

S O L INVICTUS



EXALTED



SOL INVICTUS

BY JOSHUA HALL-BACHNER

CREDITS

Written by: Joshua Hall-Bachner

Additional Material: Shreyas Sampat, Jonathan Stott, William Burke

Edited by: Charlotte Irrgang

Artists: Braden Lamb, Mike Tilly, Shreyas Sampat

Cover: Braden Lamb with Joshua Hall-Bachner

Cover Template: Melissa Uran

Playtesters: William Burke, Daniel de Sousa, John Dearing, Will Haggard, Charlotte Irrgang, Vincent LaBate, Shreyas Sampat, Jonathan Stott (*Sol Invictus*); Kelly Asprooth-Jackson, Ian Ally-Seals, Ian McBee, Kacey Cohen, Ben Blattberg, Vin LaBate, Ethan Bremner, Braden Lamb (*Aeon Reborn*)

SPECIAL THANKS

#wod, for fervent enthusiasm and extensive assistance;

Kelly and the Vanguard Crew, for years of excellent gaming and friendship, and a future of many more;

Vin and Ross, for living with me during the key final stages;

Casey, for everything.

Sol Invictus is an unauthorized derivative work of *Exalted* and its associated line of supplements, which are copyright White Wolf Publishing, Inc. Nothing contained herein reflects the viewpoints of White Wolf Publishing nor should be taken as a challenge to any copyrights or trademarks owned thereby.

This text is copyright © 2004 - 2006 Joshua Hall-Bachner. All art within is copyright © 2004, 2005 the artist(s) in question.

This work may be freely distributed between individuals. It may not be made available for download or otherwise repackaged for mass distribution without the author's consent. It may not be exchanged for money under any circumstances.

This book purposely avoids reprinting copyrighted material which it references in its text. Purchase *Exalted* supplements at your local retailer or dtrpg.com and support White Wolf.

For questions, comments, and update information contact the author at charlequin@gmail.com.



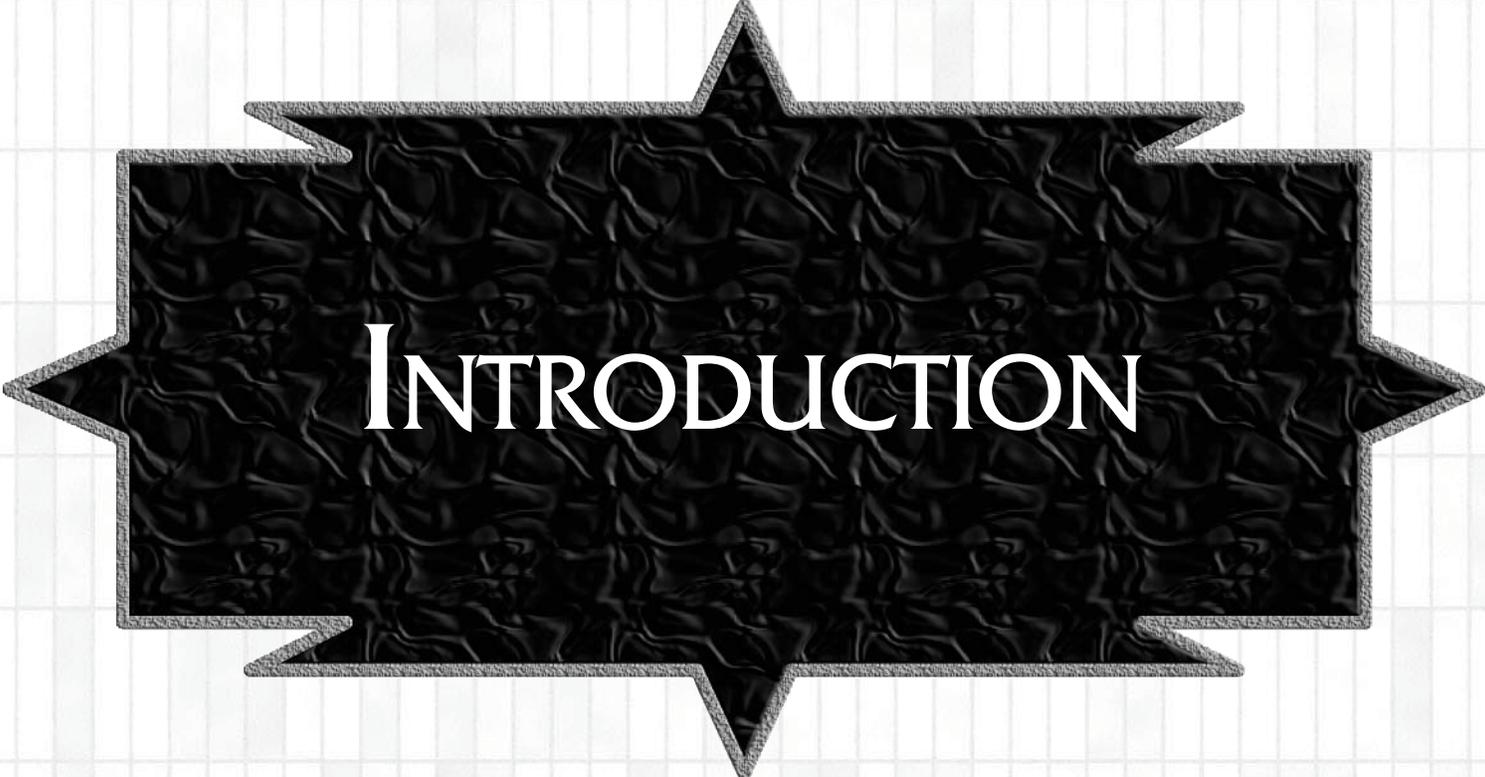
TABLE OF CONTENTS

INTRODUCTION - 5

CHAPTER I: CHARM DESIGN - 7

CHAPTER II: EXTENDED CHARM
TREES - 29

CHAPTER III: STORYTELLING - 173



INTRODUCTION

In the First Age, the Solar Exalted wielded world-shattering power as the rulers of all Creation. These Exalts slew Primordials, built incredible wonders, and crafted an awe-inspiring society that endured for thousands of years.

At the beginning of the Age of Sorrows, there are few -- if any -- Solars who can wield that sort of power. However, it is only a matter of time before the Chosen of the Sun unlock the powers of old. When they do, Creation will be shaken to its foundations. Will you be the ones to remake Creation in your own image?

HOW TO USE THIS BOOK

This book is intended to provide you with the necessary tools to incorporate high Essence Solar Exalted and custom Charms into your game. Each chapter focuses on a different area, as explained below.

Chapter One: Charm Design contains a set of guidelines and suggestions for designing Solar Charms, providing players and Storytellers with a framework to use for developing their own Charms, as well as describing the framework used to design the Charms presented in this book.

Chapter Two: Expanded Charm Trees contains new Solar Charms for each ability, as well as alterations to make existing Charms more streamlined and consistent. These new Charms both expand the existing trees into currently under-represented areas, and extend them upwards in Essence and Ability minimums. In addition, this section contains discussions of the Charm design philosophies for each individual ability.

Chapter Three: Storytelling provides guidelines and suggestions for incorporating high Essence Charms into your game, and options for playing Solars at a high power level in Exalted.



CHAPTER 1

CHARM DESIGN

Charms are more than just cool powers – they’re the ultimate expression of an Exalt’s personality and thematics. At the same time, they’re part of a complex interlocking system of abilities. With all this to keep in mind, it can be challenging to design good Charms. However, there are underlying principles that all Charms share. This chapter explores the rules – both mechanical and thematic – for Solar Charms, in order to help you with the process of writing your own. Presented below are guidelines for creating Solar Charms, describing both the thematic and mechanical boundaries of Solar Charms, along with advice on designing your own Charms.

DESIGNING A CHARM

When creating new Charms, a player should typically work with her Storyteller to make sure the effects and balance decisions made are appropriate to the individual game. The following process may be helpful to players and Storytellers who wish to design their own Charms.

Determine your goals. In basic terms, what do you want your Charm to do? This should let you know which ability the Charm is most appropriate to (although there are several with areas of overlap.) It’ll also help you get an idea of the power level your Charm is likely to have.

WHY ALTER CANON CHARMS?

Sol Invictus provides more than three hundred new Charms for use in a Solar Exalted game. The utility of this is obvious; however, it also contains modifications to existing Charms, the appeal of which is less obvious. Why offer changes to existing Charms, when they can cause difficulty with established games?

The simple reason: the existing Solar Charmset is, in the author's view, not entirely balanced.

Individual games will vary immensely. Many players have used the Solar Charms as written, without complaint. Some will find certain Charms overpowered that others find too weak. Achieving balance in such matters is difficult at best.

Nonetheless, *Sol Invictus* attempts to produce such a balance. The changes in this book aim to balance the utility of both individual Charms and of entire abilities, with the end goal of producing

as many viable choices for characters as possible. To aid this process, the Charm guidelines from this chapter are used extensively.

In order to help explain this process, there are several additional sidebars in this chapter which discuss the changes to certain Charms in detail. These sidebars detail the reasons why the Charm can be seen as over- or under-powered, then explain the reasoning behind any specific changes. The goal is to help define the limits of reasonable power, and help provide additional guidance for players creating their own Charms.

The author's hope is that the systematic and thoughtful nature of these changes will be evident, and that the reader will consider them on their merits. For some, changing existing Charms will not be necessary; for these players, the new Charms can be used while ignoring some or all of the changes to existing Charms. For others, these changes will hopefully improve their games and expand their options in play.

Decide if your charm is in theme. Think about the mechanical and flavorful themes of your Charm. Do they fit with the common Charm mechanics and flavors for the relevant Exalt type? (Both of these are discussed in some detail for Solars below.) More specifically, does it fall into any thematic categories which are generally the purview of another Exalt type? Charms which stray slightly outside an Exalt's normal purview are generally acceptable, but might be less appropriate if they directly impinge on someone else's schtick.

Examine existing Charms. Take a look at the Charms which already exist in your Charm's ability. Are there any Charms which do something similar to yours, only less effectively? If not, are there any Charms which deal with a similar aspect of the ability which could be used as prerequisites instead? Pay close attention to the conceptual distance between the prerequisites you identify and your Charm — if there's too much of a jump

in power, you might want to create intermediate Charms between the selected prerequisite and your Charm.

Determine trait prerequisites. In general, the Ability prerequisite of a Charm should represent how much a character needs to "buy in" before using it — a Charm with a 1-2 rating will be available to almost any Exalt who's interested, while one with a 4-5 rating will only be open to the most dedicated specialists in its associated Ability. The Essence prerequisite is a good measure of the Charm's basic power level — guidelines for the meaning of Solar Essence prerequisites are presented below.

Determine cost. Almost every Charm has a mote cost, and many have additional costs as well. When selecting a cost for your Charm, pay close attention to how it ties in with the Charm's effects. Does the cost involve valuable enough resources for an effect of its power level? Does the Charm's cost fit

thematically with its effects? See below for a more in-depth discussion of Solar Charm costs.

Look over the Charm one last time. This is the stage where you have to rely on intuition — compare your completed Charm to other Charms and see if it “feels” right. After applying whatever final tweaks are necessary, your Charm is complete.

SOLAR CHARM EFFECTS

Solars are in some ways the most flexible of the Exalted. Because they have the fewest ties to specific methodologies and styles, Solar Charms aren’t limited to a narrow range of special effects; because they represent the pinnacle of basic human achievement, Solars can perform incredibly well in any field. There are still limits on what sorts of powers the Solar Exalted may develop, however. In general, their Charms fall into one of the following categories.

Peerless Skills. By far the majority of Solar Charms are straightforward extensions of their mortal abilities. These Charms let Solars perform actions that are natural extensions of human skill in a certain field. Combat skill Charms let a Solar fight faster, harder, and more accurately than normal. Productive abilities let a Solar create things of inhuman quality. Social skills allow a Solar to influence people beyond what the greatest mortal statesman or courtier could do. As a Solar grows in power, these abilities move further and further beyond what humans are capable of, but they always derive at some level from the mortal ability.

Leadership Effects. Regardless of her Caste, every Solar Exalt is a natural leader — only the style of this leadership is shaped by her Caste. As such, Solars of every Caste have access to effects which allow them to lead and instruct men, or provide for those they do lead.

Some of these effects directly improve the abilities of a single person. Effects like Masterful Training Manual can assist in the normal learning process;

other higher-level Charms could reduce training times, or possibly even XP costs.

Yet other Charms temporarily or permanently improve the skills of a group of people. Several Bureaucracy Charms (which can slow or speed an entire organization) and Performance Charms (which can train, inspire, and survey an entire army) are solid examples. This sort of effect could easily be generalized to several other abilities, allowing a Solar to inspire and strengthen her followers in any appropriate ability — Survival, Craft, Investigation, Medicine, Larceny, and Sail would all be viable candidates.

The Supernatural. Some of the Charms available to Solars have effects which are straightforwardly supernatural. Some of these fall into specific categories discussed below. Those that do not tend to be the purview of two abilities, Occult and Lore.

Solar Occult Charms, other than those used to perform Sorcery (discussed below), generally deal with spirits and the flows of Essence. While these are supernatural effects to a modern mindset, it should be kept in mind that Essence is a natural part of Creation, and basic Essence manipulation can be performed by mortals. With this in mind, these Charms can be seen as a natural extension of mortal thaumaturgy, which can be used to detect, summon, and ward spirits, as well as measure Essence flows.

Some Solar Lore Charms are more directly supernatural in their effects. In general, these effects stem from Solars’ unsurpassed mastery of Essence. This allows Solars to transfer Essence and other forms of energy from one person to another, or to enforce their wills directly upon the unshaped Essence of the Wyld. Other supernatural effects would be allowable as long as they also derived from this mastery of Essence.

Solar Fire. Most of the Exalted have powers dealing directly with their associated energies and materials; Solars are no exception to this. Therefore, the Solar

Exalted can make use of Charms that invoke light and Solar energy explicitly. Most of the explicitly magical Solar Charms which aren't Occult or Lore fall into this category.

When they manifest, these Charms tend to focus on a few key qualities of the Sun — its presence, its brightness, and its purity. As such, Charms which use Solar light to terrify or inspire, to illuminate or blind, or to damage the servants of the Underworld or Malfeas are all acceptable, even if their effects are explicitly magical in nature. Many of the self-sufficiency Charms discussed below also use Solar imagery; those Charms generally use an image of golden light simply to establish that they are Solar Charms, not because their effects draw in any particular way on the qualities of the Sun.

(On a related note, there are currently no published Charms which explicitly deal with Orichalcum, the Solar Magical Material. Both Lunars and Abyssals have access to several Charms which allow them to work with or draw greater benefit from their associated metals, so it seems likely that Solars could develop similar Charms dealing with Orichalcum.)

Self-Sufficiency. A significant subset of Solar Charms are designed specifically to keep characters from being caught empty-handed. Most commonly, this theme manifests itself in the various “Golden X” Charms, which allow a Solar to summon the tool or resource he needs out of golden light — be it a sword, a suit of armor, a horse, or even an entire sailing ship. These Charms are another exception that allows for flashy effects — Solars are so incredible that they never need worry about carrying such objects with them. These Charms always take on the trappings of the Sun — bright golden light, Solar iconography, and so on. Based on the existing Charms of this sort, these effects are appropriate for almost any Ability, and can produce drastically supernatural effects, at a significant scale — the Sail Charm Glorious Solar Ship being the most extreme example.

There are other Solar Charms which pursue self-sufficiency in a slightly less flashy fashion. Charms of this sort let a Solar do without some resource that is necessary for the task at hand. Craftsman Needs No Tools is one good example of this effect; Ignore the Wind's Course Technique is another.

WRITING POWERFUL CHARMS

It's important to make Charms interesting and unique, especially as they grow more powerful — players should feel like each Charm offers them a new opportunity or story hook when they buy it. Finding distinct ways of expanding the same ability can be difficult, though, especially with the thematic restrictions placed on Solar Charms. Tweaking existing effects can take you a long way, if you choose the right things to change. Here's a list of factors you can increase and expand upon to make new Charms.

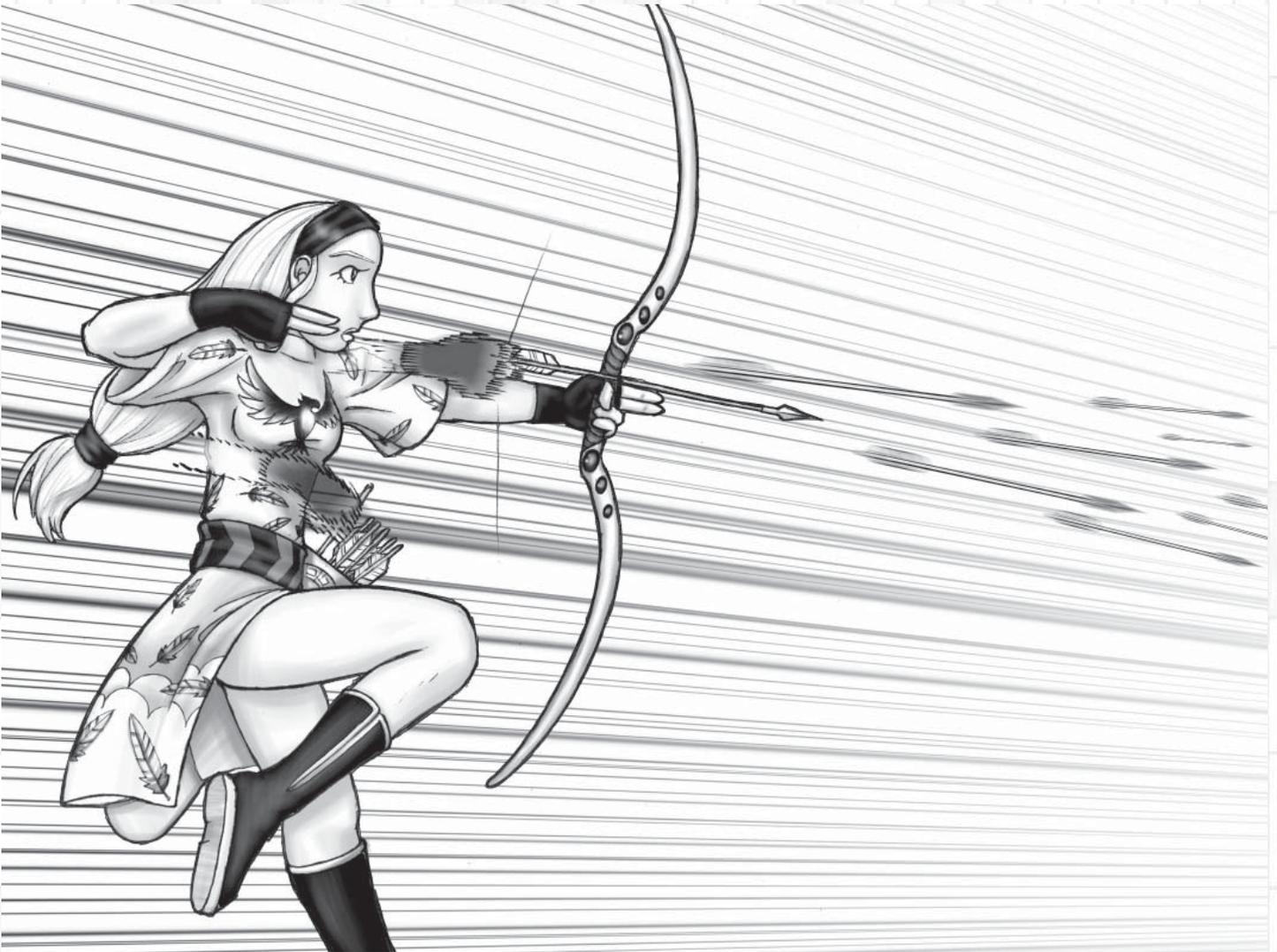
Quality. Improve the nature of the Charm's effects. An attack that dealt bashing might deal lethal or aggravated; one that built decent tools might now create masterworks.

Scale. Increase a Charm's power by raising how much or how many of something it effects: instead of one target, five or fifty; instead of Essence damage, (Essence x 2).

Scope. Expand what a specific Charm can apply to — extend effects from the self to allies, or from inanimate objects to human beings.

Frequency/Length. Make an effect happen more often, or improve the duration — move from instants to turnlongs to scenelongs, or from a week to a month.

Related Concepts. Write a new Charm that addresses an idea that's related to, but different from, another Charm's. Glorious Solar Saber is a good example; similarly, you could go from a Charm for deciphering languages to one for inventing them.



This sort of Charm should also be available within a broad variety of abilities — Solar Charms should be capable of ignoring the need for most physical resources.

Martial Arts and Sorcery. Martial Arts and Sorcery are the two universal forms of magical power in the world of Exalted — their effects are consistent between different varieties of Exalted, and almost any Essence-wielding being can practice them to some degree. Because they are universal, the standard rules do not apply to them — Solars can produce explicitly out-of-theme effects through the use of Sorcery or Martial Arts Charms.

Abyssal Mirror Effects. The Abyssal Exalted are the dark mirrors of the Solars, given to darkness and

decay where the Solars stand for light and rebirth. Because the Abyssals are Exalted by the tainted Essences of Solars, their Charms take a similar form, in many cases directly mirroring their Solar counterparts. Because Exalted: the Abyssals was written after the core book, however, there are some Abyssal Charms which would naturally have a Solar equivalent, but currently do not. This rule does not apply to all Abyssal Charms — many are tied directly to Abyssals' destructive natures or to their unique powers and resonances — but in some cases a Solar Charm is appropriate specifically because Abyssals have access to a similar effect.

Inappropriate Effects. In general, any effects that fall outside of these categories are inappropriate for Solar Charms. Any areas that are specifically

the purview of other Exalted or Essence wielders are out of bounds — so powerful shapeshifting, necromantic, elemental, and astrological effects are all inappropriate. Many straightforward magical effects are also excluded — no Solar Charm should allow dematerialization, teleportation, or duplicate-creation, for example.

EFFECT GUIDELINES

While determining the effect your Charm will have, it's worthwhile to keep a few points in mind:

Is it sufficiently unique? Not every Charm needs to do something new — many provide simple effects, or purposely mirror effects available to other abilities or types of Exalts. However, it's still worth examining how much your Charm duplicates other Charms, to avoid redundancy. If your Charm closely resembles another Charm in the same tree, what makes it worthwhile to have such similar Charms? If it duplicates a Charm from another ability, ask whether it makes sense for two different abilities to provide such a similar effect.

Does it do something useful? Think about whether the Charm's effect is something characters might get real use out of in a game. Some effects might seem initially nifty but have little actual utility, whether due to narrowness or inapplicability. This is an especially important consideration for combat Charms — it's easy to write a Charm with a solid concept but whose mechanics render it less useful than other comparable Charms in a real fight.

Is it individually exciting? Purchasing a new Charm normally costs a character two or more sessions worth of experience points. As such, each new Charm should be exciting and fun for the player who just bought it — otherwise, players will steer away from it unless it serves as a prerequisite for something better. There are two common ways for Charms to fall into this trap: repeating an earlier effect with only a slight improvement (the difficulty with the pre-Power Combat armor penalty-reducing Charms) or providing an effect which might be

useful but which is too specific to come up often (as with many of the Solar Sail Charms.) When in doubt, ask yourself whether you'd be excited by the new possibilities this Charm opened up if you bought it after three sessions of saving. If your reaction is apathetic or disappointed, you may want to rethink your design.

Does it follow the "Rule of Cool"? Finally, you should make sure that your Charm has that intangible sense of coolness. This can arise from many different sources: new mechanics or interesting new effects can both contribute, as can built-in plot hooks or awe-inspiring visuals. There are no rules to show you how to achieve this — you just need to go with your gut.

CHARM MECHANICS

Even though individual Charms vary greatly, their effects tend to be based in a specific set of mechanics. Most Solar Charms draw from the following suite of tools.

Dice Adders: Solars have access to the most powerful dice adder Charms of any Exalted, adding up to Attribute + Skill dice to a single roll. These Charms form the bedrock of Solars' expertise in many areas — they tend to have low prerequisites and be easy to use. Solar dice adders also tend to be extremely straightforward, without additional effects or conditions. In addition, several non-combat skills have Charms which add automatic successes to rolls; these are generally limited by the Exalt's Permanent Essence (if they grant a blanket number of successes) or the naturally-rolled successes (if the Solar is buying additional successes.)

Extra and Reflexive Actions: Solars are largely unburdened by the restrictions of having one dice action per turn, due to their large selection of action-granting Charms. These take a variety of forms: Extra Action charms which replace the standard dice action with specialized actions, Reflexive charms which grant a single action when used, and turn-long or scene-long Charms which grant

a pool of specialized actions to use reflexively. The actions granted in all these cases tend to be specific, although Solars could presumably gain access to Independent Actions at higher Essence levels.

Scenelongs: Solars have access to a large number of Charm effects which last for an entire scene, granting actions or bonuses for the entire duration. In general, Solars have access to scene-long effects

in most abilities, unless such effects explicitly don't fit with the philosophy of the other Charms.

Perfect Actions: Many Solar Charms have perfect effects — they simply work. These Charms have effects which occur automatically when invoked, without the need for a roll. In some cases, they merely result in an automatic success; in others, they result in a success surpassing all others — one

OVERPOWERED CHARMS

A few Solar Charms are overpowered when compared to their fellows — they change the dynamics of the game too severely, or they reduce options by being so clearly superior to other Charm choices. These Charms have been altered in *Sol Invictus* to more closely match their peers.

As an example, look at Protection of Celestial Bliss, a melee Charm from *Castebook: Dawn*. At first glance, this Charm may seem reasonable — it does, after all, require Essence 6. But a closer examination reveals some problems.

Using only printed Charms, it is implied that Celestial Bliss is the only method for Solars to obtain multiple perfect defenses from a single Charm. However, this capability isn't reasonably limited to Essence 6; the guidelines in this chapter establish that taking an instant effect and increasing it to several times per turn should require no more than an additional 2 Permanent Essence. (An examination of existing high Essence effects like Sidereal Martial Arts Charms should also reveal that more efficient perfect defenses are important to surviving high Essence combat.)

Reducing this Charm to an Essence 4 or 5 minimum, however (as the author did, during the playtest for *Sol Invictus*) reveals further difficulties. The “hanging” quality of this Charm drastically shifts the dynamics of combat. Since a Solar can enter combat with this Charm prepared, she can often ignore defense entirely and open up with a powerful offensive Combo, relying on

these perfect defenses to protect her against any powerful attacks.

Furthermore, as written, the Charm provides a drastic improvement in efficiency compared to Heavenly Guardian Defense. Celestial Bliss' parries are functionally equivalent to Heavenly Guardian Defense's, since both can defend against unblockable attacks. The former, however, only costs 7 motes and 1 Willpower, compared to 15 motes and 5 Willpower to achieve the same effect using the latter. The ability to freely use the Celestial Bliss parries in the same turn as other Charms makes it even more efficient, since it eliminates the need for a Combo. Higher Essence Charms can improve on the efficiency of less powerful prerequisites, but an improvement of more than 4 Willpower with no upfront cost to ameliorate it is definitely excessive. Because it defends against even unblockable attacks, it also makes Charms that grant such attacks too inefficient to use.

To solve these problems, *Sol Invictus* splits Celestial Bliss' two distinct effects into separate Charms. Celestial Bliss itself now provides only two “hanging” parries — this still gives the Solar access to the utility of defenses that don't require a Charm use while limiting the effect so it doesn't completely dominate combat. Another charm, Unyielding Adamant Defense, is created that provides multiple perfect defenses, but without the “hanging” effect. Both Charms now provide parries that cannot defend against unblockable attacks — this ensures that neither fully supplants Heavenly Guardian Defense and maintains the threat of unblockable attacks.

at a level no rolled success can match. Non-combat perfect effects are fairly common, often applying to small or simple tasks at lower levels and increasing in scope as their prerequisites increase. These effects allow a Solar to automatically succeed in a single task, or even achieve an incredible result automatically. In combat, these effects are more difficult to obtain, but still available — they allow for unsurpassable defenses, or attacks that always strike.

Permanent Charms: In the Core Book, the only Permanent Charm listed is Ox-Body Technique. However, Permanent Charms have been developed further in later books, with Lunars, Abyssals, and Sidereals all making use of them. The presence of Charms like Environmental Hazard-Resisting Prana in Caste Book: Zenith indicates that additional Permanent Charms are acceptable for Solars as well. In general, Permanent Charms represent an Exalt's evolution, rather than a specific power — as her skill level increases, her body and mind reshape themselves to more fully embody a core concept. For Abyssals, this is the Essence of death — each Permanent Charm makes the Abyssal more deadly, more vampiric, more horrifying. For the Solars, such Charms should transcend human ability. These Charms should provide the ability to ignore human limitations, culminating in the elimination of fundamental weaknesses like the need to sleep and eat, the character's maximum lifespan, or the maximum for attributes and abilities.

ESSENCE PREREQUISITES

The Permanent Essence prerequisite for any Charm serves as a rough guide to that Charm's power level. At lower Essence levels, Solars have access only to the most basic of effects. As their mastery of Essence increases, they gain the ability to use increasingly powerful and exotic talents. The following chart summarizes the approximate power levels of each Essence rating, drawing on examples of published Charms. The lower levels of the chart are drawn almost entirely from Solar Charms; however, as

the Essence minimums increase, they also draw from Abyssal Charms, as well as Immaculate and Sidereal Martial Arts, since there are few published Solar Charms of those levels.

Essence 1: These Charms form the very basis of a Solar Exalt's power. In combat abilities, Essence 1 Charms can be basic dice adders, reflexive actions, or low-level Extra Action Charms like Peony Blossom Attack. They can provide weak perfect effects like Seven Shadow Evasion, which requires you to foresee the attack and can't be used after the attack roll. Essence 1 Charms can also provide very basic bonuses, like the ranged attack of Iron Raptor Technique or the range bonus of Accuracy Without Distance. For non-combat abilities, Essence 1 Charms can provide dice or success adders and otherwise boost the Solar's competency to the peak of human ability. These effects tend to be very basic, so that they can easily apply to many different uses of the ability. Masterful Performance Exercise is a typical dice adder, while Hardship-Surviving Mendicant Spirit is indicative of the level of effect other Essence 1 Charms can have.

Essence 2: Charms of this level are slightly greater in scope than Essence 1 Charms. In combat abilities, Essence 2 Charms can boost the damage of attacks and add minor side effects, such as the darkness-attacking effect of Edge of Morning Sunlight. They can provide basic self-sufficiency effects such as Phantom Arrow Technique and Glorious Solar Saber. Essence 2 Charms can also provide stronger and cheaper Extra Action effects like Arrow Storm Technique or Iron Whirlwind Attack. They can also grant stronger perfect effects like Heavenly Guardian Defense, or turn-long extensions of Essence 1 Charms like Ready in Eight Directions Stance. In non-combat abilities, Essence 2 Charms represent a step beyond mortal talents. In social abilities, Charms of this level can affect groups, and begin to directly dictate the actions of others, as with Respect Commanding Attitude, Speed the Wheels, or Heart Compelling Method. Essence 2 Charms can generally perform feats just outside the purview of human skill, as in Unshakeable Bloodhound

SIDEREAL MARTIAL ARTS

The Sidereal martial arts published in *Exalted: the Sidereals* are an excellent source of inspiration for high Essence Solar Charms. These three styles make use of several approaches to creating powerful Charms. Some operate on an increased scope or scale compared to other effects, while others change the rules of combat in unexpected ways. While Solar Charms won't be as unusual and quirky as Sidereal Martial Arts, they should convey the same feeling — that your character is learning powerful techniques that give her new and exciting capabilities. The Sidereal Charms are also a good watermark for the power level of your Charms — an Essence 5 Solar with a selection of powerful Charms should be a significant challenge for a Sidereal who has mastered the Form Charm of a Sidereal Martial Art.

Technique, Spider-Foot Style, or Stealing From Plain Sight Spirit. This is also the level at which Charms begin to interact with Essence directly, as can be seen in Charms like Essence-Gathering Temper and All-Encompassing Sorcerer's Sight.

Essence 3: At Essence 3, Charms begin to seriously ramp up in power level. At Essence 3, Solars gain access to persistent defenses like Flow Like Blood and Fivefold Bulwark Stance. Other combat Charms can provide more powerful self-sufficient effects (like Fiery Solar Chakram and Glorious Solar Plate) or make attacks that require Charms to defend against (like Sun's Flaming Tongue Attack or Blazing Solar Bolt.) These Charms can also provide significant power boosts to a single attack (as with Cascade of Cutting Terror or Knockout Blow). In social abilities, Essence 3 Charms can affect large groups of people and completely reverse their behavior — see Performance Charms like Rout-Stemming Gesture or Presence Charms like Memory Reweaving Discipline. In other abilities, Essence 3 Charms can allow the Solar to achieve

effects that enter the level of the impossible — survive in a volcano with Element-Resisting Prana, fix anything with Crack-Mending Technique, become invisible with Sound and Scent Banishing Attitude, or heal with a touch using Anointment of Miraculous Health. This level also represents the beginning of outwardly magical effects like Wyld Shaping Technique and large-scale self-sufficient effects like Phantom Crew Charm. In general, at this level Charms can stretch Essence 1 effects out to scene length, or apply several Essence 2 effects in a single Charm (as in Immunity to Everything Technique).

Essence 4: At Essence 4 and above the number of published Solar Charms decreases significantly, but conclusions can still be drawn about what Charms are likely to look like. In combat abilities, Essence 4 allows for Charms which perfectly negate incredible negative modifiers (like Shot Without Distance Exercise) or damage a character's Essence or other fundamental characteristics (like Maw of Dripping Venom or Soul-Cleaving Strike). Charms can boost individual combat statistics significantly (like Deadly Starmetal Offensive) or multiple statistics moderately (like Angry Predator Frenzy Style). They can affect groups of perhaps 10 people, or deal aggravated damage (both exemplified by Tsunami Force Shout). For social abilities, Charms increase drastically in scope. They can provide control and comprehension of an entire army (with General of the All-Seeing Sun) or even a kingdom (with Iron Tyrant Mien). In other applications, Essence 4 Charms allow a Solar to reach well into the realm of impossibility. She can magnify her physical capability a thousandfold (as with Mountain Crossing Leap Technique), eliminate the negative effects of powerful magic on a person (through Order-Affirming Blow or Perfect Reconstruction Method), or disguise oneself as one's complete opposite (through Solar Impersonation Style). Self-sufficient effects can reach a massive scale (like Glorious Solar Ship) or achieve an effect superior to the real thing (like Soaring Spirit Steed). At this Essence level, Exalts can directly affect the use of Charms or other Essence-fueled powers, as in

UNDERPOWERED CHARMS

Quite a few Solar Charms, as printed, are simply not as useful as their brethren. For various reasons, there are a number of Solar Charms with effects that can't be found elsewhere, but which are written in an underpowered form. In *Sol Invictus*, these Charms have been improved to expand their utility. (These changes are very similar in both concept and execution to those provided in the *Exalted Players Guide* "Power Combat" rules, but attempt to make more extensive improvements to the Charms as a whole.)

As an example, take Iron Raptor Technique and Sandstorm-Wind Attack, both Melee Charms from the corebook. They provide a useful ability — making ranged attacks with Melee. However, neither is strong enough to see significant use. Both are Simple, forcing Solars to use them only once in a turn (barring a Combo). This leaves the Charms too inefficient to use — Solars will typically wish to make multiple attacks during most turns.

In addition, the two Charms are not sufficiently distinct — Sandstorm Wind Attack has a longer

range, but otherwise does not offer any significant benefit over its predecessor. (This is a good example of a speedbump, as discussed in a later sidebar.)

To improve these Charms, *Sol Invictus* first changes Iron Raptor Technique from a Simple Charm to a Supplemental. Even with this change the Charm is not tremendously powerful, but it is now useful enough that a player who wants to make ranged Melee a part of his character concept can do so without greatly sacrificing effectiveness.

That leaves Sandstorm-Wind Attack. This Charm could be eliminated, but it's often more elegant to alter a Charm's functionality than to eliminate it. In this case, the author opted to add a new effect related to the existing power: letting the attack strike a distant foe *and* any other enemies in between. This gives Sandstorm-Wind Attack a unique ability, and also renders it useful enough that it can remain Simple. With these modifications, these Charms — while still not the most powerful powers available in Melee — become useful enough to seriously consider for a character, instead of weak enough to be dismissed outright.

Charm Redirection Technique. In general, Charms of this level can stretch Essence 2 effects out to scene length (as with Inexhaustible Bolts of Solar Fire), or apply several Essence 3 effects in a single Charm (as in Steel Devil Style.)

Essence 5: At Essence 5, Exalts reach the greatest power attainable within a mortal lifetime. In combat, Essence 5 Charms can boost a valuable trait by a significant amount (as with Soul Fire Shaper Form) or any number of traits by a moderate amount (as with Perfection of Earth Body). At Essence 5, Exalts gain access to powerful effects like scenelong Independent Actions (as granted by Charcoal March of Spiders Form). Charms at this level can affect moderately large groups of people. Alternately, they can do significant, permanent damage to a single

target's traits. Defensively, Charms can protect against significant effects beyond straightforward attacks. In social abilities, Essence 5 Charms could potentially span a quarter of Creation, or cement control of a large group of people, or utterly enslave the will of a single person. In other areas, Charms of this level can reach greater levels of impossibility, performing feats that significantly extend the scope of Essence 4 effects. Essence 5 Charms can interfere directly with the use of Essence (as with Power-Disrupting Whisper). Self-sufficient effects should be able to create large objects with unique qualities, or superb custom examples of smaller objects. In general, Charms of this level can stretch Essence 3 effects out to scene length, or apply several Essence 4 effects in a single Charm (as in Four Magical Materials Form).

Essence 6: In order to attain Essence 6, an Exalt must survive longer than a mortal lifetime. It is fitting, then, that Essence 6 Charms take an Exalt's capabilities beyond the limitations of the human frame. In combat abilities, Essence 6 Charms reach fearsome levels. Purely offensive Charms can do literally anything to a single target, from instantly killing them (Jumping Spider Strike) to transforming them into something entirely new (Pattern Spider Touch). Defensively, they can shield against arbitrary negative effects (with Spiritual Perfection) or preemptively nullify attacks, even returning them manyfold (Cannibalistic Heritage Technique). In scope, Essence 6 Charms can affect numerous opponents (as with Thumbnail Spider March). In other abilities, Essence 6 Charms can provide effortless mastery of an ability – perfectly seeing through all deception with Eye of the Unconquered Sun, observing and controlling every part of an army with Ideal Battle Knowledge Prana, automatically healing any insanity with Balm of Merciful Sleep, or keeping out spirits absolutely with Spirit-Warding Ban. These Charms can apply perfect effects to arbitrarily difficult tasks, and generally make them proof against even higher Essence magic. Self-sufficient effects should allow for the creation of massive, incredibly fantastic, or highly powerful items. Essence-affecting Charms can completely shut down Essence expenditure (as with Power-Disrupting Blow) or use motes from another's pool (as with Water Spider Bite). Essence 6 Charms can also extend Essence 4 effects to scene length or combine multiple Essence 5 effects in a single Charm.

Essence 7: There are few published Essence 7 Charms, but the ones that do exist paint an impressive picture of their power level. At Essence 7, each Charm has a truly earth-shattering effect. With Extended Life Prana, a Solar can increase her lifespan to 5,000 years, rivalling the Sidereals for longevity; with Youth-Restoring Benison, she can return a mortal to the flush of youth. The Sidereal Martial Arts Charms at this level are similarly terrifying – they can impart Great Contagion-level illnesses, deal aggravated damage to everything within a

tenth of a mile, or make attacks on every visible target. From these examples, it seems that Essence 7 combat Charms are able to apply to large scales (like “every visible enemy”) and can apply effects that are likely to kill outright any being without high Essence Charms. In non-combat applications, Essence 7 gives an Exalt a godlike ability to utilize their abilities – allowing Medicine to heal aging itself, for example. Presumably similarly extreme levels of competence would be possible with high Essence Charms of other abilities.

