

Exalted Reincarnated Solars

Introduction

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

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

Character Creation

Supernal

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

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

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

Focused Anima Banner

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

Expanded Mote Pool

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

Peripheral 20 + (Essence) x3

Defining Intimacy

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

Castes

Dawn

When their Anima is at the Burning Level, Dawn Castes gain an additional 2 Impulse on Maneuvers in a Combat Scene.

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

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

Zenith

Spending a Strife Point, the Zenith's flaring anima becomes a

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

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

Twilight

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

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

Night

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

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

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

Eclipse

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

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

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

Strife Expression

Solar Excellency

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

Who Becomes a Solar?

The Unconquered Sun grants his blessing to those who have an

incredible drive, a force of personality that would change their world, regardless of the Sun's power. Often they already have.

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

Great Curse

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

Creatures of Darkness

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

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

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

Soulfire

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

Charms

Global Charms

Inescapable Judgement

Cost: 2m

Type: Supplemental

Mins: (Ranged Ability) 1

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

Archery

Spirit Piercing Technique

Cost: 2m

Type: Supplemental (Attack)

Mins: Archery 3

The Solar infuses their arrow with their golden anima and lets it loose in a perfect arch, streaming with concentrated Soulfire. Spirits such as ghosts, elementals, and gods can be pierced by these arrows—negating their (Immaterial) defense.

Creatures of Darkness suffer an additional (+Essence) damage from this attack.

Splitting the Arrow

Cost: 3m

Type: Supplemental

Mins: Archery 4

The Exalt strikes with unerring accuracy and lethality, finding the smallest chink of armor and exploiting it. The Archery action targets Evasion, instead of DV.

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

Solar Spike

Cost: 5m, 2i

Type: Supplemental (Flurry)

Mins: Archery 4

Conjuring the deepest Intimacy, the Solar lashes out with a spike of Soulfire, launching a Flurry Attack that deals a +(2) damage each, up to (Essence) targets

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

Greater Charms

The Mark of Judgement

Cost: 8m, 3i

Type: Simple; Scene

Mins: Archery 4

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

Alternatively a specific location may be marked (no larger than 6 meters in diameter), allowing the Solar to freely and reflexively attack any who enter the location. This does not grant the Partial Defense removal nor automatic success.

Searing Sunfire Interdiction

Cost: 10m, 4i

Type: Primary

Mins: Archery 5

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

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

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

Athletics

Shadow over Water

Cost: 2m

Type: Reflexive

Mins: Athletics 2

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

Burning Corona Evasion

Cost: 2m

Type: Reflexive

Mins: Athletics 3

The Solar flares a glimpse of their anima at just the right moment, temporarily blinding their opponent as they attack them.

When defending with Evasion, the Solar will force the attacker to lose 2 Impulse on their Accuracy, If the attacker only had 2 Impulse, they automatically miss.

Foe-Vaulting Method

Cost: 4m

Type: Supplemental (Disengage)

Mins: Athletics 3

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

The character proactively rolls (Dex + Athletics) against their pursuer's Evasion, instead of the normal disengage roll. (If there are multiple enemies, choose the target with the highest Evasion.)

On Success, disengage to Short Range, and force the target to lose (Threshold Successes) Impulse. If they do not have enough Impulse, the target become Stunned.

Seven Shadows Evasion

Cost: 3m

Type: Reflexive

Mins: Athletics 4

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

Greater Charms

Sunlight's Advance

Cost: --

Type: Permanent

Mins: Athletics 4

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

In combat, Dashes may be taken at no penalty.

One Extra Step

Cost: --

Type: Permanent

Mins: Athletics 5

Once per Scene, the Exalt will find and reach a Position or Target in the current Scene by the next Action, so long as a possible path exists. This may be repeated in the Scene by spending a Strife Point.

Eagle-Wing Style

Cost: 3m

Type: Supplemental; Scene

Mins: Athletics 5

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

Awareness

Genius Palate Summation

Cost: 2m

Type: Primary

Mins: Awareness 3

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

Unsurpassed Sense Discipline

Cost: 4m

Type: Reflexive

Mins: Awareness 3

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

Inner Eye Focus

Cost: 4m

Type: Reflexive

Mins: Awareness 4

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

Living Pulse Perception

Cost: 3m

Type: Primary

Mins: Awareness 4

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

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

Greater Charms

Eye of the Unconquered Sun

Cost: 10m

Type: Primary; Scene

Mins: Awareness 5

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

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

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

Brawl

Greater Charms

Heaven Thunder Hammer

Cost: 3m

Type: Supplemental

Mins: Brawl 1

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

If they impact a wall or other solid surface, deal 2 damage to the target--potentially shattering the impacted surface.

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

Solar Cross-Counter

Cost: 3m, 2i

Type: Reflexive

Mins: Brawl 2

After taking damage from an opponent in Close Range, the Solar may reflexively lash out and deal the same amount of damage to the opponent, capped at (Essence)x2.

Thousand Brilliant Blows

Cost: 4m, 1i

Type: Supplemental (Flurry)

Mins: Brawl 3

During a Flurry attack, deal +1 damage, for each individual target, granting up to (Essence) x2 bonus.

Craft

Spiritual Armaments

Cost: 6m

Type: Simple; (Essence) Days

Mins: Craft 2

By reaching deep into their psyche, the Solar can manifest a fully-formed armament of their choice into the world—a coalesced form of their Anima. This is treated as an Artifact of level 2. Only one such armament may be active at a time.

The Solar may also awaken a spiritual armament in Mortals who have a particular drive or Intimacy.

The Solar may use a Project to make an Armament (either theirs or of a Mortals) permanent.

Chaos-Resistance Preparation

Cost: 8m

Type: Simple; (Essence) Weeks

Mins: Craft 4

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

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

Greater Charms

Marvellous Machinery

Cost: 8m

Type: Simple; Scene

Mins: Craft 4

The Solar imbues a statue, complex machinery, or even inert ancient aorking with their very Essence—so long as it is not owned. For the Scene the Solar may control this imbued object as though it were an extension of their body.

Deception