

Exalted Reincarnated Solars

Heroes of Mankind

Gifted power from the greatest of Gods, Solars are the paragons of mankind, representing humanity at its greatest. 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.

Whatever a Solar sets their mind to, it will be done, and it will be done in the most exemplar way possible.

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 Antagonists

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 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.

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.

The following are a few examples of Solar Great Curses:

All-Consuming Grief

The horrors of the world become too much to bear, and the Solar shuts down, weeping tears at the great injustices. 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. If lectures and kindness will not work, then other methods of reprimands might.

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.

Character Creation

Supernal

In addition to their five Favored Abilities, the Solar gains a **Supernal** Ability.

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.

Expanded Mote Pool

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

Peripheral (Essence) x3 + 20

Defining Intimacy

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

Anima Arsenal

The Solar may form an armament out of their own Anima. This armament is equivalent of Artifact 2, including the bonus to stats. The armament is clearly magical.

Projects may be performed to increase the Anima weapons to higher Artifact ratings.

Solar Excellency

By spending a Strife Point, the Solar may double a favored (or supernal) ability for the Scene. This effect carries over to derived Static values.

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 bely 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.

Castes

Dawn

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.

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.

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.

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.

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.

Charms

Archery

Phantom Arrow Technique

Cost: 1m

Type: Supplemental

Mins: Archery 1

Instead of ammunition, the Solar may use their very anima. Once struck, this dissolves, leaving no evidence behind.

Inescapable Judgment

Cost: 2m

Type: Supplemental

Mins: Archery 1

With perfect control, the Solar lets loose a ranged attack that follows a perfect arc, threading the needle through even the smallest of openings. Those in Full Cover only gain Partial Defense, while those in any less find their cover becoming meaningless.

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.

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 jumps 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 Judgment

Cost: 8m, 2i

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.

Whispered Prayers of Retribution

Cost: 5m, 2i

Type: Supplemental

Mins: Archery 5

Wrapping all of the emotions, horrors, and pain the Solar has seen into their arrow, they pierce it into their target and force them to experience it all in a flashing moment.

On a successful Archery Attack Maneuver or Strike, the target suffers through visions and the emotions imparted on them, causing them to lose their next action. Targets without emotions are not effected, and the same target cannot be hit twice in a row.

This may be used outside of combat. As well, the Player can choose to do no physical damage with this attack—as they may form the projectile from their anima and emotion.

Searing Sunfire Interdiction

Cost: 10m, 3i

Type: Simple

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.

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, and may leap effortlessly through the air.

One Extra Step

Cost: 8m

Type: Supplemental (Move)

Mins: Athletics 5

Once per Scene, the Exalt may reach a Position or Target they can observe, so long as a *possible* path exists. This may be repeated in the Scene by spending a Strife Point.

Awareness

Inquisitor's Unfailing Notice

Cost: --

Type: Permanent

Mins: Awareness 1

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.

Genius Palate Summation

Cost: 2m

Type: Simple

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.

Living Pulse Perception

Cost: 3m

Type: Simple

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.

Irresistible Questioning Technique

Cost: 4m

Type: Simple

Mins: Awareness 4

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 Guile. If successful, the target *must* answer and speak the truth to that particular question.

Greater Charms

Unsurpassed Senses Discipline

Cost: --

Type: Permanent

Mins: Awareness 4

All of the senses of the Solar become perfected; they become enhanced beyond that of mortal limits. Battlefields are seen in perfect clarity, the subtle changes of the winds, and the divine differences of different variety of herbs play across taste.

This enhanced sense behaves naturally to the Solar, and they are able to shut it out as normal—they do not become more susceptible to pain because their ability to feel has become more broad, for example.

Eye of the Unconquered Sun

Cost: 10m

Type: Simple; 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 (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.

Enlightened Touch Insight

Cost: 6m

Type: Simple

Mins: Awareness 5

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.

Brawl

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.