There are currently no examples of Essence 8+ Charms for any type of Exalt, so the specifics of exactly how powerful they are is up to you. Based on the difference in power level between Essence 6 and 7, however, it seems likely that even a single Essence 8 Charm could change the face of Creation.

CHARM COSTS

Charms have a great deal of variation in their cost, ranging from those with miniscule costs to those that drain an Exalt's resources almost dry with a single use. However, as with most other aspects of Charm design, there are some standards which Charm costs tend to follow.

With a few exceptions, Charm costs involve spending some combination of the following resources:

Motes of Essence. These, the fundamental units of Essence, are the basic unit of currency for Charm costs. Almost every Charm (with a few exceptions) costs motes to activate.

Temporary Willpower. Willpower is an important secondary cost for many Charms. In general, Charms with certain effects require a Willpower cost. Perfect effects generally require Willpower to activate (although a few, like Seven Shadow Evasion, can avoid it through weaknesses like inapplicability). Scenelong effects generally cost a Willpower, though those which only provide several small

bonuses (like many Martial Arts Form Charms) can avoid it. A Willpower cost is also generally attached to any effect with an unusually powerful destructive effect against an opponent, whether it be mind control, aggravated damage, armor-piercing, or something else. Similarly, defensive or protective effects tend to require Willpower if they have a long duration or protect a large group or area. In general, a Willpower cost represents an extra “push” by the Exalt using the Charm – it allows a Charm to bypass resistance (either from a foe or from the natural order of things) more effectively than simple mote expenditure.

A Willpower cost also allows a Charm which meets none of the above criteria to be more efficient in its mote cost, since willpower is a less plentiful resource than Essence. A point of temporary willpower can often substitute for as many as 10 motes of Essence in a Charm’s cost.

There are a few Charms which cost more than one Willpower; typically, these Charms have incredibly powerful effects, or are powerful and efficient on top of already meeting the conditions for a Willpower cost (as is true of Blade of the Battle Maiden.)

Health Levels. Health levels are less common as a cost for Solar Charms, but a few techniques do call for them. Some Charms require for a health level as a more severe version of a Willpower cost – that is, to limit access to a powerful effect, especially one with low prerequisites (Essence Venom Strike is a good example of this.) For some long-term Charms, health level costs represent a hard limit on the Charm’s duration – for such Charms, the health levels will be committed until the Charm is allowed to lapse for a certain recovery period. A health level cost can also serve as an additional cost on permanent effects which provide useful but not overwhelmingly powerful benefits – Crack-Mending Technique functions on this principle.

Experience. Experience Points are the rarest cost for Charm activation, since their expenditure is truly permanent. In general, Charms with XP

costs provide some permanent benefit to the user, generally in the form of concretely improved statistics or other permanent bonuses. The best example are familiar Charms, which typically cost Experience in exchange for granting the user dots of the Familiar background. Other Charms which grant a permanent benefit to the user might also cost XP to use.

MOTE COSTS

Determining the correct mote cost for a Charm is something of an art; however, the following guidelines can assist in the process.

Dice Adders. The cost of Solar dice adders generally varies by purpose. As a general rule, defensive adders (like Golden Essence Block) cost 1 mote per 2 dice; offensive adders (like Excellent Strike) and other general-purpose dice adders cost 1 mote per die; and social ability adders (like Listener-Swaying Argument) cost 2 motes per die. Success-buying Charms (like Flawless Handiwork Method) typically cost 2-4 motes per success, depending on the number of successes the character can purchase and the utility of the Ability the Charm augments. Something that directly adds Essence in dice or successes for a scene will typically cost between 3 motes (like Ten Magistrate Eyes) and 6 motes (like Harmonious Presence Meditation).

Other Charms. Typically, Solar Charms fall into one of several cost brackets.

1 mote. Charms in this category (like Fists of Iron Technique, Surprise Anticipation Method, and Summoning the Loyal Steel) are typically those which provide a very small or precise effect. While such Charms can be useful, they typically do not provide a large effect. In general, the mote cost of a 1 mote Charm is intended to give the Exalt free reign to use the Charm as frequently as he likes, since a typical Exalt could use such a Charm 40+ times without regaining Essence. In general, this cost should be applied to any Charm the Storyteller

feels would not be unbalanced if it could be used for free.

2-4 motes. These Charms tend to be a Solar's "workhorse" Charms. Charms with a mote cost in this bracket typically provide effects which are significant but not overwhelming. A basic defense (like Dipping Swallow Defense) or offensive booster (like Fiery Arrow Attack), a moderately useful turnlong effect (like Feathery Gallop Exercise), or a very basic scenelong effect (like Friendship With Animals Approach) would all qualify. A typical Solar can use an effect in this range 10-20 times without regaining Essence, so a Storyteller should expect a Solar to be able to use such a Charm repeatedly in a single scene.

5-9 motes. Charms within this cost bracket provide a fairly significant effect. In any given situation, they'll tend to shift the balance in favor of the Exalt using the Charm. Powerful Instant effects (like Seven Shadow Evasion), significant scenelong combat effects (like most Martial Arts Form Charms or Fivefold Bulwark Stance), and non-combat effects with a large or lasting effect (like Touch of Blissful Release or Blurred Form Style) all tend to fall within this range. A typical Solar can use Charms in this category about 5-8 times without recharging Essence; a Storyteller should expect a character to use them when necessary, but carefully consider their use.

"SPEEDBUMPS"

One specific type of underpowered Charm is the "speedbump" — a Charms that exist only to slow down a character's access to more powerful Charms later in the tree. It's sometimes desirable to make a Charm more difficult to acquire, but introducing unnecessary Charms with limited utility isn't an ideal way to accomplish it.

The question to ask about a Charm is: "If I buy this Charm, do I ever stop without buying the Charm after it right away?" Charms whose successors are simply better or more mote-efficient (without a drastic increase in prerequisites or cost) would qualify. So would Charms that are largely useless in the first place. These Charms are frustrating to players because they aren't worth having on their own — any points spent to purchase them feel "wasted."

One Weapon, Two Blows (from the corebook Melee tree) is a perfect example: there is almost never a reason to buy it alone. It provides a weak effect, and its more flexible successor can duplicate that effect for only 1 more mote. Since the prerequisites of the two Charms are so close,

there's very little reason to stop at One Weapon rather than buying the followup Charm as well.

When designing a Charm, there are ways to keep a Charm from feeling like a speedbump. If two Charms have similar effects, and the second is more powerful, the first will still be useful if it's more efficient. Similarly, if there's some small quality that only the first Charm possesses, that can be enough to keep it from becoming useless. (Peony Blossom Attack is less powerful than Iron Whirlwind Attack, but the latter costs a Willpower point to use — which means the first is still sometimes worth using.)

Similarly, a Charm won't feel like a speedbump if the Charm that follows it has much higher prerequisites. If an Essence 5 Charm obsoletes an Essence 2 Charm, the latter is still worth buying — at least, if you don't have Essence 5. A player can use such a Charm for a long time before becoming powerful enough to use the next Charm in the tree.

In general, *Sol Invictus* makes alterations to any Charms that meet this definition, either eliminating them or altering their effects to make them remain useful.

10-15 motes. Charms costed within this bracket have large, powerful effects. An instant effect costed in this range (like Essence Venom Strike) will generally provide an effect that will certainly shift a situation strongly in the Solar's favor. Charms of this cost level with longer durations (like Terrifying Apparition of Glory) will generally have far-reaching consequences. Charms with significant effects on large numbers of people (like Heroism-Encouraging Presence) tend to cost this much or more, as will Charms with long-lasting or permanent effects (like Crack-Mending Discipline). A typical Solar can use Charms in this category only 3-4 times without regaining Essence, so their effects should be significant enough to make three to four uses entirely worthwhile.

16-20 motes. The most extreme and elaborate Charms within the Solar's arsenal are costed in this range. This cost range is typically reserved for truly earth-shattering effects, those that produce incredible or irrevokable effects. Wyld-Shaping Technique is the most obvious example of a Charm in this category – a powerful, awe-inspiring effect with a cost to match. Other Solar Charms in this cost bracket should approach the scope or utility of this Charm. A typical Solar can only use a Charm in this category twice without recharging Essence; with most such Charms, however, twice will be enough.

Maximum Cost. No single Charm should cost more than 20 motes of Essence. While Charms can be powerful, by their nature they don't produce the sort of effects which call for that level of Essence expenditure – that is typically reserved for Sorcery. Charms which would otherwise call for extremely high mote costs should utilize secondary costs (like Willpower or health levels) to bring the mote cost down to 20 or below.

HIGH-ESSENCE COMBAT

When creating high Essence Charms, special attention is needed when creating combat Charms. Non-combat Charms are often used in a vacuum and do not interact extensively with one another – they can generally be safely judged without context. In addition, their effects are often easy to vet for power level without extensive testing. Combat Charms are a different matter. Because they interact with one another in many different ways during fights, combat Charms are more delicate to balance – you need to take into account not only the power level of the Charm in question, but how it affects the way combat works.

DEFENSE! DEFENSE!

Defense is very important in Exalted. Attack Charms are quite noticeable when they're overpowered or broken, but defense is actually more important to combat balance, due to the "defense trumps offense" rule – an overpowered defense Charm can do more to ruin the fun of combat. The defensive Charms in *Sol Invictus* have been reworked and honed more extensively than any others, for just this reason. The specific philosophy of these defenses is discussed below, along with some of the common pitfalls encountered in building high Essence Charms.

SOAK

Possibly the most controversial defense, soak has also undergone the biggest change – the introduction of the "Essence ping" rule in *the Exalted Players Guide* drastically reduced the effectiveness of soak as characters increased in power. This change also left many players questioning exactly what role soak was intended to fill under the Power Combat system.

The key element of soak is that it is primarily a passive defense. Every character possesses some soak automatically, and more can be obtained

simply by wearing armor. Soak is also automatically applied to every incoming attack, requiring no effort on the part of the person being attacked. The result is that soak is both a simpler defense and a less powerful one — its lesser power is a tradeoff for its automatic nature.

Charms that grant soak (or which closely resemble it) are an exception to this rule, because they require some effort on the part of the player. However, they still typically provide a more mote-efficient defense than dodge and parry. Soak can be obtained on a scenelong basis much more easily than persistent dodges or parries, and soak directly subtracts from damage, rather than simply attempting to hold back attacks. Therefore, Charms that grant soak should naturally be somewhat weaker than dodge or parry defenses.

Resistance-based defenses that are not based on soak can be treated somewhat differently. Adamant Skin Technique is essentially comparable to Seven Shadows Evasion, and should be costed similarly.

DODGE VS. PARRY

After soak come the two active defenses: dodge and parry. For other Exalts, the difference is significant; each of the two defenses has a completely distinct set of Charms associated with it, making the choice of defense an important tactical decision. Solars, however, have significant parallels between their Melee and Dodge trees.

Each of the two defenses has one obvious drawback. Dodge is a narrow ability; it doesn't provide



offensive capabilities like Melee does. Melee, on the other hand, can't be used unless a weapon is in hand. These two disadvantages are difficult to compare (Dodge's is typically a problem during character creation while Melee's occurs during play) but they are widely seen as being approximately equal, with Melee possibly having an edge.

In the corebook, Solar Dodge Charms feature one other drawback: several of them are required to be used before the attack is rolled. This is a fairly significant drawback, since it requires the player to select a defense without the benefit of knowing which attacks are most dangerous; it becomes even more dangerous as characters grow in power and the stakes on each attack rise. With no obvious reason

to weaken Dodge, this restriction is unnecessary; in *Sol Invictus*, it is removed.

A final area of contention between the two is the distribution of perfect defenses. In the *Exalted* corebook, Dodge receives an expensive perfect defense that cannot block undodgeable attacks; Melee receives *Heavenly Guardian Defense*, which is cheaper (albeit with a Willpower cost) and which defends against even unblockable attacks. This can be read as an implicit statement that Melee should have access to superior defenses. However, the *Exalted* errata mentions that this distinction is not intended to be binding, and that equivalents of each Charm can be purchased in the other ability. *Sol Invictus* makes this explicit, creating equivalents of both Charms for Dodge and Melee. It also extends

CHARMS VS. SPELLS

There's a sometimes thin line in *Exalted* between Charms and spells. Both are individual, singular effects that are purchased one-by-one; both are even typically bought for the same price. Both have similar costs. At first glance, there's a great deal of similarity between the two.

It's important to maintain a division between the two, however. Charms are the fundamental tools of an Exalt, the abilities that separate her from mortals and which she calls upon for her basic needs. Spells, even those of the Emerald Circle, are powerful and dramatic shapings of raw Essence, effects whose every casting should be dramatic. Charms that have overly spell-like effects (while still enjoying the benefits of being Charms) weaken the thematic uniqueness of spells while simultaneously diluting the flavor of Charms.

A few guidelines to stay away from in creating Charms:

Ritualistic preparations. Ritual and long preparation time are elements of spells, whose massive Essence sometimes requires extensive preparations to be

shaped properly. Charms, on the other hand, are typically immediate effects. It's okay to have some basic preparations involved (as in Charms like *Unknown Wisdom Epiphany*) but the effect of a Charm should be reasonably immediate and direct.

Variable flavor. Spells are a universal magic, not tied to any specific Exalt's thematics. As such, the flavor of any given spell can vary widely, into otherwise unexplored areas. (Martial Arts styles have a similar freedom.) Exalt-specific Charms need to hew more closely to a standard theme, so that each Charm supports the style of the Exalts who use it.

Broad scale, narrow scope. Spells are big and flashy, especially as you move upwards into increasingly strong circles of sorcery. At the same time, each spell often has a very narrow utility, serving only one very specific purpose. Charms are typically the opposite way. Charms that affect huge swaths of people or things typically do so only by building up from similar but less powerful effects. However, Charms have broader uses — outside of pure combat effects, most provide capabilities that can be used in a variety of circumstances.

this principle to other key “framework” defenses – if Melee has a “hanging” defense (as it does in Protection of Celestial Bliss) then Dodge should also have one.

Outside of the framework Charms, each ability can detour slightly into unique defensive tricks that are not shared by the other. Dodge illustrates this effectively with Leaping Dodge Method and Reflex Sidestep Technique; Melee branches off into counterattacks. Other Charms of this sort are appropriate for both defenses, as long as any truly fundamental effects continue to be shared between both.

INAPPLICABLE DEFENSES

Solars have access to effects like Cascade of Cutting Terror – attack Charms which completely prevent a certain type of defense from being used. Solars are also the only Exalt type to possess applicable defenses – Charms like Heavenly Guardian Defense that can defend against even unblockable or undodgeable attacks.

These Charms play an important role in Solar combat. Solars can become unable to damage an opponent due to a strong wall of persistent defenses or a single powerful perfect defense. Undefendable attacks provide the Solar with an ace in the hole, helping to bypass such tactics and quickly end the fight (or force it to shift its tactics, at least.) At the same time, defenses such as Heavenly Guardian Defense provide insurance against such attacks, helping maintain the primacy of defense in Exalted.

In general, unblockable and undodgeable attacks shouldn't be available until Essence 3; these effects are powerful and can't be easily be defended against at lower Essence levels. In addition, they can't be easily defended against by non-Solars at all; these effects can prove a powerful trump card against lesser-powered foes.

Sol Invictus chooses to balance these attacks by giving Archery access to both unblockable and undodgeable effects, Brawl and Thrown one each, and Melee neither. Melee, with its straightforward trees and built-in defense, is arguably the strongest combat ability and doesn't need such Charms to succeed in combat; Archery focuses on precision and is particularly adept at striking at targets' weaknesses. These levels are chosen to encourage a greater level of overall balance between the combat abilities, but can be adjusted for an individual game – you may find that unblockable Melee attacks pose no threat to balance or fun in your chronicle.

PERFECTION AND INVULNERABILITY

Having your huge attack Combo defeated with a single application of the Heavenly Guardian Defense can be frustrating. To counter this, many layers come up with the idea of an attack that bypasses perfect defenses. While this might seem like a fun Charm, it has a detrimental effect on combat as a whole. Exalted combat is based around the principle that defense trumps offense. Allowing such a Charm into the game suddenly reverses this principle – with a single Charm, an attacker can render his opponent's strongest defenses useless.

To remedy this problem, you might try to create a better defense, one that defeats even the perfect-beating attack. But this leads to an even worse situation. What's to stop the attacker from generating yet another attack now, one that bypasses even your better defense? This can go on indefinitely. Not only do these Charms engage in an unwinnable arms race, they quickly stop having any relationship to events in the game world. Heavenly Guardian Defense works in an obvious way – it's a defense that blocks any normal attack. But what does it mean in roleplaying terms to block any attack that defeats defenses that can block perfect-trumping attacks? That way lies madness. It's far more sensible to cut this line of thinking off immediately and maintain the sanctity of perfect defenses.

A similar problem arises with another common Charm idea: a perfect defense that lasts for an entire turn or scene. This idea has an obvious genesis: rolled reflexive defenses like Dipping Swallow Defense serve as the prerequisites for turnlong and scenelong versions; it seems reasonable that you could extend a perfect defense in the same way.

Such a defense is simply too difficult to penetrate. A single perfect can be overwhelmed by multiple attacks, and a persistent can be beaten by individual powerful attacks, but a turnlong perfect combines the best of both worlds. The only way to reliably defeat this defense is to create an attack that bypasses perfection — which, as discussed above, has its own pitfalls.

In order to avoid this problem, perfect defenses with a long duration should be avoided. In *Sol Invictus*, perfect defenses can be obtained in greater numbers at higher Essence levels but not in the unlimited quantity that rolled defenses are.

EXPANDING THE COMBAT GAME

Powerful defenses are just one aspect of high Essence combat. Several other specific factors come into play when balancing high Essence Charms that deserve discussion.

“HEIGHT” VS. “WIDTH”

There are two specific routes for expansion in Exalted combat that are particularly important: making bigger attacks (“height”) making more attacks (“width.”) Most Solar offensive Charms clearly work to improve one or the other, and the defensive Charms follow suit -- Heavenly Guardian Defense is a tall defense, and Fivefold Bulwark Stance is a wide one. Having both options for expansion makes combat more interesting and creates difficult choices for characters — is it better to focus on a few big Combos, or try to whittle opponents down with numerous strikes?

By Essence 3, Solars gain access to defensive Charms which defeat single-minded applications of either strategy. Perfect defenses can defeat any single attack, no matter how powerful; persistents can defeat an infinite number of individual attacks. From that point upwards, combat strategies need to expand in both directions. On the offensive, elaborate Combos make multiple powerful attacks. Defensively, Charms like Unyielding Adamant Defense (page XX) grant a measure of width to perfect defenses, while Wind-and-Water Evasion (page XX) improves the height of a persistent.

This balance is fragile, though, and it’s possible to upset it if you don’t carefully balance the two strategies. New combat Charms should be checked to ensure they don’t unbalance combat towards one extreme or the other, letting a player make too many (or excessively powerful) attacks at too low a cost.

Power Combat brings an important caveat to the table. The “Essence ping” rule helps tip the balance towards wide attacks as Exalts rise in Essence — since each attack has the potential to do such high damage even if they’re soaked, characters are encouraged to attack more frequently rather than with more powerful attacks. The Charms in *Sol Invictus* are written to account for this factor — at higher Essence prerequisites, wide defenses are made more powerful than their tall counterparts, while tall attacks are made increasingly deadly. If you’re not playing with the Power Combat rules, you might want to adjust the costs of some combat Charms to compensate.

RESOURCE MANAGEMENT

Resource management is the linchpin of Exalted combat. At its core, the combat engine involves trading and conserving resources — spending motes and Willpower while trying to hold onto your health levels.

For higher Essence combatants, the importance and complexity of this resource management

increases drastically. There's a simple reason for this: a character's resource needs rise faster than her pool of resources. Temporary Willpower increases very rarely, and motes increase by only a small amount when Essence goes up — while charms quickly go from costs of 1 or 2 motes up to as many as 20. For this reason, resource management tools are increasingly important to powerful Exalts.

Stunting is, of course, an important tool for Exalts of all power levels. Under Power Combat, an Exalt who stunts once every turn will generally recover 4 motes or 1 Willpower each turn; given the standards for a two-die stunt, it is reasonable to expect characters to stunt at least this often (and previous comments have indicated that canonical Charms are indeed written with this assumption in place.) This provides a level of resource recovery sufficient to fund most Charm usage at low Essence levels.

As the Solar increases in power, her need for motes and Willpower will start to outstrip her stunt recovery. By Essence 3, a character is likely to use 6 motes or more in a turn; by Essence 5, most Solars will spend well over 10 motes and one or more Willpower during each round of combat. More powerful Exalts are also likely to commit much higher levels of Essence to powerful artifacts and scenelong Charms. As such, alternate means of resource replenishment become necessary.

The one canonical mote recovery Charm for Solars (Essence-Gathering Temper) provides a good template for other such effects. Like this Charm, other Charms that regenerate motes or Essence should typically appear in an ability without direct attack or defense abilities. This helps encourage characters to diversify their skillsets, and ensures that no combat ability becomes too strong thanks to a powerful resource regeneration effect. Essence-Gathering Temper is near the limit of motes regenerated by a single effect; other Charms probably shouldn't exceed its limit, and effects that provide motes easily should provide fewer.

RULE CLARIFICATIONS FOR HIGH ESSENCE COMBAT

Fully Independent Actions. The independent action, introduced in *Exalted: the Sidereals* with the Charcoal March of Spiders Form, is a natural evolution of the Extra Action concept. Instead of receiving a single addition dice action, the character receives an entire turn's action. Charms which grant Independent Actions follow the rules on page 187 of *Exalted: The Sidereals*.

In addition, Charms of the Independent Action type have several specific restrictions. Charms of this type do not consume the character's standard dice action unless otherwise specified, though they must be activated on the character's initiative. They do count as the character's Charm use for their "standard" action that turn. They may not be used as part of a Combo. Independent Action Charms are treated as equivalent to Extra Action Charms in all circumstances where the latter are forbidden; this includes activating an Independent Action Charm while you already have access to Independent Actions from another effect.

Finally, initiating a spell, continuing a spell, and casting a spell are each considered a single Independent Action for purposes of these Charms. These actions each have a duration of one turn, so they cannot be performed simultaneously — you can't use Independent Actions to launch a Terrestrial Circle spell on the same turn you began to prepare it. However, you can use Independent Actions to perform other activities while the spell is being prepared. Therefore, someone with two Independent Actions could use one to begin casting a spell while using the other to defend. If she still had access to two Independent actions the next turn, one could be used to unleash the spell while the other was used to defend; if not, her entire dice action would be consumed by unleashing the spell.



Damage Levels. Some high-Essence Charms forego rolling damage at all and deal levels of damage directly. Unless noted otherwise, damage from such effects can be soaked normally; furthermore, soak subtracts from automatic damage levels before damage dice. Thus, if a character with 7L soak received an attack which dealt 5 dice and 4 levels of lethal damage, the attacker would roll 2L.

A complement to automatic-damage effects are effects which remove damage successes, rather than dice. Such effects function like the Twilight Caste anima power — they are used after damage is rolled, and subtract directly from the health levels dealt to the target.

CHARM CREATION SUMMARY

DETERMINE YOUR GOALS.

What do you want your Charm to do?

DECIDE IF YOUR CHARM IS IN THEME.

Does your Charm fit into a standard Solar theme?

Peerless Skills

Leadership Effects

The Supernatural

Solar Fire

Self-sufficiency

Martial Arts and Sorcery

Abyssal Mirror Effects

Does your effect follow the guidelines?

Is it sufficiently unique?

Does it do something useful?

Is it individually exciting?

Does it follow the "Rule of Cool"?

EXAMINE EXISTING CHARMS.

Look to other Charms to see whether similar effects exist and use them to help define your Charm.

DETERMINE CHARM PREREQUISITES.

Ability prerequisites:

1-2 are easily accessible to all Exalts

4-5 are only available to those dedicated to the ability

Essence prerequisites:

Essence 1: Extremely basic toolkit Charms

Essence 2: Feats just outside of human potential

Essence 3: Effects that clearly and decidedly outmatch mortals

Essence 4: Powerful and broad-scope effects on a magical scale

Essence 5: Extensive effects at the limits of conceivability

Essence 6: Blatantly impossible and vast effects

Essence 7: Godlike, indescribable power

DETERMINE COST.

Motes:

1 mote: Basic, precise effects; "unlimited" uses

2-4 motes: "Workhorse" effects; 10-20 uses

5-9 motes: Significant effects; 5-8 uses

10-15 motes: Huge, powerful effects; 3-5 uses

16-20 motes: Earth-shattering and important effects, 2 uses

Willpower:

To replace motes (10 motes = 1 Willpower)

Scenelong effects

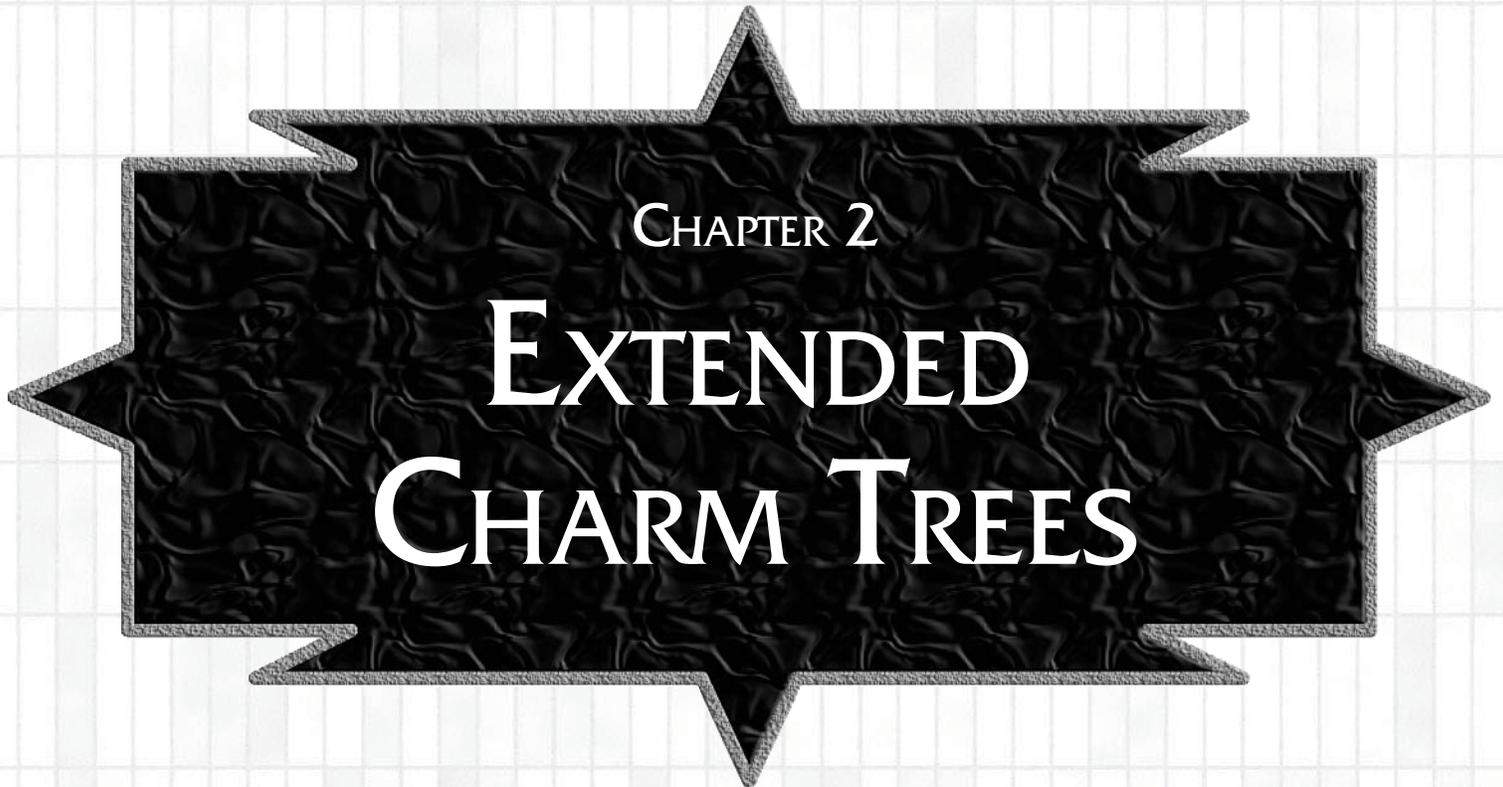
Unusually powerful or applicable Charms

"Pushed" effects

LOOK OVER THE CHARM ONE LAST TIME.

Double-check what you've created and give it a final test





CHAPTER 2

EXTENDED CHARM TREES

ARCHERY

PHILOSOPHY

Archery is the default ranged combat ability; as such, its Solar Charms are fairly straightforward and direct in their application. It is structured as a ranged mirror of Melee, as the multiple Archery Charms with exact Melee equivalents show.

Solar Archery Charms are divided into two distinct subtrees: the tree stemming from Wise Arrow, which focuses on accuracy, and the tree stemming from Fiery Arrow Attack, which focuses

on damage. The first tree expands from a basic dice adder into range-boosting effects and Extra Actions. The second expands into self-sufficient effects and improved damage boosters. Expansions to the tree should follow the same basic pattern – individual Charm paths branching off the two central trees, or new trees for other purposes.

The key stylistic elements of Archery Charms are simplicity and utility. Solar Archery Charms don't usually provide tricks – they allow you to shoot faster, shoot harder, and shoot better. Any trickiness comes in with the uses the Solar puts them towards. As they increase in power, Solar Archery Charms should focus on these elements, producing more

powerful and precise effects, without deviating into overly narrow or unusual effects.

ABYSSAL EQUIVALENTS

The Abyssal Archery Charms are largely either dark mirrors of existing Solar Charms, or draw explicitly on the cold, necrotic Essence of the Abyss for their powers; as such, most do not have obvious Solar equivalents. Piercing Ghost Barb is an exception, since it illustrates the lack of defense-bypassing Charms in the current Solar tree.

EXISTING CHARM

MODIFICATIONS

Sight Without Eyes, Exalted. pg. 154. This Charm is eliminated.

Accuracy Without Distance, Exalted pg. 154. This Charm's Essence minimum is 2, in keeping with Flawless Archer Discipline. Its Charm prerequisite is There Is No Wind.

There Is No Wind, Exalted pg. 155. This Charm eliminates all difficulty penalties for called shots within the Solar's range.

Dazzling Flare Attack, Exalted pg. 156. This Charm costs 1 mote per damage die to convert damage dice into automatic damage successes, instead of its listed effect.

Solar Spike, Exalted pg. 157. Damage dice equal to the character's Permanent Essence are converted to automatic successes when a Solar Spike strikes a demon or undead creature. This Charm is not incompatible with Charms like Fiery Arrow Attack or Rain of Feathered Death.

Inexhaustible Bolts of Solar Fire, Castebook: Dawn pg. 71. The damage of these arrows is increased by the Solar's Essence.

Bolt of Fiery Devastation Technique, Castebook: Dawn pg. 71. This Charm's Archery minimum is reduced to 5 and its Essence minimum reduced to 4. It's cost is reduced to 6 motes, 1 Willpower.

NEW CHARMS

UNHESITATING ARROW TECHNIQUE

Cost: 4 motes

Type: Reflexive

Duration: Instant

Minimum Archery: 5

Minimum Essence: 3

Charm Prerequisites: Trance of Unhesitating Speed

With a single sudden movement, the Solar strings an arrow across her bow and releases it more quickly than a bolt of lightning. Before others can even react, the arrow strikes its target. Upon activating this Charm, the Solar may make a single reflexive archery attack using her normal Dexterity + Archery pool. This Charm may be used at any time during combat, even before the Solar's initiative, but it cannot preempt another action — resolve this attack after any other actions which have already been declared are resolved.

BARRIER-BREACHING ARROW

Cost: 6 motes, 1 Willpower

Duration: Instant

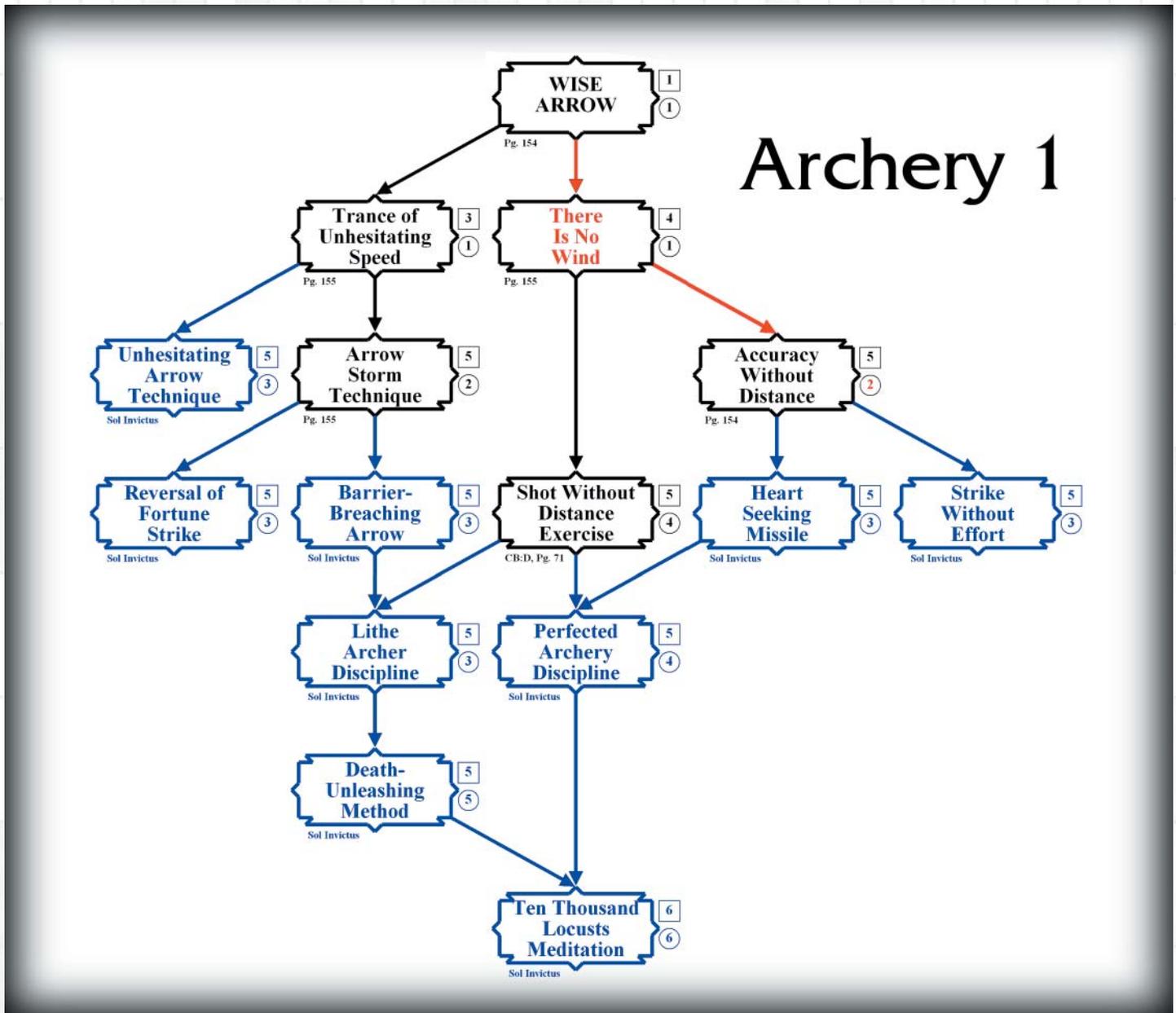
Type: Simple

Minimum Archery: 5

Minimum Essence: 3

Prerequisite Charms: Arrow Storm Technique

Working with exceptional grace and power, the Exalt makes an attack which is unhampered by any obstruction. The character makes a standard Dexterity + Archery attack; however, the resulting attack cannot be blocked. In addition, this attack bypasses any cover (including shields) currently obstructing the target; the arrow will plunge through the barrier without losing any power or



accuracy. Finally, the arrow cannot be stopped by armor; the target must soak it using only her natural soak. Any obstruction made of Magical Materials will be left undamaged; other materials will retain a small hole where the arrow passed through them. This Charm can be used to strike targets concealed entirely behind an obstruction if the Exalted has access to a method with which to observe them (such as All-Encompassing Sorcerer's Sight).

REVERSAL OF FORTUNE STRIKE

Cost: 4 motes, 1 Willpower

Duration: Instant

Type: Reflexive

Minimum Archery: 5

Minimum Essence: 3

Prerequisite Charms: Arrow Storm Technique

The character's mastery of archery has reached a level at which ranged attacks are no danger to her. When she is the target of any ranged attack

with a physical component (including boulders, hurled characters, and other unusual missiles) she nocks an arrow to her bow and makes a reflexive Dexterity + Archery roll. If she rolls even a single success, her arrow successfully deflects the attack away from herself and towards a new target of her choice. Immediately apply the attack against the new target, using the Exalt's Dexterity + Archery roll as the attack roll. This technique can even be used against incoming missiles which are not strictly attacks (for example, giant hailstones) or area attacks; in the latter case, only the portion of the effect targeting the Exalt is redirected. If this Charm is used against a missile enhanced with Reversal of Fortune Strike or any other counterattack Charm, the missile is harmlessly deflected on a successful roll, rather than being redirected.

LITHE ARCHER DISCIPLINE

Cost: 5 motes

Duration: Instant

Type: Independent Action

Minimum Archery: 5

Minimum Essence: 3

Prerequisite Charms: Shot Without Distance Exercise, Barrier-Breaching Arrow

Through intense practice with his chosen weapon, the Exalt has become deeply attuned to the fundamental Essence flows of archery. On the turn he activates this Charm, the character may take a single Independent Action in addition to his standard dice action. All actions taken and Charms used with this independent action must make use of the Archery ability.

Example: Harmonious Jade is facing off against a brotherhood of talented Terrestrial archers. On her initiative, she activates Lithe Archer Discipline, granting her an additional Independent Action. She uses her primary action to move a full turn's movement. She then splits her secondary action five ways, making one attack at each Terrestrial; she reserves her Charm use so she can use Reversal of Fortune Strike against any incoming arrows. Harmonious Jade couldn't choose to

use any of her split actions to dodge, since they can only be used for Archery actions.

DEATH-UNLEASHING METHOD

Cost: 10 motes

Duration: Instant

Type: Independent Action

Minimum Archery: 5

Minimum Essence: 5

Prerequisite Charms: Lithe Archer Discipline

The Exalt and her bow have become one; she has merely to think in order to unleash its wrath upon her foes. On the turn she activates this Charm, the character may take a number of Independent Actions equal to one-half her Archery score, rounded up. All Charms used with these actions must use the Archery ability; in addition, all offensive actions taken must also use Archery. However, the character may freely use these actions for defense.

STRIKE WITHOUT EFFORT

Cost: 3 motes

Duration: Instant

Type: Supplemental

Minimum Archery: 5

Minimum Essence: 3

Prerequisite Charms: Accuracy Without Distance

The character has mastered the ability to effortlessly launch powerful, precise attacks against her enemies. When activating this Charm, the character adds her Dexterity + Archery in dice to a single Dexterity + Archery roll.

