# Global Charms

## Lesser Charms

### Inescapable Judgement

**Cost:** 2m  
**Type:** Supplemental  
**Mins:** (Ranged Ability) 1

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

# Archery

## Lesser Charms

### Spirit Piercing Technique

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

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

### Solar Spike

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

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

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

### Splitting the Arrow

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

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

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

## Greater Charms

### The Mark of Judgement

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

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

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

### Searing Sunfire Interdiction

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

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

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

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

# Athletics

## Lesser Charms

### Shadow over Water

**Cost:** 2m  
**Type:** Reflexive  
**Mins:** Athletics 2

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

### Burning Corona Evasion

**Cost:** 3m  
**Type:** Reflexive  
**Mins:** Athletics 3

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

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

### Foe-Vaulting Method

**Cost:** 4m  
**Type:** Secondary  
**Mins:** Athletics 3

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

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

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

### Seven Shadows Evasion

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

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

## Greater Charms

### Sunlight’s Advance

**Cost:** -- **Type:** Permanent  
**Mins:** Athletics 4

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

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

### Eagle-Wing Style

**Cost:**  3m  
**Type:** Supplemental; 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

## Lesser Charms

### Genius Palate Summation

**Cost:** 2m  
**Type:** Primary  
**Mins:** Awareness 3

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

### Unsurpassed Sense Discipline

**Cost:** 4m  
**Type:** Reflexive  
**Mins:** Awareness 3

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

### Inner Eye Focus

**Cost:** 4m  
**Type:** Reflexive  
**Mins:** Awareness 4

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

### Living Pulse Perception

**Cost:** 3m  
**Type:** Primary  
**Mins:** Awareness 4

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

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

## Greater Charms

### Eye of the Unconquered Sun

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

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

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

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

# Brawl

## Lesser Charms

### Heaven Thunder Hammer

**Cost:** 3m  
**Type:** Supplemental  
**Mins:** Brawl 1

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

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

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

### Solar Cross-Counter

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

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

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

### Thousand Brilliant Blows

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

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

### Blunt Force Avalanche

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

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

The attack becomes Unsoakable.

## Greater Charms

### Titan-Strangling Method

**Cost:** --  
**Type:** Permanent  
**Mins:** Brawl 4

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

# Craft

## Lesser Charms

### Chaos-Resistance Preparation

**Cost:** 8m  
**Type:** Primary; (Essence) Weeks  
**Mins:** Craft 4

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

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