If the target is a Group, instead add +(Group Scale) for damage. For example, a Crowd (Scale 3) grants +3.

Those hit by the attack lose 3 Impulse.

Greater Charms

Cancel the Apocalypse

Cost: 6m

Type: Simple

Mins: Brawl 4

On a successful Attack Maneuver vs. the Target's 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.

Adamant Fists of Battle

Cost: 3m

Type: Supplemental

Mins: Brawl 5

On a successful Brawl Decisive attack, the Solar may add an additional (Essence) Base Damage.

Craft

Impurity-Hammering Blow

Cost: 5m

Type: Simple

Mins: Craft 1

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.

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

Marvelous Machinery

Cost: 8m

Type: Simple; Scene

Mins: Craft 4

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.

Integrity

Certainty of Form

Cost: 2m per target

Type: Simple; Scene

Mins: Integrity 2

Prerequisite: Integrity Protection Prana

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, at a cost of 2m per target.

Sun King Radiance

Cost: 1m per target

Type: Simple; Scene

Mins: Integrity 3

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.

Greater Charms

Eminent Paragon Approach

Cost: 6m

Type: Simple; Scene

Mins: Integrity 4

When acting with direct purpose and in conjunction with one of their Intimacies, the Solar's motions become unimpeded for the Scene. Any who has a Resolve less than that the Solar's Essence will instinctively part in silence, and will always allow the Solar to speak first.

Accord of the Unbreakable Spirit

Cost: 8m

Type: Simple; Week

Mins: Integrity 5

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.

Leadership

Peril-Demanding Haste

Cost: 3m

Type: Supplemental

Mins: Leadership 1

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.

Empowering Shout

Cost: 3m

Type: Simple

Mins: Leadership 2

Grant +2 to a target character’s Ability score (or +1 for a static Value). This lasts for a Round.

Underling-Promoting Touch

Cost: 6m

Type: Simple

Mins: Leadership 3

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 Leadership, Guile, 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.

Enemy-Castigating Solar Judgment

Cost: 3m

Type: Supplemental

Mins: Leadership 3

Supplement a social action against a Creature of Darkness with an additional +3 dice.

Greater Charms

Majestic Radiant Presence

Cost: 6m

Type: Reflexive

Mins: Leadership 4

None may speak before the Lawgiver’s voice has been heard.

Interrupt a target before or during a social action, such as speaking, performing, or using Social Influence. 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 a Guile less than the Solar’s Essence will develop a temporary negative Intimacy of “disdain” towards the target—including the target themselves.

Fear-Banishing Aura

Cost: 6m

Type: Reflexive; Scene

Mins: Leadership 4

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 Strife.

Commanding Words

Cost: 6m

Type: Simple; Scene

Mins: Leadership 5

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 (Composure + Leadership) 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.

Lore

Order-Affirming Blow

Cost: 4m

Type: Simple

Mins: Lore 2

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.

Will-Shattering Riddle

Cost: 5m

Type: Simple

Mins: Lore 2

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 Exhaustion to their Mental category, and lose 2 dice from any Awareness rolls for the remainder of the scene.

Only one such forced Exhaustion may be on a target per Scene.

Truth-Rendering Gaze

Cost: 4m

Type: Simple

Mins: Lore 3

Roll (Insight + Lore) against a target's Guile. 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.

Harmonious Academic Methodology

Cost: 6m

Type: Simple; Month

Mins: Lore 4

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 Specialties, 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.

Greater Charms

Inspection of Flaw

Cost: --

Type: Permanent

Mins: Lore 4

Once per Session, the Player may Introduce a Fact about a target creature, institution, or series of events that may be exploited to the character's advantage without spending a Strife Point.

Additional uses per Session may be done by spending a Strife Point per usage.

Wyld-Shaping Technique

Cost: 6m

Type: Simple

Mins: Lore 5

The Solar imposes their will upon the Wyld, and it must obey.

Once a story, gain +15 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.