HEART-SEEKING MISSILE

Cost: 3 motes

Duration: Instant

Type: Supplemental

Minimum Archery: 5

Minimum Essence: 3

Prerequisite Charms: Accuracy Without Distance

Through a sublime understanding of the arrow's true nature, the character can draw upon the projectile's desire to strike home. The attack supplemented by this Charm cannot be dodged, bending through space to always strike true. In addition, if this attack strikes, it will uniformly strike the target's most vulnerable spot; double the successes rolled on the damage roll for purposes of lost health levels. This attack is targeted through mystic principles, and so can affect non-living targets like constructs or the undead; however, the additional damage effect is ignored against inanimate targets.

PERFECTED ARCHERY DISCIPLINE

Cost: 7 motes, 1 Willpower

Duration: Instant

Type: Extra Action

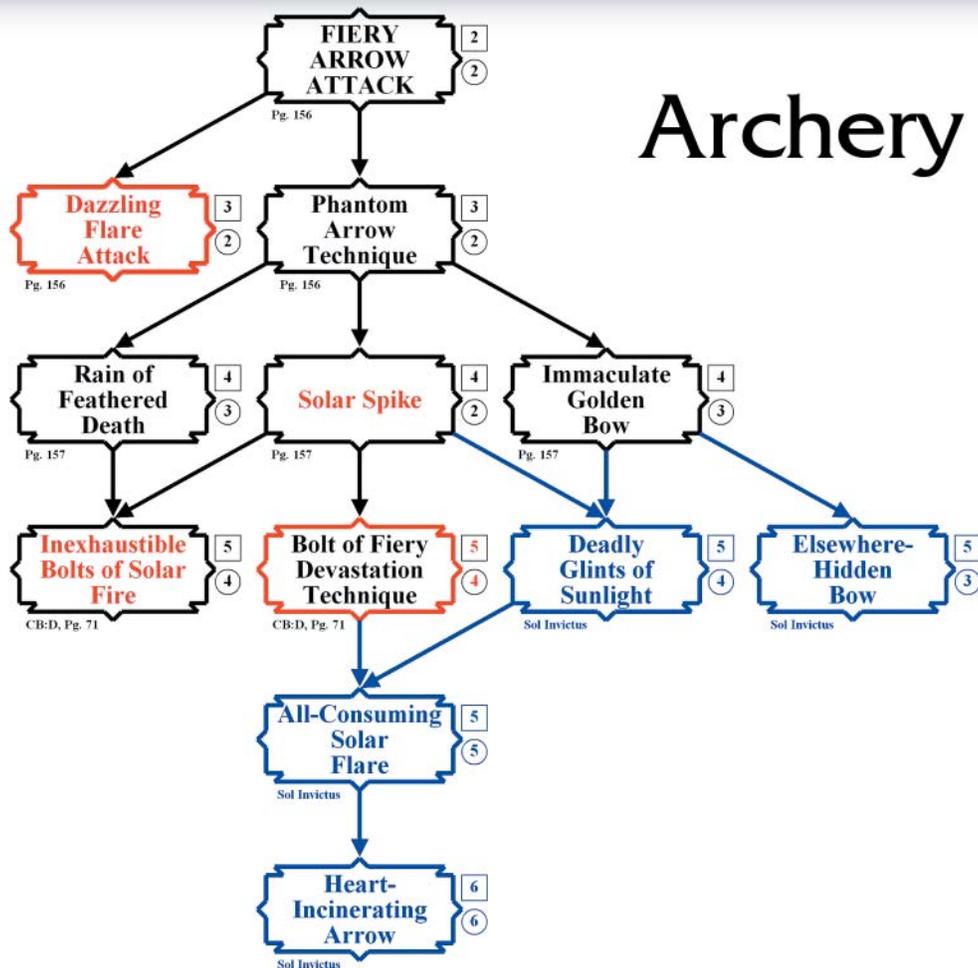
Minimum Archery: 5

Minimum Essence: 4

Prerequisite Charms: Heart-Seeking Missile, Shot Without Distance Exercise

The character has fully internalized the principles of both speed and accuracy, allowing her to effortlessly strike numerous targets. The Exalt may make a number of attacks equal to her Dexterity, which may be against the same or different targets. Each of these attacks receives

Archery 2





automatic successes on the attack roll equal to one-half the Solar's permanent Essence, rounded up.

TEN THOUSAND LOCUSTS MEDITATION

Cost: 1+ motes

Duration: Instant

Type: Simple

Minimum Archery: 6

Minimum Essence: 6

Prerequisite Charms: Death-Unleashing Method, Perfected Archery Discipline

The Solar draws back a single arrow upon her bow; when she lets it loose, it splits in midair into thousands of identical arrows, each aimed at a different target. The character makes a single Dexterity + Archery roll; this roll is applied as an Archery attack against a number of targets equal

to (Permanent Essence x 10) for each mote spent activating the Charm. Any one target may be selected more than once, though no more times in total than the Exalt's Archery rating. Each target must defend against this attack separately.

ELSEWHERE-HIDDEN BOW

Cost: 1 mote

Duration: Instant

Type: Reflexive

Minimum Archery: 5

Minimum Essence: 3

Prerequisite Charms: Immaculate Golden Bow

Using this Charm, a Solar need not carry his weapon with him in order to be constantly prepared for combat. With but a gesture (and the expenditure

of a mote of Essence), the character can banish his bow and arrows Elsewhere. At any time, he may activate this Charm and spend 1 mote in order to return his bow directly to his hand. In addition, the character may activate this Charm and spend 1 mote to call an arrow from his Elsewhere-banished quiver directly onto his bowstring, freeing him from the need to carry ammunition with him. This Charm may only be used on a single bow at any one time, and it must be one which the character is well-familiar with, having used previously.

DEADLY GLINTS OF SUNLIGHT

Cost: 1 mote

Duration: Instant

Type: Supplemental

Minimum Archery: 5

Minimum Essence: 4

Prerequisite Charms: Immaculate Golden Bow, Solar Spike

The character has entirely surpassed the need for weapons, practicing Archery purely with his own Essence. In one fluid motion, the Exalt traces the form of a glorious golden bow into the air with the fingertips of one hand, while drawing back a mote of glittering sunshine with the other, then, lets the attack loose upon an opponent. Attacks made using this technique have an unlimited Rate an Accuracy equal to the character's Essence, and damage as a normal arrow of any type, plus the Exalt's Archery rating. Otherwise, these attacks function as basic arrows, though they disappear into the ether moments after striking.

ALL-CONSUMING SOLAR FLARE

Cost: 4 motes, 1 Willpower

Duration: Instant

Type: Supplemental

Minimum Archery: 5

Minimum Essence: 5

Prerequisite Charms: Deadly Glints of Sunlight, Bolt of Fiery Devastation Technique

The Exalt channels the furious, vengeful aspect of the Unconquered Sun into her arrow, unleashing a powerful and deadly attack. As she draws back her bow, the tip of her arrow begins to glow; after being fired, the arrowhead becomes white-hot, and a blazing cone of solar fire trails behind it, spanning two and a half feet in every direction. The light shed by this attack is equivalent to the 11-15 motes of peripheral Essence level of anima display for Solars. The Exalt adds dice equal to her Permanent Essence to this attack. In addition to its base damage, the arrow deals automatic levels of damage equal to twice the Exalt's Essence. If the target is an undead or demon, this damage is aggravated.

HEART-INCINERATING ARROW

Cost: 5 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Archery: 6

Minimum Essence: 6

Prerequisite Charms: All-Consuming Solar Flare

The character focuses the heat of a thousand suns into a pinpoint of Solar Essence within the head of a single arrow before firing it. Any target struck by such an arrow is incinerated from within. The Exalt makes a Dexterity + Archery attack as normal; however, the arrow deals automatic, unsoakable health levels of aggravated damage equal to twice its raw damage in place of its normal damage. Any target slain by this attack is consumed utterly in the Solar flames, leaving behind no body and no possessions besides items of the Magical Materials.

BRAWL

PHILOSOPHY

Brawl is the rough-and-tumble fighter's combat skill. Unlike Martial Arts, which focuses on elaborate, indirect combat, Brawl is in-your-

face. Unlike Melee, which relies heavily on long-term enhancement effects, Brawl is all about the moment.

The basic Solar Brawl tree is based around small modular parts – inexpensive, straightforward Instant Charms which Combo together well. A Solar Brawler who attempts to fight without Combos will find himself falling severely behind, since most of the Charms individually provide little heft. However, the Charms combine in myriad ways to create powerful and versatile strategies.

Brawl, more than any other combat ability, is offense-oriented. While individual Brawl Charms can provide defensive effects, they should do so as part of an offensive maneuver. A Charm which did nothing but provide a parry would generally be inappropriate for Brawl.

Brawl is also much more modular and technique oriented than other combat abilities. As such, Brawl has an unusually high complement of powerful effects that provide unusual tactical benefits, especially when used in conjunction with other Brawl Charms.

Some of the additional Brawl Charms in Castebook: Dawn integrate poorly with the remainder of the tree, both because they increase in Essence Minimum too quickly and because they don't fit well with the principle of basic, Comboable Charms. As such, they are modified below to integrate more effectively into the tree.

ABYSSAL EQUIVALENTS

The Abyssal Brawl tree contains several Charms whose effects could usefully be mirrored by Solar Charms. The best example is Owl Seizes Mouse, an excellent grappling Charm. Solars do have Dragon Coil Technique to assist in grappling, but are otherwise deficient in that area; they could use additional Charms to improve their clinching ability.

Solars also lack an inexpensive damage adder for Brawl; Abyssals have access to Scouring Erosion Method as a second-tier Charm, which implies that Pounding Hammer of Devastation Technique is significantly overcosted.

EXISTING CHARM

MODIFICATIONS

Fists of Iron Technique, pg. 157. This Charm adds one-half the character's Brawl (rounded up) to both the Accuracy and Damage of the attack.

Dragon Coil Technique, Exalted Corebook pg. 158. This Charm has no Charm prerequisites.

Crashing Wave Throw, Exalted Corebook pg. 159. This Charm's prerequisite is Dragon Coil Technique.

Shockwave Technique, Exalted Corebook pg. 160. This Charm's prerequisite is Blood and Fist Prana.

Pounding Hammer of Devastation Technique, Castebook: Dawn pg. 72. This Charm's Brawl minimum is reduced to 4 and its Essence minimum reduced to 3. Its cost is reduced to 4 motes.

Adamantine Fists of Battle, Castebook: Dawn pg. 72. This Charm's new text is listed in the section "New Charms."

NEW CHARMS

POUNCING TIGER STRIKE

Cost: 5 motes

Duration: Instant

Type: Supplemental

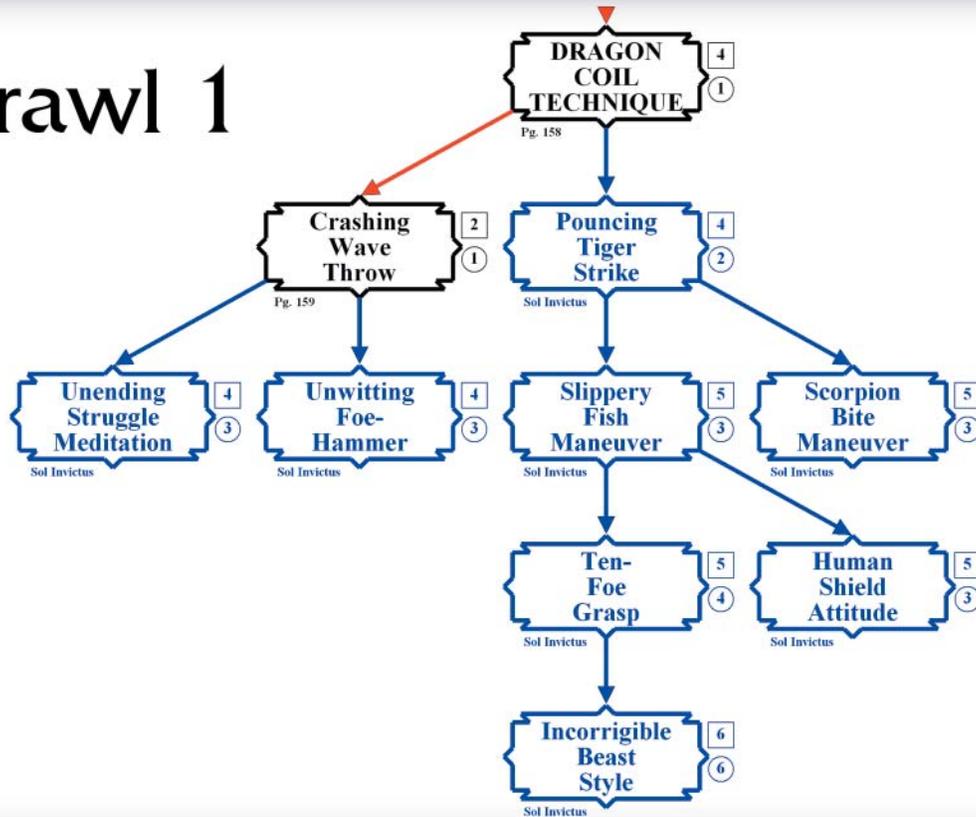
Minimum Brawl: 4

Minimum Essence: 2

Prerequisite Charms: Dragon Coil Technique

The Exalt bounds forward with great speed, catching his quarry unaware. A character making

Brawl 1



use of this Charm may move up to his standard sprinting move in the same turn, in order to reach his target. He then makes a standard Strength or Dexterity + Brawl roll to attempt a clinch, which cannot be blocked or dodged. If the attack succeeds, the Exalt and his target immediately roll for control of the clinch; however, the Exalt cannot deal damage if he gains control this turn.

SCORPION BITE MANEUVER

Cost: 5 motes

Duration: Instant

Type: Supplemental

Minimum Brawl: 5

Minimum Essence: 3

Prerequisite Charms: Pouncing Tiger Strike

With his opponent held firmly in his arms, there is nothing stopping the Solar from applying his full strength to cause brutal, painful injury. The character may activate this Charm upon

successfully winning a clinch contest; doing so adds (2 x Permanent Essence) dice of damage for this clinch. In addition, the damage dealt by this clinch attempt is lethal.

SLIPPERY FISH MANEUVER

Cost: 3 motes, 1 Willpower

Duration: Instant

Type: Reflexive

Minimum Brawl: 5

Minimum Essence: 3

Prerequisite Charms: Pouncing Tiger Strike

The character's slippery, twisting movements make her impossible to pin down, even for a masterful opponent. Upon activating this Charm, the Exalt deftly slips free of any clinch, leaving her opponent grasping thin air. This Charm can escape any clinch, even one noted as being explicitly inescapable; this is a perfect effect.

HUMAN SHIELD ATTITUDE

Cost: 6 motes

Duration: Instant

Type: Reflexive

Minimum Brawl: 4

Minimum Essence: 3

Prerequisite Charms: Slippery Fish Maneuver

The Exalt can use a clinched foe to defend against incoming attacks. The character can only use this Charm if he won the most recent attempt to control the clinch. When activated, the character twists in order to place his clinched opponent's body in front of an incoming attack he is aware of. This attack strikes the clinched foe as if it were originally aimed at her.

TEN-FOE GRASP

Cost: 3 motes to activate, 1 mote to maintain

Duration: Instant

Type: Supplemental

Minimum Brawl: 5

Minimum Essence: 4

Prerequisite Charms: Slippery Fish Maneuver

The character has gained complete and total control of his body's strength and agility, and can apply this to his wrestling. When supplementing a clinch attempt with this Charm, he can make this attempt using even the smallest part of his body — a single finger can apply the pressure needed to hold a foe to the ground. Clinches supplemented by this Charm have a Rate of 5. In any turn which this Charm is used, the Exalt may freely take other, non-clinch dice actions, as long as he sets aside actions to do so or has actions granted by Charms. In addition, the character may clinch any number of opponents simultaneously using this Charm — by holding them in unlikely positions, using the limbs of one to hold another, or otherwise using unlikely methods to ensnare them.

At the beginning of any turn in which a character wishes to maintain a clinch begun using this

Charm, he must activate this Charm once for each such clinch he wishes to maintain, or release that opponent.

INCORRIGIBLE BEAST STYLE

Cost: 3 motes, 1 Willpower

Duration: Instant

Type: Supplemental

Minimum Brawl: 6

Minimum Essence: 6

Prerequisite Charms: Ten-Foe Grasp

When wrestling, the character bucks and wriggles like a wild riding animal throwing its rider — and he can always translate that motion into superior position in a clinch. The Solar automatically wins a single contest for control of a clinch, even if his opponent scored more successes on the roll than he did. If two characters both use effects which allow them to automatically win control of the same clinch, ignore both effects and roll as normal.

UNWITTING FOE-HAMMER

Cost: 6 motes, 1 Willpower

Duration: One turn

Type: Supplemental

Minimum Brawl: 4

Minimum Essence: 3

Prerequisite Charms: Crashing Wave Throw

For the masterful Solar brawler, a foe is not just an obstacle to overcome — but also a weapon. The character may activate this Charm on any turn in which she wins control of a clinch. This turn, instead of inflicting damage in the clinch as normal, he may choose to use the clinched opponent as a weapon with which to strike other foes. Such a foe has a damage rating equal to her Stamina (and other weapon stats equal to 0). If such an attack hits, the clinched foe must soak raw damage equal to that inflicted upon the target.

UNENDING STRUGGLE MEDITATION

Cost: 5 motes, 1 Willpower

Duration: Instant
Type: Extra Action
Minimum Brawl: 5
Minimum Essence: 3

Prerequisite Charms: Crashing Wave Throw

The character's tricky movements make her extremely difficult to pin down in a wrestling contest. This Charm must be activated in place of the standard beginning-of-turn roll for control of the clinch. Instead, the Exalt may make a number of clinch control attempts equal to his Dexterity, following the rules on page 205 of the Exalted Players Guide. The first attempt receives +1 die; each additional attempt receives an additional die beyond those previously added.

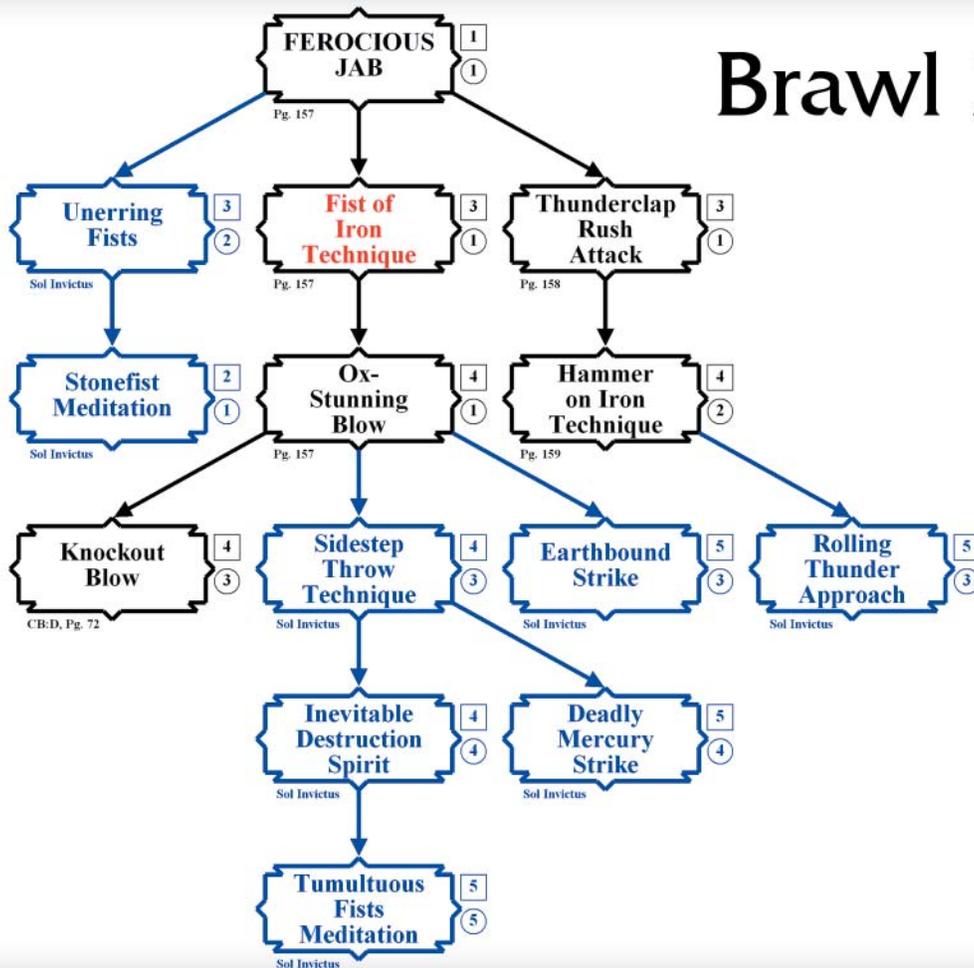
UNERRING FISTS

Cost: 3 motes
Duration: Instant
Type: Supplemental
Minimum Brawl: 3
Minimum Essence: 2

Prerequisite Charms: Ferocious Jab

The character channels pure Essence into their attacks, striking with a determination that draws his attacks inexorably towards his target. The Exalt adds dice equal to his Strength to a single Dexterity + Brawl attack, although it cannot be a clinch attempt. This bonus cannot more than double the character's Dexterity + Brawl pool.

Brawl 2



STONEFIST MEDITATION

Cost: None
Duration: Permanent
Type: Special
Minimum Brawl: 5
Minimum Essence: 3
Prerequisite Charms: Unerring Fists

The Exalt's fists have become permanently suffused with Essence, drastically improving her ability to fight unarmed. She may choose to deal lethal damage with an unarmed attack, and may parry lethal attacks barehanded, without a stunt. In addition, the damage value of her unarmed attacks is increased by her Permanent Essence, and the accuracy and defense values are increased by 2. Finally, all negative modifiers for unarmed attacks are reduced to 0. This Charm does not need to be activated; it simply enhances the Exalt's capabilities.

ROLLING THUNDER APPROACH

Cost: 2 motes per attack
Type: Extra Action
Duration: Instant
Minimum Brawl: 5
Minimum Essence: 3
Charm Prerequisites: Hammer on Iron Technique

Her fists move with unbelievable speed. Her body bobs and weaves faster than any mortal. With a sudden burst of speed, the Dawn caste unleashes a flurry of attacks against her foes. For each 2 motes she spends, the Solar may make a single attack against an opponent this turn. These attacks suffer an increased difficulty of 1 for every three attacks purchased.

EARTHBOUND STRIKE

Cost: 4 motes
Type: Supplemental
Duration: Instant
Minimum Brawl: 5

Minimum Essence: 3

Charm Prerequisites: Ox-Stunning Blow

Bringing her fists up above her head, the Solar strikes downward with a force that makes her target beholden to gravity like never before. If an attack supplemented with this Charm successfully strikes, the target is unable to move for the remainder of the turn.

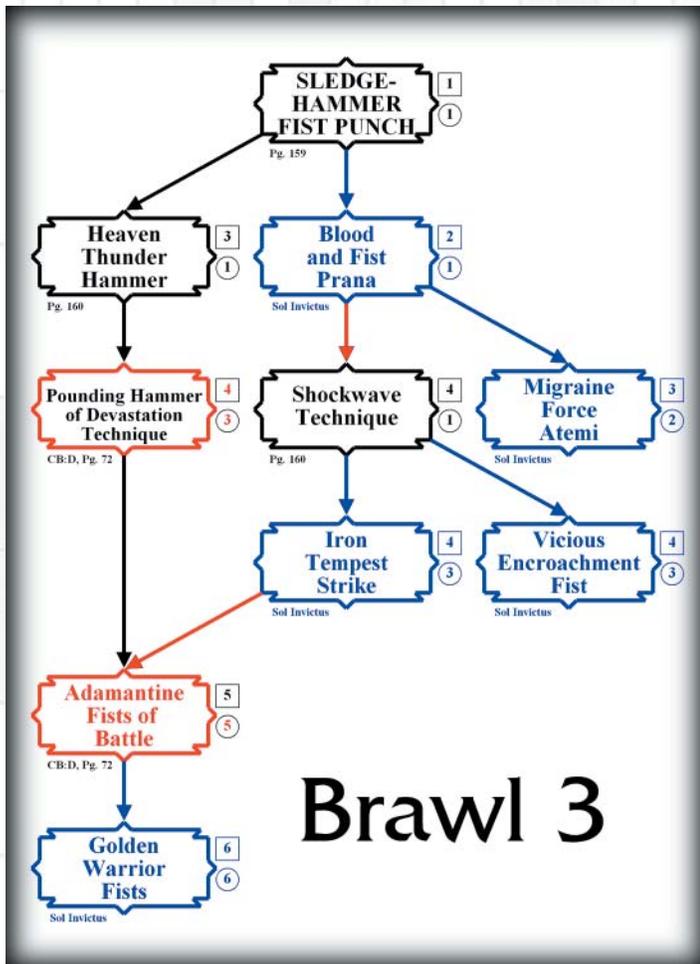
SIDESTEP THROW TECHNIQUE

Cost: 5 motes
Duration: Instant
Type: Reflexive
Minimum Brawl: 4
Minimum Essence: 3
Prerequisite Charms: Ox-Stunning Blow

The character learns to use an enemy's own strength against him. When subject to a hand-to-hand attack that she is aware of, the Exalt sidesteps the attack and makes a reflexive Dexterity + Brawl roll. Each success on this roll reduces the incoming attack roll by one success. (This is considered a parry for purposes of stacking defenses.) If the Exalt rolls any additional successes beyond those needed to reduce the attack to zero successes, she has successfully grabbed her opponent's arm (or other extremity) as he passes by her, and can use the opponent's own momentum to throw him. The opponent is immediately thrown one yard (as per the effects of Crashing Wave Throw) for each additional success the Exalt rolled, up to a maximum number of yards equal of the successes rolled on the original attack roll. If the attacker is in some way anchored to the ground, the throwing portion of this Charm has no effect.

DEADLY MERCURY STRIKE

Cost: 5 motes
Duration: Instant
Type: Reflexive
Minimum Brawl: 5
Minimum Essence: 4



Prerequisite Charms: Sidestep Throw Technique

When faced with an opponent's oncoming blow, the character slides in close, unleashing a quick and deadly blow that will often undo his opponent's strike altogether. This Charm must be used in response to an opponent declaring an attack against the Exalt. After the opponent's attack roll, but before damage, the Solar rolls a Dexterity + Brawl counterattack. The damage for this attack is rolled before that of the original attack. In addition, if the counterattack connects and its raw damage is greater than the number of successes rolled on the original attack (or if the attacker is rendered unconscious or dead by the counterattack) then the opponent's original strike has no effect; damage and all other effects are prevented. This Charm may not be used in response to any counterattack.

INEVITABLE DESTRUCTION SPIRIT

Cost: 7 motes

Duration: Instant

Type: Reflexive

Minimum Brawl: 4

Minimum Essence: 4

Prerequisite Charms: Sidestep Throw Technique

The Exalt has learned that any defense leaves a worse opening elsewhere. When an opponent successfully defends against an attack the Exalt made (through parrying, dodging, or soaking the attack to zero dice), he may activate this Charm and reflexively attack his target again, doubling the dicepool of his original attack. (This doubled dicepool may explicitly exceed the cap on Charm-added dice.) This attack does not benefit from any supplemental effects applied to the original attack. This Charm may not be used to repeat a counterattack or any other reflexive attack (such as those granted by Inevitable Destruction Spirit).

TUMULTUOUS FISTS MEDITATION

Cost: 5+ motes, 1 Willpower

Duration: Instant

Type: Extra Action

Minimum Brawl: 5

Minimum Essence: 5

Prerequisite Charms: Inevitable Destruction Spirit

The Exalt launches into a rapid-fire fury of attacks against all nearby foes. The character may make a single Dexterity + Brawl attack against each foe within hand-to-hand range. In addition, the Exalt may choose to pay additional motes when activating the Charm. For each 5 motes spent beyond the Charm's initial cost, each attack made by this Charm is applied an additional time against each target. No attack made by this Charm can be applied more times than the Exalt's Permanent Essence.

BLOOD AND FIST PRANA

Cost: 2 motes**Duration:** Instant**Type:** Supplemental**Minimum Brawl:** 2**Minimum Essence:** 1**Prerequisite Charms:** Ferocious Jab

The Exalt channels Essence directly into his strikes, rendering them more deadly than those of a mortal pugilist. The character adds damage dice equal to his Permanent Essence to a single Dexterity + Brawl attack. This Charm may be activated after the attack hits, but before damage is rolled.

MIGRAINE FORCE ATEMI

Cost: 1 mote**Type:** Supplemental**Duration:** Instant**Minimum Brawl:** 3**Minimum Essence:** 2**Prerequisite Charms:** Blood and Fist Prana

With a well-placed blow, the Exalt strikes disorder and uncertainty into her foe's mind. If the attack supplemented by this blow strikes, the target loses a single temporary Willpower.

VICIOUS ENCROACHMENT FIST

Cost: 5 motes**Type:** Supplemental**Duration:** Instant**Minimum Brawl:** 4**Minimum Essence:** 3**Charm Prerequisites:** Shockwave Technique

Striking with intense, unbridled might, the Solar's fists knock aside all barriers and strike true against their target. Any attack supplemented by this Charm is unblockable. In addition, the strike's force sends shockwaves throughout the target's body, setting her limbs aflail and rendering her unable to properly fight; for the remainder of the scene, she receives a dice penalty to all physical actions equal to one-half the Solar's Brawl, rounded

down. Each turn on the target's initiative, reduce these penalties by one. Multiple applications of this penalty stack with one another.

IRON TEMPEST STRIKE

Cost: 3 motes**Duration:** Instant**Type:** Supplemental**Minimum Brawl:** 4**Minimum Essence:** 3**Prerequisite Charms:** Shockwave Technique

The character's strikes are forceful enough that mortal protection provides no safety from them. If the attack supplemented by this Charm hits successfully, it ignores armor; the target may only use her natural soak against it.

ADAMANTINE FISTS OF BATTLE

Cost: 5 motes**Duration:** Instant**Type:** Supplemental**Minimum Brawl:** 5**Minimum Essence:** 5**Prerequisite Charms:** Pounding Hammer of Devastation Technique, Iron Tempest Strike

Essence concentrates around the character's hands, infusing them with great power. Strikes supplemented with this Charm deal automatic levels of damage equal to twice the character's Permanent Essence, in addition to their normal damage. In addition, the Exalt may choose to have these strikes inflict either lethal or bashing damage, even if using a weapon which normally inflicts lethal damage.

GOLDEN WARRIOR FISTS

Cost: 6 motes, 1 Willpower**Duration:** Instant**Type:** Supplemental**Minimum Brawl:** 6**Minimum Essence:** 6

Prerequisite Charms: Adamantine Fists of Battle

The Exalt's fists become entirely suffused with Solar Essence; they glow with brilliant light, and cannot be stopped by any force. Any strike supplemented by this Charm will break through any physical barrier without slowing (unless it is made of one of the Five Magical Materials.) For attacks against nonliving targets, strikes augmented with this Charm automatically deal enough damage to punch a fist-sized hole in the object or shatter it (depending on its construction.) When used against living opponents, the strike is unblockable and ignores all soak and hardness – including both natural soak and that gained through Charms.

MARTIAL ARTS

PHILOSOPHY

Martial Arts is a notable exception to the normal rules for Exalted Charms. Because Martial Arts styles are universal, the idea of “high Essence Solar Charms” doesn't apply in the same way; all Exalted theoretically have access to the same Charms. Furthermore, because each style is a self-contained, unique tree, the philosophy of existing Charms is less relevant to developing new ones. Therefore, instead of presenting extensions to existing Charm trees, this section presents a complete, high Essence Martial Arts tree.

SOL INVICTUS STYLE

In the days of the First Age, the Solar Exalted were the undisputed masters of all Creation. The Solars bestrode the world like colossi, and all that they desired was theirs. Many Solars wished to study powerful Martial Arts, but their ability with Essence was insufficiently subtle to create such styles of their own accord. As such, the humble Sidereal viziers of the Deliberative were tasked with creating such styles for the Solars to enjoy.

One of the most glorious was Sol Invictus Style, a Martial Art created to honor the Solar Exalted's patron god and the Virtues he embodies.

The Charms of the Greater Sol Invictus Style increase the character's Virtues to superhuman levels as part of their mechanical effect. This is not purely a mechanical effect, however; the Exalt must act in keeping with these increased Virtues during the time such Charms are in effect. For Solars, this may result in points of Limit if they fail a roll or spend a point of Willpower to ignore them.

Sol Invictus Style was created by the Sidereals to explicitly harmonize with Solar animas, in a manner similar to how the Five Immaculate Dragon styles harmonize with Terrestrials. As a result, several unique benefits accrue to Solar Exalted who have mastered the Sol Invictus Form. Solars who know the Form Charm reduce the mote cost to activate Charms of this style by 1 mote per point of Permanent Essence above 4. (This benefit cannot reduce the cost of any Charm below 1 mote.) Abyssals who learn this style are instead faced with a surcharge of 1 mote per point of Permanent Essence above 4. (Using this style may also result in Resonance gain for Abyssal characters.) In addition, Solar Exalted who have mastered the Form Charm may Combo Charms with a One Turn duration from this Style as if they were of the Instant duration.

A Solar practicing this style may use any weapons made of orichalcum as if he were unarmed. It does not permit the use of armor. The style is considered to be a Sidereal Martial Art, even though it does not include sutras or other elements of other such styles.

CHARMS

DAWN'S CLEANSING LIGHT

Cost: 5 motes

Duration: One turn

Type: Reflexive

Minimum Martial Arts: 5**Minimum Essence:** 4**Prerequisite Charms:** None

As the Unconquered Sun begins his daily journey, he sends the day's first light out to wipe darkness from the face of Creation; so it is with the Dawn Caste, the Chosen Warriors of the Sun.

The Exalt is surrounded by the pale aura of the rising sun, and her body is tuned perfectly to the duty of combat. For the remainder of the turn, the Exalt doubles her Dexterity + Martial Arts dice pool.

SHINING SOLAR PILLAR

Cost: 5 motes**Duration:** One turn**Type:** Reflexive**Minimum Martial Arts:** 5**Minimum Essence:** 4**Prerequisite Charms:** Dawn's Cleansing Light

At noon, when the Unconquered Sun is at his apex, he shines his light down eagerly upon every living soul and proclaims his might for all to see; so it is with the Zenith Caste, the Chosen Priests of the Sun.

During the turn in which this Charm is activated, the glorious light of the Sun shines out from the Exalt's body so brightly that none can look directly upon him; even with eyes shut, the solar rays burn deep into an opponent's eyes. The Exalt may add his Martial Arts to any social rolls intended to impress or intimidate while this Charm is active. This light also blunts the force of any blows which do strike him; it grants the Exalt +15L/+15B soak for the turn.

Any demons or undead who are within hand-to-hand range of the Exalt during this turn immediately suffer dice of Aggravated damage equal to twice his Permanent Essence.

HEAVENLY ARROW MEDITATION

Cost: 5 motes**Duration:** One turn**Type:** Reflexive**Minimum Martial Arts:** 5**Minimum Essence:** 4**Prerequisite Charms:** Dawn's Cleansing Light

When the Sun begins his descent from the sky, he looks upon Creation for one last moment before the night, learning all he can about its arrangement. So it is with the Twilight Caste, the Chosen Scholars of the Unconquered Sun.

When the Exalt activates this Charm, he takes on the dull red glow of the setting sun. This light illuminates all that is hidden and strange; while this Charm is active, the Exalt can see the flow of Essence. He may add his Martial Arts in dice to any Perception rolls made during the turn, and receives a one-sentence description of the effects of any Charm, spell, or other magical power used within his range of vision. He may see and strike dematerialized spirits as if they were materialized.

In addition, the Exalt may make Martial Arts attacks this turn out to a range of (10 x Permanent Essence) yards, by hurling blood-red bolts of pure Essence. These bolts have a base damage equal to Strength + Essence and an unlimited rate.

HOWL OF THE IRON WOLF

Cost: 5 motes**Duration:** One turn**Type:** Reflexive**Minimum Martial Arts:** 5**Minimum Essence:** 4**Prerequisite Charms:** Dawn's Cleansing Light

When the Unconquered Sun dips at last below the horizon and prepares for the new day, he does his work in secret so that none may see the true nature of the preparations he undergoes. So it

is with the Night Caste, the Chosen Spies of the Unconquered Sun.

When the Exalt activates this Charm, she is enveloped by the darkness of night. Identify a circular area centered on her and with a radius equal to her standard movement. For the remainder of the turn, the Exalt may at any time reflexively move to any point within that circle, seeming to slip between the very currents of the air to arrive instantly at her new destination. If she does this in response to an attack, she may roll Dexterity + Martial Arts as a dodge, to determine if she successfully moves before the blow lands. She may use this movement to attack opponents from behind or otherwise bypass defenses. She may not bypass any impenetrable barriers with it, though she can

move through any barrier she could conceivably bypass with a turn's effort.

VISAGE OF THE CROWNED SUN

Cost: 5 motes

Duration: One turn

Type: Reflexive

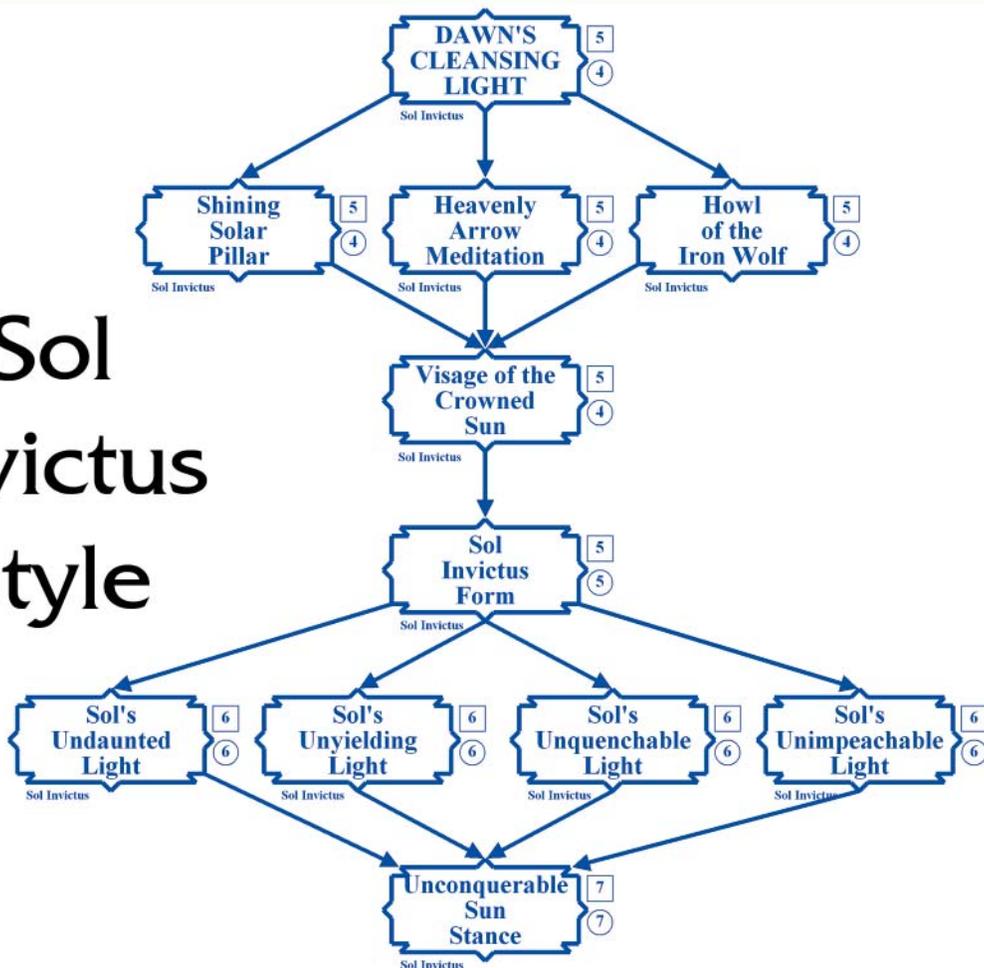
Minimum Martial Arts: 5

Minimum Essence: 4

Prerequisite Charms: Sun's Shining Pillar, Heavenly Arrow Meditation, Howl of the Iron Wolf

When Luna is in perfect alignment with the Sun and he stands eclipsed, he enters into true communion with his fellow Incarna, and all things stand in perfect equality: night and day, sun and

Sol Invictus Style



moon, light and shadow. So it is with the Eclipse Caste, Chosen Diplomats of the Sun.

