller, as dictated by the target's social grace, the Player may ask a question to the Storyteller about the target and the *character's action*, ranging from: "Who are they," "What are they here (in the scene) for?" "Where are they going?" "Do they intend me harm?"

The Storyteller is obligated to respond *truthfully* to the chosen question, though it may be cryptic.

All Players may attempt the roll, but only the highest-roll gets to ask the question.

INFLUENCE INTIMACY

You may grant or *suppress* Intimacies in targets. Intimacy changes made this way are temporary, fading away after a couple of hours without reinforcement.

Emotion

Instead of a particular Intimacy, the character may choose to suppress or inflame an *emotion*. This may have unpredictable effects. This may be useful when targeting a disparate crowd, or if specific intimacies are not known.

Emotions are always treated as a Moderate Modifier, and so only gain +/-1 Resolve, compared to a full Intimacy.

PERFORM TASK

The character attempts to get another to perform a task on their behalf.

Note: Serious and Life-Changing Tasks will often require a full Scene to occur before the roll may be performed—you can't simply walk in and change a person's life! The rolls provided are for use for minor characters and unimportant scenes. For more dramatic scenes, see *Encounters*. (If the final roll involves a "Perform Task" ask, the resolve bonus is not applied—the act of performing the encounter wears down the Resolve over the course of the scene.)

- **Inconvenient task**
  There is at most mild danger, opposition, or time devoted to this task. At most the task will take a few hours—maybe a day.

- **Serious Task**
  (+2 Resolve) Must Leverage an Emotion or Intimacy to attempt.

  There may be lasting repercussions to performing the task, ranging from physical to social. The task may take days to weeks to complete.

- **Life-Changing Task**
  (+4 Resolve) Must leverage an Intimacy to attempt.

  Their lives may be permanently altered by the task, running even the risk of death. Even embarking on the task will have serious consequences.

Players on the Defensive

The Player Characters are the main characters of the story, not NPCs.

When on the defensive from Social Actions, the Player still controls how the character acts in response to the roll, not the Storyteller. This is especially relevant for the "Perform Task" Action—the Player is free to interpret how and when they perform this task—they may be convinced that they need to help another character, but it will not override their free-will to do so.

SOCIAL INTERACTIONS

Social actions are dependent on how they are approached. Using an inappropriate action for a desired outcome will not work (no roll required) or at least have severe penalties applied.

For example, no matter how well you roll, you cannot threaten someone into gaining a positive intimacy towards you.

INTIMACIES

All characters have various ideals, desires, and loved ones. An Intimacy is a representation of their core being, who the person is —for better or for worse.

An *Intimacy* is a step above a person's natural likes and dislikes: it is some aspect that defines them in some way.

Intimacies should be specific and close to your character's definition and goals:

- "Hatred of the Realm's Slavery Trade"
- "Trust that inner enlightenment will bring about external good"

Intimacies are both a boon and a bane to characters—they have a resistance to any social influence that runs contrary to that Intimacy. However, those same Intimacies may be used to pull the character into increasingly difficult tasks.

Whenever a character is confronted with something that *tugs* at their intimacy—such as a convincing argument that the proposed action will help them protect their family, they take a (-2) Resolve. However, if it runs *counter* to their Intimacy, such as their deep-held believe to not harm others, they gain (+2) Resolve.

Multiple Intimacies can be in play at the same time.

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Assumed Intimacies

There are common intimacies to all mortal kinds that don't need to be explicitly written down, such as the Desire for Safety and Health, and the Fear of Death.

The list of Intimacies written for a character should only be written down if they are notable in their strength—or in the absence.

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TEMPORARY INTIMACIES

Minor, or *temporary* Intimacies are those present for just a short time, often in response to something that has occurred in the scene—ranging from something as large as great threat to the city appearing, or from something more subtle as Social Influence to incite an emotion.

Minor Intimacies are transitory—and not quite as strong as deeply held beliefs, conferring (+/-1 Resolve). However, their effects can still be quite strong on a large scale, and have resulted in societal upheaval and market panics.

UNACCEPTABLE INFLUENCE

There are certain actions and requests that a character will refuse to do, regardless of how convincing, persuasive, or manipulative an Exalt is, they will not do it. Unacceptable Influence protects those actions that the character considered antithetical to their very nature, such as betraying loyal causes, violating self preservation, or harming those dearly loved.

Players, as they know their characters much better than the Storyteller, reserve the sole right to declare if Influence is *Unacceptable*—though they should justify it to the rest of the group.

CHANGING INTIMACIES

At the completion of every **Story,** both the Players and the Storyteller should reevaluate their respective characters and readjust Intimacies as appropriate to reflect what has happened in the Story.

They may gain, or lose Intimacies as they see fit, though they should have at least three and at most five.

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Respect Your Group

Throughout history people have committed horrific acts against each other—acts which still continue to this day. You may desire to show it as a proper challenge to overcome, to the levels that a character will sink to—even so called heroes. That said:

No Person should ever feel uncomfortable at the table.

At the end of the day, this is a game that you and your friends are playing in modern times. Showcasing horrors of the past and the casual atrocities people have done to each other is a decision *you* are making right now.

Any Player (including the Storyteller) should be allowed to raise their concerns about scenes, direction of story, or other such aspects of the game, and their concern should be respected without question. Move the theme aside and don't bring it up again.

A good tool to *minimize* these concerns is to have a "Session 0", where all Players discuss what themes they expect out of a game, and what to avoid. However, this should not be seen as a substitute for listening to your Players at the moment. Often, they will not know what bothered them until it comes up.

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GROUPS

Social actions against groups of people, rather than individuals, suffer from the lack of intimacy, as well as logistics. Any social action taken against multiple characters with a magnitude of "Crowd" (50 people) or larger gains +2 to their Resolve.

Crowds of magnitude "City" or larger cannot be addressed by a simple roll, and instead must be done through an Encounter.

STORYTELLER TIMELINES

Rather than count the exact minutes and hours of effects, Exalted relies on a more cinematic sense of time.

- **Round**
  Enough time for all characters present in the scene to perform at least one set of Actions.

- **Scene**
  Long enough to set out and accomplish a single, dedicated task. Combat from start to finish would be a scene, as would characters searching for clues in an old abandoned monastery. This typically spans minutes to hours.

- **Session**
  A single sitting of when Players begin and end roleplaying, spanning an entire night.

- **Story**
  Several sessions that form a full narrative arch: from establishing a threat to reaching the resolution.

- **Chronicle**
  A complete game, encompassing all the stories relevant to a set of characters.

MAGNITUDES

Exalted is styled in more of a cinematic, broad-sweeping style game rather than a precise simulation war-game. Instead of detailing out every person, time frame, or area, it will instead deal with measures of *magnitude*.

Some Powers will declare an increase (or decrease) in a *magnitude*. Those magnitude definitions are as follows:

Time Magnitudes	
Scale	**Name**
0	Second (Instant)
1	Minute (Moment)
2	Hour
3	Day
4	Week
5	Month
6	Season
7	Year
8	Decade
9	Century

Group Magnitudes				
Scale	**Minimum Population**	**Common Name**	**Military Designations**	
0	1	Individual	-	-
1	10	Party/Group	Squad	Fang
2	50	Crowd	Troop	Scale
3	100	Hamlet	Company	Talon
4	500	Village	Battalion	Wing
5	1,000	Town	Regiment	Dragon
6	10,000	City	Army	Legion
7	100,000	Prefecture	-	-
8	1,000,000	Province	-	-

ENCOUNTERS

CREATING AN ENCOUNTER

From the intricate dance of ballroom politics, to battlefield war bands, to the high-drama of a courtroom, an Exalt's life will be filled with scenes of great importance where the fate of the world hinges on well-spoken speeches or careful deliberation.

In such moments, one or more Scenes should be dedicated to it. This Encounter system is a *framework* intended to help Storytellers craft dramatic scenes, and thus should be treated as guidelines rather than firm rules.

GOAL

You have to first decide what the Goal of the scene *is*. What is it the Players ultimately want? Sometimes it may be obvious from the context, but many other times you may need to ask them what their ultimate goal is. This is the first hurdle in starting an Encounter.

It is fine if the goal *changes* during the course of the Encounter, there just needs to be something there to start with..

> **Simple Goals**
>
> It's perfectly fine to have simple, assumed goals. Not everything needs to have a complex or structured goal; sometimes a primal need is all a goal has to be. "Survive" is quite a popular one.

KEY ISSUES

Once a goal has been established, identify and breakdown what stops the Players from reaching their goals. (2-3 are suggested, and never more than 5). Each of these obstacles are **Key Issues** that need to be overcome before the goal can be reached.

Key Issues can truly be anything—personal or political entanglements, terrain difficulties, or even logistics issues. So long as it fits the theme of the scene, and is a solid, self-contained idea, it can be a Key Issue.

Once the Key Issues have been identified, decide how many successful, distinct, *actions* must be made to overcome the Key Issue. This is an abstracted representation not of difficulty (that is determined by individual rolls), but of *complexity*.

Visualizing progress is important in an encounter—and it is recommended you keep your players in the loop that they are working towards their Key Issue! Having a set of tokens to remove, or something as simple as check-boxes to fill does wonders!

Key Issue Complexity	
	Actions
Simple	1
Average	3
Difficult	5
Complex	7

GENERATING KEY ISSUES

It can help to visualize distinct challenges relating to the key issue, such as: "Number of people to convince over to my side," or "stages of stealth to overcome." However, always remember that you are setting up a *challenge* for players to overcome, not the method for which they must go through, and this abstracted count of actions should allow that flexibility!

It is entirely possible for you to expect your players to talk to individual bystanders, to inspire each one of them to raise moral of the village, yet your Players instead craft a monument of glory—and that is perfectly fine and encouraged! So long as each action has a narrative weight, even if unexpected, it should be allowed!

Sample Key Issues	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

COMPLICATIONS

Complications are anything introduced into the Scene by the Storyteller that will distract, inhibit, or otherwise challenge the Player Characters in their pursuit of their goals.

Complications can change, alter, or otherwise shed different light on the Key Issues, and may even block certain methods of attaining their goals. Perhaps a landslide occurs, burying the way to a quarter of the city; or there is a patrol of guards cycling through the way; or even perhaps something a simple as the chiming of the bells, denoting that a new hour has arrived.

Complications should show up fairly regularly—there should be at least one per Encounter. However, they should always make sense and be telegraphed to players beforehand. If the source of a Complication is a character, say a primary antagonist or a group of guards, this is quite easy—players will expect them to take an action every "Round" or so.

However, when it is something more abstract, such as the passage of time, you should signify it with something, be it the description of a clock's hand ticking down, or the more abstract notion of displaying a counter filled up after actions performed. Suspense in a scene is not necessarily surprise: if you give your Players just enough information that there is *something* going to happen, when their Characters do not, it is far more satisfying and impactful when it actually does.

Sample Complications	
1	There is a mutually exclusive choice the players must make. Should they choose one, the other will become cut off.
2	The Environment is slowly, consistently deteriorating—either literally or metaphorically.
3	
4	
5	
6	
7	
8	
9	
10	

PLAYING AN ENCOUNTER

FLOW

An Encounter is not like a Combat Scene—the timing is fluid, and actions do not follow a set order, depending primarily on the natural flow of the narrative.

By default, the concept of "Round" is not necessary in an Encounter—only in the manner that each character gets one action per "Round"--i.e. a character cannot simply chain actions together without others getting a chance to act.

However, if an encounter is *timed*, you may use Turn Order method as detailed in Combat.

CONSEQUENCES

Consequences are essentially **Complications** that arise in the story because of *Player Choices*.

The classic example is that of intimidation: if a Player Character gets what they want through terrorizing people into townsfolk, they should *get what they want*, but it will carry with it a price. The townsfolk will find themselves hostile, cowed, or scared of the Players, and be less friendly and forthcoming with information.

Essentially, an Encounter should never remain *static*, and should change and update with every character's action. Think of it like a shifting scene with branching paths—sometimes some actions will close doors and possibilities, while others will open them up. Make sure your Encounter is *dynamic*.

However, care should be taken with Consequences: they should never feel like a *punishment*. Your job is to keep your Players on their toes, not to discourage them from taking unique and interesting ways to solve a problem. This is a situation where a little bit goes a long way: only introduce a mechanically-effecting consequence when it truly matters to change the scene.

ALTERING/ADDING GOALS

During the Encounter, the Players may decide they want to alter the ultimate goal—perhaps they have decided to push further, or have found an alternate goal they prefer.

In both cases, the Storyteller should add an additional Key Issue to encapsulate this difference. They may decide to drop a separate existing Key Issue if the altered goal no longer applies.

ANTAGONIST GOALS

Antagonists are operating on their own goal during the scene, and have their own Key Issues that they must Gather Influence upon.

Typically, the Antagonist's Goal and Goals and Key Issues are directly related to the Party's—whether in direct opposition, or competing to get there first. For convenience sake, these are referred to as the "the same" Key Issue.

However, antagonists having the same Key Issue is not a *requirement*—they may be working on a separate Goal for the scene, and they have tangential or completely unrelated Key Issues. Typically, these start out as hidden to the Party.

SABOTAGING PROGRESS

The Antagonist and Party's Progress tracks are independent of each other, and can be thought of more as a "race" rather than anything. However, just like in a race, participants can *sabotage* the other's progress.

When taking an action, a Player can apply one of their actions to removing the progress of an antagonist by one action. Or, they may attempt to wrest control over a completed Key Issue piece by piece—the latter of which often requires one action greater than

Control may be taken away if a different side gains more Influence than the previous owner, either by decreasing it through sabotage or reinforcing their own claim.

In order to wrest control over a completed Key Issue, you must take 1 *additional* action more than what would be normally required. So for an Average (3) complexity issue, you would have to make a total of (4) actions.

CHARACTERS ON THE DEFENSE

Convincing important characters, particularly Player Characters, is a single Key Issue with a complexity equal to their Resolve + intimacy bonuses, rather than a simple roll.

This can be anything from forcing the character to see their point on an important fact, charming them, lying to them, or even instilling a particular Intimacy.

A successful application does not *force* the character to do anything—this isn't unnatural influence, simply convincing speech. But they should take this new idea as part of their decision process. As well, after the idea impacts their life negatively once, they may reconsider and reject it.