Melee

Call the Blade

Cost: 1m
Type: Free Action
Mins: Melee 2

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 as a Free Action.

Solar Counterattack

Cost: 5m
Type: Reflexive
Mins: Melee 3

Once per Session, after being attacked by an opponent in Melee range, the Solar can immediately make a Decisive Attack against them. This does not consume an Action.

This charm may be activated more times in a Session by spending a Strife Point.

Edge of Morning

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

The Solar's weapon takes on a glorious apparition of the Solar's anima, coalescing around the instrument of war. The Solar deals an additional (Essence) on a damage roll, while also gaining Soulfire which deals +3 damage to Creatures of Darkness.

Sandstorm-Wind

Cost: 3m, 1i
Type: Supplemental
Mins: Melee 3

The Solar's attack may reach to Short range, passing through and destroying any intervening mundane material.

Greater Charms

Invincible Fury of the Dawn

Cost: --
Type: Permanent
Mins: Melee 4

When their anima is at Burning or higher level, the Solar may chain together attacks between opponents during a flurry. So long as each opponent is one Range Band away from each other, the Exalt can attack all of them.

Burning Mein

Cost: (3m) per. Endurance
Type: Supplemental
Mins: Melee 5

The Solar gains momentum as the battle mounts. So long as they can see the battle is not fruitless, they can keep moving forward.

On damaging a foe that is not a Lesser Foe, regain Endurance at a rate of 3m per Endurance. This cannot heal more than the total amount of damage dealt during the attack.

Navigation

Hardship-Surviving Spirit

Cost: 4m

Type: Reflexive; Scene

Mins: Navigation 1

The extremes of heat and cold do not bother the Solar. They remove up to 4 dice of disadvantage caused by extreme temperatures. As well, they are not bothered by the weather, regardless of outfit.

Grizzled Cataphract's Way

Cost: 4m

Type: Simple

Mins: Navigation 2

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

The Solar may only regain up to ½ of their Personal Motes during these long nights.

Shipwreck-Surviving Stamina

Cost: --

Type: Permanent

Mins: Navigation 2

Escape certain doom caused by a vehicular catastrophe such as an explosive crash, or violent capsize. The Solar, as well as up to (Essence) x2 chosen people (or people-sized cargo) will definitely emerge with no more than cosmetic damage. More can be guaranteed to escape with 2x the value of a Navigation roll.

Weather-Anticipating Intuition

Cost: 5m

Type: Simple; Week

Mins: Navigation 3

With a glance, the Solar can predict what the weather will be like for a week. The Player asks the Storyteller for the forecast, which will be true so long as there is no unnatural influence.

They may also recognize if the current weather has any unnatural influence, so long as they are not a new arrival to the area.

Greater Charms

Phantom Rider's Retreat

Cost: 6m

Type: Simple; Constant

Mins: Navigation 4

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.

A Will is a Way

Cost: --

Type: Permanent

Mins: Navigation 5

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.

This may be repeated in the Story by spending a Strife Point.

Performance

Master Thespian Style

Cost: 2m

Type: Simple; Scene

Mins: Performance 1

So long as the Solar remains in character, they meld into the very role that they are portraying. So long as they do not perform any suspicious or unexpected movement, the populace will mostly believe their illusion. For those that don't, gain +1 Guile.

It is difficult to re-enter a role once broken-intentionally or otherwise, and must perform a Performance Roll with -2 dice.

Mood-Inducing Music

Cost: 3m

Type: Reflexive

Mins: Performance 2

The Solar provides appropriate music, inflaming all emotions. Attempts by themselves or others to Influence an emotion are granted an additional (3) dice. Alternatively, they may grant +1 Resolve to resist an Influence to emotions.

Heart-Compelling Method

Cost: 3m

Type: Simple

Mins: Performance 3

On a successful (Charisma + Performance) vs. Resolve roll, the Solar may inspire a character to take an action, *any action*, on their greatest Influence or Emotion.