When the Exalt activates this Charm, he is silhouetted by a brilliant light shining behind him. While this Charm is active, the character is protected by the sun's corona from any harm that would be brought to him by inhuman or spiritual forces. Any Essence-wielding beings without human ancestry (including gods, demons, elementals, Fair Folk, behemoths, Dragon Kings, and ghosts, but not Exalts, thaumaturgists, beastmen, or God-Blooded) suffer a difficulty on all attacks against the character equal to his Permanent Essence. Foes with human ancestry suffer an increased difficulty of one-half the Exalt's Essence, rounded down.

SOL INVICTUS FORM

Cost: 10 motes

Duration: One Scene

Type: Simple

Minimum Martial Arts: 5

Minimum Essence: 5

Prerequisite Charms: Visage of the Crowned Sun

By coming to understand the Sun's magnificence in each of its positions, the Exalt learns to internalize the power of the Unconquered Sun, mastering the lesser Solar path. The Exalt rapidly traces a kata representing the fivefold glory of Sol Invictus in the air and adopts a stern, convicted stance.

While performing the Sol Invictus Form, the Exalt taps into the true perfection that the Unconquered Sun embodies. She adds 5 to her initiative, bashing and lethal soak. She may also reflexively add a number of automatic successes equal to her Permanent Essence to any roll made during a combat; she may do this a number of times each turn equal to her Permanent Essence.

In addition, while performing the Sol Invictus Form, a Solar Exalt may reflexively activate the Sol Invictus Style Charm corresponding to her Caste for free, once per turn. This activation costs no

motes and does not count as her Charm activation for the turn.

SOL'S UNDAUNTED LIGHT

Cost: 5 motes

Duration: One turn

Type: Reflexive

Minimum Martial Arts: 6

Minimum Essence: 6

Prerequisite Charms: Sol Invictus Form

The Exalt comes to understand the true nature of Valor. For the remainder of the turn, the Exalt's Valor is increased to its normal maximum plus one. She may channel Valor a number of times equal to its increased value this turn without spending a point of Willpower to do so.

In addition, the Exalt may reflexively attack any target a number of times this turn equal to her Permanent Essence, using her full Dexterity + Martial Arts pool for each. He may channel Valor on these rolls.

SOL'S UNYIELDING LIGHT

Cost: 5 motes

Duration: One turn

Type: Reflexive

Minimum Martial Arts: 6

Minimum Essence: 6

Prerequisite Charms: Sol Invictus Form

The Exalt comes to understand the true nature of Conviction. For the remainder of the turn, the Exalt's Conviction is increased to its normal maximum plus one. She may channel Conviction a number of times equal to its increased value this turn without spending a point of Willpower to do so.

In addition, the Exalt may both reflexively parry and dodge each attack targeted against him this turn, using his full Dexterity + Martial Arts pool for each. He may channel Conviction on these rolls.

SOL'S UNQUENCHABLE LIGHT

Cost: 5 motes

Duration: One turn

Type: Reflexive

Minimum Martial Arts: 6

Minimum Essence: 6

Prerequisite Charms: Sol Invictus Form

The Exalt comes to understand the true nature of Compassion. For the remainder of the turn, the Exalt's Compassion is increased to its normal maximum plus one. She may channel Compassion a number of times equal to its increased value this turn without spending a point of Willpower to do so.



In addition, the Exalt has a healing pool for the turn equal to twice her Martial Arts score. She may reflexively spend points from this pool to heal herself or anyone else within her Essence in yards, at the following rates: 1 point per 2 bashing levels, 1 point per lethal level, 2 points per aggravated level. She may channel Compassion to add two points to this pool.

SOL'S UNIMPEACHABLE LIGHT

Cost: 5 motes

Duration: One turn

Type: Reflexive

Minimum Martial Arts: 6

Minimum Essence: 6

Prerequisite Charms: Sol Invictus Form

The Exalt comes to understand the true nature of Temperance. For the remainder of the turn, the Exalt's Temperance is increased to its normal maximum plus one. She may channel Temperance a number of times equal to its increased value this turn without spending a point of Willpower to do so.

In addition, any attacks which strike the Exalt this turn have their damage reduced by a number of levels equal to his Martial Arts, after damage has been rolled. He may channel Temperance to increase this number by two for a single strike.

UNCONQUERABLE SUN STANCE

Cost: 15 motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Martial Arts: 7

Minimum Essence: 7

Prerequisite Charms: Sol's Undaunted Light, Sol's Unyielding Light, Sol's Unquenchable Light, Sol's Unimpeachable Light

Having fully internalized the virtues espoused by his patron deity, the Exalt allows his Essence to fully harmonize with Sol Invictus, thereby coming to physically embody the Incarna. When a character activates this Charm, he begins to glow

with the brilliant light of the Sun, casting light as if he had spent 11-15 motes of peripheral Essence. The character manifests arms of pure golden light, enough to bring his total to four, in order to match the Unconquered Sun's glory; these allow the Exalt to take four Independent Actions each turn. Furthermore, the Exalt is clad in the glorious and inspiring golden raiment of the Unconquered Sun; due to its inspirational effect, neither he, nor any who follow him, can fail Virtue rolls while this Charm remains in effect, while anyone who wishes to attack him suffers an increased difficulty equal to half the Exalt's Martial Arts, rounded up, due to his imposing mien.

In addition, each turn the Exalt may freely activate any of the Sol's Light Charms from this style; these activations cost no motes of Essence, and do not count towards the character's Charm use for the turn.

MELEE

PHILOSOPHY

Melee is a utilitarian ability. Much like Archery, Solar Melee Charms are designed to function straightforwardly, working directly towards a clear goal. Most Charms perform a fairly straightforward function, and follow logically from their prerequisites. Following the lead of lower Essence Charms, several of the more powerful Melee Charms are mirrors or close relatives of Archery Charms.

Unlike Archery, however, Melee has access to a large number of scenelong effects. With Charms like Steel Devil Style at her disposal, a Solar Melee master can become incredibly powerful if given a chance to activate her Charms.

In addition, the overall layout of the Melee tree is significantly more spartan and direct than even the Archery tree. Most Melee Charms straightforwardly

expand on the effect of their prerequisites. For example, the branch beginning with Hungry Tiger Technique contains increasingly powerful damage boosts; the Charms stemming off Dipping Swallow Defense grant more parry options. Any new Melee Charms should follow a similar pattern.

Melee also has the honor of being by far the most extensive combat ability. Solar Melee derives from three different core trees: an offensive tree based around precise and damaging strikes; a defensive tree based around parries and counterattacks; and a utility tree based around weapon retrieval and ranged attacks. Most new Melee Charms will branch out of these trees, since they cover the majority of basic Melee tasks (though there are exceptions, such as the dual-wielding tree.)

ABYSSAL EQUIVALENTS

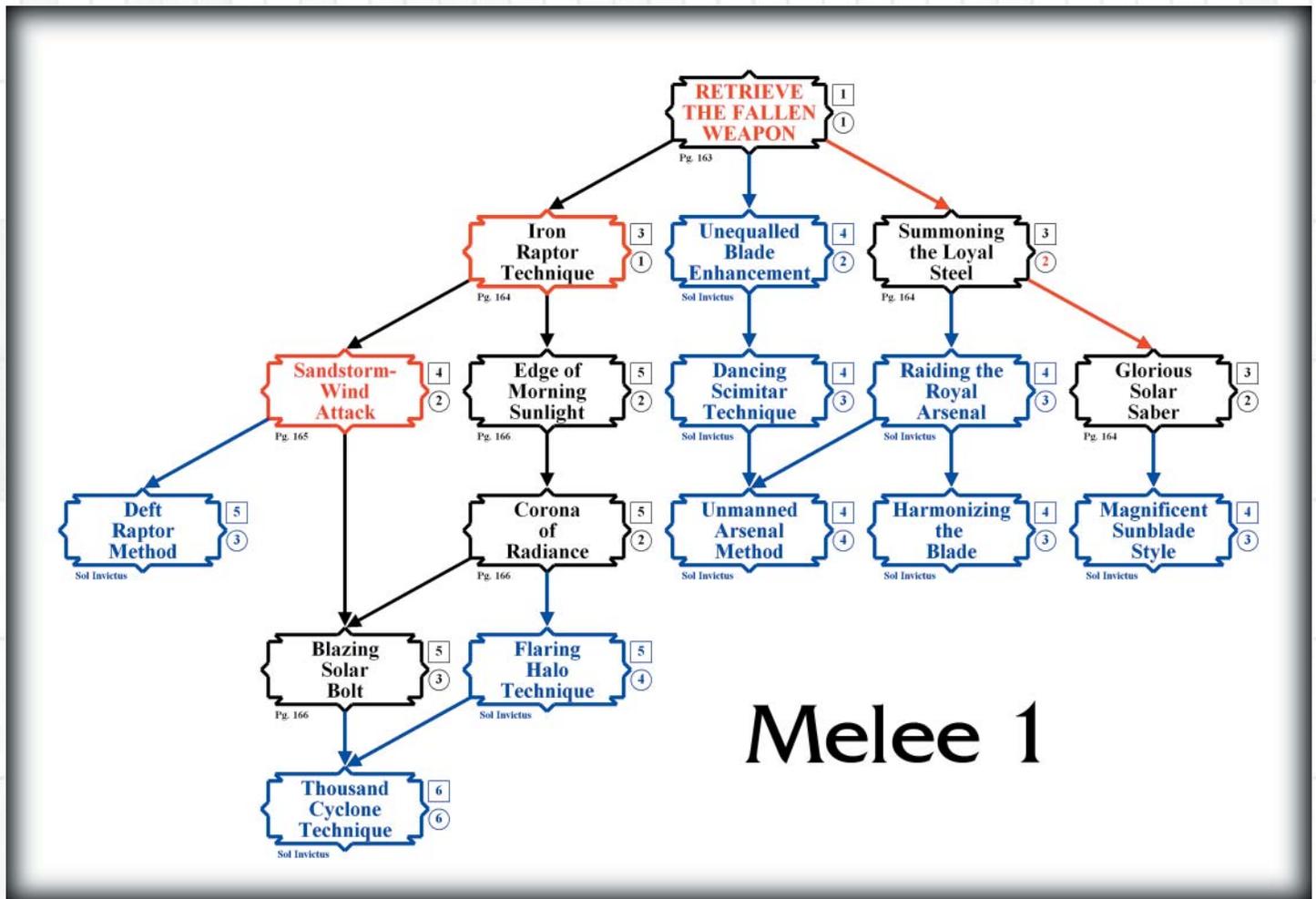
The Abyssal Melee tree largely mirrors the effects of the Solar tree, providing similar offensive, defensive, and utility effects. Those effects which are new generally consist of vampiric or deathly effects that would be inappropriate for Solars, so there are no obvious Charms to mine for effects.

EXISTING CHARM

MODIFICATIONS

One Weapon, Two Blows, Exalted Corebook pg. 163. This Charm is eliminated.

Peony Blossom Attack, Exalted Corebook pg. 163. This Charm's prerequisite is Excellent Strike.



Retrieve the Fallen Weapon, Exalted Corebook pg. 163. This Charm's type is Reflexive. Activating it requires a dice action. This Charm can call to the character's hand any weapon he can see which is currently unattended, not just weapons she personally owns.

Call the Blade, Exalted Corebook pg. 163. This Charm is eliminated.

Summoning the Loyal Steel, Exalted Corebook pg. 164. This Charm's Essence minimum is 2.

Glorious Solar Saber, Exalted Corebook pg. 164. This Charm's prerequisite is *Summoning the Loyal Steel*.

Iron Raptor Technique, Exalted Corebook pg. 164. This Charm's type is Supplemental.

Sandstorm-Wind Attack, Exalted Corebook pg. 165. The attack generated by this Charm hits one target and any other foes standing in a straight line between the Exalt and the target. Its cost is 5 motes.

Bulwark Stance, Exalted Corebook pg. 166. This Charm's type is Reflexive.

Heavenly Guardian Stance, Exalted Corebook pg. 166. This Charm's Melee minimum is 5. Its Essence minimum is 3. Its cost is 4 motes, 1 Willpower. When used against an area-of-effect attack, the Solar may protect other targets within arm's reach as well as himself.

Fivefold Bulwark Stance, Exalted Corebook pg. 167. This Charm's type is Simple.

Protection of Celestial Bliss, Castebook: Dawn pg. 74. This Charm's Essence Minimum is reduced to 5. This Charm provides a number of parries equal to one-half the Character's Melee, rounded down. These parries remain available as long as the Essence remains committed to the Charm. It may not block attacks which are explicitly unblockable.

Two Swords Technique, Castebook: Night pg. 70. This Charm allows the character to use the sum of the rate of both his weapons, rather than simply the higher of the two. If the character aborts to parry, he may parry each attack with his full Dexterity + Melee pool, up to his weapons' total rate.

Steel Devil Style, Castebook: Night pg. 71. This Charm's prerequisites are *Fivefold Bulwark Stance* and *Ready in Eight Directions Stance*. It does not require the use of two weapons.

NEW CHARMS

PERFECTED WARRIOR DISCIPLINE

Cost: 6 motes

Duration: Instant

Type: Independent Action

Minimum Melee: 5

Minimum Essence: 3

Prerequisite Charms: *Iron Whirlwind Attack*

The Exalt wields her blade masterfully, bringing it to bear with but a thought. On the turn she activates this Charm, the Exalt may take an Independent Action in addition to her normal dice action. All actions taken and Charms used with this Independent Action must use the Melee ability.

HUNDRED HUNGRY BLADES MEDITATION

Cost: 10 motes

Duration: Instant

Type: Independent Action

Minimum Melee: 5

Minimum Essence: 5

Prerequisite Charms: *Perfected Warrior Discipline*

The character's blade moves with a speed and finesse that outstrips even the imagination of mortals; any who witness him act are left with only the faintest impression of steel cutting through the air. During the turn this Charm is activated, the Exalted may make a total number of Independent Actions equal to one-half his Melee score, rounded



up. All Simple Charms used with these Independent Actions must use the Melee ability; any attacks made with these actions must also use the Melee ability, although they may freely be used for defensive actions.

ARMY OF ONE STANCE

Cost: 10 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Melee: 6

Minimum Essence: 6

Prerequisite Charms: Hundred Hungry Blades
Meditation

The character's weapon cannot be stilled; it cuts a furious arc around her at every moment.

For the remainder of the scene, the character may make a number of Independent Actions each turn equal to her Melee score. All Simple Charms used with these Independent Actions must use the Melee ability. Any attacks made with these actions must also use Melee, though other defensive actions may be taken freely.

ILLUMINATING INFERNO STRIKE

Cost: 5 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Melee: 5

Minimum Essence: 4

Prerequisite Charms: Whirlwind of Searing Blows

The Exalt's weapon is suffused with Essence, blazing forth with a blinding, cleansing Solar light. If it strikes, this attack deals aggravated damage to the target; its base damage is equal to the Exalt's Strength plus his Permanent Essence, ignoring the weapon's Damage rating.

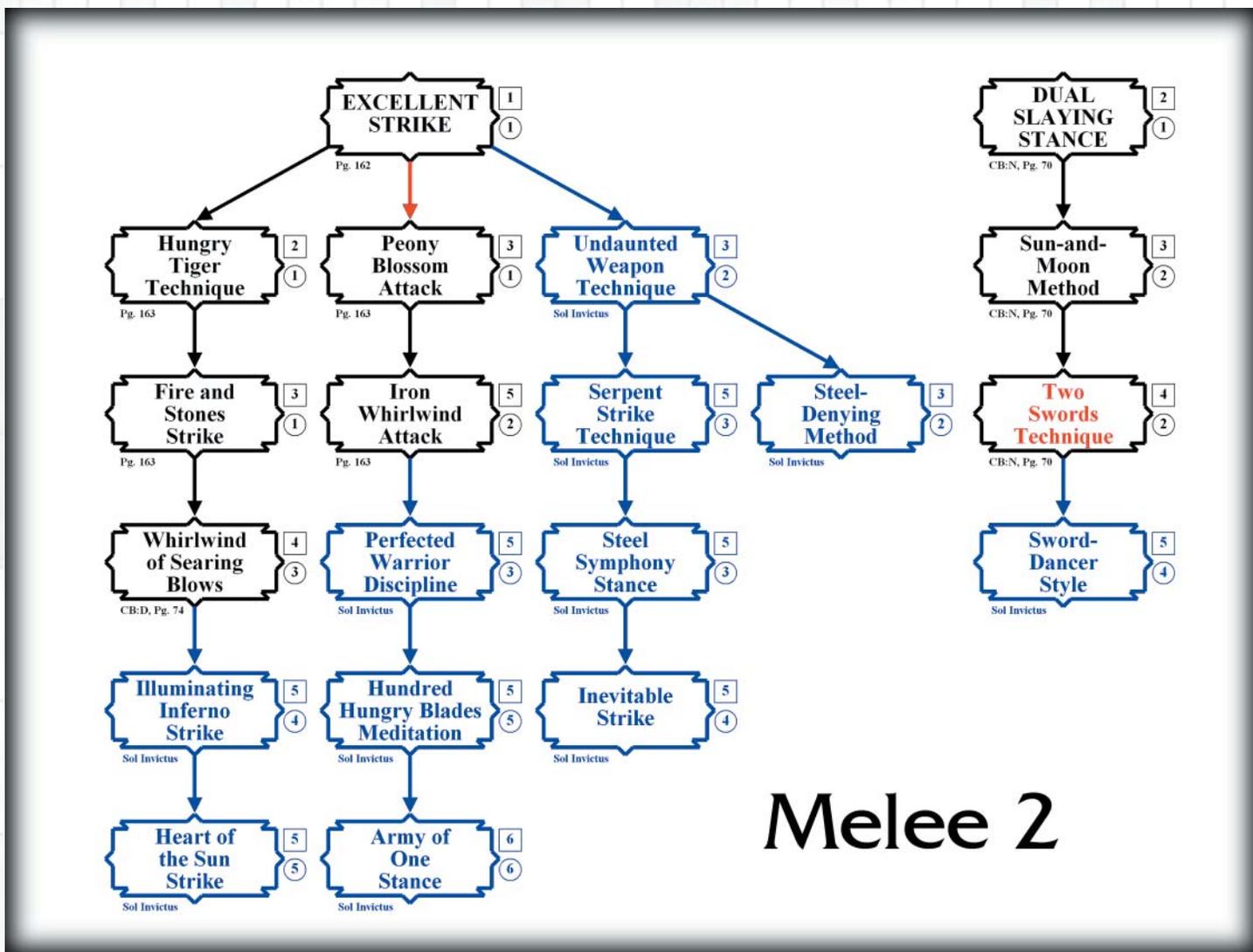
HEART OF THE SUN STRIKE

Cost: 6 motes, 1 Willpower
Duration: Instant
Type: Simple
Minimum Melee: 5
Minimum Essence: 5
Prerequisite Charms: Illuminating Inferno Strike

The Solar's weapon is sheathed in white-hot Solar flame, which burns like the very heart of the Sun that illuminates Creation. Any opponent struck with it suffers a number of automatic levels of lethal damage equal to twice the Exalt's Permanent Essence, in addition to the attack's normal damage.

UNDAUNTED WEAPON TECHNIQUE

Cost: 2 motes
Duration: Instant
Type: Supplemental
Minimum Melee: 3
Minimum Essence: 2
Prerequisite Charms: Excellent Strike



The Exalt's weapon strikes true, ignoring all barriers and illusions that stand in its way. The strike supplemented by this Charm ignores all penalties due to illusion or visibility, as well as those due to shields or cover.

STEEL-DENYING METHOD

Cost: 4 motes

Type: Reflexive

Duration: Instant

Minimum Melee: 5

Minimum Essence: 3

Charm Prerequisites: Undaunted Weapon Technique

Utilizing the finest level of control, the Solar's motions allow her to carefully manipulate the location of her foe's weapon. With just the slightest flick of the wrist, it can be sent flying across the room. When the Solar successfully parries an attack made upon her with a hand-to-hand weapon, she may reflexively activate this Charm to perfectly disarm her opponent.

SERPENT STRIKE TECHNIQUE

Cost: 3 motes

Duration: Instant

Type: Supplemental

Minimum Melee: 5

Minimum Essence: 3

Prerequisite Charms: Undaunted Weapon Technique

The Exalt's weapon makes a rapid and deadly strike upon her foe. When activating this Charm, the character adds Dexterity + Melee in dice to a single Dexterity + Melee attack.

STEEL SYMPHONY STANCE

Cost: 5 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Melee: 4

Minimum Essence: 3

Prerequisite Charms: Serpent Strike Technique

The Exalt's weapon moves majestically, cutting carefully choreographed arcs through the air – and her foes. For the remainder of the scene, the character may add dice equal to her Melee rating to all Melee attacks.

INEVITABLE STRIKE

Cost: 3 motes, 1 Willpower

Duration: Instant

Type: Supplemental

Minimum Melee: 5

Minimum Essence: 4

Prerequisite Charms: Serpent Strike Technique

The Exalt strikes with incredible precision, launching an attack which is certain to reach its target. The character makes a single Melee attack which is guaranteed to hit. If the net successes on this attack are insufficient to hit, whether due to a poor roll or a defense reducing the attacker's successes, the blow still strikes the target, dealing the weapon's base damage. This is a perfect attack.

INVULNERABLE REDOUBT METHOD

Cost: 6 motes

Duration: Instant

Type: Reflexive

Minimum Melee: 4

Minimum Essence: 2

Prerequisite Charms: Dipping Swallow Defense

Bringing her weapon to bear with unimaginable force, the Solar completely deflects a single blow, no matter how powerful. This Charm perfectly parries a single attack which the Solar is aware of.

FORMIDABLE BLADE DEFENSE

Cost: 3 motes

Type: Reflexive

Duration: Instant

Minimum Dodge: 5

Minimum Essence: 3

Charm Prerequisites: Invulnerable Redoubt Method

The Solar's weapon swiftly interposes itself in front of any oncoming blow, bearing a power strong enough to withstand any assault. He may add a number of successes equal to half of his Dexterity + Melee pool, rounded down, to a single parry attempt; alternately, he may make a reflexive parry attempt with the same number of automatic successes.

SINGING BLADE BARRIER STANCE

Cost: 6 motes, 1 Willpower

Type: Simple

Duration: One scene

Minimum Melee: 5

Minimum Essence: 4

Charm Prerequisites: Invulnerable Redoubt Method

Swinging his blade rapidly around himself in artful, delicate arcs, the Exalt forms a nearly impenetrable barrier against all incoming objects. The blade's quick movement produces an eerie whistling sound, warning all enemies to stay back. For the remainder of the scene, the Solar may add automatic successes equal to his Essence to all parry attempts, and may reflexively parry incoming attacks with the same number of automatic successes.

UNYIELDING ADAMANT DEFENSE

Cost: 8 motes, 1 Willpower

Duration: One Turn

Type: Reflexive

Minimum Melee: 5

Minimum Essence: 4

Prerequisite Charms: Heavenly Guardian Defense

Against even the mightiest of onslaughts, a Solar can protect himself utterly. His blade blazing with brilliant sunfire, the Solar may perfectly block a

number of attacks equal to one-half his Melee score (rounded up) at any point during this turn. This Charm may not block attacks which are explicitly unblockable.

This Charm may be included in Combos despite its non-Instant duration.

INCARNATE BLADE STANCE

Cost: 10 motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Melee: 6

Minimum Essence: 6

Prerequisite Charms: Unyielding Adamant Defense

The Exalt's weapon is her ultimate defense, standing vigilantly between her and anything which might bring her harm. For the remainder of the scene, the character may each turn perfectly block a number of incoming attacks she is aware of equal to her Melee score. This Charm cannot block attacks which are specifically unblockable, however. As with other Solar perfect parries, mundane weapons may not survive the parry attempt if used against sufficiently powerful attacks.

ICE AND FIRE ENTWINING

Cost: 5 motes, 1 Willpower

Duration: Instant

Type: Reflexive

Minimum Melee: 6

Minimum Essence: 6

Prerequisite Charms: Steel Devil Style

With a single fluid motion, the Exalt unleashes a deadly combination — undoing an opponent's strike while returning one in kind, so quickly and elegantly that the two actions appear to be one. With this Charm, the character may perfectly parry any one attack. In addition, the character may make a reflexive counterattack against his attacker, which he does not roll; rather, it hits automatically with a number of successes equal to the successes on the

parried attack, regardless of successes rolled on the foe's defense. This is also a perfect effect.

PERFECT CIRCLE STANCE

Cost: 5 motes, 1 Willpower

Duration: One scene

Type: Reflexive

Minimum Melee: 5

Minimum Essence: 4

Prerequisite Charms: Ready in Eight Directions Stance

The character's weapon cuts immaculate arcs into air around her, making approaching her a dangerous proposition at best. For the rest of the scene, whenever the character is attacked by an opponent within hand-to-hand range, she may immediately make a reflexive Dexterity + Melee counterattack. As with Solar Counterattack, this attack is rolled after the opponent's attack but before the opponent's damage, and cannot be made in response to any counterattack. In addition, the character may choose to reflexively attack any opponent who enters her hand-to-hand range with

TWEAKING DEFENSE COSTS

Because of how dangerous attacks can be in Exalted, no one factor affects combat balance as heavily as the cost of defenses. Every combat character buys defensive Charms — if she wants to live, at least. Even slight changes to their usage costs can have huge effects on how combat plays out.

By default, Exalted makes powerful defense cheap for Solars. With cheap access to persistent and perfect defenses, Solars are encouraged to quickly obtain these Charms and to use them extensively. This strengthens the image of Solars as powerful, invulnerable warriors, but at the potential cost of cool attacks — defenses are so efficient that elaborate Combos and strange Charms often result in poor mote economy for their users.

Depending on how you want combat to work in your game, you may want to consider changing the costs of the key defensive Charms.

Cheap Defense

This approach moves even a little beyond the Exalted corebook. This approach results in a game where combat is a drawn-out battle of resource depletion, since most attacks will be trivially defended against. For heavy stunters who aren't

interested in using a lot of weird attack powers, this approach can work well. (This approach also makes Solars much more powerful in relation to other Exalts than they would otherwise be.)

Seven Shadows Evasion — 4m. *Heavenly Guardian Defense* — 3m,1w. *Fivefold Bulwark Stance* — 4m,1w. *Unyielding Adamant Defense* — 6m,1w.

Moderate Defense

Using the costs given in *Sol Invictus* will result in a middle road — spending resources on the attack is still viable, but defense is still strong enough to make expensive attacks inefficient and potentially unwise.

Expensive Defense

Increasing the costs of defense encourages the use of offensive abilities, including extensive Combos. This also makes combat significantly more deadly and emphasizes tactical play, since careful rationing of resources is necessary to avoid death. This approach makes it easy for even powerful Solars to fall in battle to much weaker opponents, given bad luck or poor strategy.

Seven Shadows Evasion — 8m. *Heavenly Guardian Defense* — 5m,1w. *Fivefold Bulwark Stance* — 8m,1w. *Unyielding Adamant Defense* — 8m,2w.

her full Dexterity + Melee pool. This attack is not considered a counterattack.

VENGEFUL ONSLAUGHT

Cost: 6 motes, 1 Willpower

Duration: Instant

Type: Reflexive

Minimum Melee: 5

Minimum Essence: 5

Prerequisite Charms: Perfect Circle Stance

When any enemy dares to strike at the Exalt, he returns her blow with manyfold vengeance. When the character is the target of a hand-to-hand attack, he may make a number of reflexive Dexterity + Melee counterattacks equal to his Permanent Essence. As with Solar Counterattack, these attacks are rolled after the opponent's attack but before the opponent's damage. This Charm cannot be used in response to a counterattack of any kind.

MAGNIFICENT SUNBLADE STYLE

Cost: None

Duration: Permanent

Type: Special

Minimum Melee: 4

Minimum Essence: 3

Prerequisite Charms: Glorious Solar Saber

The character's golden weapon becomes even more incredible, making all others appear weak and unimpressive in comparison. The character may add additional points equal to her Melee score to the statistics of her Glorious Solar Saber. In addition, the weapon becomes capable of accepting a hearthstone — should the character hold a hearthstone up to the weapon, it will attach itself as if there were a hearthstone socket.

This Charm may only be purchased once per instance of Glorious Solar Saber; if the character has purchased Glorious Solar Saber more than once, she must identify which instance this Charm applies to.

UNEQUALLED BLADE ENHANCEMENT

Cost: 2 motes per point of enhancement

Duration: Indefinite

Type: Reflexive

Minimum Melee: 4

Minimum Essence: 2

Prerequisite Charms: Retrieve the Fallen Weapon

The Exalt's weapon is practically an extension of herself — and with time, she learns to enhance it with Essence, just as she can her own body. When the Exalt handles her favorite weapon and activates this Charm, a surge of golden Essence begins to flow through the weapon, charging it with power. For each 2 motes the Exalt spends when activating this Charm, she may increase the weapon's Accuracy, Damage, Speed, Defense, or Rate by 1, for as long as the motes remain committed. No more motes may be spent on this Charm than twice the Exalt's Melee score. This Charm can only be used on a single weapon, generally the Exalt's favored implement of battle, and it cannot be used on any weapon with an attunement cost.

DANCING SCIMITAR TECHNIQUE

Cost: 5 motes, 1 Willpower

Duration: One scene

Type: Simple

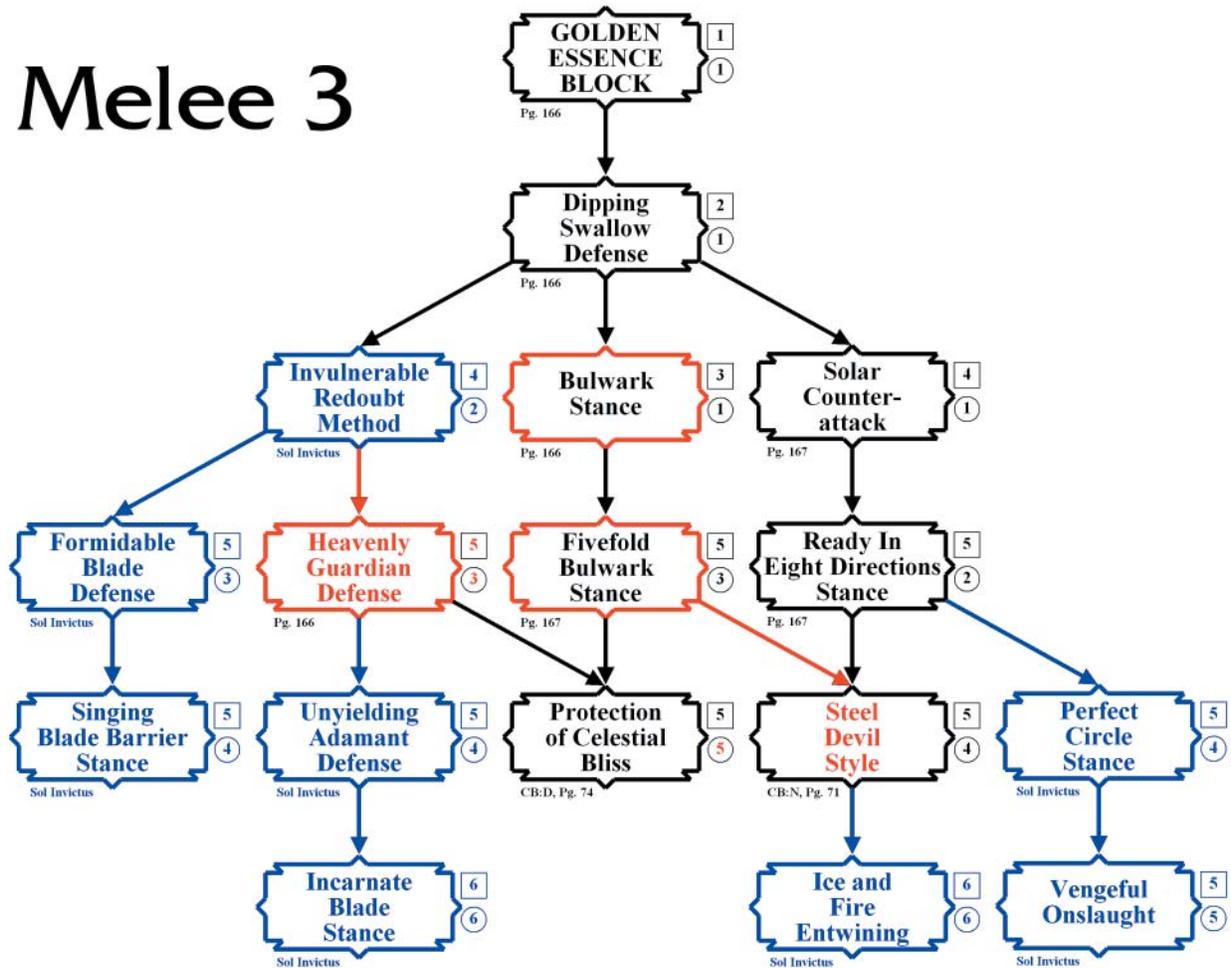
Minimum Melee: 4

Minimum Essence: 3

Prerequisite Charms: Unequaled Blade Enhancement

The Exalt focuses Essence into her chosen weapon, granting it a will of its own. The weapon begins to float in the air next to the character. For the remainder of the scene, each turn the blade acts independently of the character using her Dexterity + Melee dice pool. Each turn, it may either make a single attack, or perform a cascading parry limited by its Rate. These actions may not be supplemented with Charms. The weapon may move anywhere within Essence yards of the character. The character

Melee 3



may continue to fight as normal using other weapons.

Opponents may attempt to knock the dancing weapon from the air. Attacks made against the weapon are at +2 difficulty, and it may reflexively dodge with the Exalt's Melee score. In addition, it has bashing and lethal soak equal to the character's Melee score. Any attack which succeeds, and which deals three or more levels of damage, knocks the weapon from the air, ending the effects of this Charm.

The Exalt may only place a single weapon in the air at once using this Charm. At any time, if the weapon is within arm's reach, the Exalt may

reflexively grab the weapon from the air and end this Charm's effects.

RAIDING THE ROYAL ARSENAL

Cost: None

Duration: Permanent

Type: Special

Minimum Melee: 4

Minimum Essence: 3

Prerequisite Charms: Summoning the Loyal Steel

The Exalt has come to a great understanding of melee weapons, letting him create a personal attachment to several of them. After purchasing this Charm, the character may develop a personal connection to a number of weapons equal to his

Melee score, allowing all of these weapons to be used with Summoning The Loyal Steel. The Exalt may freely choose which weapon to summon each time he activates the Charm. If he wishes to connect to a new weapon after already reaching the maximum, he may choose which weapon he will cease his connection to; if that weapon is currently banished to Elsewhere, he must retrieve it before removing the connection.

HARMONIZING THE BLADE

Cost: 1 Willpower

Duration: Instant

Type: Reflexive

Minimum Melee: 4

Minimum Essence: 3

Prerequisite Charms: Raiding the Royal Arsenal

The Exalt's martial progress runs so deeply within his being that no weapon is foreign to him. Upon activating this Charm, the character can instantly attune any weapon made of the Magical Materials, entirely bypassing the normal period of handling required. He must expend and commit the motes necessary to do so as normal. If the weapon is not orichalcum, he must pay double the commitment cost and roll as normal if he wishes to receive the Magical Material bonuses.

UNMANNED ARMORY METHOD

Cost: 10 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Melee: 4

Minimum Essence: 4

Prerequisite Charms: Raiding the Royal Arsenal, Dancing Scimitar Technique

With but a gesture, the Exalt can summon up a retinue of self-willed weapons to protect himself – or to strike down his foes. Upon activating this Charm, the character summons any number of the weapons he has currently banished to Elsewhere using Raiding the Royal Arsenal. Each of these

weapons springs into the air and begins to act on its own, as with Dancing Scimitar Technique. In addition, the Exalt may reflexively banish any of the weapons back to Elsewhere by spending 1 mote at any point while this Charm is active.

DEFT RAPTOR METHOD

Cost: 3 motes

Duration: Instant

Type: Supplemental

Minimum Melee: 5

Minimum Essence: 3

Prerequisite Charms: Sandstorm-Wind Attack

Projecting Essence through her weapon with great finesse, the Exalt can perform even the trickiest of melee maneuvers at a great distance. Using this Charm, the character can make disarm attempts, marking attempts, and other called shots at a range of up to (10 x Permanent Essence) yards.

FLARING HALO TECHNIQUE

Cost: 6 motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Melee: 5

Minimum Essence: 4

Prerequisite Charms: Corona of Radiance

Brilliant, burning Solar light surrounds the Exalt, flares leaping and crackling around him with every step. For the remainder of the scene, all attacks against the character are at +1 difficulty, and any characters who attack her without using a weapon suffer dice of lethal damage equal to twice her Permanent Essence. In addition, it takes only the slightest swing of a weapon to tear a flare away from the halo and launch it at an opponent. The character can make a ranged attack using a flare by rolling Dexterity + Melee; such an attack deals base damage equal to the character's Strength + Essence, and has a range of (Permanent Essence x 10) yards. The range on these attacks is absolute; the Exalt

suffers no penalties for attacks made anywhere within this range.

THOUSAND CYCLONE ATTACK

Cost: 8 motes, 1 Willpower

Duration: Instant

Type: Extra Action

Minimum Melee: 6

Minimum Essence: 6

Prerequisite Charms: Blazing Solar Bolt, Flaring Halo Technique

The Exalt swings his weapon in one brilliant arc, throwing off an arc of Essence which spreads out to strike his foes. The character rolls his Dexterity + Melee; this is applied as a ranged attack against every opponent within (Permanent Essence x 10) yards. Each target must defend against this attack separately.

SWORD-DANCER STYLE

Cost: 8 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Melee: 5

Minimum Essence: 4

Prerequisite Charms: Two Swords Technique

The Exalt spins and moves with an uncanny fluidity, her two weapons arcing and cutting swiftly through the air. She becomes a deadly force which no foe can withstand. For the remainder of the scene, whenever the Exalt takes a Melee attack or parry action as a standard dice action, she receives a free Melee action. At any time during the same turn, she may make a reflexive attack or parry action with a dicepool equal to the base, unmodified dicepool of the original attack or parry.

The Exalt only receives this Charm's effects while armed with two Melee weapons; the character cannot make use of already earned free actions and cannot gain new ones while holding fewer weapons, though the effects return immediately if she rearms herself. In addition, the character must

maintain the swift, fluid motions of the style; if the character takes no Melee action during any given turn, the Charm's effects end immediately. Finally, the character cannot make use of any other combat abilities to attack or block while the Charm is in effect.

THROWN

PHILOSOPHY

Thrown is the least direct combat ability. Because its weapons are generally small and weak, Thrown is not the first choice of Exalts who are interested in dealing obscene damage. Instead, Thrown tends to downplay the straightforward approach and focus more on its own unique strengths: stealth and precision. Thrown Charms often grant effects like superior attacks from cover or precise attacks that cripple rather than wound. Solar Thrown also has a subtheme of affecting weapons in the air — ricocheting off of obstacles or staying in the air to attack again and again.