As always, Players reserve the right to declare something as Unacceptable influence, if they believe it violates their character or ideas. Typically they should reference one of their Intimacies, backstory, or Facts when doing so.

ENCOUNTER END

The Encounter ends the same Round that all Key Issues become *controlled*—though they do not need to be under control all by the same *side.*

If a Goal's Key Issues are completely controlled by one side, they will achieve their Goal.

A Goal with split Key Issue control will find they have a *partial* victory—they do not get the full Goal they wanted, but they do not get nothing at all.

When weighing a Partial Victory, the Storyteller should lean heavily into the uncontrolled Key Issues—why will this bring trouble to them? Perhaps they get what they want, but only at a certain cost?

FINAL ARGUMENT

Typically, the Encounter is wrapped up with a *Final Argument*, where a chosen Player or Storyteller summarizes what has happened in the Encounter, rolling it together and pointedly delivering as a capstone. This can take the form of a grand in character speech, addressing the crowds.

Preferably, Encounters do not end with a roll. The work has been put in already, there is no *need* for one.

But in the cases when a roll feels In those cases, this final roll carries no risk of failure with it: after all, all of the ground work has been laid for the outcome already. Rather, it is a measure of *how* successful the characters will be in their endeavor. A failure would just represent not being able to push their success further —or at worst, a request to do something in return.

EXAMPLE ENCOUNTERS

EXAMPLE 1: THE TRADE PRINCE

On the southern shores of the Inland Sea party decides that they will need a full caravan to traverse the Burning Sands. There is a local Trade-Prince whom they think they can convince to finance and supply them this caravan.

Goal
Convince the Trade-Prince to fund their expedition.

Key Issues
The Storyteller decides there are 3 Key Issues preventing the Trade-Prince from funding the caravan:

1. **Monetary concerns**
   (*Simple—1*)

   Understandably, the Trade-Prince will need to be convinced it is worth his while to dedicate so many resources to this goal.

2. **Antagonistic Sycophants**
   (*Average—3*)

   The Trade-Prince has surrounded himself with sycophants, who deeply despise any perceived change to their position. The Party must silence their influence.

3. **Fear of the Immaculate Order Retribution**
   (*Difficult—5*) (*Hidden*)

   Through the party's past actions, the Trade-Prince has secretly caught on that they are Anathema. He does not personally care, but he will need a way to make sure that the Immaculate Order will not find out about this deal—or at least be convinced of this fact.

Complications
Hidden Key Issue. The Storyteller will not immediately indicate that the Immaculate Order has a presence in the scene, only dropping hints along the way to signal that its influence is here.

EXAMPLE 2: ESCAPE

They were on a simple reconnaissance mission: infiltrate the Guild's meeting, and discover their end goal. They didn't realize that a Slave Trader was part of the meeting, nor that their Zenith caste would have such a violent reaction upon discovering this fact.

Now, they need to escape before the entire city is called down upon them.

Goal
Escape from the Guild Hall.

Key Issues

1. **Physically Escape (silently)**
   (*Average—3*)

   They will need to traverse the complicated and guarded corridors of the guild hall.

2. **Remove Presence**
   (*Difficult—5*) (optional)

   If they are to get their plans back on track, they will need to confuse people who saw them into misremembering what happened, and remove any indications that they were here tonight.

3. **Calm Rampaging Ally**
   (*Difficult—5*)

   Their Zenith cast ally is currently limit breaking, seeking to destroy the slaver's guild and free all of the 'merchandise' with their sheer force of will. They need to be either appeased or forced to take their mission in a better way.

Complications
This is a timed scene, with actual defined, structured rounds. The Storyteller has decided that on Round 3, the guards will alert the guild hall.

On Round 5, more guards and innocent bystanders will fill the hall, increasing the difficulty of all stealth rolls.

On Round 7, the gates will be closed, presumably forcing a failure of the scene.

Combat

The Time of Tumult is one of great conflict, and the Exalted that live through it will invariably find themselves in armed conflict, weilding their great weapons and powers of destruction.

The Combat Round

Combat is split into distinct Rounds, where each character has a chance to take one Action, such as Attacking, using a Charm, or any other maneuver that they might wish to perform. Any powers that take up a full action are denoted as **Simple** Powers.

On their turn, a character is able to perform two actions, though only one can be a **Strike** by default. (e.g. a single **Maneuver** and **Strike,** or **two Maneuvers**.) The Actions may be performed in any order the Player desires.

There are some charms or powers that may grant a bonus action. **There is a hard limit of 3 total actions per turn**, no combination of Powers or effects can exceed that limit. Supplemental Powers that grant a maneuver's *effects* through do not count to that limit. (e.g. If a Charm that supplements a successful Strike with *knockback*.)

If a character were to have a Charm that grants another Movement action and a Charm that allows another Strike action, they would have to choose whether or not to take an action such as: "Move, Move, Strike" or "Strike, Move, Strike", but "Move, Strike, Move, Strike" would break the action limit.

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Combined Actions

Often, the actions of a character will be against a single target. While, mechanically, these are two different actions, they do not need to be described as such. For example, if a character performs a Brawl Strike and then Holds a foe, it can easily be described as "I lash forward, grappling them down, hitting them onto the floor." Each aspect would still require the roll to see if it was successful, but they are handled by the same description.

If there is a Stunt, apply the benefits to both rolls.

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Turn Order

The Storyteller starts combat by selecting the first side and character to act. Often, this will depend on the context leading up to the scene, such as one side ambushing the other. However, if it is ever unclear, simply perform a relevant Action Roll, with the character that rolls highest going first. Any ties should be determined by another roll. (If it continues to be a tie, simply flip a coin.)

If there is a roll, by default it will be (Wits + Awareness) to represent a character's reaction to changing environments. However, it *need not be*. Any sort of contested roll can be used—if racing towards the battlefield, it would be (Dexterity + Athletics), for example. Or perhaps (Insight + Socialize) to realize that a negotiation has turned sour.

Once the starting character has been determined, they may take their action, and then pass the action to another on their side. This continues until all members of a side have performed an action, at which point it switches to a character on other side, chosen by the last character to go.

Once all characters on both sides have performed their actions, the round starts over with the original starting character.

Holding Action

Any character may Hold their Action, or wait to act based on something that happens in the battlefield. To do so, the must describe what it is they are waiting for: they cannot *arbitrarily wait*. When the specified event happens, they get a chance to act *before* or *after* the event, at their discretion.

However, if the event does not occur during the round, their action is forfeited.

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Optional: Alternate Turn Orders

Everyone has their favorite way determining turn order, and they all have their benefits. Ultimately, while necessary to have one, the exact system of turn orders is not important.

Here are a few alternates:

1. **Static**: At the beginning of combat, all characters roll (1d10) and add (Athletics). Each round, characters go from highest number to lowest.

2. **Alternating Team:** The side with the highest total number of successes among all characters goes first. Each round, the team nominates which character will act for their turn.

3. **Focus**: There is no turn order, rather the turn jumps from character to character at the Storyteller's discretion. (This is best used for small groups.)

</div>

ZONES

The battlefield is split into distinct areas—inside the inn, weaving through the trees, or across the rooftops. These areas are called **Zones**, and characters can freely move inside, interact with, or importantly: attack any and all within the same zone. The character is constantly moving in the Zone, performing acrobatics, flipping off the walls, rushing from point to point— they do not simply hole up in a single spot waiting to be hit..

Zones should be split up logically based on the terrain, though if the Storyteller may choose to chop up a zone into smaller categories if they feel they are too large (i.e. a north and south side of a long path.)

There is no set size for a zone—they can be as large or small as needed.

MOVE

Take an action to relocate between Zones. By default, this does not require a roll. However, if there are situations such as rough terrain, environmental effects, or if another character is restraining or otherwise blockading a path, a roll will be called for.

ATTACKING BETWEEN ZONES

Ranged weapons, such as bows, have the option to attack cross zone lines as though they were in the same zone. However, zone boundaries often are marked by some sort of barrier, such as walls, which *would still* impede an attack.

MANEUVERS

A Maneuver is any action the character performs to gain advantage over the scene—be it to test the stance of their enemies, analyze the battlefield for strategic advantage, or to intimidate your foes through physical prowess.

Simple Charms, Powers, and other effects that do not deal damage are considered to be a Maneuver.

The Player describes any action that would grant them tactical advantage, and then rolls the appropriate [Att + Abi] dice pool if one is called for.

Remember, Exalted follows the dynamic and cinematic model— heroes should be leaping across narrow banisters, dancing steel in testing feints, and channelling their inner might during combat. Nearly any action, if described well enough, can grant a bonus to combat.

The one hard and fast rule of a Maneuver is that it **cannot deal damage**—that is a Strike. Knocking back a character through a wall, shattering the wall is a Maneuver. Knocking back a character into a wall, shattering their bones, is a Strike. (Knocking them back into the wall, breaking it *and* shattering their bones would be a Combined Manuever Strike, taking 2 Actions).

On Hit

Many combat powers will call for something to happen "on hit". If not specifically calling out a Strike, this can also include Maneuvers that target the specified Difficulty involving physical contact between the two characters/their weapons. For example, knocking back a character with a kick.(or specified difficulty, such as Block and Evasion).

If there is no specified Difficulty, use Defense.

BUILD POWER

The Action "Build Power" is considered a Maneuver in combat. Typically it will focus on gaining the tactical edge over the scene —studying movements of the foes, centering yourself, or making feinting moves.

What can't I do?

Maneuvers are simply normal actions taken in combat, and so follow the same rule: "Does this make sense?" There are few hard limits imposed, rather relying on the judgement of the Storyteller and fellow players for the tone of the setting.

Can you knock back an enemy on a wave of sound by performing an epic ballad on your essence guitar? (Charismsa + Performance) Whether or not this is something you want in your game is your choice.

During combat, Physical Attributes and Martial Abilities can do the most, rarely needing an explanation or stunt to justify their actions.

Sample Maneuver Effects		
Name	**Difficulty**	**Description**
Knockback / Pull /	Block	Moves the target up to one Zone.
Hold/ Grapple/ Restrain	Evasion	Note the number of Successes rolled. The target must make a roll against that number as a difficulty, or else be unable to move. This lasts until your next action.
Keep Pace/ Reactionary Move	Evasion	When the target takes a Move Action, reflexively move one Zone. This does not cost an action. This lasts until your next action.
Distract / Intimidate / Stun	Resolve	You apply a Minor disadvantage on another character. If you exceed their Resolve by +3, this becomes a Moderate Disadvantage.
Recover	(3 / 5)	Reduce all Disadvantages by (1 / 2) levels. (e.g. for 3, remove Minor Disadvantages and turn Moderate into Minor.)
Smash Scenery	Based on Scenery	Change the scenery, such as by collapsing a pillar.
Seek Cover/ Destroy Cover	Based on Scenery	Attempt to find cover, granting yourself Minor/Moderate Defense Advantage. You may also destroy other's cover Advantage.
Defend Other	(None)	Select a character in the same Zone as you. Attacks that target them must exceed your Block or their Defense, whichever is higher. They must remain in the same Zone.
Disarm	Block	Knock a weapon out of a hand, which cannot be reclaimed for a Round.
Expose/target Weakness	(3)	The next attack against an opponent is either their Block or Evasion, instead of their Defense. You may explicitly choose to gift this to another character to their advantage.

STRIKE

If you truly wish to kill your opponent, you may do so by striking at them with a dangerous attack.

First, roll the (Attribute + Ability) roll of the attack adding dice from Accuracy bonus gained from your weapon or charms. If the roll exceeds the Defense (or targeted value) of the enemy, you successfully Strike them.

Without the use of a Power or stunt, Striking is restricted to the Physical Attributes (Strength, Dexterity) and the Martial Abilities, typically Archery, Brawl, Melee, or Thrown.

DAMAGE

Base Damage, by default, is the highest of (Strength, Dexterity, or Essence Level), as a character can pierce the defenses of their opponent through brute force, precision strikes, or sheer force of will if the other two do not apply.

The selection of Martial Arts may change or alter what source of damage can be used—a light weapon may require Dexterity, or a heavy weapon Strength. A more obscure style may wield Charisma as the damaging attribute.

However, no matter the source, or restriction, **Essence** remains the minimum for Base Damage.

The target's health lost is the Base Damage, adding any bonus from weapons or powers, and then subtracting any defensive bonuses. The damage a character *takes* can be reduced all the way to 0—though this is still considered a hit.

Strike Order Resolution.

A Strike consists of two parts—the Accuracy roll, and the Damage resolution. Each time, the order favors the defender over the attacker.

Supplemental Powers that enhance damage **do not** need to be declared until after the Accuracy roll is determined—if the attack misses, **don't waste motes on a failed attack.**

Use the flow of the table to determine your order, primarily. *What is important is fun, not fiddly timing rules.* This is just here to resolve disagreements.

1. Attacker rolls their Accuracy, with all Accuracy-boosting Powers.
2. Defender responds with their Static Value and any defense-boosting Powers.
3. The **Player(s)** may decide to activate their Excellency—either offensively or Defensively.
4. If the Attack exceeds the final defense value, it hits.
5. The Attacker declares any supplemental Damage boosting Powers.
6. The Defender decalres any supplemental Damage reducing Powers.
7. The final damage is calculated, then Health is removed.

DEFEAT

Characters who are knocked out of battle are typically not dead—they are simply at the mercy of the opposing characters. Though, the Storyteller should rightfully note the effects of various types of damages used, such as slashing or piercing, and indicate that minor characters may perish without active action.

Characters rarely fight to the death—or even to the point of being knocked. Surrender, escape, or other options will become the pressing concern of any NPC who gets at or below **5 Health.** They gain an Intimacy of "survival" at this point.

Player characters who are defeated gain **1 Limit** from the humiliation, regardless of if they are in mortal danger or not.

HEALING AND RECOVERY

Health lost in combat is regained much in the same way motes are: through rest and relaxation. **15 Points** of Health are regained after a full night's rest, or **2 points** per hour if it is interrupted.

DEATH AND DYING

A dramatic moment of death is a perfect send-off and ending for one of the members of the Exalted. However, not all defeats are a dramatic moment—sometime it is not time for a character to depart from the story.