With at least 3 Threshold Successes, the Solar can select a particular Influence or Emotion.

Greater Charms

Fury-Inciting Speech

Cost: 5m

Type: Simple

Mins: Performance 4

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 (Charisma + Performance) roll, the Solar can direct 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.

Respect-Commanding Attitude

Cost: 5m

Type: Supplemental; Scene

Mins: Performance 4

Once a Solar has begun a performance, those listening become enraptured. On a successful Performance vs. Resolve roll, those who watch cannot interrupt the Solar, nor take any action at all while the Performance is ongoing.

This charm may not be activated during a Combat Scene.

Memory-Reweaving Discipline

Cost: 7m

Type: Simple; Day

Mins: Performance 4

A story so compelling is spoken, that those who listen are convinced it is truth. Roll (Charisma + Performance). Those with a Resolve less than the roll become convinced of this new narrative, which lasts for at least a Day.

The bonus Resolve from being in a Group does not apply for this charm, but the Storyteller may grant extra Resolve based on the outlandishness or improbability of the narrative spoken.

Physique

Tireless Burden

Cost: --

Type: Permanent

Mins: Physique 1

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.

Diamond-Body Mastery

Cost: 3m

Type: Reflexive

Mins: Physique 2

The Solar’s body becomes resistant to the world around them. Ignore any environmental damage that deals 2 End/Turn or less. This includes any moderate incidental scenery damage, such as crashing through glass windows or falling five stories.

Armored Scout’s Invigoration

Cost: --

Type: Permanent

Mins: Physique 3

Armor becomes like a second skin to the Solar. Reduce the Evasion penalty by 1, to a minimum of 0.

Stubborn Boar Stance

Cost: 2m

Type: Reflexive

Mins: Physique 3

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.

Greater Charms

Immunity to Everything Technique

Cost: --

Type: Permanent

Mins: Physique 4

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.

Politics

Deft Official's Way

Cost: 5m

Type: Simple; Scene

Mins: Politics 1

After observing a group or organization in motion, the Solar may easily pick out who would be receptive to a certain activity, such as socializing, intimidation, or bribery.

Woe Capturing Web

Cost: --

Type: Permanent

Mins: Politics 2

The Solar may monitor up to (Essence) different political circles, organizations, or groups. They will 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.

Semantic Argument Technique

Cost: 5m

Type: Simple; Scene

Mins: Politics 3

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 +2 dice.

Once per Story the Solar may Introduce a Fact by revealing an arcane or forgotten law for free. They may repeat this in a Story by spending Strife Points as normal.

Greater Charms

Taboo-Inflicting Diatribe

Cost: 8m

Type: Simple

Mins: Politics 4

The Solar may dictate a specific, simple law or ideal into an organization that they 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.

Soul-Snaring Contract

Cost: 10m

Type: Simple

Mins: Politics 5

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 (meager) 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.

Socialize

Mastery of Small Manners

Cost: 5m

Type: Reflexive; Scene

Mins: Socialize 1

The Solar may quickly understand and emulate local mannerisms and customs, eliminating any negative penalties suffered to social interactions solely from being an outsider.

Night Passes Over

Cost: 2m

Type: Reflexive

Mins: Socialize 1

Reflexively ignore all penalties to Guile caused by fatigue, surprise, or an influenced Emotion.

Taboo Crossing Method

Cost: 4m

Type: Reflexive

Mins: Socialize 2

While distasteful, certain words must be spoken—or at least that is what the Solar's presence dictates. They do not suffer blow-back from merely mentioning or discussing a topic no matter how taboo the topic may be.

Wise Counsel

Cost: 4m

Type: Simple; Day

Mins: Socialize 3

Advise up to (Essence) characters on a specific Socialize action, such as specific social 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 Socialize score in place of their own whenever performing that action.

Greater Charms

Wise-Eyed Courtier Method

Cost: 8m

Type: Simple

Mins: Socialize 4

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.