It is still important to deal damage in combat, however, so Thrown also has some Charms to boost its damage potential. The best example is Cascade of Cutting Terror, which is purposely designed to strengthen Thrown attacks in compensation for the weakness of Thrown weapons. This effect is undercosted compared to similar effects in other combat abilities because of Thrown's weakness. New Charms in Thrown can be similarly undercosted if they fit a similar bill.

ABYSSAL EQUIVALENTS

The Abyssal Thrown Charm which stands out is Lightning Clutch of the Raptor, which represents a ranged attack parry. There is currently no Solar equivalent, though one would be reasonable. Beyond that, the remaining Abyssal Charms parallel Solar Charms, have explicitly necrotic effects, or

provide self-sufficiency (along the lines of Fiery Solar Chakram.)

EXISTING CHARM

MODIFICATIONS

Fiery Solar Chakram, Exalted Corebook pg. 169. This Charm's type is Supplemental.

Shower of Deadly Blades, Exalted Corebook pg. 169. This Charm's Essence Minimum is 3, in keeping with its prerequisite.

Ricochet Weapon Technique, Castebook: Dawn pg. 74. This Charm costs 1m; it imposes no difficulty penalties on the attack.

NEW CHARMS

CHAKRAM-SUMMONING TECHNIQUE

Cost: 1 mote
Duration: Instant
Type: Reflexive
Minimum Thrown: 4
Minimum Essence: 2
Prerequisite Charms: Returning Weapon Concentration

The Exalt is never without ammunition, and need not fear running out. Upon activating this Charm, the Solar calls a single throwing weapon he knows well to his hand, from wherever it might lie. Similarly, the character may banish a single weapon to Elsewhere by spending a mote while holding it. At any given time, the Solar may have a number of weapons in Elsewhere equal to his Thrown score. All weapons banished or retrieved by this Charm must be weapons the Exalt is familiar with and has used or practiced with before.

ARTERY-SEVERING STRIKE

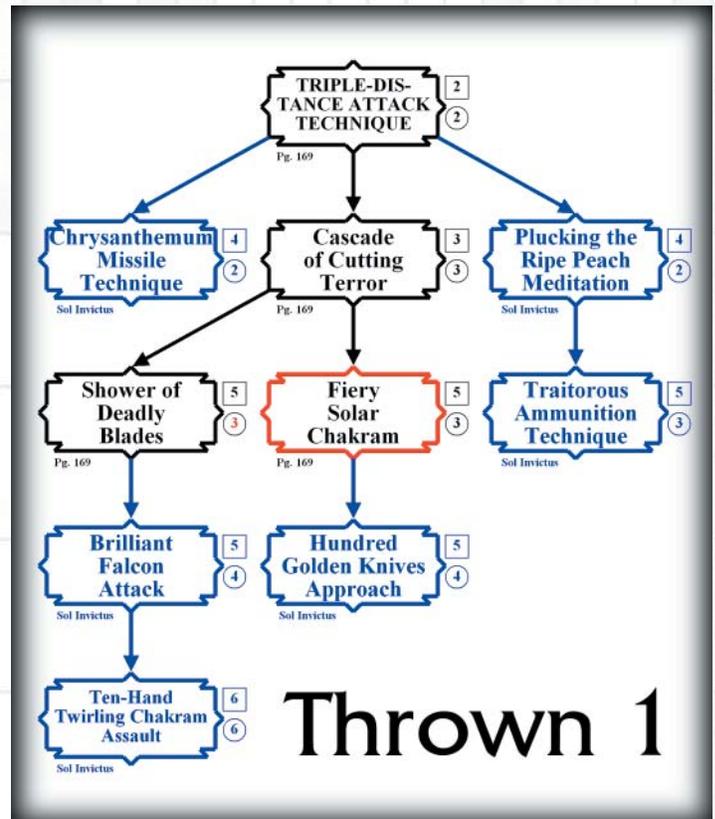
Cost: 6 motes, 1 Willpower

Duration: Instant
Type: Simple
Minimum Thrown: 5
Minimum Essence: 4
Prerequisite Charms: Falling Icing Strike

From an unseen vantage point, the Exalt strikes with deadly accuracy. The Solar makes a Dexterity + Thrown attack as normal against a single target who is unaware of the Solar's attack. Regardless of the roll, however, every die produces at least one success. (Dice which roll 10 still count as two successes.) This Charm is only effective on an attack made from surprise – it has no effect on attacks made against targets aware of the Exalt's presence.

DISFIGURING HATCHET PRANA

Cost: 10 motes, 1 Willpower
Duration: Instant
Type: Simple
Minimum Thrown: 5
Minimum Essence: 5



Prerequisite Charms: Artery-Severing Strike

The Exalt's weapon strikes from surprise at the target's most vulnerable spots, leaving him crippled and scarred. The Exalt makes a Dexterity + Thrown attack as normal against an unaware target. If it strikes, however, no damage is rolled; instead, the Exalt reflexively rolls her Dexterity + Thrown against the target's Stamina + Resistance. For each net success on this roll, the target loses a single point of Strength, Dexterity, or Appearance, at the Exalt's choice. If this reduces Strength or Dexterity below 1, the target is rendered immobile and cannot act in any physical fashion. Against mortals, this loss is permanent. Against Exalts, this damage recovers at the rate of one point per week. This Charm is only effective when this attack is made from surprise – it has no effect on targets aware of the Exalt.

SWEET NOTHING'S WHISPER

Cost: 10 motes, 1 Willpower**Duration:** Instant**Type:** Simple**Minimum Thrown:** 6**Minimum Essence:** 6**Prerequisite Charms:** Disfiguring Hatchet Prana

The Exalt's mastery of his weapon is absolute; when he strikes to kill, the victim's last memory is the sweet whisper of the weapon arcing through the air to end her life. The Exalt makes a Dexterity + Thrown attack against a single unaware target; if the attack strikes, the target dies instantly. This attack must be made from surprise; it has no effect on a target who is aware of the character.

INTO THIN AIR ATTACK

Cost: 8 motes**Duration:** Instant**Type:** Supplemental**Minimum Thrown:** 5**Minimum Essence:** 4**Prerequisite Charms:** Mist on Water Attack

The Exalt can slip into thin air, seeming to momentarily vanish even when engaged directly with her foes. Upon activating this Charm, the character effortlessly slips behind a single opponent of her choice, and makes a Thrown attack against him. The attack supplemented by this Charm is treated as coming from surprise even if the target was aware of the Exalt's presence, due to her sudden change of location; in addition, this attack strikes from behind the opponent, with all the standard effects of such attacks.

CHRYSANTHEMUM MISSILE TECHNIQUE

Cost: 2 motes**Duration:** Instant**Type:** Supplemental**Minimum Thrown:** 3**Minimum Essence:** 2**Prerequisite Charms:** Triple-Distance Attack Technique

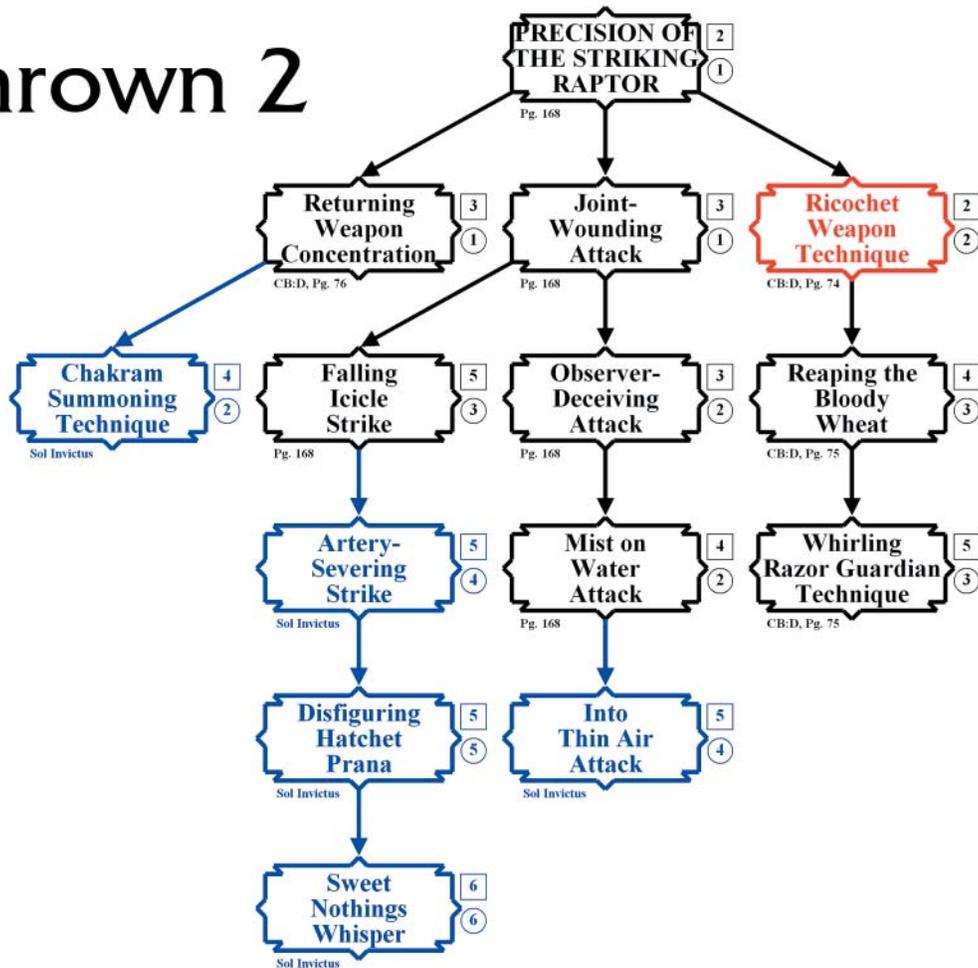
The character need never be without a suitable weapon, having learned to channel deadly Essence into any mundane object. The Solar may use any object he can physically throw as a weapon for a single attack. When he announces the attack, the character must divide (Thrown + 1) points amongst the Accuracy, Damage, and Rate of the attack; this division applies to all attacks made using this Charm this turn. This division should follow the properties of the object being thrown; an oblong vase would be unlikely to have high Accuracy but might deal reasonable Damage, for instance.

PLUCKING THE RIPE PEACH MEDITATION

Cost: 2 motes**Duration:** Instant**Type:** Reflexive**Minimum Thrown:** 4**Minimum Essence:** 2**Prerequisite Charms:** Triple-Distance Attack Technique

When faced with incoming missiles, the Exalt carefully and calmly plucks them from the air,

Thrown 2



leaving herself unscathed. When subject to a ranged attack with a physical component, the character may roll a Dexterity + Thrown parry; if this reduces the attack to zero successes, she has successfully caught the projectile, which she may then do with as she will. This Charm may be used against area attacks such as the Death of Obsidian Butterflies, in which case the Exalt catches only those projectiles aimed specifically at herself.

TRAITOROUS AMMUNITION TECHNIQUE

Cost: 5 motes, 1 Willpower

Duration: Instant

Type: Reflexive

Minimum Thrown: 5

Minimum Essence: 3

Prerequisite Charms: Plucking the Ripe Peach Meditation

The character's skill allows him to catch projectiles aimed at him and launch them back at his attackers. When the Exalt activates this Charm, it completely blocks a single ranged attack the character is aware of, even if that attack could not normally be blocked. In addition, the character may choose to catch the projectile. If he does so, he captures it within a thin web of Essence, allowing him to hold it regardless of its weight or other dangerous qualities. In addition, this Essence maintains any magical properties of the projectile (for example, a Charm-enhanced flame.) The character may continue to hold the projectile for the remainder of the scene.

At any point, the Solar may choose to throw any projectile he is currently holding which was caught using this Charm as a dice action. To do so, he makes a standard Dexterity + Thrown attack roll. Use the original statistics for the attack, except substitute the Solar's new attack roll for the original roll.

This Charm may be used to block area attacks, in which case the Exalt only grabs those projectiles aimed at him, and can only return the attack against a single opponent. It may be used on any sort of attack, even those with no physical component; the Exalt may find himself gingerly holding globes of fire, streams of acid, or other unusual projectiles.

HUNDRED GOLDEN KNIVES APPROACH

Cost: 5 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Thrown: 5

Minimum Essence: 4

Prerequisite Charms: Fiery Solar Chakram

The Exalt has no need for ammunition, calling upon the Essence of the sun to arm herself. For the remainder of the scene, whenever the character wishes to make a Thrown attack, she reflexively creates a shining golden weapon of Essence in the shape of her favored weapon. These Essence weapons have an Accuracy and Damage equal to the Exalt's permanent Essence, an unlimited Rate, and a range of (20 x Permanent Essence) yards.

BRILLIANT FALCON ATTACK

Cost: 8 motes

Duration: Instant

Type: Supplemental

Minimum Thrown: 5

Minimum Essence: 4

Prerequisite Charms: Shower of Deadly Blades

With the simplest flick of her wrist, the Exalt launches a shower of fiery Essence at her opponent. The character throws a single Thrown weapon, which splits midair into a number of perfect golden

duplicates equal to the character's Thrown score. The Exalt rolls a single Dexterity + Thrown attack, which is applied against a single target as a number of attacks equal to the Solar's permanent Essence.

TEN-HAND TWIRLING CHAKRAM ASSAULT

Cost: 10 motes

Duration: Instant

Type: Extra Action

Minimum Thrown: 6

Minimum Essence: 6

Prerequisite Charms: Brilliant Falcon Attack

The Exalt unleashes an incomparable torrent of blades upon his foes. The character makes a single, twirling motion, releasing a thrown weapon. This weapon splits in midair, splintering into tiny jagged shards which fly out in all directions. The character makes a single Dexterity + Thrown attack roll; apply this attack once to every foe within the weapon's normal range.

ENDURANCE

PHILOSOPHY

Solar Endurance Charms have a fairly unique setup; whereas most Solar Charms exist in trees that begin from a small set of initial Charms and branch out in a variety of directions, the Endurance trees start with a large number of base Charms but rarely branch out. This structure has been consistent in Solar Endurance Charms thus far, so new Charms should bear it in mind.

The Charms themselves primarily serve to reduce or eliminate the Exalt's need for basic resources — food, water, air, rest, and even the mystical resources of Essence and Willpower. (Lore is the proper ability for Charms which directly affect or transfer Essence and Willpower, but Endurance can affect their regain.) As the Charms increase in power, they should grant the Exalt an increased ability to do without all of these needs. Endurance

also empowers an Exalt to go beyond the limits of his basic capabilities for a brief time, by driving himself harder than normal, as seen in Charms like Tiger-Warrior's Endurance. These Charms should grant a character an increasingly great ability to tap into his deepest reserves as they increase in power level.

ABYSSAL EQUIVALENTS

Besides Ox-Body Technique, there are six Abyssal Endurance Charms; one is a strictly death-related effect and the others are each parallels of existing Solar Charms; as such, there are no new Charms to be drawn from this source.

However, in Abyssal Survival, the Charm Essence Engorgement Technique suggests a Solar equivalent. For Abyssals this Charm appears under Survival because it serves as a reservoir of vital Essence when operating in Creation; for Solars, however, a similar effect is more appropriate to Endurance.

EXISTING CHARM

MODIFICATIONS

Front-Line Warrior's Stamina, Exalted Corebook pg. 170. This Charm's Essence minimum is 2, in keeping with its Prerequisite.

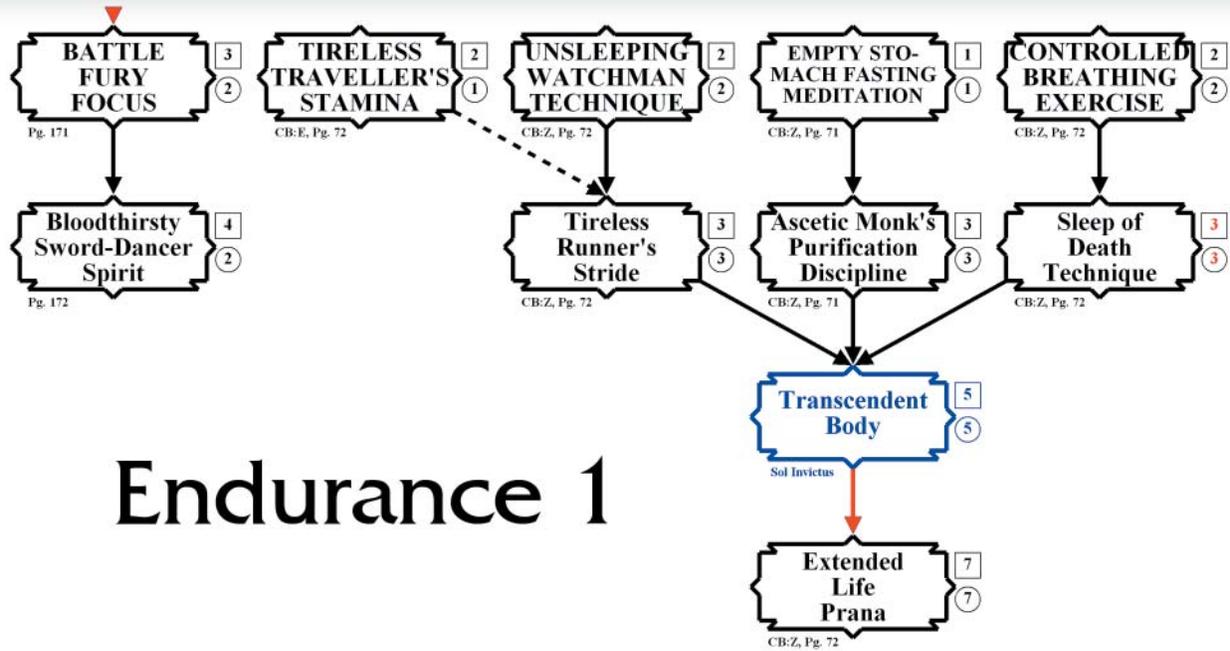
Battle Fury Focus, Exalted Corebook pg. 171. This Charm has no prerequisite.

Sleep of Death Technique, Castebook: Zenith pg. 72. This Charm's Endurance Minimum is 3. Its Essence Minimum is 3.

Extended Life Prana, Castebook: Zenith pg. 72. This Charm's prerequisite is Transcendent Body, below.

NEW CHARMS





Endurance 1

RADIANT ESSENCE TECHNIQUE

Cost: None
Duration: Permanent
Type: Special
Minimum Endurance: 1
Minimum Essence: 2
Prerequisite Charms: None

When the Solar Exalted have a need for deeper reserves of power, they turn to their liege, the sun. Purchasing this Charm grants the Exalt an additional 10 points of Peripheral Essence, stored in a special Radiant Essence pool. Motes in this pool cannot be recovered through respiration, hearthstones, or Charms; instead, they regenerate at the rate of 2 motes per hour that the Solar spends in direct sunlight. An Exalt who is inside, or under cloud cover, does not recover these motes.

A Solar may purchase this Charm a number of times equal to her Permanent Essence.

IMMACULATE STAMINA PRANA

Cost: None
Duration: Permanent
Type: Special
Minimum Endurance: 5
Minimum Essence: 3
Prerequisite Charms: None

The Solar's body is tough and resistant beyond that of even the most durable mortal. The maximum rating of the Solar's Stamina attribute is increased by one; she may raise it to this new higher value using Experience. This Charm does not need to be activated; it simply improves the Exalt's capabilities.

TRANSCENDENT BODY

Cost: None
Duration: Permanent
Type: Special
Minimum Endurance: 5

Minimum Essence: 5

Prerequisite Charms: Tireless Runner's Stride, Ascetic Monk's Purification Discipline, Sleep of Death Technique

Through the focused application of Essence flows to his own being, the Exalt has transcended even the most basic biological needs. An Exalt who has learned this Charm no longer needs to eat or drink (although he may do so as normal, if he chooses); he will always remain nourished as if eating the highest-quality food. The Exalt need not sleep, though again he may choose to do so if he wishes; he may regain Willpower once per day through ten minutes of focused meditation, as if he had just awoken from a night's sleep. The Exalt need no longer breathe, allowing him to avoid the effects of harmful gas and journey to airless locales.

Finally, the Exalt never becomes weary as a result of normal endeavors; he can move at as much as a fast jog or perform similarly strenuous activities without becoming at all fatigued or tired. The effects of this Charm need not be activated; it permanently enhances the Exalt's basic capabilities.

DRAGON'S TOUGHNESS

Cost: 8 motes, 1 Willpower, 1 health level

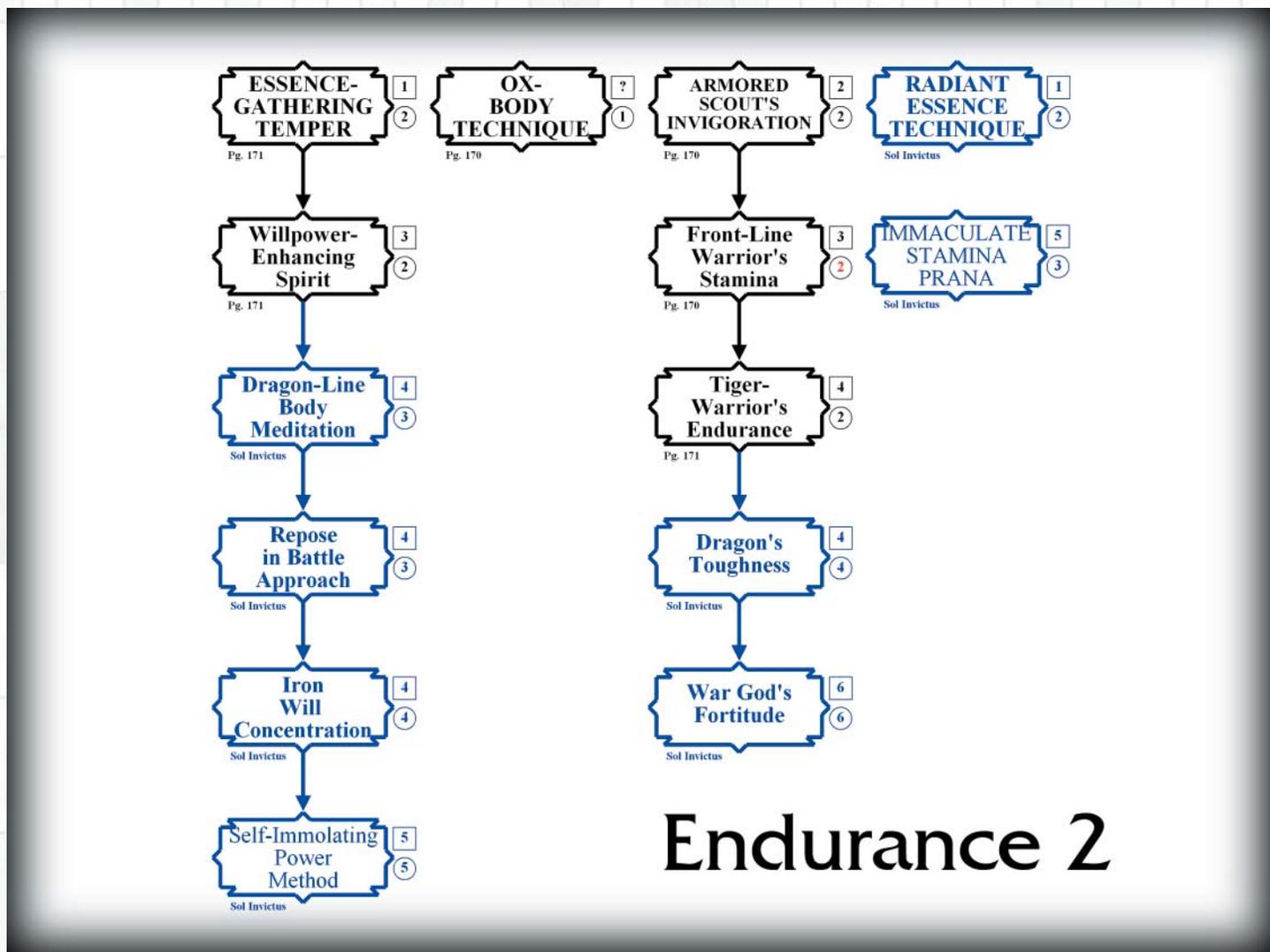
Duration: One day

Type: Simple

Minimum Endurance: 4

Minimum Essence: 4

Prerequisite Charms: Tiger Warrior's Endurance



Endurance 2

Upon activating this Charm, the Exalt becomes as tough and enduring as a dragon. For the remainder of the day, the character suffers no fatigue and does not need to sleep. The character regains Essence as if he were sleeping, at a rate of 8 motes per hour. In addition, the Character gains a number of temporary additional health levels equal to his Endurance. Finally, the character suffers no wound penalties for the remainder of the day.

The health level paid to activate this Charm is committed; it cannot be recovered while the Charm is in effect. Furthermore, in order to heal it, the character must first spend a day without performing any significant strenuous feats. If this Charm is used on consecutive days, an additional health level must be paid for each.

WAR GOD'S FORTITUDE

Cost: 10 motes, 1 Willpower, 1 lethal health level

Duration: One day

Type: Simple

Minimum Endurance: 6

Minimum Essence: 6

Prerequisite Charms: Dragon's Toughness

The Exalt's endurance is great enough to challenge the unyielding fortitude of Creation's five Gods of War. Upon activating this Charm, the character's body becomes perfectly solid, able to withstand the most grueling torments thrown at it. For the remainder of the day, the character's Stamina and Health Levels are both doubled. The character suffers no fatigue or wound penalties while this Charm is in effect, and has no need to sleep. In addition, the character has access to a number of additional motes of Peripheral Essence equal to four times his Endurance, and additional Temporary Willpower equal to his Endurance, both of which extend their pools beyond the normal maximum. These points are the first expended, and fade when the Charm's duration ends. Finally, the character regains Essence at 8 motes an hour even when not completely resting.

The health level paid to activate this Charm is committed; it cannot be recovered while the Charm is in effect. Furthermore, in order to heal it, the character must first spend a day without performing any significant strenuous feats. If this Charm is used on consecutive days, an additional Health Level must be paid for each.

DRAGON-LINE BODY MEDITATION

Cost: None

Duration: Permanent

Type: Special

Minimum Endurance: 4

Minimum Essence: 3

Prerequisite Charms: Willpower-Enhancing Spirit

The Exalt's body becomes tapped into the fundamental flows of Essence throughout Creation, learning to gather up such energy through careful alignment with Essence flows. After learning this Charm, the character's Essence regain is doubled – she regains 8 motes per hour while performing relaxing activities, and 16 motes per hour while at a state of complete rest. This Charm need not be activated; it permanently enhances the Exalt's capabilities.

REPOSE-IN-BATTLE APPROACH

Cost: 6 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Endurance: 4

Minimum Essence: 3

Prerequisite Charms: Dragon-Line Body Meditation

Furthering her attunement to the fundamental flows of Essence, the character comes to find even the drudgery of manual labor or the terrifying throes of combat restful. During the day this Charm is active, the character regains Essence at all times at her at-rest rate, regardless of circumstances; even the fiercest battle or the most backbreaking work still counts as perfect rest.

IRON WILL CONCENTRATION

Cost: None

Duration: Permanent

Type: Special

Minimum Endurance: 4

Minimum Essence: 4

Prerequisite Charms: *Repose-in-Battle Approach*

The character's force of will is bolstered by her fundamental attunement to the flows of Essence. When the character rolls *Conviction* to recover Willpower, she recovers two points of temporary Willpower for each success rolled. This Charm does not need to be activated; it permanently enhances the Exalt's capabilities.

SELF-IMMOLATING POWER METHOD

Cost: 1 aggravated health level

Duration: Instant

Type: Reflexive

Minimum Endurance: 5

Minimum Essence: 5

Prerequisite Charms: *Iron Will Concentration*

The Exalt has learned to draw upon his deepest stores of Essence, even if it requires destroying his body in the process. Upon activating this Charm, the character regains his Endurance in motes of Essence, or two temporary Willpower.

This Charm explicitly ignores the one-Charm-per-turn limit; it may be used in a turn in which another Charm has already been activated, and vice versa. It may also be activated on a turn in which the character is preparing to cast a spell.

PERFORMANCE

PHILOSOPHY

Performance is the ability of raw emotion. Through their performance, characters can evoke love, hate,

or anything in between. Solar Performance Charms work to maximize this power.

Performance Charms at low levels tend to focus on the mechanics of the performance itself — granting dice bonuses or other improvements to the actual act of performing. As the Charms increase in Essence, however, they become capable of directly affecting the emotions and thoughts of observers. As their power increases, they can inflict increasingly stronger emotions, or affect deeper parts of the observers — their memories (as with *Memory Reweaving Discipline*) or their personalities, for example.

In keeping with the Solar thematics, there is a significant subset of Performance Charms which deal specifically with inspiring heroism and leading militarily. These effects grow out of Charms (like *Heroism-Encouraging Presence*) which inspire emotions, but as they increase in Essence they can diverge more and more from the basic methodology of Performance. (*Ideal Battle Knowledge Prana* exemplifies this.) Other Charms could also stray from strictly dealing with Performance if they fall into this same category (or related areas, as with *Dragon-Soul Enlightening Method*.)

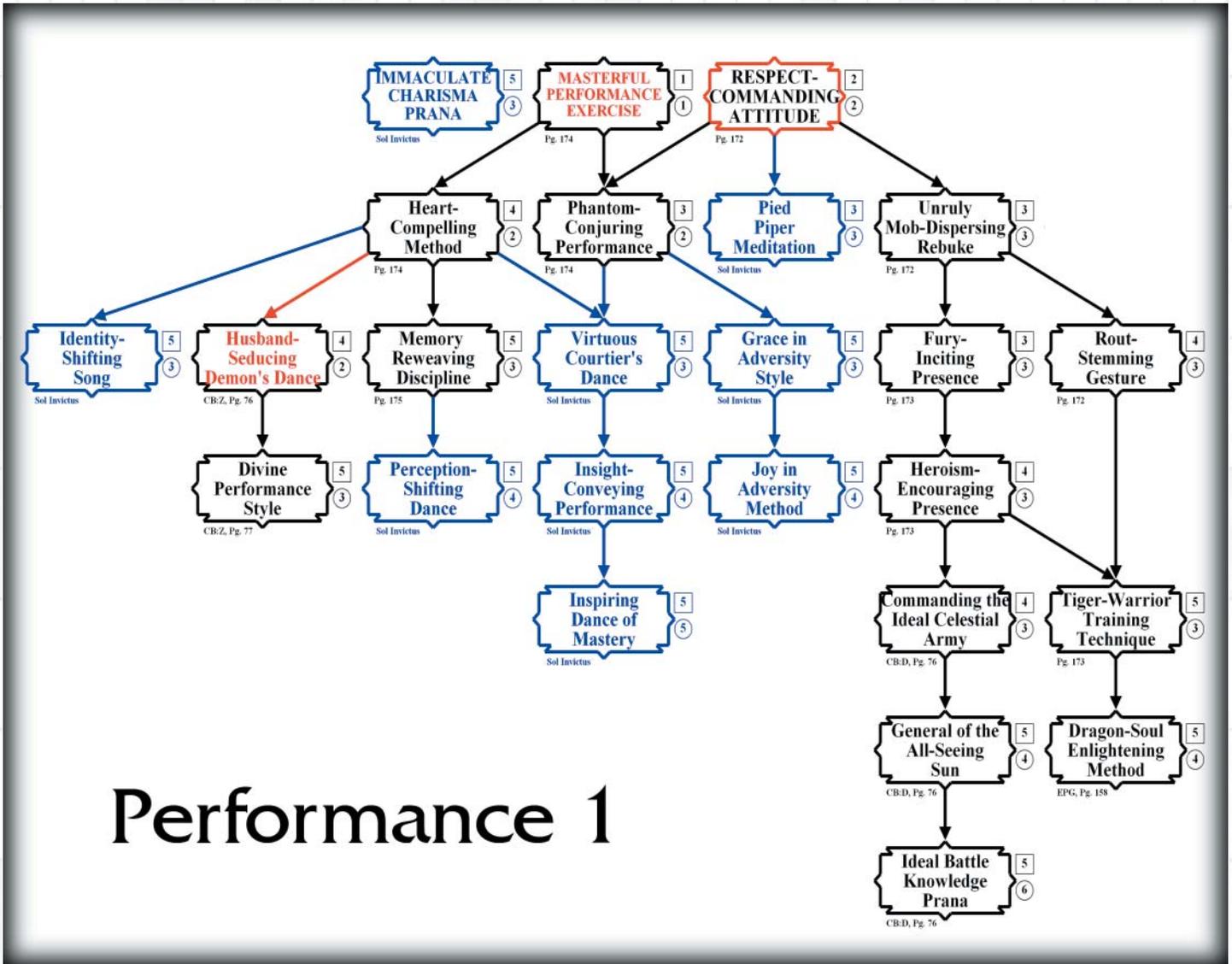
ABYSSAL EQUIVALENTS

The primary Abyssal Performance Charms which do not directly duplicate the effects of Solar Charms are those which provide attacks — *Withering Dirge* and its like. While it might be possible to justify such an effect for Solars, such effects would at best be tangential. The other Charms, as noted above, are generally equivalent to existing Solar Charms.

EXISTING CHARM

MODIFICATIONS

Respect-Commanding Attitude, Exalted Corebook pg. 172. This Charm costs 3 motes.



Performance 1

Masterful Performance Exercise, Exalted Corebook pg 174. This Charm functions for all varieties of performance, including singing or instrument-playing, dancing, oration, and acting.

Graceful Reed Dancing, Castebook: Zenith pg. 76. This Charm is eliminated.

Gender-Concealing Meditation, Castebook: Zenith pg. 76. This Charm's prerequisite is King of Masks Technique.

Husband-Seducing Demon's Dance, Castebook: Zenith pg. 76. This Charm's prerequisite is Heart-Compelling Method. This Charm's effects can be channelled through music as well as dance.

NEW CHARMS

IMMACULATE CHARISMA PRANA

Cost: None

Duration: Permanent

Type: Special

Minimum Performance: 5

Minimum Essence: 3

Prerequisite Charms: None

The Solar's sociability is unsurpassed amongst even the great courtiers and performers of Creation. The maximum rating of the Solar's Charisma attribute is increased by one; she may raise it to this new higher value using Experience. This Charm

does not need to be activated; it simply improves the Exalt's capabilities.

IDENTITY-SHIFTING SONG

Cost: 10 motes, 1 Willpower

Duration: Special

Type: Simple

Minimum Performance: 5

Minimum Essence: 3

Prerequisite Charms: Heart-Compelling Method

With an intricate and subtle performance, the Solar reaches deep within his audience and affects the very nature of their hearts. The character may make a performance of any kind; when it is concluded, she must roll Manipulation + Performance. Any audience members with a Permanent Essence of less than or equal to the number of rolled successes have their Nature changed to one of the Exalt's choice. Those who are affected will alter their behavior in order to match their new nature, and regain Willpower based on it as well. This effect lasts for one day by default; this duration is increased by one day for each success by which the Solar exceeds the character's Permanent Essence.

This Charm has no effect on characters with a Permanent Essence greater than the Exalt's.

VIRTUOUS COURTIER'S DANCE

Cost: 15 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Performance: 5

Minimum Essence: 3

Prerequisite Charms: Heart-Compelling Method, Phantom-Conjuring Performance

The Solar's performance reaches deep within the hearts of his audience, fanning the flames of their virtues — or snuffing them out. The character makes his performance as normal. Once he has concluded, the Exalt rolls his Manipulation + Performance, against a difficulty of 3. For each success he achieves beyond the difficulty, he may increase or decrease a

single Virtue of the audience members by one point, to a maximum of 5 or minimum of 1. Those who are affected will alter their behavior to match their new Virtue ratings. This effect lasts at full strength for a period of one day; afterwards, the lost Virtue points return, or the gained points vanish, at a rate of one point per day.

This Charm cannot affect those with a Permanent Essence greater than the Solar's.

PERCEPTION-SHIFTING DANCE

Cost: 15 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Performance: 5

Minimum Essence: 4

Prerequisite Charms: Memory Reweaving Discipline

Through subtle cues inserted deep within the fabric of a performance, the Solar can leave his audience with subtly altered perceptions — causing changes that will last far beyond the end of the show. The Solar must craft an intricate performance which revolves around a single central theme, which reaches deep into the subconscious minds of the observers. After the show has concluded, the audience members find their perceptions of reality shifted to match the themes the Exalt has chosen to present.

Upon concluding the performance, the Solar rolls Manipulation + Performance. The number of successes indicates how significantly the Exalt can affect the senses of his audience — one success only allows him to make almost unnoticeable changes, while five will let him completely alter the way a target perceives any given situation. After the roll, the Exalt must select a specific circumstance that relates to the theme of the performance, and dictate in what way the audience members' perceptions will be altered in that circumstance. This effect lasts for a period of days equal to the Exalt's Permanent Essence rating.

This Charm does not affect people with Permanent Essence greater than the Exalt's.

INSIGHT-CONVEYING PERFORMANCE

Cost: 15 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Performance: 5

Minimum Essence: 4

Prerequisite Charms: Virtuous Courtier's Dance

Through a deceptively simple yet deep performance, the Solar grants a flash of insight to her audience, bringing to them in one sudden moment the solutions to the intractable problems they face. When beginning her performance, the Solar must select a theme — politics, family, romance, or money would all be appropriate themes, as would anger, lust, or happiness. Each audience member perceives the performance differently, seeing reflected in it one of his own problems — specifically, the most prevalent problem that shares a connection with the theme. As the performance continues, the audience sees it build to a climax in which the solution to their problems is revealed. As the performance concludes, the audience realizes that the correct course of action lies before them. Each audience

member may immediately roll Conviction to regain Willpower, as if he had just received a full night's sleep. In addition, each may now channel Conviction on any rolls made while following the course of action suggested by the flash of insight.

As an alternate use, if the Solar is familiar with a specific problem that one or more audience members seek an answer to, she may select a specific insight to grant. This need not be a legitimate insight; it may be a dead end or a purposely destructive "solution." In this case, the Solar must roll Manipulation + Performance; only those with a Permanent Essence less than the number of successes rolled by the Solar are affected by the Charm. In all cases, those with a Permanent Essence greater than the Exalt's are immune to the effects of this Charm.