The Player is the sole arbiter of the their character's fate. If it is not the time for their character's story to end, that death becomes cheated. Somehow, the defy the monumental odds, crawling days through pain and anguish that none other have suffered for help.

But cheating death comes at a cost. The character will be invariably changed from their experience. There will be scars of their encounter—whether it is physical, mental, or social. The Player should work with the Storyteller to come up with a consequence from the implausible survival.

Suggestions are:

- A dramatic change in Intimacies—such as the addition of (fear) related to the event.

- A loss of an appropriate merit, such as an Ally who sacrificed themselves to save the character.

- Physical reminders of the lost battles, such as scars.

- Recurring nightmares, where the character is forced to relive the moment of their escaped death.

Antagonist Defeat

There will be times when an antagonist—intended to be recurring—is defeated, or otherwise dramatically halted.

These Characters, like Player Characters, have the ability to escape certain defeat if it best suits the plot. However, they should *also* suffer the same consequences for doing so.

Escaping death should never be cheap, and should not be done too many times. Let your Players have victories.

THE ENVIRONMENT

The Environment itself can be a "character" involved in combat, as a way to simulate things ranging from earthquakes to the turning of the night, to things such as the advancement of a firestorm raging through a city.

The Environment is generally impervious to any attacks thrown at it (You may throw water at a fire to repel its advances, but typically not pierce it with arrows), and does not have a mind of its own to coordinate.

If an Environmental "attack" is all encompassing in a Zone and predictable, such as rumbling earth, a landslide, falling a great distance, or a burning flame, there is *no need* to make an Attack roll. It is assumed to hit and deal damage.

Environmental Damage	
Light	3
Medium	5
Heavy	7
Oppressive	9

MINOR CHARACTERS

Minor Characters, especially those that cannot alone damage their foes will naturally fall into **Groups**.

Groups act as a single character, but gain the following bonus based on their **Group Magnitude:**

- Add 5 Health for every Magnitude Scale increment.

- Add 1 Damage, 1 Accuracy, and +1 Dice on an action for every Magnitude Scale increment

EQUIPMENT

ARMOR

Wearing armor is a tradeoff in Exalted – you gain additional Block or Evasion, and thus have a higher total Defense, but at the cost of revealing a potential weakness to be exploited later on.

- **Light** armors are those that have been tailor made to aid in flexible movement—above and beyond what normal clothes will do. Typically, light armors will consisted of padded gloves, tightly wound fabrics, and other cushions to assist in acrobatic movements.

- **Medium** and **Heavy** armors provide increasing Block protection, but at the cost of more limited mobility. Most traditional armors, such as breastplates, chain shirts, and articulated plate fit into the Medium or Heavy Category

Armor		
	Block Modifier	**Evasion Modifier**
No Armor	+0	+0
Light	-1	+1
Medium	+1	-1
Heavy	+2	-2

WEAPONS

Weapons are built using Tags, each with an individual cost in points. No individual tag may be applied to a weapon or armor more than once.

There are some tags with levels (e.g. Accurate (I) and Accurate (II)). They are considered the same tag, and so cannot be applied to the same weapon.

Mundane Weapon Tags

A standard mundane weapon starts with **3 Points** in order to craft the weapon with a set amount of Tags.

Tags will often have some *requirements* associated with them. A weapon cannot have conflicting requirements.

Mundane Weapon Tags		
Name	**Points**	**Description**
Accurate (I/II/III/IV)	(1/2/3/4)	Gain +1/2/3/4 bonus to Accuracy.
Damaging (I/II/III/IV)	(1/2/3/4)	Gain +1/2/3/4 to weapon damage.
Ranged	1	You may attack across 1 Zone boundary.
Long-Ranged	3	You may attack across 2 Zone boundaries.
Grappling	1	The Accuracy of the weapon is added to any attempts to make a Restrain Maneuver.

Special Tags

Special weapons, Powers or Martial Arts will grant specific tags to be used when building a weapon. These are not available for purchase normally.

Special Weapon Tags		
Name	**Points**	**Description**
Natural	2	The weapon cannot be disarmed.
Unique Ability	3	Use a specific, non-Martial Attribute/Ability Combo with this weapon. (E.g. Charisma + Performance). The damaging attribute is also changed.

ELSEWHERE

The mechanisms of reality are flawed. Items, particularly those not paid attention to, have a tendency to reappear and move to alternate locations. Mortals will often attribute this forgetfulness, or not recognize the incongruity at all, when in reality it is the tireless motions of the Loom taking shortcuts.

Exalts, long ago, learned how to quietly and easily exploit this—simply though sleight of hand, they can store their physical items in places and not feel the weight nor brunt of the equipment. It is not unusual for an Exalt to suddenly pull out a large daiklaive from little more than a handbag's opening.

Depositing or retrieving equipment from Elsewhere takes an entire Action.

Sidereals have labeled this flaw as "Elsewhere," since the items are neither *here* nor *there*, but simply somewhere…else. Certainly it is something that needs to be fixed. Eventually. Preferably by someone else.

Elsewhere is not all-powerful. The Exalt must reasonably be able to carry the items in the first place, and it must not be something that has a particularly close and important tie to reality. For example: living creatures cannot be kept in Elsewhere, as their mind and soul has far too great of self-awareness to be forgotten by reality.

As well, while time does not affect items *inside* of Elsewhere, the moment it is pulled out reality will quickly reassert itself. Food would rot within seconds, and we iron rust within a blink of an eye.

Items stored in Elsewhere of a dead Exalt will eventually reassert themselves into reality—often by finding themselves in nearby containers that may not have existed until needed for this precise purpose.

PROJECTS

From waging a campaign to spreading a mercantile Guild to infiltrating and converting a spy network, to building a grand Manse, sometimes the Exalted want to do long-reaching, large-scale endeavors that are best handled through a broad-stroking brush.

Projects represent what happens during **downtime** to explain what characters are doing when the heat of action is not fully upon them. As such, performing Projects should typically happen only during points of **time skips**, or **between Stories.**

A scene of Projects will often follow a montage structure—Choose a Player, let them describe what they are spending their points on, then ask for a couple of small images of what happens during the project, leading up to the inevitable Obstruction that will need to be dealt with.

Example Projects:

- Arming Militia
- Repairing a burned down village
- Establishing a spy network
- Repairing a manse
- Establishing trade
- Creating a manse

RESOURCES

Projects require a certain number of **Resources (RES)** to complete. This resource is a generalized representation of everything from labor, physical materials, knowledge, and the like that can be applied to the Project. Once applied to the project, RES is permanently consumed—while the labor force may still be there, perhaps payment toward them ran dry, or they can no longer delay tending to their crops.

Much like XP, The Storyteller should periodically award RES to the players. However, unlike XP, RES should be more based on events within the campaign, such as recovering materials from a lost manse, gaining the workforce of a thankful village, etc.

1 Resource is roughly equivalent to:

- A highly-successful Merchant route.
- An entire village's worth of manpower for a month.
- A favor from a very powerful person.

Due to the generalized nature of Projects, the source of Resource does not always match the application of them. It is simply assumed that conversion of Resources to their applicable form is handled "off-screen": recovered gems could grease the pockets of a noble, allowing for backroom deals that allow military training of civilians, for example. In general, this is all *assumed* to have happened, and does not need attention drawn to it.

POOLING RESOURCES

Players may freely transfer and give RES to other characters, should they so choose, but only one character will gain the benefits of the Project.

KEYSTONE RESOURCE

Larger and more ambitious projects will require certain Keystone to complete. This can range from needing a General to command an army to requiring a significant amount of *magical materials,* such as Orichalcum or Moonsilver.

Keystone Resources are things that Players must *seek out.* Typically, this is done by dropping out of the "montage" section of Projects, and embracing a full scene involving the Exalt seeking out, resolving, and interacting with their desired Keystone.

> **Using Keystones as Story Generation**
>
> Keystones are an excellent way to gauge what Players care about, and what they feel is central to care about—you never need a Keystone for a minor change to the world or minor merit for the character.
>
> Therefore, it's not unreasonable to ask players early what sort of Keystone they are seeking, and then make it a plot of a **Story,** giving them the requested Keystone when certain criteria have been met—when they have recruited their General, changed the geomancy of an area, or introduced their assassin network into a new location.
>
> However, if this takes more than a Session, you should let the Player spend their resources and use their merit/change upon the world while searching for the Keystone—though perhaps at a bit of a disadvantage.

THE RIGHT TOOL FOR THE JOB

When you start a project, you will need to detail which **Primary Ability** will be used in the Project. Any Project using the Natural Abilities should follow rules of common sense: If you are training troops to be archers, you should be using Archery or Command. If you are creating a Spy network, use Subterfuge.

GAINING/IMPROVING MERITS

Projects can be a way for characters to gain or improve Merits. For example, the character might decide to recruit *Followers*, establish a network of *Contacts*, or make an *Artifact*.

The level of the Merit Improved is equal to the **Scale** of the Project.

If a character is *improving* a Merit to a higher rating, they pay the *difference* in RES, Keystones, and time between the ratings. For example, improving *Contacts* from Rating 1 to Rating 2 would be one Resource.

MAKING CHANGES TO THE WORLD

From raising walls to creating vast trade networks, Projects can be used to alter the world around the Exalt to their will (and benefit.)

The Magnitude of the change determines the base Resource and Keystone cost: as determined by the population and/or terrain size affected.

Projects	
Scale	**Project Affects Population/Terrain**
1	Village
2	Town
3	City
4	Prefecture
5	Province

PROJECT RESISTANCE

When making a change on the world, sometimes the world and its inhabitants pushes back. If you are attempting to muster a great army while in the middle of hostile territory, it certainly will take much greater care and effort to do so!

If the change is **Unnatural**, or **Significantly opposed**, increase the Scale by **+1**. This would encompass such oddities such as advanced technology that is self-maintained or changing a ragtag set of farmers with no military knowledge into an organized army within a month. Or trying to establish a Spy network in a network loyal to an Exalt without them knowing, or attempting to reclaim land from hostile places such as the Wyld.

If the change is clearly **Supernatural** in nature or **Overwhelmingly opposed**, such as making a well that perpetually draws fresh water from the middle of the desert, increase the Scale of the project by **(+2)**. Resistance of this magnitude would be opposed by extreme forces, such as Gods, or networks of Exalts, such as the Bronze Faction of Sidereals.

REPAIRING, ALTERING, OR DESTROYING PROJECTS

Some Projects focus on altering an existing aspect of the world—such as repairing a great Manse or taking an existing network of people and converting them to work for you, or completely eradicating it altogether.

Since much of the work has been done already, these types of Projects will be *reduced in scale*, depending on the severity of the repairs or changes needed to be made.

Destruction of a Projects focuses more on doing so *safely*, and in a controlled manner.

- **Minor** (-2 to Scale). The repairs and/or changes needed to be made are significant enough to warrant attention, but will not consume the Character endlessly.

- **Major** (-1 to Scale). There is significant damage or resistance to your changes.

- **Monumental** (-0 to Scale). It would be the same amount of effort to repair and or alter the Project as it would be to create a new one from the ground up.

This cannot decrease the Scale below 1.

Altering Owned Projects

You can't alter a Project if someone else *currently* owns it. You would first have to depose the current leader of a Spy Network and *then* take over the leaderless network as your own.

There's a Size 3 Assassin network the Eclipse Caste has recently become the leader of. Being a pacifist, he wants them to stop killing and convert into simply a network of Spys. There is enough internal resistance to this command that he must make a Minor Alteration Project (Base 3, -2) and so it becomes a Scale 1 Project.

OBSTRUCTION ROLLS

All projects of **Scale 1+**, will have an Obstruction Roll, to represent any sort of random events and/or problems that will inevitably show up during the course of your Project.

The Obstruction Roll is a **Luck Die** (1d10), to which they add their (Ability) Score to. Then, they subtract the Project Scale to get the final result of the roll:

1d10 + (Ability Rating) - (Scale/Merit Level)

Once the Player knows the scale of their Obstruction, they should describe what the result is, and how their character deals with the results.

If desired, the Player may request ideas from the Storyteller or other players.

Obstructions should never prevent the Player from completing a project—even a Major Problem. The Resources and Keystones have been spent. However, they can certainly inconvenience the Character, change the outcome unexpectedly, or make the character question if they are on the right path.

> ### Multiple Projects
>
> If a character has multiple projects proceeding, only roll for Obstructions for the **two** most impactful Projects of that character, to speed things up.

Obstructions	
12+	**Critical Success:** Everything has seemingly clicked into place, providing an extra benefit. You increase the Merit by 1 additional dot rating, up to 3. If this is not possible, or the Merit is already at rank 3, you may reclaim 1 Resource from the project.
10-11	**Success:** Everything is proceeding exactly as planned. Describe your character in full control, excelling at what they do best.
6-9	An **Alteration** has developed and the Exalt's direct attention is requested. Describe how the project is changed—the end goal remains the same. Alterations are neither positive or negative—they are simply something *unexpected*.
4-5	A **Problem** happens. Something requires the character's direct attention, and will put great strain on them. The character will become stressed, lose sleep, or have some other temporary impact to their wellbeing in order to overcome this difficulty.
0-3	**Major Problem**: The project is in *dire straits*, and requires some *sacrifice* on the part of the Character, or else the project will fail, and half of the invested Resources will be lost.

ALTERATION

Oddities are events that, while unexpected, are not directly harmful to the completion of the project. They could potentially be a boon, even, but require direct attention of the Exalt to resolve.

- Beastmen have heard of your militia, and wish to join. Current members are uneasy and do not wish them to without your input.
- Your cult desires a clarification on one of your rules: currently one of the members is in violation of the technical aspects of the law, but not the spirit. What is the precedent that you wish to set?
- The magical materials to create your artifact were slightly flawed, leading to a variance in essence flow. It might lead to a new and unintended strange power.

PROBLEMS

Problems, if not dealt with, would set back the Project.

- A spy has not returned on time. You know they are not simply late.
- Loss of a minor cache of resources. A spirit has started to disrupt the village.
- An explosion rocked your campsite.
- Supply lines are being disrupted.
- Rumors of the Wyld hunt are near your border, but are unproven.

MAJOR PROBLEM

A Major Problem will derail the entire project if not dealt with.

- Your workers have split into two different groups, on the brink of a civil war.
- There seems to be an element inside your organization actively and effectively disrupting your society.
- One of the magical materials was corrupted with Vitriol, and has started to speak the demon-tongue of Malfeas.