Asp Bites its Tail

Cost: 8m

Type: Reflexive

Mins: Socialize 5

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.

Roll (Cunning + Socialize) 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.

Stealth

Statue Spirit Stillness

Cost: 2m

Type: Reflexive

Mins: Stealth 1

The Solar may remain as completely stationary as long as necessary. They show no outward signs of movement, not even breathing.

Flawlessly Impenetrable Disguise

Cost: 5m

Type: Simple; Day

Mins: Stealth 3

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.

Guardian Fog Approach

Cost: 5m

Type: Simple; Scene

Mins: Stealth 3

Touch up to (Essence) companions, sharing your attempts at Stealth with them.

Sound and Scent Banishing Attitude

Cost: 4m

Type: Reflexive; Scene

Mins: Stealth 3

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.

Greater Charms

Sunlight Bleeding Away

Cost: 4m

Type: Simple

Mins: Stealth 4

Take a Stealth Maneuver action vs. a Target's (Wits + Awareness). On success, you disappear from their sight and become unseen and an invalid Target by them until your next Action.

Multiple targets may be chosen at the same time, but doing so causes a (-2) penalty on the Maneuver.

Perfect Mirror

Cost: 10m

Type: Simple; Week

Mins: Stealth 5

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.

Subterfuge

Spurious Ownership

Cost: 4m

Type: Simple; Scene

Mins: Subterfuge 1

With the force of certainty and their unconsciously regal presence, whatever the Solar speaks claims ownership of is instinctively believed.

With a successful Deception Roll above the target's Guile, 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.

Preying on Uncertainty Approach

Cost: 3m

Type: Supplemental

Mins: Subterfuge 2

Through statements that deny questioning, the Solar denies the known reality of a target, and places the stated one in instead. An unexpected guard rotation was scheduled, an extra invitation was sent out, or the passing glimpse of a blank paperwork certainly contained the correct seals.

Mundane mortals will not question this uncertainty, requiring no roll to succeed. Against other creatures, the Solar gains (Essence) dice on their Deception roll.

Greater Charms

Twisted Meaning

Cost: 8m

Type: Simple; Scene

Mins: Subterfuge 4

With but a few well placed words, the Solar can turn the words of their enemies against themselves.

On a successful Deception roll against a target's Guile, 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.

Master Plan Meditation

Cost: --

Type: Reflexive

Mins: Subterfuge 5

Once per story, the Player may declare their character predicted 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."

This charm may be used additionally in a story by spending a Strife Point.

Venomous Rumors Technique

Cost: 10m

Type: Simple; Day

Mins: Subterfuge 5

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 Guile 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.

Thrown

Flying Steel Ruse

Cost: 2m

Type: Supplemental

Mins: Thrown 2

With a Thrown Maneuver greater than the target's Resolve, distract the target causing them to lose 3 Impulse.

Mist on Water

Cost: 2m

Type: Supplemental

Mins: Thrown 3

On a Thrown attack or Maneuver greater than the target's DV, silence the target for a round.

Observer-Deceiving Attack

Cost: 3m

Type: Supplemental

Mins: Thrown 3

Through misdirection and potential ricochets, conceal that the Solar was the origin of a Thrown Attack. Characters must exceed a (Wits + Awareness) roll against the number of successes of the attack.

Falling Icicle Strike

Cost: 6m

Type: Supplemental

Mins: Thrown 4

During a successful Ambush round against the targets, the Solar strikes with a killing flow of Essence. During the ambush action, Impulse gained from a Maneuver and damage done with a Decisive Attack is doubled.

Greater Charms

Cutting Circle of Destruction

Cost: 5m

Type: Supplemental

Mins: Thrown 4

The Solar's weapon careens through the air, striking target after target.

The Solar may target up to (Essence) enemies with their Maneuver, causing each of them to be a target of a Stunt Effect

Fiery Solar Chakram

Cost: 6m

Type: Supplemental

Mins: Thrown 5

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.

This charm inflames the anima to at least Burning.