INSPIRING DANCE OF MASTERY

Cost: 20 motes, 1 Willpower

Duration: Special

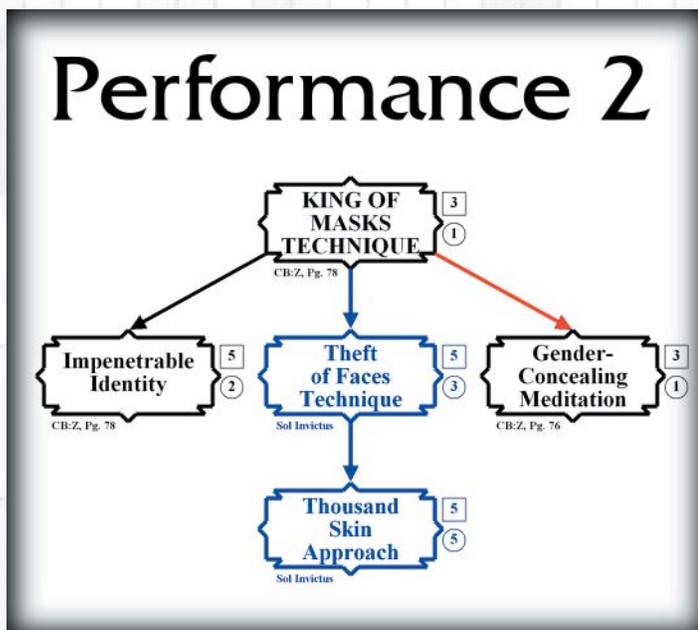
Type: Simple

Minimum Performance: 5

Minimum Essence: 5

Prerequisite Charms: Insight-Conveying Performance

Through the sublimely enlightening aspects of her performance, the Solar can actually improve the capability of her audience in a selected field. The Solar crafts an exquisite performance which focuses on either a specific skill (for example, thievery) or a specific task (for example, deposing the cruel tyrant of one's home city.) In the former case, the Solar should identify a skill which is as broad as a single Ability, or narrower; in the latter case, he should pick a task with an unambiguous definition and a clearcut definition of success. In either case, the Solar's performance thematically highlights the selected skill or task, symbolically demonstrating it and infusing the demonstration with incredible power. Those who observe the performance will find themselves energized and empowered by it; upon leaving, they will find themselves excelling in the task at hand. At the conclusion of the performance, the Solar rolls Charisma + Performance; for each



success achieved on this roll, each member of the audience receives a bonus die on rolls made using the selected skill, or with the primary purpose of completing the selected task. This Charm may add no more dice than the Solar's Performance rating; the effect lasts for a number of days equal to his Permanent Essence.

The dice granted by this Charm count towards the dice adder limit for Exalts, though the number of dice given by this Charm on its own may exceed an Exalt's dice cap. For example: Tepet Alira, a Dragon-Blooded with Craft 3 and no specialties, witnesses a performance by Sunlit Plateau, dealing with the elegance of craft, for which the Solar rolls 5 successes. For the duration of the effect, Tepet Alira may add 5 dice to all Craft rolls she makes; however, she may not use Charms to add any dice to such rolls, since 5 dice already exceeds her dice adder cap.

GRACE IN ADVERSITY STYLE

Cost: 5 motes, 1 Willpower

Type: Simple

Duration: One scene

Minimum Performance: 5

Minimum Essence: 3

Charm Prerequisites: Phantom-Conjuring Performance

With this Charm, the Solar lends an epic, mythic quality to each of her actions. Every step, every movement, is striking and powerful; stories will be told about it until the end of time. Whenever the Exalt is awarded a stunt during this scene, she may double either the dice awarded or the motes regained.

JOY IN DESPAIR METHOD

Cost: 5 motes, 1 Willpower

Type: Simple

Duration: One scene

Minimum Performance: 5

Minimum Essence: 4

Charm Prerequisites: Grace in Adversity Style

When others conspire to defeat the Solar and thrown down his works to ruin, he remembers the secret to keeping a warmth in his heart and a smile on his lips. The first time during each turn that someone in the Solar's direct presence spends a point of temporary Willpower on an action that directly opposes his goals, the Exalt may regain a point of temporary Willpower.

PIED PIPER MEDITATION

Cost: 6 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Performance: 3

Minimum Essence: 3

Prerequisite Charms: Respect-Commanding Attitude

With an haunting and enchanting song, the Solar entrances her listeners to follow her wherever she goes. Anyone with a Willpower less than the Exalt's Permanent Essence becomes rapt with interest automatically; he can only stand and continue to watch the Solar's performance. If any other observers have Permanent Essence less than or equal to the Solar's, she may roll Charisma + Performance; any observers with a Permanent Essence less than the number of successes rolled are similarly affected. Characters with a Permanent Essence greater than the Solar's are unaffected.

While characters are entranced in this fashion, they will follow the Solar if she moves away from them at a reasonable pace. They will not attempt to cross obviously impassable or dangerous crossings, but they will otherwise do anything in their power to follow the Solar wherever she may lead.

THEFT OF FACES TECHNIQUE

Cost: 10+ motes, 1 Willpower

Duration: Special

Type: Simple

Minimum Performance: 5

Minimum Essence: 3**Prerequisite Charms:** King of Masks Technique

Like the King of Masks Technique, this Charm allows the Exalt to take on the appearance of an alternate identity. Unlike the former Charm, however, the Theft of Faces Technique allows the character to take on the mannerisms and appearance of another individual. This Charm cannot actually alter the character's visual appearance — other Charms must be used to do that. However, it does allow the character to perfectly mimic the voice, accent, mannerisms, movements, and other imitable aspects of the target's physical demeanor. The Exalt must be familiar with the person she intends to imitate; she need not know him personally, but she must have observed him sufficiently to have a basic concept of his mannerisms and habits.

As with King of Masks Technique, the character rolls Intelligence + Performance, adding one success for each additional mote she spends activating the Charm. Each success requires one Investigation success to dispel, and this Charm cannot produce more total successes than twice the character's Intelligence + Performance.

THOUSAND SKIN APPROACH**Cost:** 5 motes**Duration:** Instant**Type:** Simple**Minimum Performance:** 5**Minimum Essence:** 5**Prerequisite Charms:** Theft of Faces Technique

With a deeper and more subtle mastery of characterization, the Solar learns how to change his apparent persona in a mere instant. Simply shifting his posture, slightly altering the position of his clothing, or tying back his hair can allow the Exalt to appear as an entirely different person within just moments. At any point at which no one is observing the character, he may make a quick movement and switch between personas. Even the briefest moment of hiding is enough —

stepping behind a column or ducking beneath a table is enough. When the character returns, he may adopt his own natural mannerisms, or those of any persona either purchased as permanent or originating in a currently active instance of King of Masks Technique or Theft of Faces Technique.

A character who knows this Charm may activate either of the aforementioned Charms to create additional background personas on top of the one active at any given time. He may have no more total personas active at one time (not counting permanent personas) than his Performance rating.

PRESENCE

PHILOSOPHY

Presence is the most internalized of the social abilities. Where Socialize deals primarily with external relationships, Presence works to affect the character's own demeanor and style. Presence Charms can make a character more inspiring, more impressive, more fearsome, or more trustworthy seeming; they are limited to only affecting the character's own social mien, however.

Solar Presence Charms primarily focus on the impressive and awe-inspiring aspects of the ability, in keeping with Solars' larger-than-life leadership qualities. However, while they receive less overall focus, other aspects of one's demeanor are open for modification — Rose-Lipped Seduction Style is an excellent example.

ABYSSAL EQUIVALENTS

Those Abyssal Presence Charms which do not directly imitate a Solar equivalent are very specifically Abyssal in nature — Skeleton-Summoning Gesture, for example. As such, there are none that provide a useful basis for new Solar Charms.

EXISTING CHARM

MODIFICATIONS

Listener-Swaying Argument, Exalted Corebook pg. 175. This Charm can be Comboed freely with Socialize, Bureaucracy, and Performance Charms.

Majestic Radiant Presence, Exalted Corebook pg. 175. This Charm is compatible with the Dawn anima ability.

Rose-Lipped Seduction Style, Castebook: Eclipse pg 75. This Charm costs 5 motes; it grants automatic successes rather than dice.

NEW CHARMS

IMMACULATE APPEARANCE PRANA

Cost: None

Duration: Permanent

Type: Special

Minimum Presence: 5

Minimum Essence: 3

Prerequisite Charms: None

The Solar's form is glorious and radiant to behold, beyond even the most stunningly beautiful portraits of the world's greatest artists. The maximum rating of the Solar's Appearance attribute is increased by one; she may raise it to this new higher value using Experience. This Charm does not need to be activated; it simply improves the Exalt's capabilities.

TRUSTWORTHY COMPANION STANCE

Cost: 3 motes

Duration: One scene

Type: Simple

Minimum Presence: 4

Minimum Essence: 2

Prerequisite Charms: Harmonious Presence Meditation

With the correct stance and the right words, the Solar can portray herself as being completely reliable and trustworthy. For one scene, the Exalt's demeanor perfectly reflects her role as a confidante and a helpful companion when things grow difficult, leading even those inclined to distrust her to tell her their secrets. Characters who interact with her may need to succeed on Willpower or Temperance checks to avoid telling her secrets or granting her desired responsibility.

RESPECTED GENERAL'S STANCE

Cost: 8 motes

Duration: One scene

Type: Simple

Minimum Presence: 5

Minimum Essence: 3

Prerequisite Charms: Trustworthy Companion Stance

Standing assuredly, confidently, even brashly, the Exalt commands the respect of all who see him. For this scene, any who see the character are overcome with a sense of respect and admiration for his heroic and noble qualities. Any rolls made to discredit the character or cast aspersions on him are made against an additional difficulty equal to his Essence. In addition, no observer with Willpower less than the Exalt's Permanent Essence will be able to believe that the character is anything but perfect — his glorious persona has won them over completely.

BELOVED VISITOR STANCE

Cost: 10 motes, 1 Willpower

Duration: One scene

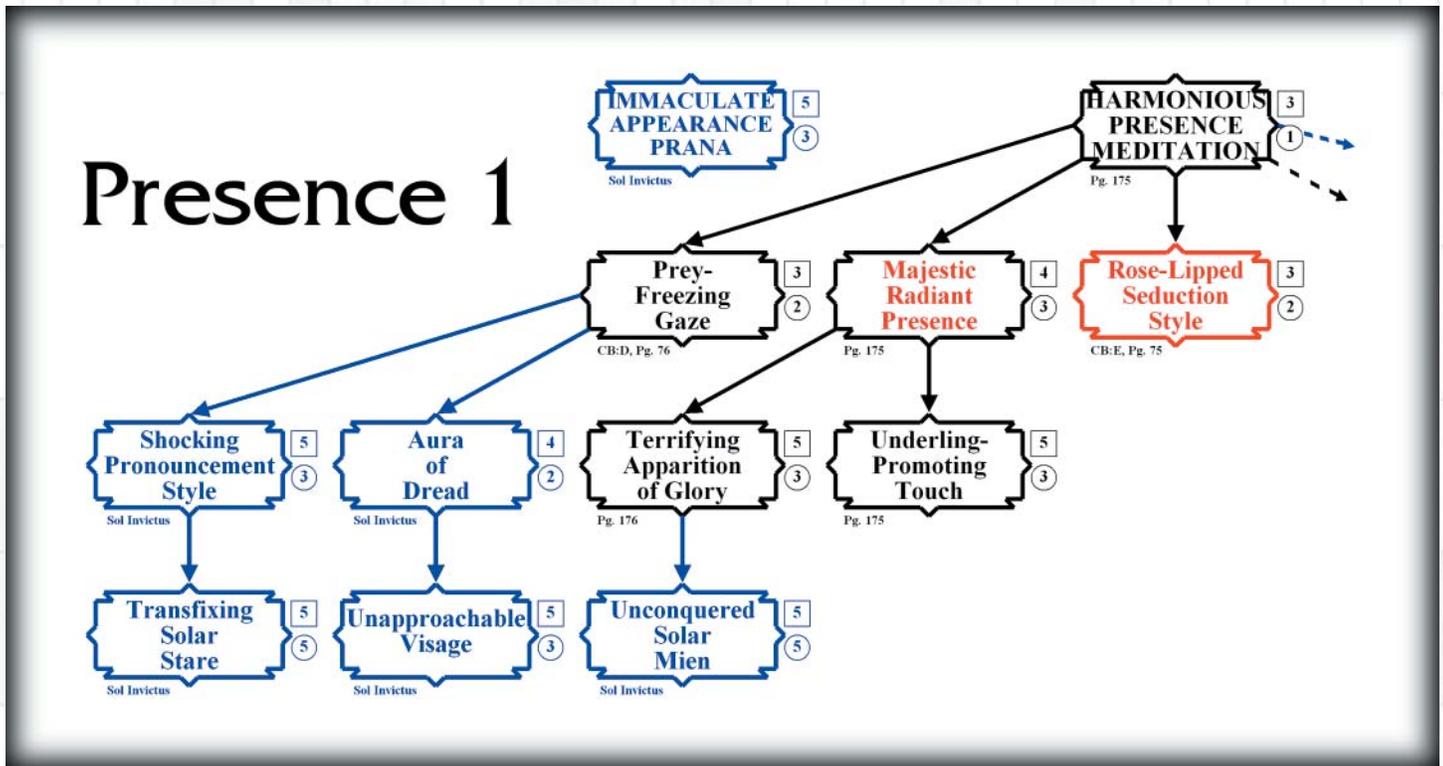
Type: Simple

Minimum Presence: 5

Minimum Essence: 4

Prerequisite Charms: Respected General's Stance

The character stands enticingly, moves appealingly, speaks pleasantly — she is beloved by all who see her. With this Charm, the Exalt can entrance those



who surround her. All observers find themselves adopting a loving, devoted attitude towards the character, despite their best wishes. For the remainder of the scene, the character receives automatic successes on any Presence rolls designed to impress those observers with a Permanent Essence less than or equal to her own. These successes are equal to her Charisma + Presence total, minus the Wits of the observer.

UNEARTHLY COUNTENANCE

Cost: 8 motes

Duration: One scene

Type: Simple

Minimum Presence: 4

Minimum Essence: 2

Prerequisite Charms: Listener-Swaying Argument

The Solar's stride is so confident, her stance so assured, that any who see her pass by are immediately struck by her presence. Any person who sees the Solar from afar during this scene will be overcome by her intense and stunning aura. Each turn, the character may take a single

reflexive Presence action which is not rolled, but rather receives automatic successes equal to her Permanent Essence. This action applies to all onlookers and may be used either to intimidate them, or to inspire awe in them, depending on their previous knowledge of the Solar and the Exalt's current appearance and carriage.

This Charm has no effect on characters with Permanent Essence greater than the Exalt's.

FLAGRANT DENIAL APPROACH

Cost: 5 motes, 1 Willpower

Type: Reflexive

Duration: Instant

Minimum Presence: 5

Minimum Essence: 3

Charm Prerequisites: Unearthly Countenance

With a voice whose very tenor makes disobeying unimaginable, the Solar need merely speak in order to stay the hands of his foes. The Solar may reflexively activate this Charm as any character declares a dice action. Speaking forcefully

to the target, the Solar commands him to stay his hand, and he does so – the action is cancelled, and the dice action that fueled it is lost. If the action involved one or more Charms, the costs for those Charms need not be paid. This Charm has no effect on targets with a permanent Essence higher than the Solar's.

CENTER OF ATTENTION STANCE

Cost: 6 motes

Duration: Instant

Type: Simple

Minimum Presence: 5

Minimum Essence: 2

Prerequisite Charms: Unearthly Countenance

When the Solar enters the room, all eyes turn to meet him. With this Charm, the Exalt can guarantee that her entrance will be noted by everyone present. Regardless of other goings on, any onlookers will

be drawn to the Solar, and will find themselves unable to pay attention to anything else until she has completed her entrance. This grants the Solar bonus dice equal to her Charisma on any Presence roll to make a first impression. This Charm may also be used to guarantee the Solar a platform to speak or perform in a crowded room – those who are stunned by her entrance will tend to pay attention to her as she begins to speak, even if they were previously engrossed by something else.

UNCONQUERED SOLAR MIEN

Cost: 15 motes, 1 Willpower

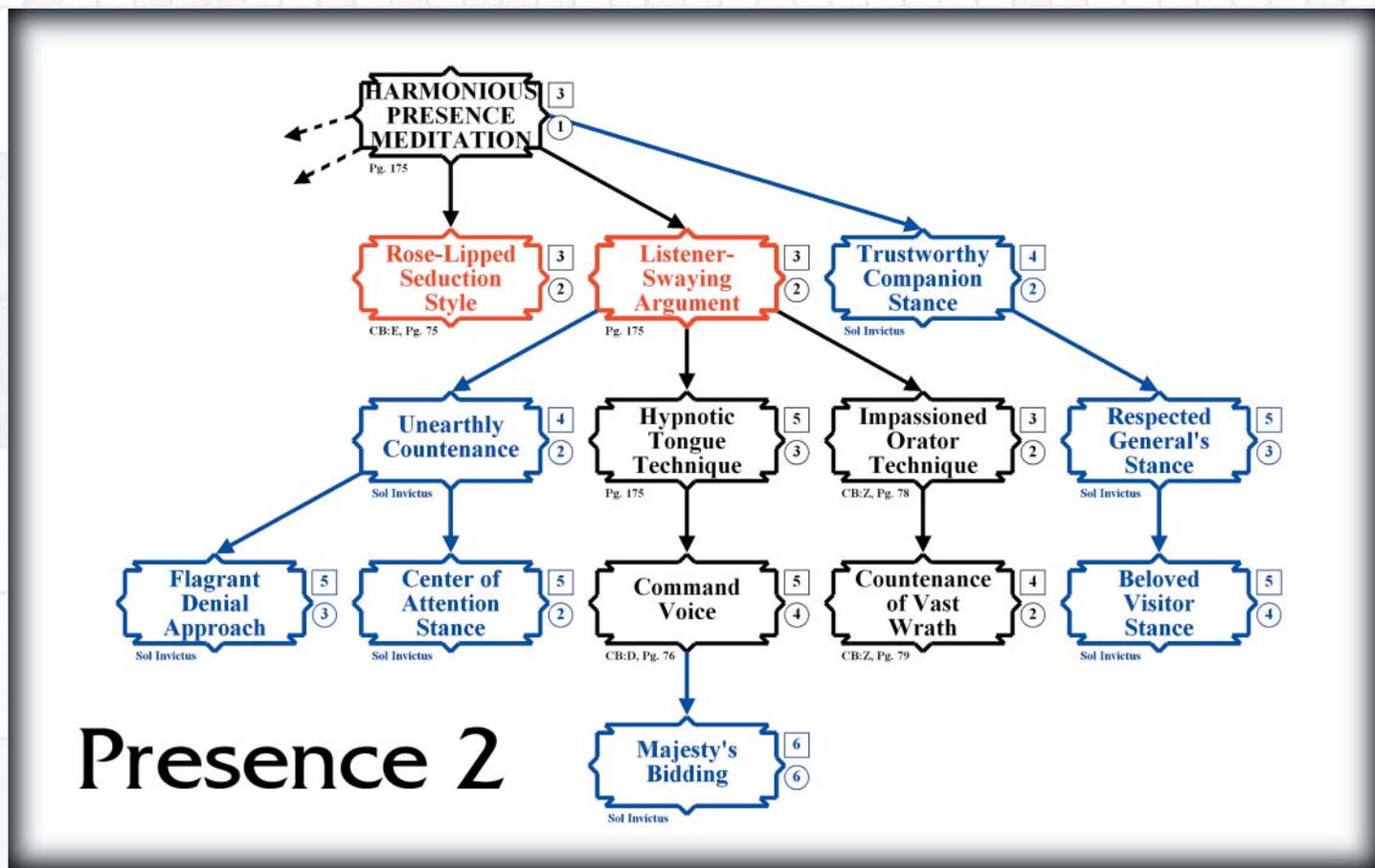
Duration: One scene

Type: Simple

Minimum Presence: 5

Minimum Essence: 5

Prerequisite Charms: Terrifying Apparition of Glory



The air around the Solar fills with burning, blinding light. Her form seems to grow, her shadow lengthen. Those who look upon her see not her face, but only her shape, silhouetted black before the inescapable light of the sun. Any character opposing the Solar who can see her must roll his Valor against a difficulty equal to half the Solar's Permanent Essence, rounded up; on a failure, he cannot attack the Solar or enter within 10 feet of him while this Charm remains in effect. In addition, any servants of darkness (walking dead, nemesaries, First Circle demons, etc.) who fail this roll are overcome with pain — they fall to the ground in place, unable to take any action other than to slowly crawl away from the character. This Charm does not affect anyone with a Permanent Essence greater than the Exalt's.

Type: Simple

Minimum Presence: 4

Minimum Essence: 2

Prerequisite Charms: Prey-Freezing Gaze

Projecting a fearsome and unsettling aura, the Solar ensures that no one comes too near to him. For the scene, the Exalt gives off an unsettling sense of danger, which anyone who sees him will feel. Anyone with a Willpower less than or equal to the Exalt's Permanent Essence cannot enter within ten feet of him due to the horrible fear it causes in them; anyone whose Willpower is less than or equal to the Solar's cannot do so without a successful Valor roll. This Charm has no effect if used during a raging combat, but it can prevent such a combat from beginning if no opponents are willing to come close enough to attack.

MAJESTY'S BIDDING

Cost: 8 motes

Duration: Instant

Type: Simple

Minimum Presence: 6

Minimum Essence: 6

Prerequisite Charms: Command Voice

The Solar's demeanor so perfectly matches the image of leadership that no one can resist her direct commands. By spending 8 motes, the Exalt can target any one person with a Permanent Essence less than or equal to her own with an irresistible order. Regardless of the target's normal intentions and nature, he must follow the given order to the best of his ability. This order must be a specific task with a set duration or manner of completion — "Serve me forever" is not an acceptable command. The target instinctively understands that they have no choice but to obey the order, and will do so without bitterness or anger, though otherwise their emotional state is not affected.

AURA OF DREAD

Cost: 5 motes

Duration: One scene

UNAPPROACHABLE VISAGE

Cost: 4 motes, 1 Willpower

Type: Simple

Duration: One scene

Minimum Presence: 5

Minimum Essence: 3

Charm Prerequisites: Aura of Dread

Standing with a terrifying and unassailable demeanor, the Solar makes the mere act of attacking him seem insane and unimaginable to her foes. Each turn that an opponent wishes to attack the Solar, she must pay 1 point of temporary Willpower to do so. This Charm has no effect on characters with Essence higher than that of the Solar.

SHOCKING PRONOUNCEMENT STYLE

Cost: 8 motes, 1 Willpower

Duration: Essence turns

Type: Simple

Minimum Presence: 5

Minimum Essence: 3

Prerequisite Charms: Prey-Freezing Gaze

Standing before a crowd of onlookers, the Solar makes a single pronouncement so startling and unexpected that the crowd can merely stare in shock.

To use this Charm, the Exalt must have a platform upon which to speak, and the audience must be listening to him. Upon uttering the statement, all onlookers with a Permanent Essence lower than the Exalt's are utterly stunned — they are unable to take any action other than stare in amazement at the Solar and ponder the implications of his statement. This state lasts for a number of turns equal to Exalt's Essence. During this time, the Exalt can do nothing but stand and be stared at; any other action breaks the effect, as does any attack or violent action upon the enthralled masses. Those stunned by this Charm do retain their senses while unable to act.

TRANSFIXING SOLAR STARE

Cost: 10 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Presence: 5

Minimum Essence: 5

Prerequisite Charms: Shocking Pronouncement Style

The Solar's head is silhouetted by brilliant rays of light shining from behind, while her eyes take on the golden glow of the sun itself. The power behind this stare is so immense that anyone it falls upon is utterly transfixed to the spot. As long as the Solar continues to stare at an individual target, that target cannot move from the spot they are standing upon. Characters with Willpower lower than the Solar's Permanent Essence are unable to take any action at all while thusly transfixed. Those with a Willpower higher than the Solar's Essence may roll their Willpower against the Solar's Essence in order to take actions, though they still cannot move from their spot.

Obviously, the Solar can only affect a single target with this Charm at one time — if he redirects his gaze to a new target, the previous target is instantly freed. This Charm has no effect on individuals with a Permanent Essence higher than the Solar's.

RESISTANCE

PHILOSOPHY

The Resistance ability covers two separate but related areas — soaking damage in combat, and protecting against other things which might directly harm the character. The largest tree in Resistance contains soak Charms, explicitly designed to protect the character from harm during combat. The Solar soak Charms are generally quite straightforward — they increase a Solar's soak or hardness directly, with very little subtlety involved. At higher levels, Resistance Charms should grant superior soak effects and improved (though not invincible) perfect effects.

The lesser trees are generally in the same style as the Endurance trees, following a straight line or joining together. There are a few such small trees, each protecting the character from something different: poison and illness, the effects of alcohol, or physical pain. There is also an armor-summoning tree. These trees should be extended in a fashion similar to the Charms already present, although some branching might be appropriate, especially in the armor-summoning tree.

ABYSSAL EQUIVALENTS

The primary example of an Abyssal Charm which directly implies a Solar equivalent in Resistance is Void-Banished Mail. This Charm allows an Abyssal to place their armor Elsewhere and instantly retrieve it at any time. This is an obvious extension of the Solar armor-donning tree (especially given the parallel to the weapon-retrieving Melee tree). Other Abyssal Charms, providing effects like poisoned blood and bodily weapons, are too heavily tied to the Abyssal style to have Solar equivalents.

EXISTING CHARM

MODIFICATIONS

Pain-Reducing Meditation, Castebook: Zenith pg. 74. This Charm does not require Durability of Oak Meditation as a prerequisite.

Whirlwind Armor-Donning Prana, Exalted Corebook pg. 178. This Charm's function is that of Hauberk-Summoning Gesture in the Corebook. Its Resistance Minimum is 2, and its Essence Minimum is 2.

Hauberk-Summoning Gesture, Exalted Corebook pg. 178. This Charm functions as described below.

Spirit Strengthens the Skin, Exalted Corebook pg. 176. This Charm is compatible with armor.

Adamant Skin Technique, Exalted Corebook pg. 177. This Charm's cost is 5 motes, 1 Willpower.

NEW CHARMS

HAUBERK-SUMMONING GESTURE

Cost: 3 motes

Duration: Instant

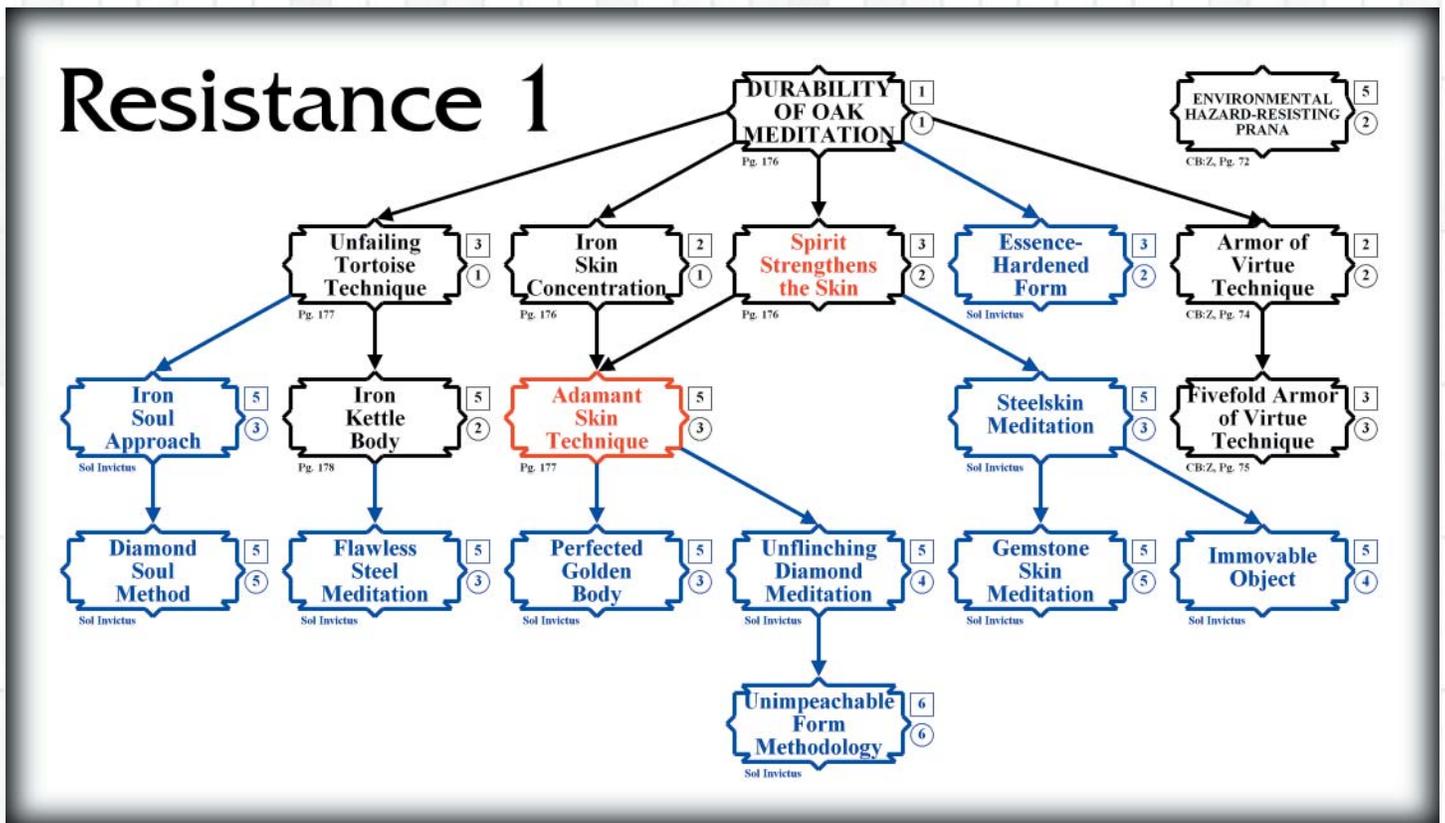
Type: Simple

Minimum Resistance: 4

Minimum Essence: 3

Prerequisite Charms: Whirlwind Armor-Donning Prana

Using this Charm, the Exalt may place their armor Elsewhere, to retrieve instantly when needed. In order to use this Charm, the character must be wearing her armor, properly fastened and attached. Upon activating the Charm, the armor vanishes in a flash of light, disappearing into Elsewhere. Once the armor has been banished, the character may activate this Charm to restore the armor, which appears instantly upon the character's form. A Solar may only store a single suit of armor using this Charm. In addition, it only affects armor approximately the



same size as the Exalt; it may not be used to banish warstriders.

GOLDEN SUN'S SHEATHING

Cost: 10 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Resistance: 5

Minimum Essence: 4

Prerequisite Charms: Hauberk-Summoning Gesture

The Solar Exalted have a deep and abiding connection to orichalcum, the glorious metal gifted to them by their patron god. By attuning carefully to the Essence of the metal, the character can make the armor become like a second skin, as much a part of her body as any other. For the remainder of the scene, a suit of armor made of orichalcum becomes form-fitted to the character's body, and moves fluidly along with her. While this is in effect, the character suffers no penalties from the armor. In addition, the armor is considered to provide natural soak for the purposes of Charms and effects which are affected by such. This Charm cannot be used with Warstriders or other armor larger than a normal human.

WARSTRIDER-UNLEASHING MANEUVER

Cost: 15 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Resistance: 5

Minimum Essence: 4

Prerequisite Charms: Hauberk-Summoning Gesture

This Charm allows the Exalt to overcome the limitations of the Hauberk-Summoning Gesture and hide massive magical war machines Elsewhere. In order to activate this Charm, the character must be seated within and attuned to a warstrider or other piece of larger-than-human magical armor. If the armor requires hearthstones or reagents to be active, these must also be in place. Upon spending

the motes and Willpower, the warstrider (along with any weapons it may be holding) vanishes Elsewhere, leaving the Exalt standing in its place. At any time, the Solar may activate this Charm again to return the warstrider; it appears in a flash of golden light, with the Solar encased within.

The character may only store a single warstrider Elsewhere using this Charm.

IMPENETRABLE SUNMAIL

Cost: None

Duration: Permanent

Type: Special

Minimum Resistance: 5

Minimum Essence: 4

Prerequisite Charms: Glorious Solar Plate

The character's shining armor exceeds all standards for glory and wonder. The character may add her Resistance rating to the bashing and lethal soak provided by her Glorious Solar Plate, and one-half her Resistance (rounded up) to the hardness provided. In addition, the character's armor resists the armor-bypassing qualities of weaponry: its soak is not halved as normal when the character is damaged by piercing weapons.

IMPECCABLE SOLAR WAR MACHINE

Cost: 10 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Resistance: 5

Minimum Essence: 4

Prerequisite Charms: Glorious Solar Plate

With but a gesture, the character summons into being a warstrider made entirely of light. This armor appears around the character, who is instantly encased within the Solar armor. This warstrider provides a soak of 20L/20B, and increases the character's Strength to 12. It suffers fatigue and mobility penalties of -3. Otherwise, this Warstrider follows the rules for warstriders set out in *Savant and Sorcerer*.



IRON SOUL APPROACH

Cost: 3 motes per level

Duration: Instant

Type: Reflexive

Minimum Resistance: 5

Minimum Essence: 3

Prerequisite Charms: Unfailing Tortoise Technique

Channelling Essence throughout his body, the Solar protects himself against even the most grievous injury. For each three motes spent activating this Charm, the Solar prevents a single health level of damage from an incoming attack which has already been rolled.

DIAMOND SOUL METHOD

Cost: 8 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Resistance: 5

Minimum Essence: 5

Prerequisite Charms: Iron Soul Approach

The Solar wraps herself in thick sheets of protective Essence, keeping her safe from harm. For the remainder of the scene, the Solar may reduce the damage of all successful attacks against her by a number of health levels equal to one-half her Essence, rounded down, after the damage is rolled.

ESSENCE-HARDENED FORM

Cost: None
Duration: Permanent
Type: Special
Minimum Resistance: 3
Minimum Essence: 2
Prerequisite Charms: Durability of Oak Meditation

The character's Essence begins to flow through her body, strengthening and hardening it against all damage. The character's natural soak is increased by her Permanent Essence score. This Charm does not need to be activated; it simply enhances the character's natural abilities.

STEELSKIN MEDITATION

Cost: 4 motes, 1 Willpower
Duration: One scene
Type: Simple
Minimum Resistance: 5
Minimum Essence: 3
Prerequisite Charms: Spirit Strengthens the Skin

The Solar's skin grows as hard as tempered steel, protecting him from minor assaults. For the

remainder of the scene, the Exalt gains hardness equal to half of his natural soak (rounded down) against all attacks.

GEMSTONE SKIN MEDITATION

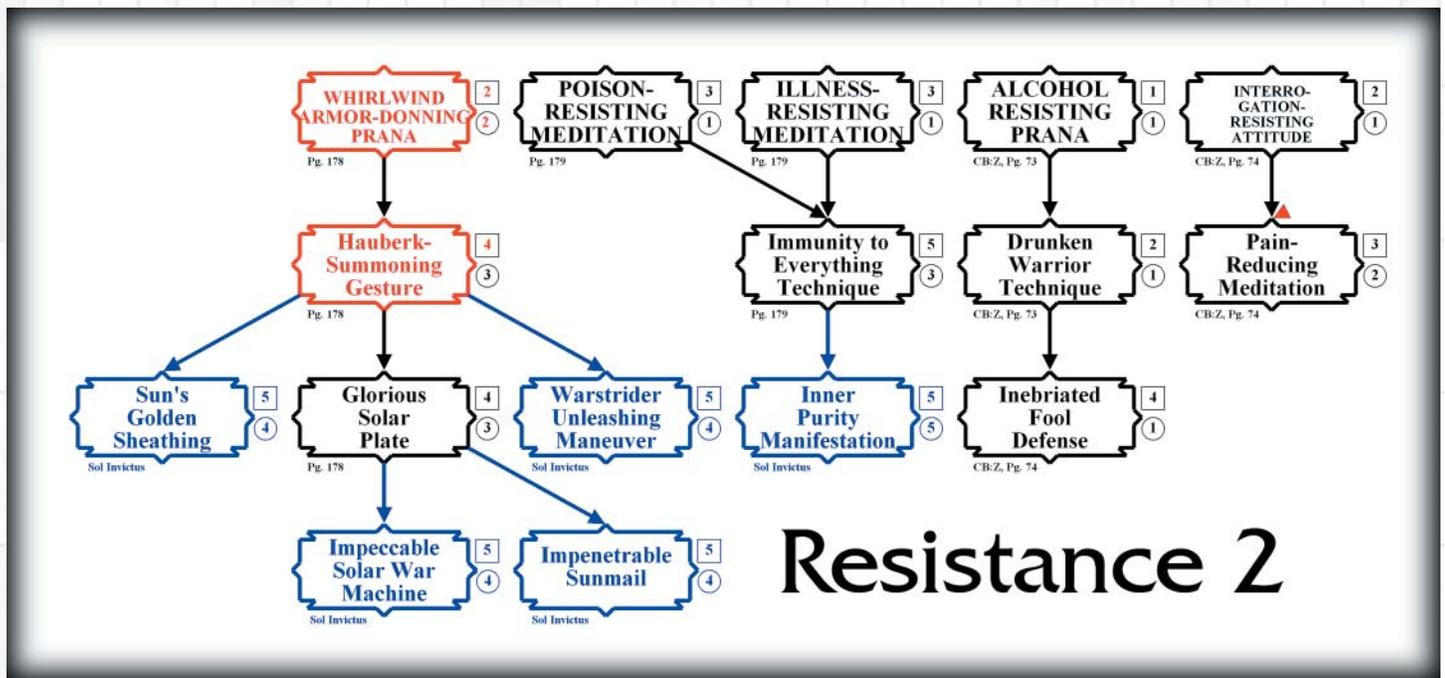
Cost: 5 motes
Duration: One scene
Type: Simple
Minimum Resistance: 5
Minimum Essence: 5
Prerequisite Charms: Steelskin Meditation

The Solar's body becomes resistant to even the most vicious wounds. For the remainder of the scene, the Exalt may soak aggravated damage using her bashing soak.

IMMOVABLE OBJECT

Cost: 5 motes
Duration: One turn
Type: Reflexive
Minimum Resistance: 5
Minimum Essence: 4
Prerequisite Charms: Steelskin Meditation

The Exalt becomes the proverbial immovable object; no force in Creation can cause her to move



from her position. During this turn, as long as the character is standing firmly upon a more or less flat surface, she cannot be forced to move in any way from her position. She is immune to knockdown and knockback, even when it has a magical source. She is also immune to any attacks which involve moving the character (such as clinch attempts.)

In addition, the character's physique is strong enough that even incoming objects must make way for it. Any attacks dealing bashing damage (even significant ones, such as falling boulders) deal their minimum damage to the character. Finally, any weapons used to attack the character which deal net damage less than or equal to her soak shatter against her immaculate form.

PERFECTED GOLDEN BODY

Cost: 5 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Resistance: 5

Minimum Essence: 3

Prerequisite Charms: Adamant Skin Technique

The Exalt's skin gains a golden tint, and glints noticeably in the sunlight; he has learned to tap into the fundamental Essence of orichalcum, and channel it through his body. For the remainder of the scene, all attacks against the Solar have a minimum damage of 1 die, in place of the attacker's Essence.

UNFLINCHING DIAMOND MEDITATION

Cost: 8 motes, 1 Willpower

Duration: Special

Type: Reflexive

Minimum Resistance: 5

Minimum Essence: 4

Prerequisite Charms: Adamant Skin Technique

The Exalt's skin becomes hardened against a single source, protecting her against the most powerful of blows, the hottest of fires, or the heaviest

of crushing weights. When she activates this Charm, the character takes no damage whatsoever from a single source, be it an attack, a fall, a part of the environment, or any other source. In addition, the Exalt's skin remains hardened against that source until such a time as it ceases dealing damage. She may wade through lava or stand amidst a Dragon Vortex Attack without suffering a single wound, as long as this Charm remains active.

This Charm may be Comboed as if it were of the Instant duration.

UNIMPEACHABLE FORM METHODOLOGY

Cost: 8 motes, 1 Willpower, 1 lethal health level

Duration: One turn

Type: Reflexive

Minimum Resistance: 6

Minimum Essence: 6

Prerequisite Charms: Unflinching Diamond Meditation

The Exalt's entire body becomes suffused with protective Essence, ensuring that no harm comes to him. For the remainder of the turn, the Solar is immune to all physical damage; he can suffer no health levels of damage, or the effects of any attacks which would physically wound or alter his body's form.