Charms

Charms are the natural expression of a character's essence, a specific and trained way for their internal power to be expressed upon the world.

Typically, a character does not know they are using a specific charm: it is simply an instinctual channeling of essence to produce the desired effect.

System Presentation

Charms, and other powers, will have a header designating quick information.

> **Type:** Reflexive; Scene
> **Cost:** 1m

Type

The **Type** will designate the rules for how it can be activated, and how long the power will last, as follows:

> **Type:** (Activation); (Duration)

Activation Types:

- **Simple.** Consumes an entire Action.

- **Supplemental.** Does not consume an action, but can only be activated on a character's turn. Often, the text of the charm will describe some additional restriction—for example supplementing a Strike action.

- **Reflexive.** Does not consume an action, and can be used outside of the normal turn order. Often will have specific conditions that need to be met to be used, such as "in response to being attacked."

- **Permanent.** Once purchased, this power is always active.

The duration then specifies how long the power will naturally be active for. This ranges from the remainder of the **Scene**, to days, to even stranger conditions. If a duration is not specified, the duration is **Instant**, meaning that it immediately activates and then dissipates.

Exalts may always prematurely terminate their Powers early, if so desired.

Resolving Timing Conflicts

If there is ever a timing conflict, such as with two Reflexive Charms going off at once, the resolution goes according to the defender's choice.

If that is still unclear, there should be a contested roll using the relevant Finesse Attribute: Dexterity, Insight, or Wits.

Cost

The cost of charms is almost always designated in terms of **Motes (m)** or **Anima (a)**. The character must remove the designated number of motes or anima from their sheet to activate the power. The motes or anima then must be regained through their natural means.

Prerequisite

Occasionally, a charm will require a prerequisite before being purchased, such as a different charm, or dots of a particular ability.

Universal Charms

Exalts will tend to use their powers to enhance their natural skills. These are grouped together as Universal charms.

While the effects of the powers are the same, the manifestation and method these charms may take will be wildly different. A Lunar might borrow the eyes of a falcon to see further, while an Air Dragonblood would create a focal lens out of the air—but they both would spend the same number of motes and end up with the same perception advantage. The Player should be encouraged to take their own unique spin on the Charm.

Universal charms require that the character have at least **1 dot** in the associated Ability. Even the power of the Exalted cannot enhance a skill that does not exist.

Greater and Capstone Powers

Some Powers are designated as **Greater** or **Capstone** Powers. These powers require extra skill and precision to use, and so cannot be learned until **Essence 3** or **5**, respectively. Normal charms are sometimes called **Lesser** Charms, to help differentiate between the tiers.

There are very few Greater or Capstone Universal Charms—these almost always the domain of Exaltation specific areas.

Unstoppable Force, Immovable Object

As the player enters into the *Capstone* level of play, they will start to gain some extremely powerful Charms that simply declare that *something happens*. This can run aground of other effects of equal power that may something *different happens*. The classic situation is a Power declares that it *hits* another, while another Power declares that they *are not hit*.

Whenever a situation like this occurs, the two side should immediately perform a relevant *Contested Roll* (e.g. Accuracy vs. Defense) to see which Power overwhelms the other.

As consolation, the losing side regains half of the motes/anima spent to activate it (rounded up), and does not "use up" the Power if it is limited use—such as once per Scene.

CUSTOM CHARMS

Making and using Custom charms (or other powers) is completely encouraged. Creating a charm follows much the same rule as a *Strife*: "Is this cool?" and "Does it enhance the story to have?"

JUDGING LEVEL

- **Lesser** means this will be a standard power for an Exalt—something they would have with little training or experience. Remember that Exalted is a high-powered system: simple tricks are something you can do with a roll, and don't require a dedicated charm!

  These typically cost 1-2 motes to activate.

- **Greater** powers will be those that fundamentally *changes* how your character plays and interacts with the world, and are only available after concentrated study and enlightenment. Greater Powers represent someone who is a *master* at what they do.

  These typically cost 2-3 motes, or 1-3 anima.

- **Capstone** powers are those whose presence and use will utterly warp the narrative around them, reserved for only the highest and most powerful of Exalts. Capstone Powers are reserved for Exalts of *Legend*, which is why Solars with their Supernal Force are so terrifying.

  These typically cost 3-6 anima.

ARCHERY

ARROW STORM TECHNIQUE

Type: Simple
Cost: 2m

The sky becomes filled with a barrage of arrows, blotting out the celestial bodies with their mass before they come crashing down into their foes.

The Exalt makes an Archery Strike against up to (Archery) foes within an *adjacent* Zone. All creatures with a Defense less than the attack take (½ rounded up) of the normally calculated damage.

DRAGONFLY FINDS MATE

Type: Permanent

The arrow flies true and with purpose, deflecting any incoming projectiles before they have a chance to hit their intended target.

Against any ranged attack, you may define Defense as (Dexterity + Archery)/2. This may be used to Defend Others across Zones equal to your weapon's Range.

INESCAPABLE JUDGMENT

Type: Supplemental
Cost: 1m

The Exalt locks their senses onto their target, imbuing Flows of Essence into their bolt to protect its inevitable journey.

No Disadvantages from environmental effects, such as visual conditions of darkness, smoke, or environmental effects such as high winds will harm the path of the projectile. Cover and line of sight still apply.

SPLITTING THE ARROW

Type: Supplemental
Cost: 1m

The Exalt strikes with unerring accuracy and lethality, finding the smallest chink of armor and exploiting it.

The Archery Strike bypasses Defense and Block, only targeting Evasion.

WISE ARROW

Type: Supplemental
Cost: 1m

With perfect control, the Exalt lets loose a bolt of a perfect arc to strike their target.

So long as there is a physical path to their target, such as over barriers, through doors, or even between slits of a door, the Exalt may make a ranged attack against their foe, ignoring any cover.

ATHLETICS

FEATHER FOOT STYLE

Type: Reflexive; Scene
Cost: 1m

The Exalt may run up walls, cross liquids, and even run across the underside of a horizontal surfaces, such as bridges or roofs, so long as they continue to run.

FLASHING ANTICIPATION

Type: Reflexive
Cost: 1m

You strike before the opponent can gather their thoughts. You may interrupt the natural turn order, taking your action before a target character. However, this will limit you to 1 single action, rather than 2.

GRACEFUL CRANE STANCE

Type: Reflexive; Scene
Cost: 1m

The Exalt has perfected balance, and suffers no penalties from rough or unsteady terrain. They may effortlessly walk across things far too narrow or weak to normally support them.

LIGHTNING SPEED

Type: Supplemental
Cost: 1m

The Exalt may double their running speed for a specific task, blazing off with great abandon. For races and tests of speed, the Exalt may add (Essence) successes to their roll.

In combat, this allows a person to cross an additional Zone on a move action.

REED IN THE WIND

Type: Reflexive
Cost: (1m per 3 Dmg.)

Matching their rhythm to their attackers, the Exalt can minimize even the attacks that do manage to land.

For every mote spent, reduce incoming damage by 3 Health.

SOARING LEAP

Type: Reflexive; Scene
Cost: 1m

The Exalt increases their leaping distance, allowing them to cross chasms and scale buildings. They may effortlessly leap a single story vertically or horizontally in one bound, and may continue to vault upwards if there is some surface firm enough for their force.

In addition, Exalts do not take fall damage from such leaps, nor from descending from all but the tallest of buildings.

Brawl

Fists of Iron
Type: Permanent

The fists of the Exalt become honed and suffused in the fires of passion, rivaling forged weapon.

Your Unarmed attacks gain 2 Points worth of *Weapon Tags*. They retain the Natural tag, and cannot become Ranged. If you have a Martial Arts Form that duplicates this effect, instead gain an additional +1 Point of Tags.

Force-Delivering Blow
Type: Supplemental
Cost: 1m

On a successful Brawl hit, immediately knock the target back one Zone.

Knockout Blow
Type: Supplemental
Cost: 1m

If your Brawl Strike would place the character below 5 Health, the target is immediately knocked unconscious, and will remain so for several hours unless specifically roused.

Outside of combat, this may be used on foes with an (Essence) score lower than yours, and you must succeed on a Brawl vs. Block roll.

Ox-Stunning Blow
Type: Supplemental
Cost: 1m

On a successful Brawl Strike or Maneuver against a target, force them to lose one of their next actions on their next turn. A target cannot have less than one action on their turn.

Sledgehammer Strike
Type: Supplemental
Cost: 1m

The fists of the Exalt can tear down even the most stubborn of structures.

On Feats of Strength, such as breaking through walls or destroying scenery, add (Essence)x2 dice. The Exalt is even able to damage walls made of magical materials, though must roll to do so.

Additionally, a Strike against animate beings (such as Earth elementals and golems), add (3) dice to the Damage Roll.

Melee

Blow Deflecting Stance
Type: Permanent

The Exalt gains Parry, which may be used as a Defense to deflect any incoming attacks, or guard others.

Their Parry score is equal to (Dexterity + Melee)/2.

Bulwark Stance
Type: Reflexive
Cost: 1m

You may reflexively defend anyone in your zone without taking an action.

Alternatively, you may sacrifice one of your next actions in order to move Zones and protect another within an adjacent Zone.

Call the Blade
Type: Reflexive
Cost: 1m

Return a weapon to the Solar's hand, so long as a path exists for the weapon to follow. This charm may also be used to banish or summon a weapon from Elsewhere.

Iron Whirlwind
Type: Simple
Cost: 2m

With a rush of wind and flashing steel, the Exalt sweeps across the battlefield and cuts down all of their enemies.

Make a Melee Strike against up to (Melee) targets in the same Zone. If their Defense is less than the Strike, deal (½, rounded up) of your damage to each individual.

Perfect Strike
Type: Supplemental
Cost: (1m per Dmg.)

For every mote spent, deal an extra point of Damage on a Strike. You may add no more than (Melee) damage this way.

PHYSIQUE

INCREASING STRENGTH EXERCISE

Type: Simple; Scene
Cost: 1m

The Exalt may lift, carry, haul, or otherwise exert such feats of strength far beyond their mortal limits—performing duties deemed impossible.

If a roll is required, they are guaranteed a minimum of (Strength) successes on their roll.

VISAGE OF FORCE

Type: Reflexive
Cost: 1m

All who gaze upon the Exalt can see that their threats are not empty. On attempts to intimidate, threaten, or otherwise coerce another through physical means, you may immediately add (3) extra Dice.

TOXIN ACCLIMATION

Type: Reflexive; Scene
Cost: 1m

The Exalt resists any mundane toxin, poison, or psychotropic, and is granted +(3) dice to resist any supernatural version.

As well, they do not suffer ill-effects from mundane drink or other mundane recreational substances.

OX-BODY TECHNIQUE

Type: Permanent

Gain an additional +5 Health. This charm may be repurchased as a Greater and then Capstone Charm.

BODY-MENDING MEDITATION

Type: Permanent

The Exalt speeds up their natural recovery when resting. They regain 5 Health every hour, or 50 Health on a full night's rest.

DURABILITY OF OAK

Type: Reflexive
Cost: 1m

The Exalt can withstand nearly any blow thrown at them. Increase your Block by (Essence) against a single attack.

THROWN

FLASHING DRAW MASTERY

Type: Supplemental
Cost: 1m

Pull all weapons thrown by the Exalt back to themselves, so long as a possible path still exists. This charm may be used Supplemental to an attack to perform a thrown attack from an unexpected angle.

ANGLE-TRACING EDGE

Type: Supplemental
Cost: 1m

With perfect control, the Exalt lets loose a Thrown Attack that performs a perfect set of ricochets to reach its target, eliminating any benefit from Cover.

CASCADE OF CUTTING TERROR

Type: Simple
Cost: 2m

Target all foes within the same zone you occupy, and a single adjacent one. Make a Strike: any targets with a Defense less than the attack are hit with half of the calculated damage, rounding down. Cover zone

Any supplemental damage is applied only to a single target.

 M and make a Strike. Any who has a Defense less than the attack are hit and take damage

When making a Flurry Decisive attack, add +1 Damage per target. Groups grant +1 per Size scale.

FAN OF BLADES

Type: Supplemental
Cost: 1m

The Exalt spreads out a hundred blades, ensuring that at least one will hit. They may target Soak instead of DV on their Thrown attack.

JOINT-WOUNDING ATTACK

Type: Supplemental
Cost: 1a

On a successful Strike disable the use of a limb of the target for a day. In combat this lasts at least 3 rounds, or until the character takes a considered action above difficulty (3) to restore functionality.

BUREAUCRACY

FOUL AIR OF ARGUMENT TECHNIQUE
Type: Simple; (Essence) Weeks
Cost: 2m

The Exalt knows that a few well placed words are all it takes to crash the trust of an organization. Exploit the weaknesses of a regional organization, or a local charter. For the next (Essence) weeks, that organization becomes mired in in-fighting, red-tape, and miscommunication. Only one target may be so influenced at a time, and the same target cannot be affected more than once a Season.

INFINITELY-EFFICIENT REGISTRAR
Type: Simple
Cost: 3a

Immediately push a friendly and cooperative organization to finish a task of monumental proportions. What normally takes months to complete takes but hours. This charm may be used to force a Bureaucracy Project to immediately complete.

The Player may go into resource debt (up to 3 Res, 1 Keystone) if using this on a Project. The Obstruction roll(s) of the Project are immediately resolved and interpreted in this light—and may be postponed until later.

SPEED THE WHEELS
Type: Simple; Month
Cost: 2m

Cutting efficiently through red tape and other impediments, the Exalt may speed the machinations of an organization. They will double their speed on a particular task for one month.

Alternatively, the Exalt may jam up the organization with some well placed words, slowing down a task by ½ of its original pace.

TESTING THE WATERS
Type: Simple
Cost: 2m

Studying the actions of those in a court, the Exalt may quickly predict what future Political action the subject will embark on, ranging from how they will vote, to whom they will speak with next.

Perform an opposed Bureaucracy roll. On a success, the Player may perform a "Read Intentions" act on the subject to ask a question regarding their target's current intended political action.

UNKNOWABLE VISAGE
Type: Permanent

Through vast experience, the deft Politician knows exactly how to disarm and dismiss probing questions.

Their political actions always keep opponents guessing. If an opponent attempts to "Read Intentions" after performing a such a Political action, gain +(Essence) on their defense.

COMMAND

COMMAND-BREAKING STANCE
Type: Simple
Cost: 1m

A skilled commander knows what brings drilled groups together, and what can break them apart.

The Exalt breaks up a group of Lesser Foes, causing their next actions to be lost as they reform.

DIRECT ORDERS
Type: Simple; Scene
Cost: 2m

The Exalt may take charge of a group of allied Lesser Foes, directing their action, and granting them a moderate advantage on that action for the remainder of the scene. This boon cannot be stacked.

FURY INCITING SPEECH
Type: Simple
Cost: 1m

The Exalt immediately Instills anger, rage, or a similar emotion into any mortal or sapient creature that can observe the Exalt with an Essence Rating less than their own.

ORGANIZATION OF COMMAND
Type: Supplemental
Cost: 1m

The Exalt may command across large groups with great ease. When commanding a Group to Perform a Task, the Exalt may negate any Resolve bonus from being in a Group.

RITUAL OF ENDOWMENT
Type: Permanent

You may now perform Projects to grant the Rank 3 *Endowment* Merit to those with significant ties to the character, granting them access to a single Supernatural Ability.

Note: This charm does nothing for Exalts that have no supernatural abilities, such as Solars.

RULERSHIP-GAZING EYE
Type: Reflexive
Cost: 1m

With but a glance, the leader of a group can be immediately recognized if present, even if that leader is acting through a proxy. If they are not present, the Exalt recognizes this fact.

This charm immediately succeeds against any mundane group interaction, but against an unnatural foe requires a contested Command vs. Subterfuge roll.

INTEGRITY

ENDURING MENTAL TOUGHNESS
Type: Reflexive; Scene
Cost: 1m

For the scene, remove any Disadvantages to Resolve caused by pain, illness, or other such physical anguish that the Exalt is enduring.

HEART-HARDENING RESPONSE
Type: Reflexive
Cost: 1m

Calls to pure emotion are easy to spot, and the Exalt has become trained to resist them.

Against any Influence Intimacy rolls that employ emotion, raise the Exalt's Resolve by +(Essence).

MIND-CLEANSING MEDITATION
Type: Permanent

Once per day, the Exalt takes a ritualistic rest of the mind, focusing inward on meditation, reviewing and renewing their mental fortitude.

On purchase of this charm, select one of the character's Intimacies. So long as the Exalt is able to keep up their daily meditations, none are able to use that Intimacy as leverage for social influence. This may be repurchased as a Greater charm to protect all of the Exalt's Intimacies in such a way.

INTEGRITY PROTECTION PRANA
Type: Permanent

The Exalt is able to resist the ambient and intoxicating energies of places such as the Wyld, and other such places of abundant swirling essence that seek to change and alter their body. Against directed effects, such as from a Fae, the character gains +2 Resolve.

This does not protect against secondary effects—such as being burned by Wyld Fire, and this protection will breakdown against the most intense ambient energies, such as those in the deepest part of the Wyld.

RIGHTEOUS LION DEFENSE
Type: Permanent

The Exalt becomes one with their own Intimacies, and instinctively knows when people are attempting to lead the Exalt to take action against them, no matter how sweet their words or naive their intention may be.

Additionally, if the Exalt ever finds themselves in an impossible situation where they would have to betray one of their Intimacies, they will find a new, seemingly impossible path that they will be able to successfully pursue.

INVESTIGATION

ATTENTIVE LISTENER'S EAR
Type: Simple
Cost: 1m

The Exalt brings a friendly and relaxing air with them, pushing others to more easily speak their mind—and spill their secrets.

On any attempt to prod someone for information, sift through a rambling story, or otherwise parse a spoken testimony, gain +3 dice.

CRAFTY OBSERVATION METHOD
Type: Simple
Cost: 2m

Examining undisturbed physical evidence, the Exalt is able to reconstruct what happened to bring that object to its present condition.

You may immediately, and without a roll, Recall a Fact about the Scene, focused on a particular object. This may only be used once per Scene.

IRRESISTIBLE QUESTIONING TECHNIQUE
Type: Simple
Cost: 2m

Through either compassion or terror, the Exalt is able to force words out of even the most stubborn of witnesses.

As a question and immediately roll Investigation vs. Resolve. If successful, the target will reveal one useful fact related to a question—either by spilling it directly through words, or indirectly through something such as a subtle glance. If the target has no useful information to give, that fact is relayed instead.

MOTIVE-DISCERNING TECHNIQUE
Type: Simple
Cost: 1m

Immediately make a Read Intentions roll against a target, without need for them to take an action.

WATCHFUL JUSTICIAR'S EYE
Type: Simple; Scene
Cost: 2m

By observing for an action, the Exalt can identify which characters of the scene are behaving outside what would be considered normal for the scene. They may also keep track of all characters and their actions, so long as they do not leave the place for more than a brief moment.

The Storyteller must inform the character of any suspicious movements, or disappearances of characters in the scene.

Performance

Dance of Flashing Swords
Type: Simple
Cost: 1m

After the fact, the Exalt can explain away that a particularly egregious action—a fight, explosion, or similar altercation—as a spontaneous act of street performance. Most will accept this at face value, but gain a Moderate Advantage to convince others.

Irresistible Diversion
Type: Simple; Scene
Cost: 2m

The performer can command attention to themselves, making sure that they and only they are noticed by onlookers. Characters with less (Essence) than the Exalt cannot turn their eyes away from the performance until it is finished, and others can be entranced by a successful Performance vs. Resolve roll.

Mood-Inducing Music
Type: Reflexive
Cost: 1m

The Exalt provides appropriate music, inflaming or dampening emotions in the scene. Attempts to Influence, Instill, or otherwise capitalize on Emotion are granted a Moderate Advantage or Disadvantage, at the choice of the Player.

Phantom Scenery
Type: Supplemental; Scene
Cost: 1m

The Exalt may conjure scenery, props, or other phantoms as extensions of their anima, showing up as distorted, shadowy figures. In typical application, such as on stage or during a structured performance, this illusion does not arouse suspicion of the Exalt's nature—people will be primed to believe this is just stage magic. In other circumstances, the Exalt must use a contested (Performance) vs. (Awareness) roll to disguise this as a mundane effect.

Shining Expression Style
Type: Simple
Cost: 1m

The Exalt embodies a specific Emotion, folding it perfectly into their performance. All who watch are struck with the raw power of that emotion, and cannot help but resonate.

Any who view this with a Resolve less than (Essence)—including their allies—will openly display an Intimacy related to the Emotion.

Soul-Firing Performance
Type: Supplemental
Cost: 1m

A performance can speak directly to each individual, as though it were a one on one conversation. With a Performance Roll, ignore any Resolve bonus from being in a Group.

Socialize

Dauntless Assayer Method
Type: Reflexive
Cost: 1m

The Exalt, on failing a Read Intentions roll, may try their roll again. The Player must describe a small action that allows for a new roll, from spilling a drink, readjusting their observing position, or simply clearing their mind.

Discretionary Gesture
Type: Reflexive
Cost: 1m

A chain is only as strong as its weakest link—a fact known by any in the socialite circles. Through subtle (and not-so subtle) means, the Exalt can interrupt an interrogation of one of their compatriots, using their own Resolve in place of their Ally's.

Easily-Discarded Presence
Type: Reflexive; Scene
Cost: 2m

It is easy to make people believe what they want to see. On activating this charm, the Exalt specifies a false Intimacy or intent, which is seen as truth to any who fails a "Read Intention" action against the Exalt.

Excellent Friend Approach
Type: Permanent

The charms of the Exalt are hard to resist. So long as there is no specific reason against it, Mortals and beings with (Essence) lower than the Exalt's will be friendly and cordial to them, even if they have just met, and they gain +2 dice on their first Social roll against a target.

Irresistible Salesman Spirit
Type: Simple; Day
Cost: 2m

On a successful Socialize roll, instill a near-obsession level of fascination, idea, or desire for a product in the target—so long as it does not conflict with an existing Intimacy.

For a day, the target(s) gain an Intimacy towards the specified product, and will attempt to pursue it, potentially leaving their posts or other aspects of their life temporarily behind.

Mastery of Small Manners
Type: Reflexive; Scene
Cost: 1m

The Exalt may quickly understand and emulate local mannerisms and customs, ensuring that they blend into the society around them. They suffer no ill effects from being an outsider, quickly acclimating to and understanding new customs with but a simple glance.

SUBTERFUGE

MIMICRY OF FORM
Type: Simple; Week
Cost: 2m

After studying a mannerism of a target for a short time, such as handwriting, voice, or even walking pattern, the Exalt may replicate it as needed for a week, gaining (3) additional dice to do so.

HIDDEN MEANING
Type: Supplemental
Cost: 2m

The Exalt hides their true meaning in inflections, allusions, and other roundabout ways of speaking, writing, or other methods of communication.

The intended contact will be the only one who can divine the true meaning of the conversation, but others may make a contested roll (Cunning + Investigation) vs. the Exalt's (Cunning + Subterfuge) to notice that there is a coded message.

FALSE PURSUIT
Type: Simple; Scene
Cost: 2m

On a successful (Charisma + Deception) roll against the Resolve of a target, they become convinced that an ultimately benign or small point of the Scene holds great value to their current goal. For example, they may be convinced that the blades used murder are made of a special composition, which is a keystone to their case, despite the blades being only slightly out of normal make.

FLASHING QUILL ATEMI
Type: Simple
Cost: 1m

With just a short moment in possession of a written text, the Exalt may insert, expunge, or replace words as they see fit. No mundane means or mortal characters will be able decipher the difference between the altered content.

An Exalt, God, or other creature of power must successfully contest the Guile of the forging Exalt to notice that the document has been altered at all—let alone what specifically has been altered.

MIND-WIPING GAZE
Type: Reflexive; Scene
Cost: 3m

The Exalt pierces the target with a gaze that penetrates the very soul, extinguishing the flame of memories.

Interrupt a target taking a Social Influence action, or who is attempting to communicate in a way. On a successful Subterfuge vs. Resolve roll, the target loses their thoughts and memories regarding their action and immediately fails on their action. In addition, they cannot remember to pick the task up again until after the scene. This may only be done once per scene.

AWARENESS

INNER EYE FOCUS
Type: Reflexive; Scene
Cost: 1m

Eliminate all mundane Disadvantages caused by visual conditions such as smoke, fog, and darkness.

Supernatural forces can be overcome with a (Int. + Awareness) vs. (target Essence) roll.

LIVING PULSE PERCEPTION
Type: Simple
Cost: 2m

The Exalt expands their soul into the world around them, feeling the flows of Essence around them.

Make an Awareness roll. All character in the Scene with a (Stealth) lower than the roll have their presence briefly acknowledged. Creatures that are not part of Creation—such as Demons, Fae, and those whom have purposefully cut themselves off, gain +2 against this sense.

SENSE-DESTROYING METHOD
Type: Simple; Scene
Cost: 2m

On touching a target with a successful (Awareness) vs Defense roll, the Exalt can impede one of the classical five senses at their choice for a scene. Only one sense of a target may be clouded per scene.

This effect is considered a Moderate Disadvantage, and can be cleared with a dedicated roll that exceeds the Awareness value of the Exalted.

SURPRISE ANTICIPATION METHOD
Type: Permanent

The Exalt suffers no penalties to Awareness rolls occur due to being tired, exhausted, or other similar mental disadvantage. Awareness rolls may always be made while asleep.

UNCANNY PERCEPTION TECHNIQUE
Type: Permanent

The presence of dematerialized, intangible, or otherwise spectral creatures may be natively detected—although the precise location still remains a mystery. The creature may attempt a contested (Awareness) vs. (Stealth) roll combat this.

This sense will manifest in all manner of strange sensory phenomena appropriate to the being: a chill of winter, coppery taste, or the sound of bells. As well, this sense is distinctive to the specific being, allowing for recognition upon sensing it again.

CRAFT

WORKSHOP WITHOUT BOUNDS
Type: Permanent

In the hands of the Exalt, a simple rock can become as strong and resilient as a blacksmith's hammer, and a grand sword as nimble as a paring knife. The Exalt suffers no Disadvantages from improper or damaged tools.

There is a limit to this charm for extremely specialized tools, such as delicate changes to the flow of essence lines in an Artifact.

DISCERNING CRAFTSMANSHIP
Type: Simple; Story
Cost: 2m

The Exalt studies an object, forming its composition and structure into their mind.

For the remainder of the story, the Exalt is granted +2 dice on efforts to mimic the style of the original artist. They also may use (Insight + Craft) with a +2 dice advantage to study other objects to recognize it as the crafter's work, and not a forgery.

If this current object they are studying is in fact a forgery, difficulty to recognize this fact is lowered by 1.

DEFTLY APPLIED TOOLS
Type: Supplemental
Cost: 1m

All things, with the proper study and analysis, may be approached without the need for brute force. During Feats of Strength, such as lifting, carrying, or destroying crafted materials, they may use (Wits + Craft) roll instead.

CRACK-MENDING EYE
Type: Permanent

Projects to repair, alter, or destroy crafted materials such as Manses, Artifacts, and other such physical goods are now 1 scale lower. (i.e. Minor repairs now are at -3 to Scale, Major at -2, and Monumental at -1).

MARK OF THE MAKER
Type: Simple
Cost: 1m

Glean immediate insight into the original purpose, material makeup, age, and other such information while studying a Crafted object. Often, you are able to glance into the very emotions of the original craftsman at the moment, seeing it in the handiwork of their creation.

LORE

ABSENCE OF THOUGHT
Type: Simple; (Day+)
Cost: 2m

Sometimes, knowledge can be a burden. On touching a character, and on a successful (Int. + Lore) vs. Resolve roll, purge a thought, idea, or other-self contained concept from the target's mind.

This absence of knowledge is guaranteed for a Day, after which it may return based on the Storyteller's discretion.

CONCEPT-FORMING THOUGHT
Type: Simple
Cost: 1m

The Exalt can manifest their ideas into a concise, easily-understandable format with no chance of misunderstanding.

Simple ideas and commands can be immediately transcribed onto a physical document and replicated. More complex thoughts, like entire tomes, need to be transcribed over a course of a night.