FLAWLESS STEEL MEDITATION

Cost: 1 mote per level

Duration: Instant

Type: Reflexive

Minimum Resistance: 5

Minimum Essence: 3

Prerequisite Charms: Iron Kettle Body

For a moment, the Exalt's body adopts the toughness and fortitude of finely tempered steel. When struck by a blow, the Exalt may pay motes of Essence to increase her bashing and lethal soak and hardness against that single blow. For each mote spent, the character's soak and hardness increase by one for purposes of resisting a single attack. This

Charm may be activated after an attack is rolled and raw damage is calculated, but before soak is subtracted.

INNER PURITY MANIFESTATION

Cost: None

Duration: Permanent

Type: Special

Minimum Resistance: 5

Minimum Essence: 5

Prerequisite Charms: Immunity to Everything Technique

The Exalt has transcended his vulnerability to those things which attack his body from within. A character who knows this Charm is completely immune to all poisons and diseases, even magical poisons or diseases (like those invoked using the Citrine Poxes of Contagion Style.) This Charm does not need to be activated; it enhances the Exalt's natural capabilities.

SURVIVAL

PHILOSOPHY

The primary purpose of Solar Survival is just that – surviving in even the harshest conditions. These Charms provide everything that the character needs in the wilderness – food, heat, and shelter, as well as more direct protection against the elements. These Charms can also aid the Exalt in other activities that are primarily useful in a wild setting – setting camouflage or tracking a quarry, for example. The Survival Charm tree tends to involve unbranching progressions which all stem off of Hardship-Surviving Mendicant Spirit. Each of these progressions deals with a single aspect of Survival – tracking, for example. Further expansions should follow this pattern, beginning new branches for new areas of Survival, and expanding existing branches downward for other effects.

Solar Survival has a secondary tree dealing with animals. These Charms allow a character to befriend animals and bind a familiar; they can easily be expanded to include other animalistic effects or other effects which deal with the character's familiar.

ABYSSAL EQUIVALENTS

Essence Engorgement Technique implies the existence of a Solar Charm which increases a Solar's Essence pool – but see Endurance for that Charm. Other Abyssal Survival Charms tend to focus explicitly on blood-drinking, or provide Abyssal equivalents of existing Solar powers.

EXISTING CHARM

MODIFICATIONS

There are no modifications for Survival Charms.

NEW CHARMS

MAGNIFICENT CREATURE METHOD

Cost: None

Duration: Permanent

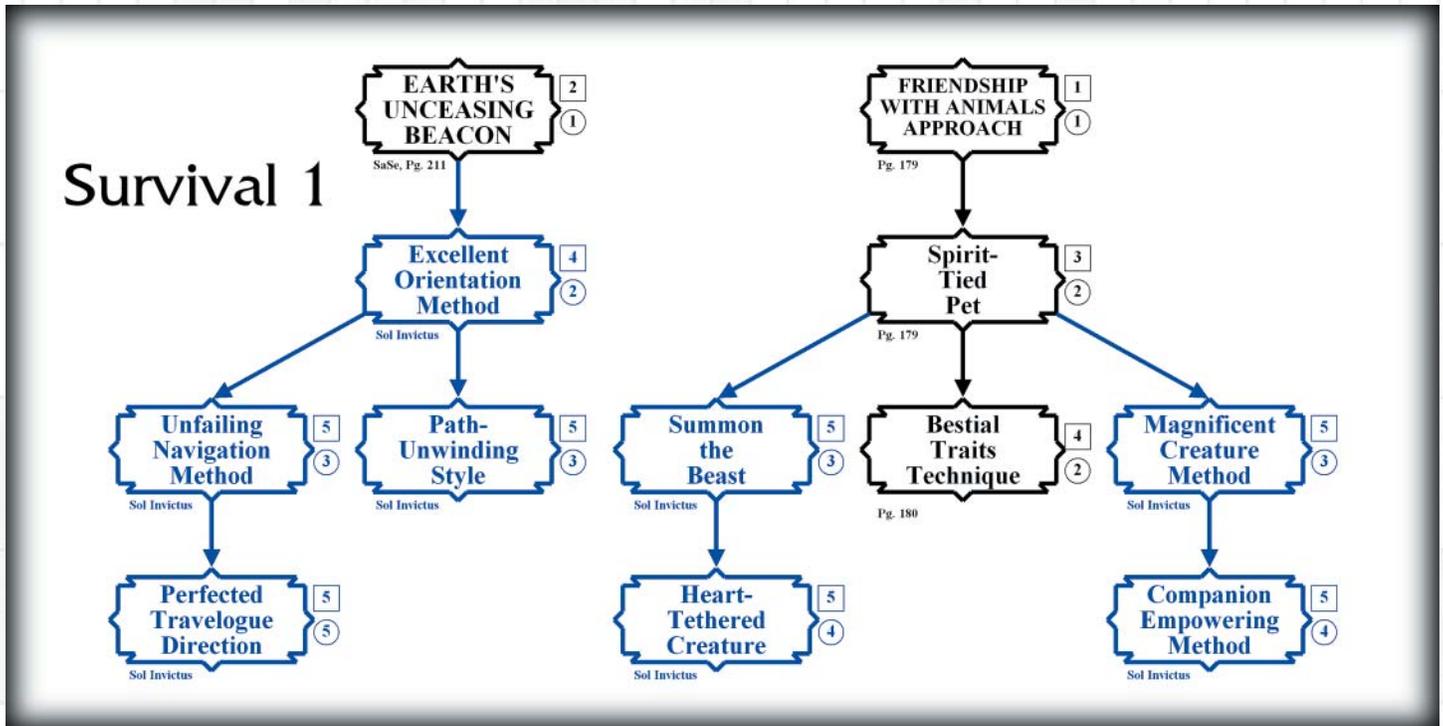
Type: Special

Minimum Survival: 5

Minimum Essence: 3

Prerequisite Charms: Spirit-Tied Pet

The character has developed an incredibly close bond with her familiar, letting her strengthen the flow of Essence between the two. The Exalt receives twice her Permanent Essence in points, which she may distribute amongst her familiar's Strength, Dexterity, Stamina, and Perception. This Charm does not need to be activated; it permanently enhances the familiar's capabilities.



COMPANION-EMPOWERING METHOD

Cost: None

Duration: Permanent

Type: Special

Minimum Survival: 5

Minimum Essence: 4

Prerequisite Charms: Magnificent Creature Method

By further extending the tie of Essence that runs between herself and her familiar, a Solar can grant a small portion of her magical ability to her companion. When the Solar purchases this Charm, the familiar gains access to a number of personal Essence motes equal to the character's (Permanent Essence x 4). In addition, the familiar gains access to one Charm of a non-Permanent duration which the Exalt knows. This must be a Charm which the familiar meets the ability prerequisites for, generally (though not always) limiting it to the abilities of Brawl, Endurance, Resistance, Survival, Awareness, Athletics, Dodge, or Stealth.

The Exalt may purchase this Charm multiple times; each such purchase allows the familiar access to an additional 2 Charms. The Exalt may purchase

this Charm no more times than his Permanent Essence.

SUMMON THE BEAST

Cost: 5 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Survival: 5

Minimum Essence: 3

Prerequisite Charms: Spirit-Tied Pet

Wherever the Solar travels, he need never be without his familiar by his side. Activating this Charm causes the character's familiar to appear in a flash of sunlight, instantly by the character's side, wherever she may have been a moment before. If for some reason this would not be possible — for example, attempting to summon a tyrant lizard familiar within a tightly confined cave — the Charm has no effect.

Alternately, the character may activate this Charm while standing in a place he considers "home," with his familiar by his side. As long as he keeps the motes committed, he may call his familiar to him, or return him home, as a non-rolled dice action.

HEART-TETHERED CREATURE

Cost: None
Duration: Permanent
Type: Special
Minimum Survival: 5
Minimum Essence: 4
Prerequisite Charms: Summon the Beast

The Solar's connection to her companion familiar has grown so strong that the life of each is tied intimately to the other — each may take the wounds of the other upon herself. An Exalt who knows this Charm can reflexively transfer levels of damage from herself onto her familiar — or do the reverse, accepting the injuries of her companion. However, this connection bears its own risks — whenever the character's familiar is rendered unconscious, she suffers automatic levels of bashing damage equal to twice her rating in the Familiar background, which can be soaked only with Stamina; if the familiar is killed, the character suffers an identical number of levels of lethal damage.

SHELTER-LOCATING METHOD

Cost: 4 motes
Duration: Special
Type: Simple
Minimum Survival: 4
Minimum Essence: 2
Prerequisite Charms: Hardship-Surviving Mendicant Spirit

In even the bleakest wilderness, a Solar need not fear for her ability to locate proper shelter for the night. Using this Charm, the character is guaranteed to find enough shelter to protect herself and a number of companions equal to her Permanent Essence. The time this will take varies based on the terrain; it will take anywhere from 5 minutes (for a wooded area with numerous rocky outcroppings and trees) to 2 hours (for a flat, barren tundra.) However, the Solar is guaranteed to either find a prepared shelter, or the materials necessary to construct one. The resulting shelter will protect its

inhabitants entirely from precipitation, wind, and other environmental hazards, as well as steering away natural predators.

WEATHER-IGNORING STANCE

Cost: 3 motes, 1 Willpower
Duration: One hour
Type: Simple
Minimum Survival: 5
Minimum Essence: 3
Prerequisite Charms: Storm Warden Concentration

With this Charm, the character's resistance to inclement weather is extended beyond inconvenience, letting the Exalt resist even the most deadly climatic events. While this Charm is in effect, even the most powerful winds have no effect on the character's person — he can stand in the middle of a hurricane as if there were no wind at all. In addition, he is entirely protected from damage resulting from weather patterns — tremendous hailstones will bounce off the character. This protection extends to other occurrences which closely resemble weather — meteor showers or ashen rain from a volcano eruption, for example.

MISLEADING PATH PRANA

Cost: 7 motes, 1 Willpower
Duration: One day
Type: Simple
Minimum Survival: 5
Minimum Essence: 4
Prerequisite Charms: Traceless Passage

Using this technique, a Solar can not only hide her movement from those seeking to follow her, but actually lead followers astray with inaccurate markings. While this Charm is active, the Solar may choose what sort of markings appear as her group passes, making them appear to indicate any size and composition of group which she chooses. In addition, the character may choose to create a fake path which branches off from her real direction at a certain point, leaving the real path invisible. Any

tracker must succeed at a Wits + Survival roll against a difficulty of the character's Permanent Essence, or be misled by the false trail. The tracker may roll again each hour to determine if he discovers the falsity of the trail.

x 5) yards. This process takes one hour for every 5 people or 5 yards concealed. If the individuals thusly concealed act to surprise any target, they will automatically do so; without the use of Charms like the Surprise Anticipation Method, the quarry will automatically be ambushed.

WILD AMBUSH APPROACH

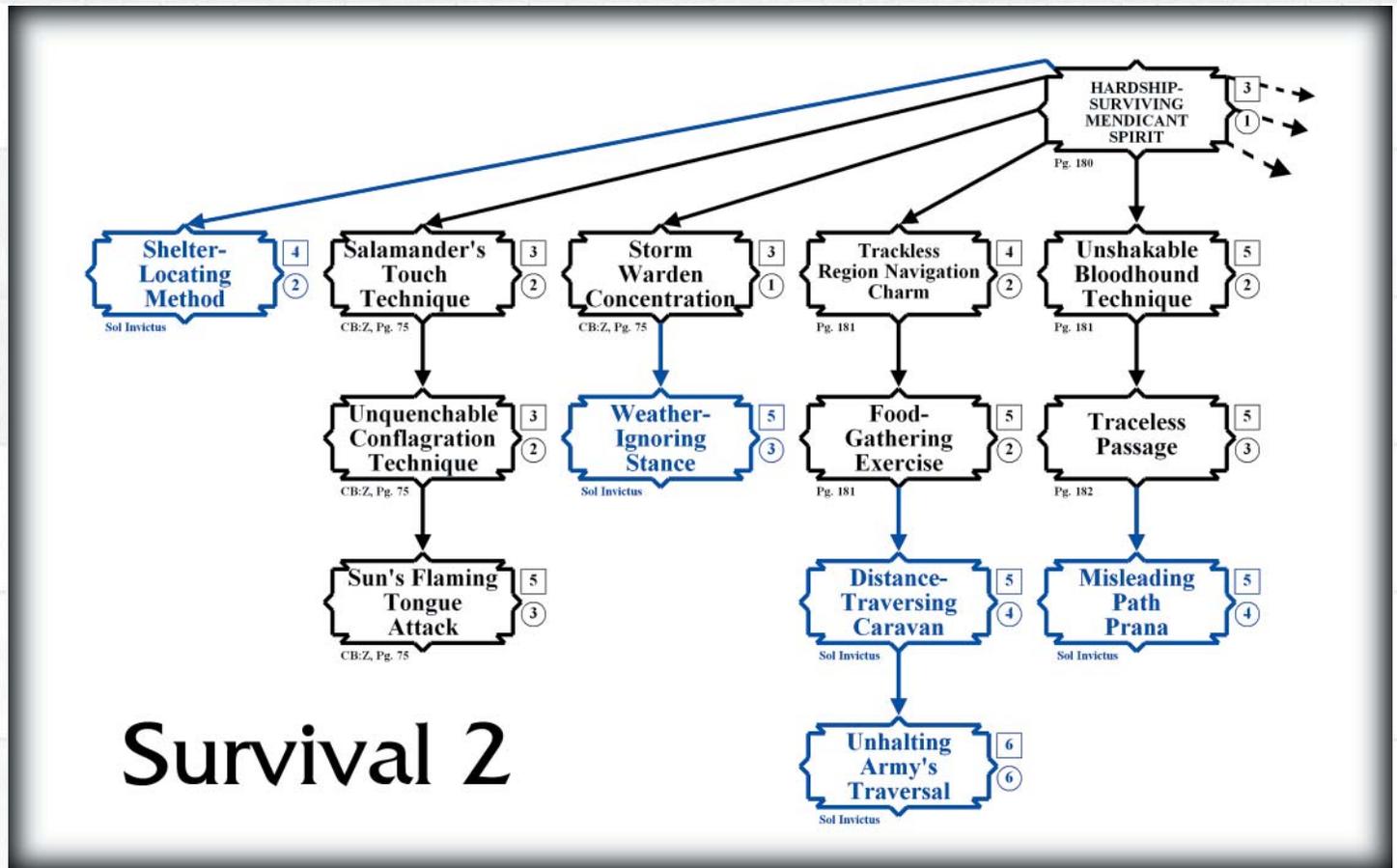
- Cost:** 15 motes, 1 Willpower
- Duration:** One day
- Type:** Simple
- Minimum Survival:** 5
- Minimum Essence:** 4
- Prerequisite Charms:** Eye-Deceiving Camouflage

Using his impeccable knowledge of the wilds, the character can hide a great number of allies within plain sight, using only the tools provided by nature. With this Charm, the character can hide a number of individuals equal to (Permanent Essence x 5), or objects with a total diameter of (Permanent Essence

Mundane methods of search will entirely fail to detect those hidden, regardless of the amount of time spent searching. Magical methods must roll against a difficulty equal to the character's Permanent Essence to function.

HIDDEN CITY MEDITATION

- Cost:** 20 motes, 1 Willpower, 1 experience point
- Duration:** Special
- Type:** Simple
- Minimum Survival:** 6
- Minimum Essence:** 6



Prerequisite Charms: Wild Ambush Approach

The jungle holds many secrets; who knows how to discover them all? With this powerful magic, a Solar Exalt can reshape wild lands around even the greatest objects, hiding them from view and preventing others from reaching them. To use this Charm, the character must trace out the border of the area he wishes to conceal, a process that takes one day for every mile of said border. The maximum allowable border is equal to the character's (Permanent Essence x 5) miles. Once this area is traced out, the character subtly redirects the Essence flows of the region to steer clear, with startling results. Trees grow up to block any view of the target; paths divert and bend around it. Anyone searching for the hidden area using mundane means will automatically fail; those using magical methods may determine that something unusual is going on, but will still be unable to actually locate the area without extreme measures.

When using this Charm, the character may choose to create contingencies which allow seekers to discover the hidden place. Each contingency must be a single, clear statement: "I may always enter this city," for example, or "Anyone bearing the mon of House Nellens may enter." The character may create a number of contingencies equal to his Permanent Essence.

(ELEMENT)-DENYING STYLE**Cost:** 10 motes, 1 Willpower**Duration:** One day**Type:** Simple**Minimum Survival:** 5**Minimum Essence:** 4**Prerequisite Charms:** Element-Resisting Prana

In the wilderness, one often finds oneself beset by the raw forces of the elements. Using this Charm, the Solar can inure himself to these effects, eliminating any threat they might pose to her. When the Exalt purchases this Charm, she must select one of the five elements — Air, Earth, Fire, Water, or

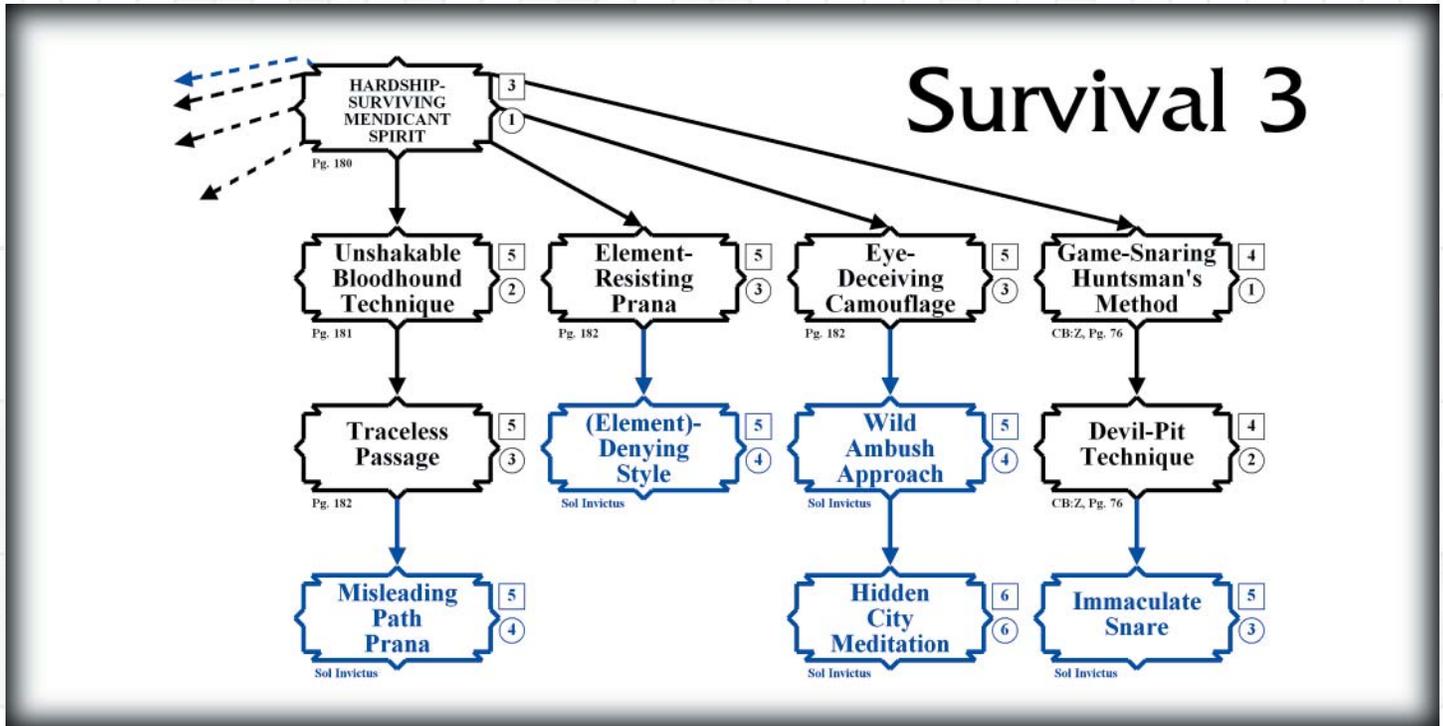
Wood. While this Charm is in effect, the character is completely immune to the negative effects of the element in question. This allows the character to ignore all damage dealt by that element, even magical damage; in addition, it allows the character to ignore knockback, trait reduction, poison, and other similar effects related to that element.

Air-Denying Style allows the character to walk through a hurricane without effort or feel comfortably warm while walking through a field of ice. Earth-Denying Style would allow the character to avoid all damage from a sandstorm or a falling rock. (It cannot protect against metal, however.) Water-Denying Style might protect the character against a burst dam or a powerful whirlpool, while Wood-Denying Style would save the character from poisonous thorns, wooden clubs, or falling trees.

DISTANCE-TRAVERSING CARAVAN**Cost:** 10 motes, 1 Willpower**Duration:** Indefinite**Type:** Simple**Minimum Survival:** 5**Minimum Essence:** 4**Prerequisite Charms:** Food-Gathering Exercise

The masterful Exalted outdoorsman can make travel through even the most unpleasant and difficult terrain into a straightforward and easy journey. While this Charm is active, the Solar and up to (Permanent Essence x 10) of his companions find the difficulties of travel greatly eased. Regardless of the terrain their journey passes over, their progress is not slowed — moving across any terrain which is not completely impassable occurs at the speed of traversing a flat, featureless plain. In addition, any journeyer must merely reach down one hand while travelling, and she can pick up something edible — the group may gather enough food and water for every member to eat without slowing down.

UNHALTING ARMY'S TRAVERSAL**Cost:** 20 motes, 2 Willpower



Duration: One day

Type: Simple

Minimum Survival: 6

Minimum Essence: 6

Prerequisite Charms: Distance-Traversing Caravan

Often, a Solar must lead a great quantity of followers into the wild. An entire army can travel through the harshest wilderness with the assistance of this technique, all without encountering the slightest hardship. While this Charm is active, the travelling needs of as many followers as the character's Permanent Essence times one thousand will have all their travelling needs met: they will be able to locate food, water, and basic shelter without difficulty, they will be protected from mundane elements, and they will be undaunted by rough or difficult terrain. For the purposes of all Survival rolls made by the affected followers while this Charm is in effect, use the difficulty of the easiest possible terrain, rather than that of the terrain actually being traversed. In addition, these followers leave no destruction in their wake; though their progress may still be tracked, the affected force does only minimal damage to any land upon which they move or camp during this Charm's duration.

IMMACULATE SNARE

Cost: 10 motes, 1 Willpower

Duration: Indefinite

Type: Simple

Minimum Survival: 5

Minimum Essence: 3

Prerequisite Charms: Devil-Pit Technique

With careful preparation, the Solar hunter may craft a snare that even the craftiest beast might fall prey to. The Exalt must identify a specific target he wishes to ensnare, and then spend a period of several hours crafting the snare itself. At the conclusion of this construction, the snare will be perfectly placed — the chosen target cannot identify or locate it without the use of a perfect awareness effect. If the target triggers the trap, it will automatically succeed in capturing her — this is a perfect effect. In addition, the difficulty for all rolls to escape from the trap once it has been triggered is increased by the Exalt's Permanent Essence.

EXCELLENT ORIENTATION METHOD

Cost: 3 motes

Duration: Instant

Type: Simple

Minimum Survival: 4

Minimum Essence: 2

Prerequisite Charms: Earth's Unceasing Beacon

This Charm allows a Solar survivalist to locate her way back to any landmark without fail. Activating it provides the Solar with an impeccable indication of the direction in which lies a single location she has been to before. In addition, the Charm gives a vague estimate of the distance (in orders of magnitude: 1/10th of a mile, 1 mile, 10 miles, etc.)

PATH-UNWINDING STYLE

Cost: 4 motes

Duration: Instant

Type: Simple

Minimum Survival: 5

Minimum Essence: 3

Prerequisite Charms: Excellent Orientation Method

When navigating particularly treacherous or confusing terrain, moving directly towards a destination may not always be the quickest way to reach it. The Solar must identify a specific destination he wishes to reach; this Charm provides him with knowledge of which direction he should move from his current direction to reach his destination the quickest. The provided path will only be the quickest if the Solar continues to move in well-chosen directions, however; additional uses of this Charm may be necessary in order to properly navigate a particularly treacherous or difficult region.

UNFAILING NAVIGATION METHOD

Cost: 8 motes, 1 Willpower

Duration: Varies

Type: Simple

Minimum Survival: 5

Minimum Essence: 3

Prerequisite Charms: Excellent Orientation Method

The true survivalist never becomes lost, even in the most confusing and intricate labyrinth. Using this Charm, the Solar can gain an instinctive knowledge of how to best navigate her current location, allowing her to discover secrets or locate exits with great ease. When the character activates the Charm, she becomes subconsciously aware of the layout of her current location, extending out to her (Essence x 100) yards. As long as the 8 motes remains committed, the character may at any time choose a destination within that space and begin to move towards it; if it exists, she will take a correct route to find it. This route is not guaranteed to be the safest (though this Charm will not direct the character down a more dangerous path if an equally good safe one exists) or the shortest (although it will not take a deliberately roundabout route); however, it is guaranteed to reach the destination. If no such place or object exists within the area, the Charm simply fails to function, notifying the Exalt of this fact.

PERFECTED TRAVELOGUE DIRECTION

Cost: 15 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Survival: 5

Minimum Essence: 5

Prerequisite Charms: Unfailing Navigation Method

With this Charm, the Exalt needs no map, no directions, no landmarks — he knows exactly where to go. Upon activating this Charm, the Exalt gains knowledge of a reasonably efficient method of reaching any destination, regardless of its place in relation to his current location. This path will not necessarily be the most efficient, since it will not always take advantage of all possible shortcuts, nor will it necessarily be entirely safe; however, it will be realistically passable for the character and his travelling companions, and it will make no unnecessary detours.

CRAFT

PHILOSOPHY

Solars are truly peerless craftsmen, having created the greatest works humanity has ever seen during the First Age. Their Craft Charms aid them immensely in creating these wonders, providing all the tools needed to create incredible objects with remarkable swiftness.

Solar Craft Charms are general in their applicability; they are designed to be used with any of the numerous crafts a Solar can pursue, though they sometimes favor physical crafts like metal or stoneworking. The Charms branch off in several directions – building better objects, strengthening and purifying them, transforming them into other things, and destroying them. All of these are appropriate for Solar Craft, which involves a total understanding of an object's nature – she who knows how to make the object also knows how to reshape or destroy it.

ABYSSAL EQUIVALENTS

Abyssals are notably poor at the Craft ability, focusing as intensely as they do on the art of destruction. As a result, there are no Abyssal Craft Charms which imply Solar equivalents.

EXISTING CHARM

MODIFICATIONS

Spiritual Sustenance, Time of Tumult pg. 98. This Charm's prerequisite is Dust into Stone Approach.

Rock-Spinning Technique, Time of Tumult pg. 95. This Charm's prerequisite is Dust into Stone Approach. It can transform any "hard" material such as metal, wood, or stone into cloth.

Body-Forging Travail, Castebook: Twilight pg. 69. This Charm's prerequisite is Impurity-Hammering Blow.

NEW CHARMS

DUST INTO STONE APPROACH

Cost: 3 motes

Duration: One minute

Type: Simple

Minimum Craft: 2

Minimum Essence: 2

Prerequisite Charms: None

For most craftsmen, a great deal of material goes to waste; anything chipped, carved, or cut away in crafting an object is typically unusable. With this Charm, a Solar craftsman can shape such remnants into a fully usable unit of their original material, turning pebbles into stone, sawdust into wood, or scraps into leather. The character must merely gather together a quantity of such scraps, no more than five pounds in weight, and channel Essence into them for one minute; they will seamlessly meld into a like-sized object made of material similar in quality to that the scraps originated from.

This Charm may alternately be used to join together two larger objects made of the same material, or to repair a cracked or fractured object; in that case, the cost is the same, but there is no limit on the weight of the objects in question.

STEEL FEATHER PRANA

Cost: 3 motes

Duration: Ten minutes

Type: Simple

Minimum Craft: 3

Minimum Essence: 2

Prerequisite Charms: Dust into Stone Approach

Much as Rock-Spinning Technique transforms solid materials into cloth, the Steel Feather Prana grants solidity to soft and lightweight objects. To use

this Charm, the character must gather feathers, cloth, flower petals, snow, smoke, or other insubstantial materials, then begin to reshape its Essence. The Solar can affect a cubic meter of material per application. At the conclusion of ten minutes, the material has been granted the toughness of either rock or steel. Objects reshaped into the former can be easily used as a building material; those rendered into the latter can be reforged into weapons or armor. Despite taking on the hardness of the chosen material, the new material still bears its original appearance; in addition, it is significantly lighter than regular stone or metal (though still much heavier than before.)

REEDS INTO GOLD MEDITATION

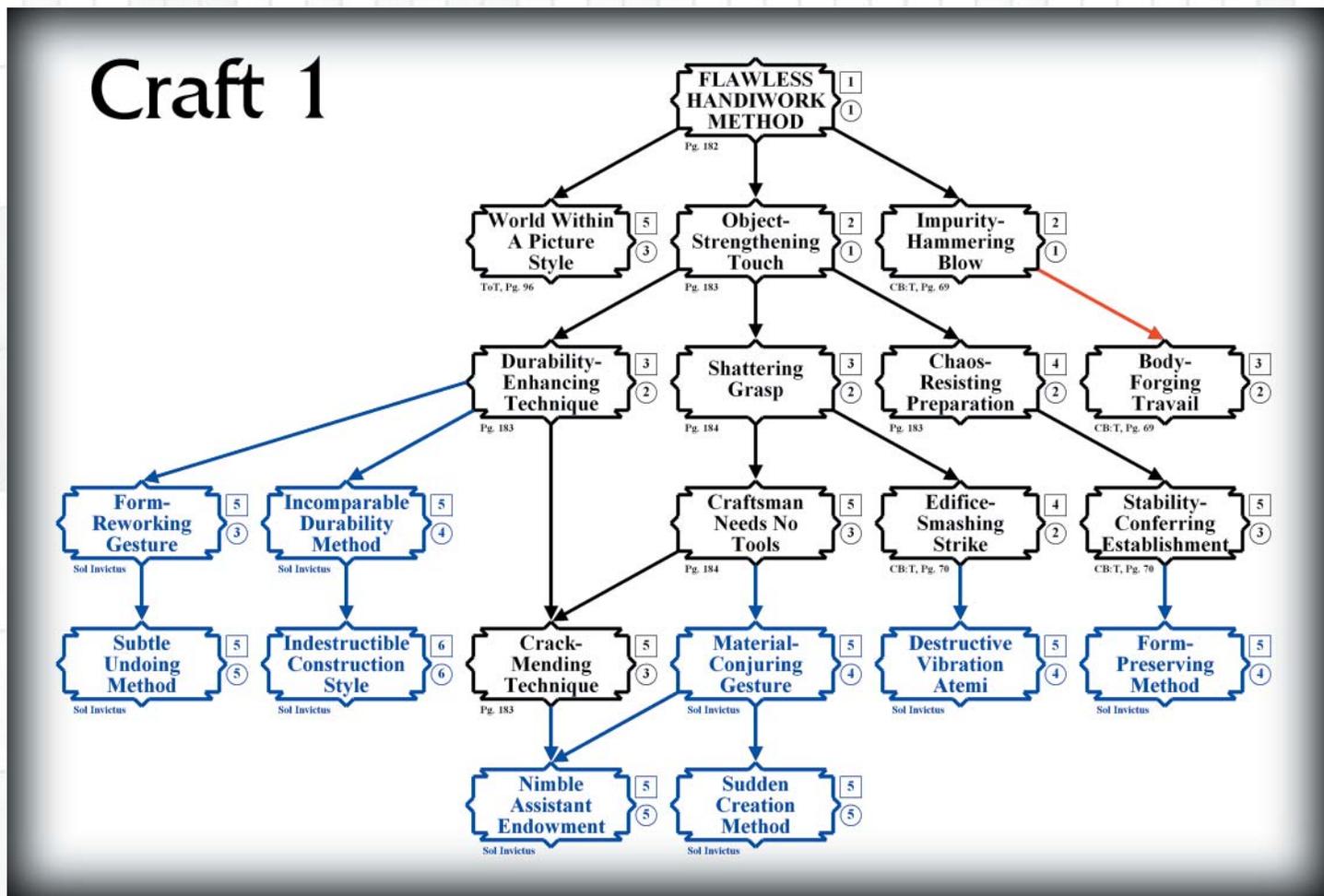
Cost: 10 motes, 1 Willpower
Duration: Varies
Type: Simple
Minimum Craft: 5

Minimum Essence: 3

Prerequisite Charms: Rock-Spinning Technique, SteelFeather Prana

With her increased knowledge of object's properties, the Solar has learned the secret of transmuting materials into one another. To use this Charm, the character must begin with a quantity of one material, as well as tools which allow her to work that material and subtly alter its Essence. For each hour she spends, she may transform one cubic foot of this material into a similar material (for example, sandstone into marble.) This time is doubled for more distantly related materials (say, sandstone into steel) and quadrupled for completely unrelated materials (say, sandstone into cotton.)

This Charm cannot be used to create magical materials of any sort, only mundane materials.



SUBTLE SHAPING KATA

Cost: 10 motes, 1 Willpower**Duration:** One scene**Type:** Simple**Minimum Craft:** 5**Minimum Essence:** 3**Prerequisite Charms:** Rock-Spinning Technique

The Solar's ability to work his chosen material has reached truly fantastic levels. His skill allows him to reshape material into utterly perfect shapes. For the remainder of the scene, the Exalt needs only to achieve a single success on a Craft roll to produce an object of the utmost possible quality. For weapons and armor, this explicitly conveys the Perfect quality (described in the *Exalted Players Guide*). The Solar may also improve any existing object to make it Perfect with a single success, given access to suitable tools.

UNUSUAL CONSTRUCTION METHOD

Cost: 10 motes, 1 Willpower**Duration:** One task**Type:** Simple**Minimum Craft:** 5**Minimum Essence:** 4**Prerequisite Charms:** Subtle Shaping Kata

A talented Solar can construct an object out of incredibly unusual material. With this Charm, the character can craft a single object using any materials of her choice. The resulting object does not suffer any penalties or flaws as a result of its material, though it may have an unusual or striking appearance. The character could construct a sword from ice or a wall from reeds that would be in every way as effective as either built from normal materials. The resulting object gains an ability (of power to an Artifact 1) based on its material — a sword of air might make its user unusually dextrous, or a cape of shadow might make its wearer hard to see.

ELEGANT SOLAR TRANSFORMATION

Cost: 20 motes, 1 Willpower**Duration:** One day**Type:** Simple**Minimum Craft:** 5**Minimum Essence:** 5**Prerequisite Charms:** Subtle Shaping Kata

By carefully adjusting the Essence flows within an object, the Solar has learned to adjust its properties in almost any way she sees fit. The character must spend a day working with the object, which can be no larger than $10 \times (\text{Craft} + \text{Permanent Essence})$ cubic feet, subtly shifting the tiny lines of Essence flow that run through all things. This can have any of the following effects:

Weight. Divide the object's weight by up to the character's Craft score, or multiply it by up to the character's Craft score.

Hardness. Make the object more or less hard, as far as making cotton as hard as tough wood, or steel as soft as warm clay.

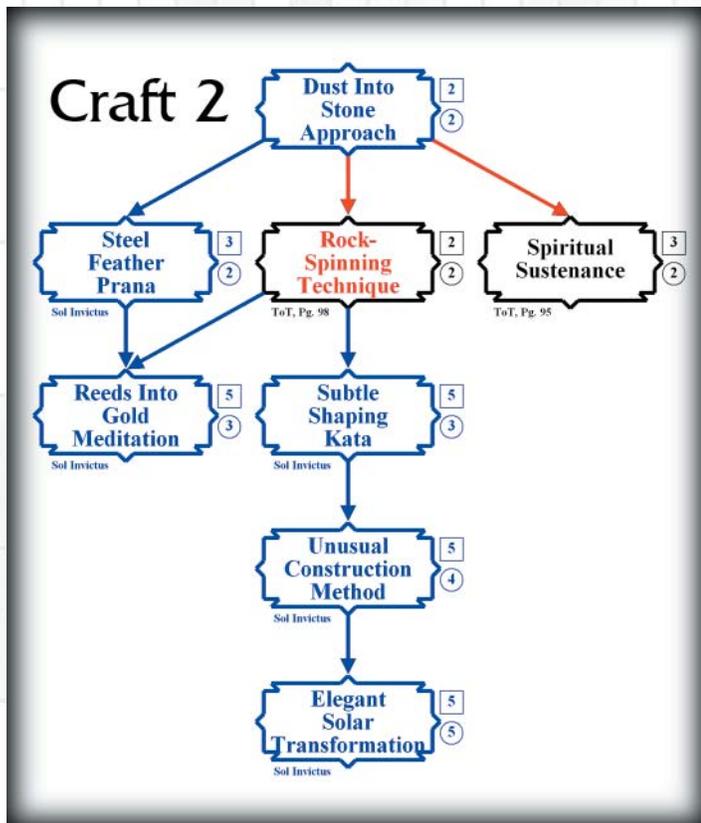
Malleability. Make the object incredibly brittle, or extremely shapeable.

State. Make a solid into a liquid, a liquid into a solid or gas, or a gas into a liquid.

Temperature. Make the object inherently hotter or cooler than its surroundings, by as much as $(5 \times \text{Craft})$ degrees.

Appearance. Change the object's color or pattern; make a shiny object dull or the reverse.

Further applications of this Charm to the same object are bound by the initial characteristics of the material — an object reduced to 1/5th its original weight could be increased up as far as 5 times its original weight by a second application, but could not be decreased further. This Charm may not be used on any of the Magical Materials.



FORM-PRESERVING METHOD

Cost: 10 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Craft: 5

Minimum Essence: 4

Prerequisite Charms: Stability-Confering Establishment

Reworking the Essence of an object to form a nearly impenetrable shield, the Solar protects a single object from change or modification. The Solar must spend a period of ten minutes working closely with the object; at the end of this period, it gains a remarkable stability of form. An object so treated cannot be reshaped or modified by any force, be it Wyld energy, Craft Charms, or raw muscle. An object affected by this Charm can still be destroyed, given a sufficiently powerful effort. However, more subtle force has no effect on it — it cannot be chipped or molded into a smaller shape.

DESTRUCTIVE VIBRATION ATEMI

Cost: 10 motes, 1 Willpower

Duration: Varies

Type: Simple

Minimum Craft: 5

Minimum Essence: 4

Prerequisite Charms: Edifice-Smashing Strike

Even the most carefully crafted work of men's hands has some weak point — and no object is stronger than its weakest part. A well-learned Solar can pinpoint these weak spots and use them to destroy objects — even priming them to shatter at opportune times. The character must be able to examine the structure for thirty minutes, carefully attempting to locate the most vulnerable point. The character can then apply Essence to that spot in order to cause it to break. Once he does so, he may set a single condition upon which the Essence within that point will ripple through the object, shattering it — for example, “whenever exactly three people are touching the object.” When the stated condition occurs, the object instantly takes levels of damage equal to four times the character's Permanent Essence.

If the condition set by this Charm is reached but the damage is insufficient to destroy the object, further occurrences of the condition will not trigger additional damage. Any one object may only be under the effect of one instance of this Charm at one time.

INCOMPARABLE DURABILITY METHOD

Cost: 10 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Craft: 5

Minimum Essence: 4

Prerequisite Charms: Durability-Enhancing Technique

With this Charm, the Solar can grant the toughness of the Magical Materials to any small object. The Exalt must select a single object, no

greater in size than his Permanent Essence in cubic feet. He must then spend an entire day carefully weaving increasingly fine webs of Essence into the structure of the object, stabilizing and reinforcing it. At the end of the day, the object has permanently attained a level of durability normally reserved for the Five Magical Materials — only the most powerful attacks will damage it.