ENDLESS DEPTHS OF KNOWLEDGE
Type: Permanent

Once per Session, Immediately Recall a Fact without a roll. This Fact can *directly* help the scene. This Fact may still be vetoed for self-consistency by the Storyteller.

FLOWING MIND METHODOLOGY
Type: Permanent

On purchasing this charm, designate a non-player character that has a significant connection to the Exalt, such as an Ally or a Ward. The Exalt may only designate (Essence) targets in total.

Whenever the Exalt gains xp, the targeted character will keep pace, staying at around ½ of the total xp the Exalt has.

STRANGE TONGUE COMMUNICATION
Type: Simple
Cost: 1m

Bypassing any language barriers, the Exalt can communicate a self-contained concept to the target. The concept may be moderately complicated, such as directions to a place, but does not include any subtleties of language, or allow subterfuge.

SAGACIOUS READING OF INTENT
Type: Simple
Cost: 2m

After analyzing a written (or otherwise recorded) work, immediately glean insight into the writer's state of mind, general well-being, and motivations behind the writing. If they were trying to hide such matters, the character may make a contested (Lore) vs. (Subterfuge) roll.

MEDICINE

BANISHMENT OF PAIN
Type: Simple; Scene
Cost: 1m

Upon touching a target, the Exalt is able to calm and ease the physical pain they are under. While it does not cure the underlying cause, it allows the target to focus without mental clarity, or even escape from being bedridden for a time.

GIVING OF THE SELF
Type: Reflexive
Cost: (1 Health)

So long as you are able to touch another, you may sacrifice your own Health to gift it to another, no more than (Essence)x5 per turn.

WALKING AMONGST DEATH
Type: Simple; Scene
Cost: (1m per target)

You concoct some sort of remedy or potion to give to targets, specifying specific instructions that contains one flaw—they must hold onto a branch of herbs, breath through a mask, or drink a sip of a tonic every 5 minutes, for example.

For the remainder of the Scene, so long as your targets adhere to your rules, you cannot be afflicted by a specified toxin, disease, or parasite.

WHOLENESS-RESTORING METHOD
Type: Simple
Cost: 3m

So long as they have the non-decayed tissue, or a suitable prosthetic, the Exalt may reweave severed body parts into their patient with little but a scar. This process will require a Day for the patient to recover from.

WOUND-MENDING CARE
Type: Simple
Cost: 2m

Touching the target, you may immediately heal them for 5 Health.

On rolls to treat the sick and injured, this may be used to increase a Medicine roll by +3 dice.

NAVIGATION

GRIZZLED CATAPHRACT'S WAY
Type: Permanent

The Exalt always remains vigilant and may keep watch, pilot ships, or guide horses without sleep without penalties. This may be done up to 3 consecutive nights in a row.

MASTER MAINTAINER
Type: Permanent

No accidents, such as horseshoes falling off, ships springing leaks, or wheels falling off of wagons will happen under the Exalt's care, so long as the exalt is able to spend moments attending to their mode of transportation each day. Even the most shoddy of ships will hold together for a trip, or the sickliest of horses keep their breath.

Deliberate sabotage may be uncovered with a roll during the Exalt's maintenance.

SOMETIMES HORSES FLY
Type: Reflexive
Cost: 1m

For an Action, the Exalt's mode of transportation is able to defy conventional movement. Horses can run across rushing rivers, ships barges across land, and wagons can sail across an empty canyon.

TERRAIN CONQUERING PATH
Type: Simple; Scene
Cost: 1m

The rough terrain of the deepest of jungles and the maelstroms of oceans hold little sway over the Exalt. They may ignore such disadvantages on their Navigation rolls.

TRACELESS PASSAGE
Type: Simple
Cost: 2m

When purchasing this Charm, the Exalt chooses a favored terrain, such as city streets, jungle, desert wilderness, or river passages. The Exalt may disappear with up to a Crowd of followers into this terrain, leaving behind no trace or chance for pursuit.

In any other terrain, this charm may be activated to disguise their tracks, increasing the difficulty of any pursuit by (Essence).

Stealth

Blurred Form Style
Type: Reflexive
Cost: 1m

The Exalt may sink into hiding, even in the middle of an open field. The suffer no penalties from a lack of cover or items to hide behind.

Easily-Overlooked Presence
Type: Simple; Scene
Cost: 2m

The Exalt easily blends into a crowd, becoming impossible to pick out from a sea of faces. So long as the Exalt takes no distinct or overt action and stays with the same crowd of people, they cannot be found by anything except for systematic checking of each individual.

Lightning-Hand Sleight
Type: Reflexive
Cost: 1m

The Exalt is unseen in their movements, and may reach out and swap, change, or tamper with anything that is within reach without anyone noticing, so long as the alteration is smaller than a hand. This alteration will not be noticed for at least (Essence) hours, or until the time when it is directly inspected.

Lock-Opening Touch
Type: Reflexive
Cost: 1m

Gain +(Essence) automatic successes on any attempts to open a lock, knot, gate, or other contraption used to bar people's way.

Magpie's Invisible Talon
Type: Supplemental
Cost: 1m

Extending their Essence, the Exalt is able to manipulate objects at a distance of up to (Essence) meters away.

Shadow Victor's Repose
Type: Reflexive
Cost: 2a

After landing a successful Strike, the Exalt disappears into the shadows, becoming hidden from all sight. All opponents must roll (Wits + Awareness) vs the Exalt's (Cunning + Stealth), or else loose track of the Exalt's position.

Survival

Spirit-Tied Companion
Type: Permanent

On purchasing this charm, specify an animal, lesser spirit, or other creature with whom to form a willing bond with. This creature becomes unbreakable loyal to the Exalt, to the point of becoming an extension of the self.

The Exalt may treat their companion as an unquestioning Ally (3). They may peer through their senses if separated, though at a -2 dice penalty.

During combat, the Exalt may sacrifice one of their actions to have their companion perform a directed action. When doing so, the companion uses the Exalt's Attributes and Abilities, though it may use its own natural weapon and armor. Otherwise, the companion is considered to be performing "other" duties in the background of the scene, such as corralling extras.

Hardship-Surviving Spirit
Type: Permanent

The fluctuations of heat and cold do not bother the Exalt, regardless of outfit. They will find the environment comfortable and suffer no penalties to rolls caused by the heat or cold save for the harshest of blizzards or the overwhelming presence of a volcano.

The Player should describe how their Exalt physically manifests this charm—a Lunar may grow a pelt of fur, or a Dragonblood may be covered in heat shedding layer of air, or if it is simply the force of will of the character.

Living off the Land
Type: Permanent

The Exalt will always find enough food and water to survive during their travels. They may guarantee provisions for at least a Group of people during their travels, so long as the land is not barren or hostile to life. While nourishing, the sustenance is not guaranteed to be palatable.

Friendship with Animals
Type: Simple
Cost: 1m

Animals may be calmed, so long as a mundane animal has no direct antagonism toward the Exalt, such as overwhelming hunger or protection of offspring. This will allow safe passage through a predator's territory, or docile approach to even the most skittish of herbivores. Against semi-sapient creatures, such as Fogsharks, the Exalt gains (3) dice to their rolls.

Unshakable Bloodhound Technique
Type: Simple; Day
Cost: 1m

With but the most minute signs, the Exalt may always track their quarry. In addition, they gain (3) dice if they have an item of significant link to their quarry.

Solars

To be a Solar is to be a creature who knows no half-measures. They are natural-born leaders, scholars, generals, and the architects of society. Yet they are also its cruel tyrants, forcing others to follow in their grand plan—regardless of their desires.

They are paragons of mankind, representing Humanity at its most extremes. Whatever a Solar sets their mind to, it will be done.

Heroes of Mankind

The Solars have always been at the forefront of Creation's history. They are the ones that gathered the other Exalts together, forming the wonders of the First Age, the shining beacon of hope of all mankind.

However, they were also those that tore it down, whose greed and self-righteousness spurred them to assault the gates of heaven and strike at their patron, the Unconquered Son—the greatest of all Gods.

After the fall of mankind, the numbers of their host greatly dwindled—they were both hunted by the other hosts out of fear and retribution, regardless of their involvement in the Great War, and their wounded patron chose very few to replace their numbers.

Their absence only heightened their ignoble legend—soon only those that stormed the gates of heavenly Yu-Shan were remembered, not those that fought against their brethren to prevent such an act. What few were chosen in this time were regarded with fear and anger—warily regarded, if not outright attacked on sight.

And yet, the Unconquered Sun, the one assaulted and most harmed by this rebellion, still Exalts new Solars; giving of his own self to his Chosen. Were the others not so afraid, might have the Great Contagion not have been prevented? The constant erosion of the land in the Wyld halted and turned back?

These are questions that might just be answered, as the Sun has started Exalting his chosen in unprecedented number—a strain mighty on his wounded soul; a strain that must have reason.

Exaltation

The Unconquered Sun grants his blessing to those who have an incredible drive, a force of personality that would change their world no matter what power they have.

Every exaltation is different, but the blessing of the Sun will often come during a seminal moment of the mortal's life, after they have accomplished some great achievement that is theirs and theirs alone. The moment is more often than not extremely obvious, as a great bonfire of anima erupts, bathing the mortal in golden light.

The Unconquered Sun occasionally chooses to speak to his Chosen in their moment of exaltation, giving them ancient wisdom and guidance. More often than not, though, he simply communicates through a feeling of pure emotion, ensuring that the Solar knows they were chosen for a reason.

Solars as Protagonists

A Solar will naturally find themselves as the nexus point of events—where they go, others will follow. They are natural leaders, even if their style of leading is unorthodox, such as a Night Caste gathering the masses silently.

Choosing to be a Solar means that you will often be the "main character" of the story, on which everything else depends on.

Solars as Antagonists

There is little more dangerous in the world than those who think they are right, and who can sway others to believe in their vision.

The same qualities that make a Solar a natural Hero will also produce some of the greatest villains. Simply to stand in the way of Solar's progress—even unintentionally—is enough to earn their ire.

They will never will think of themselves as being in the wrong. To them, they are always the hero—no matter what drastic actions they take or people they hurt along the way.

SOLAR BONUSES

SKILLED START
The Solar starts with **5 extra points** of abilities during character creation. These points may raise abilities past **3**.

EXPANDED MOTE POOL
The Solar expands their mote pool permanently by **2 motes.**

SUPERNAL FORCE
A Solar is able to push themselves beyond normal capabilities. They may purchase Greater Charms of their Caste at Essence 1, and Capstone Charms of their Caste at Essence 3. Twilight Caste Solars may do the same with Greater and Capstone Spells.

SOLAR EXCELLENCY
At the cost of 1 Limit, the Solar may either add the used (Ability) or (Essence) as immediate successes, whichever is higher. This may be used for defensive values, for example increasing Evasion by the (Athletics) score.

SOULFIRE

The boundless essence of a Solar is, in itself, a dangerous weapon. With certain charms and actions, the Solar can lance out their anima itself as an extension of themselves.

This Soulfire is particularly threatening to Creatures of Darkness.

CREATURES OF DARKNESS
These are any Spirits, demons, or other supernatural creatures whose bodies and nature recoil at the sight of the Sun and his Chosen. The following are a broad stroke classification of Creatures of Darkness:

- Denizens of the Underworld, such as ghosts, specters, and zombies, and even its champions, the Abyssal Exalted.

- Any Spirits of the Night, those gods and monsters of Creation that live in the shadows of reality. Luna and her chosen are not part of this classification.

- Demons descended from the Ebon Dragon.

Being classified as a Creature of Darkness does not belay some corruption of the heart—for example, many of the Night Spirits are dutiful citizens and stewards of the Unconquered Sun—it only represents that their very Essence cannot stand the incredible light in front of them.

GREAT CURSE

Solars are often plagued and defined by their Ego and Control. Caretakers of great power, they will see the problems and ills of the world only in relationship to themselves. Great injustices that have been generational problems will become their personal responsibility, and a judgment on their mind until it has been solved.

ALL-CONSUMING GRIEF
The horrors of the world become too much to bear, and the Solar shuts down, weeping tears at the great injustices that they perceive. They may turn to purifying rituals in an attempt to heal the soul of the world, or even themselves.

CONTEMPT OF THE VIRTUOUS
The world may be beyond saving, but those around the Solar must be unfaltering in their purity. No slight against purity, no matter how small, should be upheld in the presence of the Solar. If lectures and kindness will not work, then other methods of reprimands must.

CRUSHING DOUBT
The burden of the world is too much for the Solar to take, and they become filled with self-doubt and depression. The simplest of tasks becomes unbearable, the smallest of responsibilities just a chance to fail yet again.

DELIBERATE CRUELTY
The world is a broken place, why fight it any longer? The Solar snaps at those closest to them, speaking words of biting retort that pierce hearts with unerring accuracy and painful depths.

HEART OF FLINT
Caring for others is too much of a hassle, and too much pain. The Solar becomes a machine of pure logic, following a path devoid of empathy and feeling.

SOLAR CASTES

DAWN

The Dawn Caste come from those of raw military strength—warriors, generals, strategists, rebel fighters. Their physical might is unparalleled, nor their ability to coordinate and command others.

Fearsome Visage

Reflexively spend 2 Anima. Instill an emotion of Fear, Awe, Intimidation, or similar into a target. This may affect targets that normally do not feel said emotions, such as golems and zombies.

Daybreak

Reflexively Spend 4 Anima. Nothing can outrun the advancing light of a sunrise. Immediately Strike your target again. This does not take an action.

ZENITH

Priests, zealots, and orators embody the spirit of the Zenith, who gaze upon their inevitable followers with the fire of the Sun in their hearts, spurring them forward into the shadows.

Divine Mandate

Spend 2 Anima. The mark of the Sun appears on their brow of the Zenith, and All ghosts, spirits, gods, or any other dematerialized beings are forced to revealing themselves for the Scene. Additionally, the Zenith may send any willing or subdued ghosts directly to Lethe, where they may reenter the cycle of reincarnation.

Passion of the Heart

The Zenith's words *will be heard.* Once per Session, spend 5 Anima, and force all who witness them in their moment to gain one of their Intimacies, at least for a day.

TWILIGHT

Knowledge—in all its forms—is the domain of the Twilight Caste. They are undoubted geniuses in whatever fields they choose to study: engineers, doctors, and scholars.

Brilliant Mind

Once per Session, spend 3 Anima. The Twilight's mind brims with possibilities they see unfolding before them. Predict a sequence of events that will happen in the scene, which is now considered a fact so long as there is no interference.

Summoner's Call

Spend 4 Anima. Immediately summon a lesser Elemental or demon to assist you for the Day. They act as a 3-dot Ally.

NIGHT

Even when the Sun sets, his presence can be felt everywhere. The Night caste embody divine determination: they will do whatever needs to be done, in any way necessary.

Silent Presence

Reflexively spending 2 Anima, the Night Caste folds their essence inwards, using it to muffle all of their movements in the Scene. No sound is uttered, nor footsteps imprinted into the dirt. No circumstantial evidence of the Solar will exist after the scene.

Shadow Watch

Once per Session, the Night Caste may immediately Recall a Fact of something they have done in the past that immediately benefits them now—such as tailing someone to discover a Secret, or planting false evidence.

ECLIPSE

The Eclipse entreaty with all, ensuring that all are heard and understood. They are the diplomats, peacemakers, and merchants of the world, bridging it together into a beautiful harmony—one that they officiate.

Oath-Binder

Spend 4 Anima, and sanctify an Oath made between willing characters. Any who have sworn this oath will suffer Divine, Storyteller-driven retribution—including the Player Characters.

> **Oathbreaker**
>
> Characters who break their oaths will find laws of reality working against them. They often won't be able perform tasks in ways they wish to, or will find massive Disadvantages to their actions.
>
> However, this should be used as a Story Device, not a punishment. Don't blindly apply the disadvantages—make sure it only pops up in momentous situations.

Armistice

The Eclipse is the ultimate diplomat, and can bring even hardened enemies to the table. Once per Story, spend 5 Anima and 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.

DAWN CHARMS

Lesser

ARMORED SCOUT'S INVIGORATION

Type: Permanent

Armor becomes like a second skin to the Solar. At the moment of purchasing, permanently reduce either the Evasion or Block penalty of any worn armor by 1, to a minimum of 0. This charm may be repurchased as a Greater and then Capstone Charm.

BURNING ESSENCE STRIKE

Type: Supplemental
Cost: 1m

The Solar infuses their weapon and/or projectile in the burning Soulfire of their golden anima, passing through the very soul of their target.

Spirits, such as ghosts, elementals, and gods have their Immaterial defense negated. As well, Creatures of Darkness suffer an additional (+Essence) damage from the attack.

SOLAR CROSS-COUNTER

Type: Reflexive
Cost: 2a

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

DIAMOND-BODY MASTERY

Type: Reflexive
Cost: 2m

The Solar's body becomes resistant to the world around them. You may negate up to (Essence)x2 damage from Environmental effects. This includes any moderate incidental scenery damage, such as crashing through glass windows or falling five stories.

SOLAR SPIKE

Type: Supplemental
Cost: 2m

Conjuring the deepest Intimacy, the Solar lashes out with a spike of Soulfire which cascades from enemy to enemy.

Make an (Essence + Integrity) roll. All enemies in the Zone with an Essence lower than the result suffers (Essence) damage, as the bolt of light shines through and pierces through all of them. Creatures of Darkness hit by the Solar Spike suffer an extra (+2) damage.

EAGLE-WING STYLE

Type: Supplemental; Scene
Cost: 1m

By using the barest of scenery, be it lampposts, delicate tree branches, or even coins the Solar carries with them to launch against, and may leap effortlessly through the air. So long as there is the most minimum of solid mass to propel themselves against, they may use it to keep leaping upwards.

SHADOW OVER WATER

Type: Reflexive
Cost: (1/2/4m)

Spend Motes to clear Disadvantages to Defense, Soak, or Evasion. 1m for all Minor, 2m for all Moderate and lower, or 4m for all Disadvantages.

STUBBORN BOAR STANCE

Type: Reflexive
Cost: 1m

The Solar stands as an indomitable barrier against all who would stand against them. Gain +(Essence) against any effects to knockback, pull, restrain, or otherwise physically alters the Exalt's movement.

SUPERNAL FORCE

Type: Supplemental
Cost: (1m) per

Conjuring the deepest Intimacy, the Solar lashes out with a spike of Soulfire which cascades from enemy to enemy.

Make an (Essence + Integrity) roll. All enemies in the Zone with an Essence lower than the result suffers (Essence) damage. Creatures of Darkness hit by the Solar Spike suffer an extra (+2) damage.

Greater

ACCURACY WITHOUT DISTANCE

Type: Supplemental
Cost: 2m

Distance means nothing to the Solar, fully able to target their quarry no matter how far they are.

When performing a ranged Attack, ignore any penalties caused by distance. This allows the Exalt to attack across any number of Zone boundaries. Without the use of other Powers, the quarry must still be perceived, and a clear shot still available.

BURNING MEIN

Type: Reflexive
Cost: 2a

The Solar gains momentum as the battle mounts. So long as they can see the battle is not fruitless, they can keep moving forward.

When damaging a foe that is not a Lesser Foe, regain (Essence)x2 Health.

CANCEL THE APOCALYPSE

Type: Simple
Cost: 2a

On a successful Hit vs. Evasion, the Exalt strikes at the foe, stopping an ongoing Scene-effect the target has initiated, and preventing them restarting it the next Round.

This may also be used to halt a Sorcerer from completing a Spell.

CUTTING CIRCLE OF DESTRUCTION

Type: Supplemental
Cost: 2a

The Solar's weapon careens through the air, striking target after target.

The Solar may target up to (Essence) enemies with their Maneuver or Strike, dealing full damage to each of them so long as each target is a valid target.

FIERY SOLAR CHAKRAM

Type: Supplemental
Cost: 2a

Gathering anima into a burning and crackling aura, their weapon is infused with Soulfire and is hurled at their enemy.

On a Decisive Attack, Gain (+Essence) successes on both the Accuracy and damage rolls. If the target is a Creature of Darkness, deal an additional (+Essence) damage.

WHISPERED PRAYERS OF RETRIBUTION

Type: Supplemental; Scene
Cost: 3a

Wrapping all of the emotions, horrors, and pain the Solar has seen into their weapon, they pierce it into their target and force them to experience it all in a flashing moment.

On a successful Action (or strike) against the target's Defense, the target suffers through visions and the emotions imparted on them.

For the remainder of the Scene, the target must roll their (Wits + Integrity) vs. the Solar's (Essence) in order to take any action, or else become overwhelmed by the raw emotions.

Dawn Caste Solars can impose fear and intimidation even to emotionless beings, and Zenith can cause awe and grief.

Capstone

SEARING SUNFIRE INTERDICTION

Type: Simple
Cost: 3a

The Solar focuses all their Wrath into a single shot, and selects a target Zone.

A Strike of solid Soulfire crashes down at the targeted location, dealing (Essence) x5 damage to all foes within the Zone. They cannot defend or reduce the damage from this attack. For the remainder of the scene, the affected area becomes bathed in Soulfire Environmental Damage. (Essence) per Round.

Zenith Charms

Lesser

Certainty of Form

Type: Simple; Day
Cost: 1m per target
Prerequisite: Integrity Protection Prana (Universal Charm)

The Solar protects not only themselves, but their certainty of will extends to others.

Grant the effects of *Integrity Protection Prana* for the scene to up to (Essence) x2 targets.

Heart-Compelling Method

Type: Simple; Scene
Cost: 2m

Perform a Social roll vs. Resolve against a target. If successful, the Solar forces the target character to take an action, *any action*, that is in alignment with one of their Intimacies or Emotions.

Peril-Demanding Haste

Type: Supplemental
Cost: 1m

On successfully convincing a target to perform an Inconvenient task, the Solar immediately Instills an emotion of "impending peril." The target will complete the task in half of the normal time, if at all physically possible.

Prophet of Seventeen Cycles

Type: Simple
Cost: 2m

Once a Session, the Player may introduce a complication into an antagonist's plans, plots, or ongoing Project. This operates under the same general principles of "Recall a Fact:" the declaration must be self-consistent with what has been shown to operate in this world.

The Player should describe how their character activates this complication.

Sun King Radiance

Type: Simple; Day
Cost: 1m

The Solar radiates their strength to others. Choose up to (Essence) x2 targets, and one of the Solar's Intimacies. So long as the target is acting in accordance with the Intimacy, they may use the Resolve of the Solar instead of their own.

Tireless Burden

Type: Permanent

Through sheer force of will, the Solar may keep their body healthy, hale, and moving past its natural limits. They may go without sleep for an entire week at no consequences (except perhaps to their mood.)

After a week of no sleep, the Solar gains an Intimacy of "Desire to sleep," and must sleep normally for at least three consecutive nights to remove this temporary Intimacy.

Worshipful Lackey Acquisition

Type: Reflexive; Week
Cost: 2m

After successfully completing an Encounter Scene with all Key Issues under their Party's Control, those who observed the scene become enthralled by the Exalt, willing to nearly anything.

Any who has a Resolve less than the Exalt's Essence gains a positive Intimacy towards the Exalt for the next week, and will perform any Inconvenient tasks when asked without the need of a roll.

Underling-Promoting Touch

Type: Simple
Cost: 3a

The Solar may uplifts a servant to act in their stead, designating their role as a ruler, guide, or other form of leadership to a group of people. While the target is acting in given role, and in accordance with the Solar's Intimacies, all who gaze on them will instinctively know they work on behalf of the Solar.

In addition, the target may use the Bureaucracy, Command, and/or Resolve of the Solar in place of their own while operating in their given capacity.

The Solar may only designate one target at a time for this effect. They may choose to rescind their blessing, or perform a 10 Res. Project to make this effect permanent, either of which would allow them to bless a new target.

Greater

ACCORD OF THE UNBREAKABLE SPIRIT

Type: Simple; Week
Cost: 3m

Choose one of your Intimacies, and spend an hour leading a group of up to 10 people in meditation, prayer, or other such mind-cleansing activities. For the remainder of the week, the group will consider any Influence against the chosen Intimacy to be Unacceptable Influence.

Only one Intimacy may be reinforced at a time through this method.

ASP BITES ITS TAIL

Type: Reflexive
Cost: 2m

Disparaging the Lawgiver, their name or their Intimacies is foolish at best. Whenever the Solar witnesses such an event, they may speak subtle words to all those who listen and making the accuser seem the fool.

Contest the social action with (Essence) extra dice. If there are more successes than the aggressor's roll, the result of the intended action turns upon the aggressor instead. If they were trying to incriminate the Solar, they instead become incriminated.

This Charm automatically succeeds against targets with an Essence lower than the Solar's.

COMMANDING WORDS

Type: Simple; Scene
Cost: 1a

Drawing from their divine rule, a Solar makes a quick command, from which all snap to attention and must obey.

The Solar targets a Mortal, or a Yu-Shan spirit of Essence less than the Solar. Any inconvenient task the Solar commands will be performed to the best of their abilities, without question nor needed roll. If the target is some other entity, the Solar must succeed on a Social roll vs. Resolve roll for this to take effect.

If a given task would run counter their intimacies, or the task is otherwise considered unacceptable influence, this charm automatically fails and the target is broken from the Solar's influence.

FEAR-BANISHING AURA

Type: Reflexive; Scene
Cost: 2a

Allies need only look to the Solar to steady their nerves and keep their wits together. Immediately banish fear, panic, and other similar emotions from all allies within Medium Range of the Solar, and force any future attempts to fail for the remainder of the scene.

This Charm does not protect against the Dawn Caste's Anima Power.

INQUISITOR'S UNFAILING NOTICE

Type: Permanent

The Solar is instinctively and subconsciously aware of any actions of thievery or Stealth performed by those in their presence who are below (Essence). The exact target, circumstances, nor direction is not disclosed, simply the fact that it is happening.

The Storyteller should only inform the Player of significant moments of such events, otherwise only answering when asked.

IRRESISTIBLE QUESTIONING TECHNIQUE

Type: Simple
Cost: 2m

The Solar's unquestioning gaze will make even the most unwilling talk. Ask a specific question, and make an Awareness Roll against the target's Resolve. If successful, the target must answer and speak the truth to that particular question.

MAJESTIC RADIANT PRESENCE

Type: Reflexive
Cost: 2m

None may speak before the Lawgiver's voice has been heard.

Interrupt a target before or during a social action, such as speaking, performing, using Social Influence, or walking up to a podium. The Solar may immediately take their own social action, forcing the target to wait until the Solar is done.

Any who observes this interruption with an (Essence) less than the Solar's own (Essence) will develop a temporary negative Intimacy of "disdain" towards the target. This may also affect the target themselves.

RESPECT-COMMANDING ATTITUDE

Type: Supplemental; Scene
Cost: 2m

Once a Solar has begun a speech, performance, or other social action, those listening become unable to interrupt. Even their enemies must pause at the force of conviction the Solar, unable to take direct action against the Solar.

This charm only affects those with (Essence) less than the Solar's.

PROPHET-UPLIFTING EVOCATION

Type: Permanent

You may now perform Projects to grant the Rank 4 *Endowment* Merit to those with significant ties to the character, granting them access to Universal Charms.

Capstone

Twilight Charms

Lesser

Chaos-Resistance Preparation

Type: Simple; (Essence) Weeks
Cost: 3m

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.

Durability-Enhancing Technique

Type: Simple; Scene
Cost: 2m

The Exalt may reinforce an object—no more than (Essence) meters in its largest dimension—and make it nigh unbreakable.

While reinforced, the object is no longer considered "mundane," and increases the difficulty to break or otherwise destroy it by (Essence).

A Project may be performed to make this enhancement permanent.

Enlightened Touch Insight

Type: Simple
Cost: 1m

By touching or analyzing an object for a moment, the Solar can surmise its recent history and its usage.

The Solar reconstructs the scene in their mind, effectively gaining a vision of what happened surrounding the object in moments of great emotion and action.

Harmonious Academic Methodology

Type: Simple; Month
Cost: 2m

Targeting a non-Player individual, organization, or such group, the Solar may grant insight into their own knowledge and methodologies in a way that resonates in their minds.

Choose one of the character's Abilities, and the target's tasks in that specialty will run smoother and be completed faster than otherwise. If they must roll, they gain +4 dice, capped at 12 dice.

Up to (Essence) blessings may be active at one time.

Master Plan Revelation

Type: Reflexive
Cost: 2m

Once per story, the Player may declare their character predicted a certain event, and accordingly planned for it. and accordingly planned for a certain event, and have somehow twisted it to their own benefit. Evidence provided turns out to be a planted fake; eyewitnesses have already been successfully bribed.

This charm represents the Solar's mastermind-level planning and cunning—essentially revealing hidden information to the Players themselves. As such, it can not actually change anything that has been firmly established, but it can complicate or muddy the veracity of those "facts."

Order-Affirming Blow

Type: Simple
Cost: 2m

The Solar knows the effects of the Wyld, Underworld, and other such places that might try to forcibly change the targets.

So long as the effects have occurred within the last week, and not deeply ingrained into the soul of the subject, the Solar may banish the changes.

Truth-Rendering Gaze

Type: Simple
Cost: 1m

Roll (Insight + Lore) against a target's Resolve. On a success, learn insight on the nature of a creature, such as its typical attack patterns, to migration patterns. Following the same rules as "Read Intentions," the Player asks a specific question that the Storyteller must answer truthfully.

INSPECTION OF FLAW

Type: Reflexive
Cost: 2m

Once per Session, the Player may Recall a Fact about a target object or institution that may be exploited to the character's advantage immediately and without a roll. (This may be used to "correct" a failed roll.)

IMPURITY-HAMMERING BLOW

Type: Simple
Cost: 2m

By infusing their methods with their own burning anima, the Solar can quickly purify any mundane, raw material into pure versions of its type.

The Solar may not convert more than their own body weight in a single day.

On gaining Resources in the form of raw, impure materials, the Solar may double its normal Resource value.

MARVELOUS MACHINERY

Type: Simple; Scene
Cost: 3a

The Solar imbues a statue, complex machinery, or even inert ancient working with their very Essence—so long as it is not currently bound to a hostile entity. For the Scene the Solar may control this imbued object as though it were an extension of their body.

Hostile entities may attempt to wrest control from the object by performing a contested Craft Roll.

TIMELY PROTOTYPE

Type: Simple
Cost: 2a

On activation of this charm, the Exalt may immediately create a Craft Project prototype, such as an Artifact, for the task at hand. The Obstruction roll(s) are immediately resolved to represent flaws, quirks, or other oddities that develop from forcing a prototype into use so quickly and without testing. The prototype will always be able to perform the desired task, regardless of the rolls.

The Player may choose to go into Resource debt (up to 3 Res, 1 Keystone) to activate this charm.

Permanent Effect: On purchasing this charm, and again at the start of each Story, the Exalt gains an additional +2 Res, which may only be used only for Craft Projects.

WILL-SHATTERING RIDDLE

Type: Simple; Scene
Cost: 2a

The Solar Poses a terrible Paradox to the target, forcing them to be involved and distracted solving it.

Roll a contested (Int. + Lore). If the target fails, they suffer from being distracted, consumed by trying to solve the puzzle. They lose (3) dice from any awareness rolls, and must make a (Int + Lore) each round until the beat the Solar's roll to take an action. In combat, they may only make one action per round.

Only one character may be subjected to this per Scene.

Characters with Intelligence of 1 are not affected, nor mindless characters.

WYLD-SHAPING TECHNIQUE

Type: Simple
Cost: 3a

The Solar imposes their will upon the Wyld, and it must obey.

Once a story, gain +2 Resources. As well, the Solar may create projects in the Wyld without suffering any Opposition Modifiers from the land.

Creating Manses and other places of Power from the Wyld becomes a valid Project.

Capstone

Night Charms

Lesser

Burning Corona
Type: Reflexive; (Scene)
Cost: 1a

The Solar flares a glimpse of their anima at just the right moment, temporarily blinding their opponent as they attack them, raising their Evasion by (Essence)

If the target is of (Essence) less than the Solar, the target becomes blinded for the remainder of the Scene.

Flawlessly Impenetrable Disguise
Type: Simple; Day
Cost: 2m

Through clever trickery, the Solar manages to craft a disguise that appears to break physical limitations, such as appearing shorter, gaining extreme mutations such as functional extra pairs of arms, or gain a voice that could not come from their body.

While impressive and fooling to all inspection—even detailed—it is still just well-crafted trickery.

Genius Palate Summation
Type: Reflexive
Cost: 1m

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.

Mist on Water
Type: Supplemental
Cost: 1m

With a swift motion, the Solar disrupts the chakras necessary for thought and sound, rendering the target partially paralyzed and importantly—unable to make sound.

With either a successful touch or hit, force the target to lose their next action, and become silenced for the next (Essence)x15 minutes.

If used in a Combat or Encounter, this silence lasts (Essence) Rounds instead.

Observer-Deceiving Attack
Type: Supplemental
Cost: 1m

Through misdirection, conceal an action or attack that the Exalt makes. Characters must exceed a (Wits + Awareness) roll against the number of successes of this action.

Shadow-Crossing Leap
Type: Reflexive
Cost: 2a

The Exalt may cross a threshold without disturbing anything between the two locations. They need not set a foot down, nor do they trip any wires, disturb dust, or even alter the air with their passing. Doors and windows remain shut, as though they had not passed through them.

Only solid walls without any opening may halt their passage from one location to the next.

Seven Shadows Evasion
Type: Reflexive
Cost: 2a

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

Sound and Scent Banishing Attitude
Type: Reflexive; Scene
Cost: 3m

The Solar focuses their attempts at stealth onto a specific, non-visual sense, completely eliminating it from the equation. Their footsteps may become silent, or their scent hidden from tracking dogs.

Statue Spirit Stillness
Type: Reflexive; Scene
Cost: 1m

The Solar may remain as completely stationary as long as necessary. They show no outward signs of movement, not even breathing.

Sunlight Bleeding Away
Type: Simple
Cost: 1a

Take a Stealth Maneuver action vs. a Target's (Wits + Awareness). On success, you disappear from their sight and become unseen until your next Action.

Multiple targets may be chosen at the same time, but doing so causes a Moderate Disadvantage.

A WILL IS A WAY

Type: Permanent

Even if the way forward seems to be impossible, the Solar will find a path to their destination. Once per Story, the Player declares that they and their companions will arrive at the specified place, no matter the obstruction, and the Storyteller must open a path for them to follow.

EYE OF THE UNCONQUERED SUN

Type: Simple; Scene
Cost: 3a

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 (Wits + 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.

GUARDIAN FOG APPROACH

Type: Simple; Scene
Cost: 2m

Touch up to (Essence) companions, bringing them into the shadows with you. You may make a Steal roll for the entire group.

IMMUNITY TO EVERYTHING TECHNIQUE

Type: Permanent

Once a Solar has been exposed to a toxin, poison, or illness—and survived—they never need worry about suffering ill effects from it again.

LIVING PULSE PERCEPTION

Type: Simple
Cost: 2a

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.

ONE EXTRA STEP

Type: Supplemental
Cost: 2a

Once per Scene, the Exalt may reach a Position or Target they can observe, so long as a possible path exists.

PERFECT MIRROR

Type: Simple; Week
Cost: 3a

Choose a target that the Solar has studied for at least a day, and then become a perfect replica. All mannerisms and characteristics of the target are replicated, and a surface level of knowledge and abilities the target knows—enough to fool all but the most intimate of acquaintances.

Even supernatural effects—such as a Anima flare, is emulated with Essence-based illusions.

PHANTOM RIDER'S RETREAT

Type: Simple; Scene
Cost: 2m

The Solar leads their party to safety. So long as their mode of transportation does not halt movement, their pursuers will be unable to catch them.

The Solar cannot rest while the effects of this charm are active, nor regain motes.

THE MARK OF JUDGMENT

Type: Simple; Scene
Cost: 2a

The Solar marks a specific target they can perceive, burning their target's soul into their mind.

For the remainder of the scene, the target's location will be known to the Solar, no matter their distance nor intervening environmental factors.

Capstone

ECLIPSE CHARMS

Lesser

DEFT OFFICIAL'S WAY
Type: Simple
Cost: 1m

After observing a group or organization in motion, the Solar may easily pick out who would be receptive to a specified social activity, such as socializing, intimidation, or bribery.

EFFECTIVE COUNTERARGUMENT
Type: Reflexive; Scene
Cost: 1a

Once per scene, the Exalt may interrupt an other's action to cajole, sway, or otherwise persuade a target, rolling their own roll with +(Essence) extra dice.

So long as the Exalt's roll is greater than the opponent's, the target and those with similar mindset will gain a *negative* Intimacy towards the original argument, inverting the intent.

ENEMY-CASTIGATING SOLAR JUDGMENT
Type: Supplemental
Cost: 1a

Supplement a social action against a Creature of Darkness with an additional +3 dice.

FURY-INCITING SPEECH
Type: Simple
Cost: 2a

Once a mob has been formed with emotions of rage, fury, or likewise, the Solar can direct them as though they were an extension of their own morals.

The Player directs the mob to outlet their anger. For every 3 successes on a Social roll, the Solar can direct to the mob to take a distinct action related to their anger, be it to burn a Guild Hall, capture a Magistrate, or storm the docks.

SEMANTIC ARGUMENT TECHNIQUE
Type: Simple; Scene
Cost: 2m

The Solars are known as Lawmaker, and such knowledge is intrinsic to their very nature. During arguments involving law, procedure, or other methodology, they gain +3 dice.

Once per Story the Solar may Recall Fact by revealing an arcane or forgotten law without needing a roll.

SPURIOUS OWNERSHIP
Type: Simple; Scene
Cost: 2a

With the force of certainty and their unconsciously regal presence, whatever the Solar speaks claims ownership of is instinctively believed.

With a successful Social Roll vs. target's Resolve, the target will believe that a claimed object, structure, or even specific idea belongs to the Solar for the remainder of the scene. This belief may remain unless directly challenged.

If they have knowledge or direct evidence to the contrary, they instead gain a temporary Intimacy of doubt towards their own known evidence, but remain convinced of its true ownership.

WISE COUNSEL
Type: Simple; Day
Cost: 2m

Advise up to (Essence) characters on a specific social action, such as specific etiquette, methodologies to charm, or ways to speak around a subject successfully. For the remainder of the day, the target characters may use the Solar's social score in place of their own whenever performing that action.

WOE CAPTURING WEB
Type: Permanent

The Solar may monitor up to (Essence) different political circles, organizations, or groups. They will be become immediately aware of any large-scale actions to disrupt, curse, or otherwise hinder the group in their main goal. They will understand the basic nature of the disruption and epicenter, but no more than that.

The choice of selected targets may be altered between Stories.

Greater

HEART-ECLIPSING SHROUD

Type: Simple; Scene
Cost: 2m

The Solar takes on a perfected persona, with its own intimacies, deeply-held beliefs, intentions, and past. Any methods to divine purpose, Read Intentions, or otherwise probe the Solar will reveal the Persona instead-making a nearly foolproof disguise.

However, the Solar must reinforce this persona through their actions during the scene—including being influenced by their false Intimacies. Slips in the persona, as well as contradictory facts of the past that cannot be changed being revealed (such a records indicating there is no person with this name), may crack the person and cause it to fall apart on a successful roll against the Solar's Resolve. Once done, the person cannot be re-entered for the remainder of the day.

MEMORY-REWEAVING DISCIPLINE

Type: Simple; Day
Cost: 2a

With absolute certainty, the Solar rejects a known reality of the target and replaces it with their own.

Any with (Essence) less than the Solar's will not question the new stated reality—they will believe that there is a new guard rotation scheduled, or that the Solar is bringing prisoners into a cell, or that an extra invitation was indeed sent to the Solar.

Against others, the Solar may make a social roll against Resolve with an extra (Essence) dice on their efforts to convince them.

The Storyteller may grant targets extra resistance based on the outlandishness or improbability of the narrative spoken: +2 if the story is certainly false, +4 if running counter to all known facts of the world.

SOUL-SNARING CONTRACT

Type: Simple
Cost: 3a

Using byzantine words, endless caveats, and simple persuasive will, the Solar can manage to bind a target to a completely unfair contract, ranging from selling sand to desert dwellers, to letting a man walk free for a promise of a bond.

So long as the Solar upholds their end of the bargain, the target will remain under the contract for at least a Month.

Any target with (Essence) less than the Solar's does not get to resist this effect. Against others, the Solar must successfully convince the target to sign the contract, which is a "Perform Serious Task" action.

TABOO-INFLICTING DIATRIBE

Type: Simple
Cost: 2a

The Solar may dictate a specific, simple law or ideal into an organization that they are occupy a role of high leadership or respected association. "Do not steal from company coffers" or "express perfect candor with clients" are examples of such laws. ("Do not steal" would be too generic.)

This law becomes sacrosanct to the organization, and shortly a core ideal. While there will certainly be individuals in the organization who break this law, they become exceedingly rare.

This charm may uphold up to (Essence) different Laws. Stopping the charm does not necessarily remove the core tenet, if it has found root in the organization.

TWISTED MEANING

Type: Simple; Scene
Cost: 2a

With but a few well placed words, the Solar can turn the words of their enemies against themselves.

On a successful Social roll against a target's Resolve, the Solar chooses a particular intimacy, topic of discussion, or idea the target espouses, and then poisons it with the Solar's own words.

For the remainder of the scene anytime the target speaks, acts, or otherwise tries to communicate the poisoned concept, it will always be expressed or interpreted as the Solar dictated: such as true belief becoming mocking disdain.

VENOMOUS RUMORS TECHNIQUE

Type: Simple; Day
Cost: 3a

With a firm, knowing word, invent a lie about a topic, person, or group, rolling (Cunning + Subterfuge). The lie is then set free among the populous, and any with a Resolve less than the number of Successes automatically believes this rumor and spreads it to those they know.

This vicious rumor will quickly spread to an entire city, where it will remain in the public's consciousness for at least a day, often longer.

WISE-EYED COURTIER METHOD

Type: Simple
Cost: 2m

On entering the room, the Lawgiver may make a Read Intentions action against all in the room. Roll one (Insight + Awareness) roll. Any in the room with a Guile less than the roll is subject to their intentions being read.

The Storyteller should surmise many of the attitudes and postures of the characters in the room, but allow the Player to ask a question of one or two important characters.

Capstone