INDESTRUCTIBLE CONSTRUCTION STYLE

Cost: 20 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Craft: 6

Minimum Essence: 6

Prerequisite Charms: Incomparable Durability Method

Using this technique, a Solar can make an object literally indestructible, beyond the ability of anything but Solar Circle Sorcery and the acts of the Incarna to destroy — for a limited time. The character must survey the object he wishes to reinforce, carefully examining each and every facet and surface it possesses; this process takes one hour for any object of 100 cubic feet or less, and an additional hour for each additional 200 cubic feet. At the end of this process, the material becomes completely indestructible, until the next dawn or next dusk, whichever is later.

MATERIAL-CONJURING GESTURE

Cost: 5 motes

Duration: Instant

Type: Simple

Minimum Craft: 5

Minimum Essence: 4

Prerequisite Charms: Craftsman Needs No Tools

Moving beyond the ability to work without tools, the Solar craftsman now transcends even the necessity of raw materials with which to work. With a gesture, the character can summon into being raw materials for a project out of raw

sunlight. The character may summon materials worth up to Resources 2 with a single activation. The Solar may spend 1 Willpower point and an additional

Any material conjured using this Charm bears a slight solar glow and surreal quality which marks it as a project of magical creation. For materials where this is relevant, this effect extends to smell, taste, and sound as well; anyone experiencing such an object with any sense will be struck with a surreal, unnatural feeling.

FORM-REWORKING GESTURE

Cost: 10 motes, 1 Willpower

Duration: One hour

Type: Simple

Minimum Craft: 5

Minimum Essence: 3

Prerequisite Charms: Durability-Enhancing Technique

Using this Charm, a Solar can restore any crafted object to its original component parts or unworked state, allowing him to remake it anew. The character must select a single object, of no more than (5 x Permanent Essence) cubic feet; over the course of an hour, he slowly and meticulously separates it into its component parts, undoes the normally irreversible transformations performed on it, and otherwise winds back the clock on its construction. At the conclusion of the hour, the character is left with the raw materials that went into the object's construction, just as they were before the object was made — a basket into reeds; a loaf of bread into flour and water. The amount of deconstruction possible is based on how much was done by an object's maker — if one person (or team of people) extracted metal from ore and then forged it into a sword, the Exalt could restore the ore; if the smith worked from metal another had refined, one application of this Charm could only return to the raw metal.

The use of this Charm cannot add more material to an object; if a piece of stone were carved into

a statue, this Charm could not restore it to an untouched stone unless the character had access to the stone fragments that were chipped away.

SUBTLE UNDOING METHOD

Cost: 3 motes

Duration: One turn

Type: Simple

Minimum Craft: 5

Minimum Essence: 5

Prerequisite Charms: Form-Reworking Gesture

With this Charm, the character can slowly roll back the creative process on a small part of a work, allowing herself to alter or redo it. The character need merely select an area of the object (no larger than a square foot of surface area) and run her hand over it gently; this act restores that area to any previous state it possessed in the process of creation. This may even be used to achieve seemingly impossible effects; for example, a Solar could cut a box open, do work on the inside, then restore the outside to its pre-cut state.

SUDDEN CREATION METHOD

Cost: 10 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Craft: 5

Minimum Essence: 5

Prerequisite Charms: Material-Conjuring Gesture

At a pinnacle of her mundane craftsmanship, the Solar who has mastered this Charm need no longer dedicate great quantities of time to the performance of her craft. The Solar may specify any one mundane crafting task she wishes to perform when she activates this Charm, and rolls (Attribute) + Craft as normal. If the roll is a success, the Solar completes the task instantly: she must still have access to tools and raw materials, but the task itself takes no time to complete.

If this Charm is instead applied to an act of magical crafting (such as the creation of an Artifact or Manse) it instead allows the Exalt to make a single roll towards the extended roll needed for success, without spending the necessary time to do so.

NIMBLE ASSISTANT ENDOWMENT

Cost: 8 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Craft: 5

Minimum Essence: 5

Prerequisite Charms: Crack-Mending Technique,
Material-Conjuring Gesture

Lending some of his own Essence to an assistant, the Solar unlocks the potential for exquisite creation within her. The Exalt selects a single individual with a Permanent Essence less than his own and infuses her with power, drastically improving her crafting abilities. The Solar must commit 1 mote for the season to maintain this person's abilities.

For the remainder of the season, that character may add dice to all Craft rolls equal to the Solar's Craft rating. In addition, this character works more swiftly than normal, performing Craft tasks in 75% of the normal time. If this character assists in the creation of an Artifact or Manse, increase her effective Difficulty modifier by two — thus, a mortal assistant would provide a -2 modifier, while a Dragon-Blooded would provide a -5.

INVESTIGATION

PHILOSOPHY

Solar Investigation Charms primarily function in one of two areas — drawing information out of people, or drawing it out of objects. Charms in the former category, like Irresistible Questioning Technique, allow the Solar to gather information about people's actions, desires, and motivations,

even if they would normally never give such information up. As such Charms increase in power, they should let the Solar gather ever more detailed or well-hidden information.

Charms of the second variety, like Crafty Observation Method, primarily provide information about events, rather than people. These Charms allow a Solar to gather information about an occurrence by examining physical evidence, or figure out what an object has been used for. These Charms can increase their scope in a variety of directions — granting more information, looking back further in time, or requiring less material to work with, for example.

ABYSSAL EQUIVALENTS

The first-tier Abyssal Charm Excellent Inquisitor Attitude provides a dice-adding effect which is not present in the Solar tree; however, Ten Magistrate Eyes' success-adder effect is a reasonable equivalent. Other Abyssal Investigation Charms largely either duplicate existing Solar Charms, or provide specifically Abyssal effects (such as aiding in torture or gathering information from the dead.)

EXISTING CHARM

MODIFICATIONS

Hawk Aloft Gaze, Castebook: Twilight pg. 70. This Charm's prerequisite is Ten Magistrate Eyes.

NEW CHARMS

IMMACULATE WITS PRANA

Cost: None
Duration: Permanent
Type: Special
Minimum Investigation: 5
Minimum Essence: 3
Prerequisite Charms: None

The Solar thinks quickly on her feet, able to outwit even the cleverest mortals. The maximum rating of the Solar's Wits attribute is increased by one; she may raise it to this new higher value using Experience. This Charm does not need to be activated; it simply improves the Exalt's capabilities.

CONCEALMENT-SHATTERING REVELATION

Cost: 5 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Investigation: 5

Minimum Essence: 2

Prerequisite Charms: Hawk Aloft Gaze

Often, that which is revealed will tell an observer far less than that which is hidden. With this technique, a character can instantly spot objects which have been deliberately hidden. When this Charm is activated, the Exalt surveys the area around him; any object that has been purposely disguised or hidden will become instantly visible to him, if it was mundanely disguised. If magic was used to hide something, the character instead receives automatic successes equal to his Permanent Essence to his roll to detect the hidden object.

This Charm does not aid in locating individuals who are hiding, unless they do so by using a hidden door or other mundane object.

HAYSTACK-NEEDLE APPROACH

Cost: 5 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Investigation: 5

Minimum Essence: 2

Prerequisite Charms: Hawk Aloft Gaze

Sometimes, a Solar will know exactly what she is looking for, but be unable to find it amongst the clutter that surrounds it. With this Charm, that is no longer a problem. The character must designate an area no bigger than a square her Permanent Essence in yards wide, and a specific object she is looking

for. If that object is within the area, the character will find it with mere moments of searching.

In order to find an object with this Charm, the character must be able to specify exactly the object she is looking for, so that there can be no confusion. Looking for “the knife used to kill the king in this room yesterday” would generally be appropriate, but “a knife” or “a clue” would not.

FOOT-GUIDING INTUITION

Cost: 10 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Investigation: 5

Minimum Essence: 3

Prerequisite Charms: Hawk Aloft Gaze

Before one can begin investigating, one must first know where to look. Using this Charm, a Solar can intuit what location is likely to prove the most immediately fruitful in her current investigation. Using this Charm, the character begins walking or otherwise travelling aimlessly – only to find herself in an ideal location to continue her investigation.

Note that this Charm will not necessarily lead the character to the location with the most information about her quarry, but rather the location which is best suited to aiding in the current stage of her investigation. An Exalt seeking information about a Deathlord’s plans might find that the greatest amount of information is deep within said Deathlord’s citadel – but the site of a recent attack upon the living might prove to be a more reasonable place to begin looking.

OWNER-LOCATING METHOD

Cost: 4 motes

Duration: Instant

Type: Simple

Minimum Investigation: 4

Minimum Essence: 3

Prerequisite Charms: Crafty Observation Method

In the process of an investigation, one will often encounter an object whose owner one needs to identify; this Charm was developed for just such a purpose. In order to use this Charm, the character must handle the object for several moments; doing so allows him to determine the identity of the object’s most recent owner. In addition, he may make a Wits + Investigation roll with a difficulty equal to the owner’s Permanent Essence; on a success, the Solar learns the approximate distance, within an order of magnitude, that the owner is from his current location: 1/10th of a mile, 1 mile, 10 miles, 100 miles, and so on.

HISTORY-EXTRACTING GLANCE

Cost: 10 motes, 1 Willpower

Duration: One hour

Type: Simple

Minimum Investigation: 5

Minimum Essence: 4

Prerequisite Charms: Death Revealing-Method, Owner-Locating Method

An Exalt in the Age of Sorrows is regularly faced with objects bearing a distinguished and unusual history; with this technique, a Twilight can read this history from an object as if it were an open book. The character must study and examine the object for one hour; at the conclusion of that time, she must roll Intelligence + Investigation. The number of successes on this roll determines how far into the object’s history the character can reach – one success might only reach back a few years, while seven successes would reach to the depths of the First Age. For the period dictated by the successes on this roll, the character receives an accounting of the object’s history – where it went, who owned it, and what notable events it played a part in. This history won’t provide an accounting of any events the object was merely present for – it must have been actively involved for the Solar to receive any information.

RESPLENDENT ITEM-READING METHOD

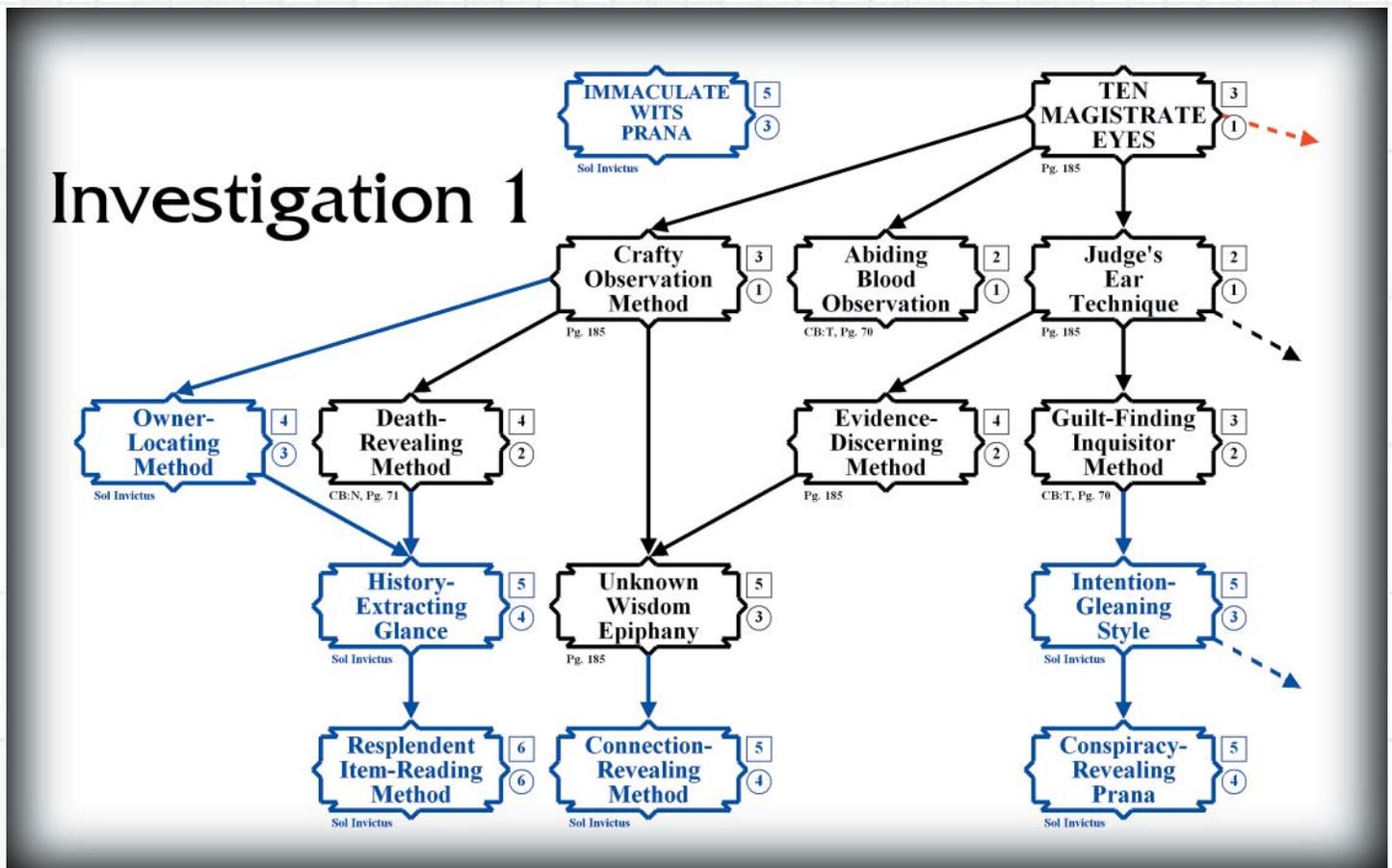
Cost: 2 motes
Duration: Instant
Type: Simple
Minimum Investigation: 6
Minimum Essence: 6
Prerequisite Charms: History-Extracting Glance

Any object is an open book to a character with this Charm. Upon activating this Charm, the character can instantly learn any one fact about an object of his choice. She must phrase her request in order to exactly specify what she wishes to know: “what is this object used for?” would produce an answer as vague as the question, for example. This Charm cannot reveal information that is entirely tangential to the object (like “What did this object’s previous owner do for a living when he owned it?”) but anything directly related to an event the object participated in or was present for is legitimate.

CONNECTION-REVEALING METHOD

Cost: 10 motes, 1 Willpower
Duration: Varies
Type: Simple
Minimum Investigation: 5
Minimum Essence: 4
Prerequisite Charms: Unknown Wisdom Epiphany

Often, an investigator will find himself faced with two people or objects that they know must be connected somehow — but the nature of that link continually evades his notice. With this Charm, a Solar can zero in on such a connection. When activating the Charm, the character must select two things or people he wishes to determine a connection between. He must then roll Intelligence + Investigation. On a successful roll, the character learns of the most immediate connection between the two things or people; the more successes rolled,



the more detailed the description of this connection is.

INTENTION-GLEANING STYLE

Cost: 5 motes

Duration: Instant

Type: Simple

Minimum Investigation: 5

Minimum Essence: 3

Prerequisite Charms: Guilt-Finding Inquisitor Method

With this Charm, a Solar can determine exactly what a suspicious individual's intentions and plans are without even speaking to him. The character must select an individual target whom she can look directly at. If the target's Permanent Essence is lower than or equal to the Solar's, the player receives a basic description of what the target's current intentions are. This will provide information about any short-term plans, but won't provide detail about anything more than two or three steps removed from current actions. For example, this Charm might detect a spy's intention of slipping past a border patrol to reach the capital city, but not his plan of assassinating a noble there, or the intended repercussions of that act.

CONSPIRACY-REVEALING PRANA

Cost: 10 motes, 1 Willpower

Duration: Varies

Type: Simple

Minimum Investigation: 5

Minimum Essence: 4

Prerequisite Charms: Intention-Gleaning Style

By reading deeply into the behavior of a member, the Solar can discern the scope and motive of a secretive conspiracy. To use this Charm, the character must spend at least one day observing a person he suspects is a member of a conspiracy or secret organization. He may choose to also examine anyone he suspects of being a confederate of his primary suspect. After doing so, the character makes

a Wits + Investigation roll, adding one die for each observed confederate who is actually a member of the group. With one success, the character can confirm the existence of the conspiracy and which observed individuals are members; with three successes, he can determine the scope of the group, as well as whether any other individual he names is involved; at five successes, he can track down members he has not previously encountered. Furthermore, one success will give him a one or two word summation of the conspiracy's purpose; three successes will grant a fairly specific outline as to its purpose; five will provide information about its specific plans as well.

UNSPOKEN WORDS EXTRACTION

Cost: 8 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Investigation: 5

Minimum Essence: 3

Prerequisite Charms: Irresistible Questioning Technique

Often what is not said in a conversation is more important than what is — a cagey Solar, however, can hear both. For the remainder of the scene, the Exalt can hear the careful omissions and deft evasions of anyone he speaks to as if they were spoken aloud. Any information someone purposely avoids or fails to mention in a conversation with the Solar would qualify. However, this Charm cannot provide information about a subject that the target simply does not think to bring up; it only penetrates purposeful dissimulation.

THOUGHT-PLUMBING APPROACH

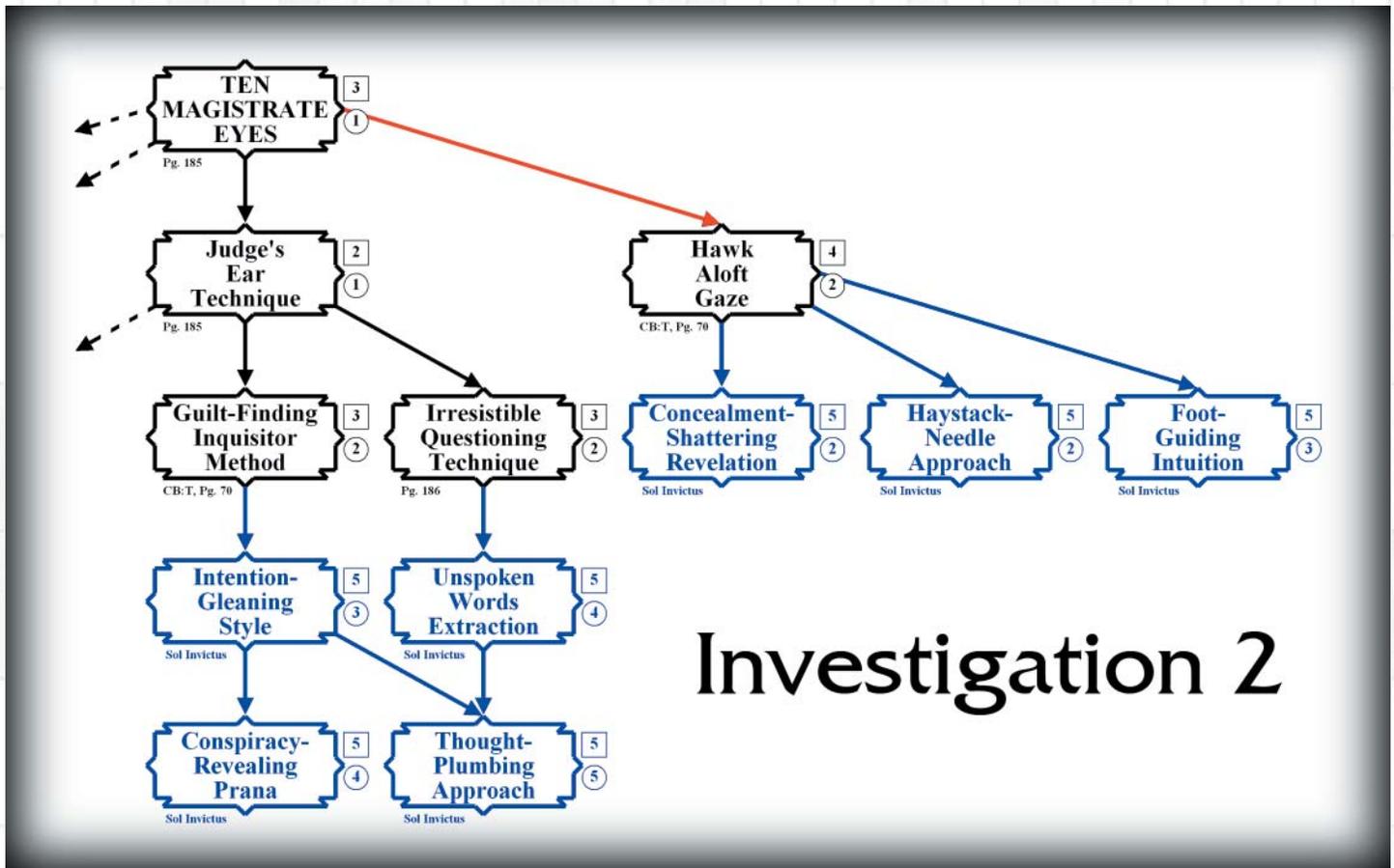
Cost: 10 motes, 1 Willpower, 1 lethal health level

Duration: One scene

Type: Simple

Minimum Investigation: 5

Minimum Essence: 5



Investigation 2

Prerequisite Charms: Unspoken Words Extraction, Intention-Gleaning Style

With this Charm, no element of a quarry's thoughts are hidden from the Solar. The character must be able to speak freely to the target, who must be conscious and able to respond; the Exalt must then interrogate him for a scene. At the end of that time, the Exalt learns any information she wishes to know about the interrogatee's mental state — what he remembers, what he wants, his reasoning for his actions and so on. The person being interrogated will have no direct knowledge that the Exalt acquired this information from them through magic.

This Charm has no effect on targets whose Permanent Essence is greater than the character's.

LORE

PHILOSOPHY

The Lore ability serves two purposes: it represents both the collection of obscure, intellectual knowledge about numerous fields, and the direct manipulation of Essence. (This is not the same as Occult, which deals with specific applications of magic.) The Solar Lore Charms presented in the corebook focus on the latter category, falling into two trees: one dealing with the Wyld, and the other allowing the transference and manipulation of Essence. Each of these is fairly specialized in its application, but both trees have room for expansion at higher levels.

However, currently the first aspect of Lore is under-represented in Solar Charms. *Castebook: Night* provides a poison-related tree that falls into this category, but it branches off of Chaos-

Repelling Pattern, an unrelated Charm. There are also no pre-existing Charms dealing with tactics, arcane knowledge, or learning, among other fields. Therefore, below is an additional Lore tree which deals explicitly with matters of knowledge and learning, which the poison tree and other Charms related to specific fields of knowledge can stem from.

ABYSSAL EQUIVALENTS

The primary Abyssal Charm relevant here is Crypt Bolt. This Charm allows an Abyssal to create and throw bolts of damaging necrotic energy. Currently, there is no Sun-based equivalent in the Solar tree. Such a Charm (and other Charms which descend from it) have been added for two reasons: first, there doesn't seem to be a convincing reason why Solars couldn't develop such a Charm (especially since they have access to bolt effects in other abilities); and second, it fills a useful role as a basic "magical" attack for sorcerers to use.

The other Abyssal Lore Charms generally mirror the existing Solar Wyld-shaping and Essence-modifying Charms, and thus do not require direct mirrors.

EXISTING CHARM

MODIFICATIONS

Brewing Venom Technique, Castebook: Night pg. 71. This Charm's Prerequisite is Forgotten Secrets Technique.

Sorcery-Conferring Contemplation, Castebook: Twilight pg. 72. This Charm's Lore minimum is 5. Its Essence minimum is 5.

Lore-Scanning Method, Castebook: Twilight pg. 71. This Charm is a Lore Charm; its prerequisite is Forgotten Secrets Technique.

NEW CHARMS

IMMACULATE INTELLIGENCE PRANA

Cost: None

Duration: Permanent

Type: Special

Minimum Lore: 5

Minimum Essence: 3

Prerequisite Charms: None

The Solar's mind works at a level that surpasses the thoughts and ponderings of even the greatest mortal savants. The maximum rating of the Solar's Intelligence attribute is increased by one; she may raise it to this new higher value using Experience. This Charm does not need to be activated; it simply improves the Exalt's capabilities.

PATTERN-IMPOSING METHOD

Cost: 15 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Lore: 5

Minimum Essence: 4

Prerequisite Charms: Wyld-Shaping Technique

When faced with enemies who use the fluidity of the Wyld as a weapon, the Solar can eliminate that advantage by bringing temporary stability to the Wyld's chaos. Upon activating this Charm, the area surrounding the character for (2 x Permanent Essence) yards becomes crystallized and ordered. Any improbable objects within the area return to their nearest realistic state. Anyone within that space suffers no negative effects such as mutation or Wyld addiction for the duration of this Charm. In addition, all attempts to consciously direct Wyld energies within the region — including the use of Charms like Wyld-Shaping Technique and Fair Folk powers — suffers an additional difficulty equal to the character's permanent Essence.



WYLD-CLEANSING TECHNIQUE

Cost: 20 motes, 2 Willpower, 2 lethal health levels

Duration: Instant

Type: Simple

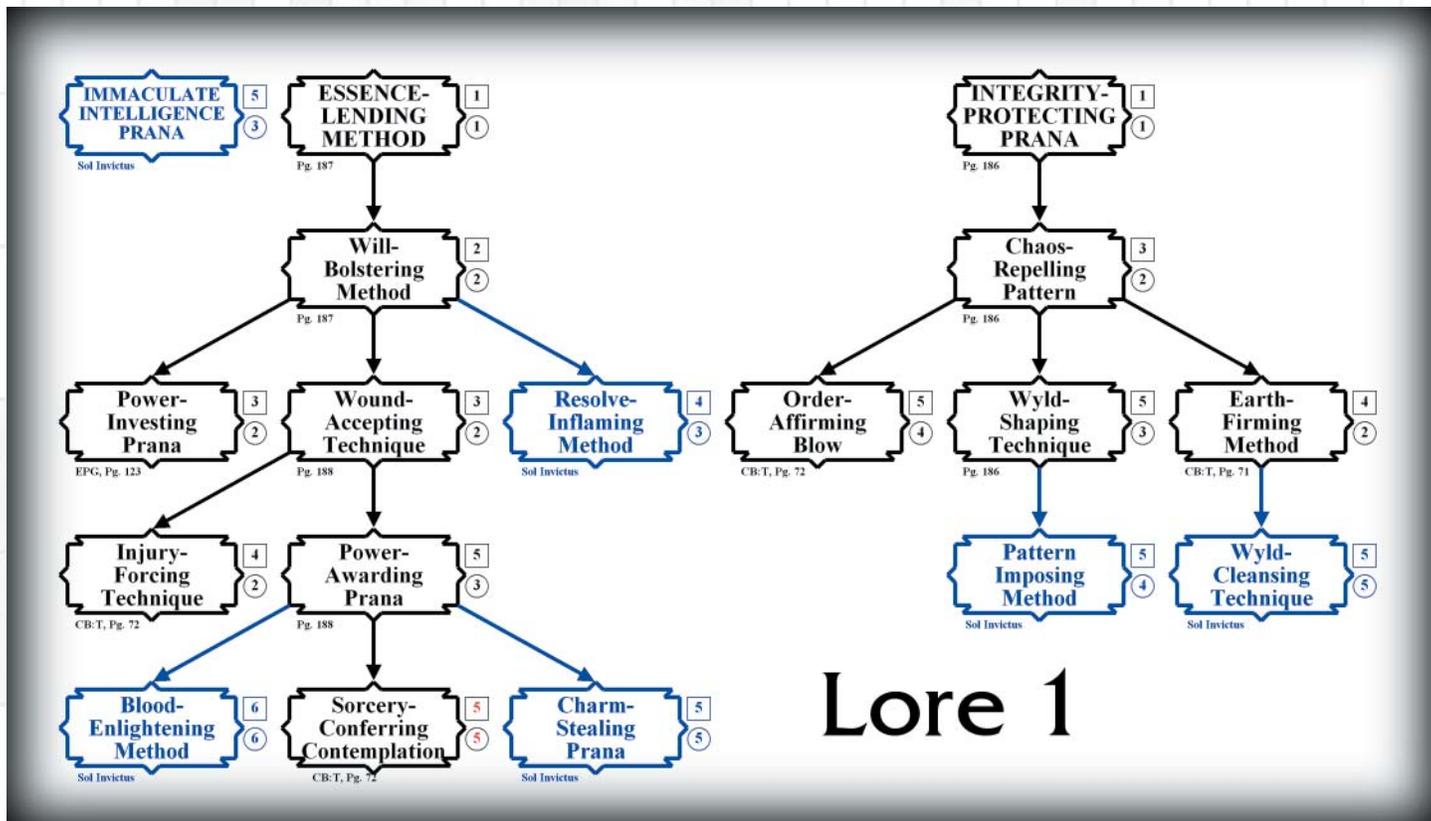
Minimum Lore: 5

Minimum Essence: 5

Prerequisite Charms: Earth-Firming Method

With this Charm, an Exalt can entirely eliminate the taint of the Wyld from an area, returning it to stability. In order to use it, the Solar must pace out the border of the space which he wishes to restore — whose border can be no longer than 100 yards per dot of Permanent Essence. Once the border is marked, the Exalt must enter a meditative state,

which lasts a number of hours determined by the intensity of the Wyld energies — one hour for Bordermarches, five for Middlemarches, and ten for Deep Wyld. At the conclusion of this meditation, the area is suffused with golden light, and the Wyld energy is removed entirely. From that point onward, the space in question has the stability of Creation, although it can be reclaimed by the Wyld in the normal fashion. This Charm may be used to create pockets of stability within the Wyld itself, or to expand the borders of Creation proper, as well as to cleanse isolated Wyld zones; however, additional magics may be necessary to prevent the areas being recovered from rapidly returning to a Wyld state.



Lore 1

Multiple Solars may activate this Charm in concert, in which case their allotted border lengths are added together, allowing them to stabilize increasingly larger Wyld zones.

RESOLVE-INFLAMING METHOD

Cost: 1+ Willpower

Duration: Instant

Type: Reflexive

Minimum Lore: 4

Minimum Essence: 3

Prerequisite Charms: Will-Bolstering Method

Using this Charm, the Exalt can tap into her personal drive in order to fuel the Essence costs of her Charms. Upon activating this Charm, the character spends any number of Willpower points. For each point spent, she recovers a number of motes of Essence equal to her Lore rating.

CHARM-STEALING PRANA

Cost: 20 motes, 1 Willpower

Duration: One scene

Type: Reflexive

Minimum Lore: 5

Minimum Essence: 5

Prerequisite Charms: Power-Awarding Prana

With this Charm, the Solar can temporarily transfer a Charm she witnesses being used from its controller to herself. Upon witnessing a Charm being activated by another magical being, the character makes an Intelligence + Lore roll, contested by the target's Willpower. If she succeeds on this roll, the target loses access to the Charm; he cannot activate it, and any currently active iterations of it fail. Meanwhile, the character using Charm-Stealing Prana may use the stolen Charm as if she had learned it, even if she could not normally learn that Charm. Both of these effects persist until the end of the current scene.

BLOOD-ENLIGHTENING METHOD

Cost: 20 motes, 1 Willpower, 1 experience point

Duration: One hour

Type: Simple

Minimum Lore: 6

Minimum Essence: 6

Prerequisite Charms: Power-Awarding Prana

The Solar's power is so great that a touch can infuse some small portion of it into the blood of a mortal. Using this Charm, the Solar lays her hand upon the body of a mortal — any human with an Essence rating of 1 — and begins to concentrate. As she does so, her anima begins to flare at the 16+ mote level, and the light it produces begins to flow along her arm, into the target. As it does so, the mortal's blood begins to glow with an increasingly bright Solar light, shining out through his skin. The process is painful but purifying, burning out all imperfections and flaws in the mortal's frame. At the end of this process, which takes as long as an hour, the mortal is mortal no longer — he has become a Solar Half-Caste with an Inheritance rating equal to one-half the Solar's Permanent Essence, rounded up. This process is likely, though by no means guaranteed, to produce progeny with a temperament well-suited to the Solar's purposes.

SUN BOLT

Cost: 1 mote per 2L damage

Duration: Instant

Type: Simple

Minimum Lore: 2

Minimum Essence: 2

Prerequisite Charms: None

The character forms a bolt of bright, shining Solar Essence to throw at a foe. Objects struck by this bolt shatter or turn to ash in the face of the Sun's powerful light. The Exalt makes a Dexterity + Athletics or Thrown roll to attack, with an Accuracy bonus equal to his Permanent Essence. This attack deals 2L damage for each mote spent

on activating it; the Exalt can spend no more motes than his Stamina + Lore. The Bolt has a range of (10 x permanent Essence) in yards. When used against demons or the undead, this Charm deals aggravated damage.

SUNFLARE STANCE

Cost: 1 mote per 1L damage

Duration: One scene

Type: Simple

Minimum Lore: 3

Minimum Essence: 3

Prerequisite Charms: Sun Bolt

The character traces the form of a radiant solar flare into the air surrounding himself; as he does so, it bursts into brilliant flame. For the remainder of the scene, the Solar is surrounded by a halo of flaming sunlight. Any character who comes within three feet of the Exalt takes 1L each turn for each mote spent activating this Charm. The character may spend no more motes on this Charm in one scene than her Lore rating.

SUN SHOWER ATTACK

Cost: 3 motes per 1L damage

Duration: Instant

Type: Simple

Minimum Lore: 4

Minimum Essence: 4

Prerequisite Charms: Sunflare Stance

With but a gesture, the Exalt summons bolts of deadly sunlight from the sky to fall upon her foes. The character makes a single Dexterity + Lore roll; each foe within (Essence x 10) yards is subject to an unblockable attack from the brilliant rays of light. These attacks deal 1L for each 3 motes spent activating the Charm, plus extra successes on the attack roll.

HEART OF THE SUN MEDITATION

Cost: 4 mote per 1A

Duration: Instant

Type: Simple

Minimum Lore: 6

Minimum Essence: 6

Prerequisite Charms: Sun Shower Attack

The Exalt focuses the Essence of the sun's very heart in between his hands, then violently releases it into the world. From the spot where the Solar stands, a globe of white-hot Solar light expands out to (50 x Essence) yards. Every creature within that globe (except the Exalt) is subject to 1 level of aggravated damage for each 4 motes spent activating this Charm; the character can purchase no more levels of damage than his Stamina + Lore.

The Exalt can find obscure bits of knowledge in a fraction of the time a mortal would take. When attempting to locate a specific piece of information within a collection (a library, a stack of papers, ancient temple inscriptions, etc.) the character is guaranteed to find the information quickly if it is present at all. The character rolls Wits + Lore; she finds the information she seeks within sixty minutes, minus five minutes for each success rolled. Note that this does not provide any knowledge the character would not otherwise have; it will not allow a character to translate a document she would normally be unable to read, for example.

LORE-UNEARTHING METHOD

Cost: 4 motes

Duration: Instant

Type: Supplemental

Minimum Lore: 2

Minimum Essence: 1

Prerequisite Charms: None

FORGOTTEN SECRETS TECHNIQUE

Cost: 1 mote per die

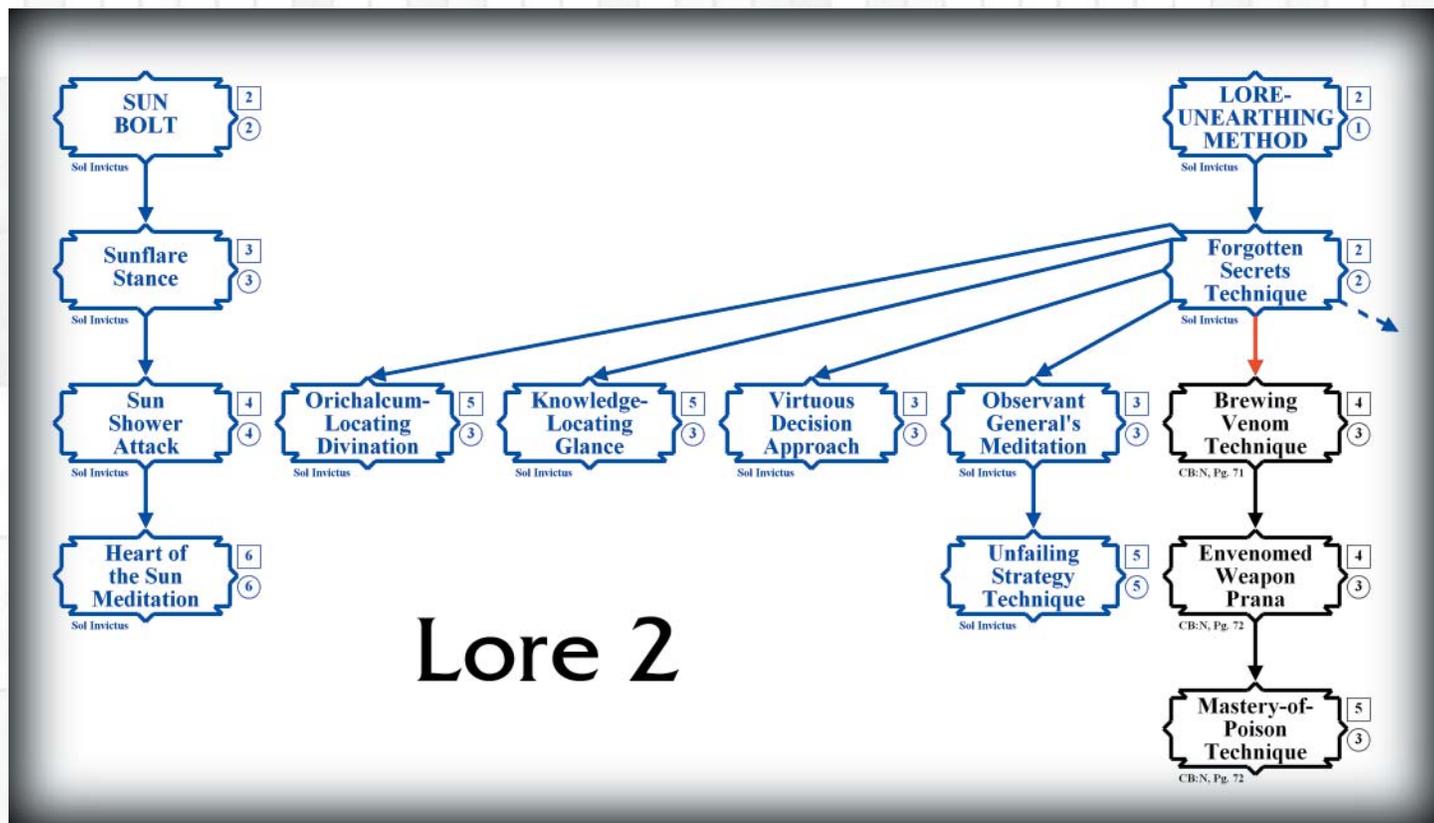
Duration: Instant

Type: Supplemental

Minimum Lore: 2

Minimum Essence: 2

Prerequisite Charms: Lore-Unearthing Method



The Exalt is a savant of the ancient, the obscure, and the arcane. When delving into such matters, the character is able to produce incredible insights and discoveries. The Exalt may add one die to any Perception + Lore or Intelligence + Lore roll involving secrets or arcane knowledge for each mote spent activating the Charm; this bonus cannot more than double the Exalt's Perception + Lore or Intelligence + Lore pool.

KNOWLEDGE-LOCATING GLANCE

Cost: 10 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Lore: 5

Minimum Essence: 3

Prerequisite Charms: Forgotten Secrets Technique

With this Charm, the character need never search fruitlessly for an obscure piece of knowledge. When he activates this Charm, the character names a specific piece of information he wishes to learn. This must be phrased to carefully specify exactly what fact the Solar wishes to learn — for example, “The name of the First Age Solar who is buried in this tomb.” The Solar must then meditate on the matter for one hour. Afterwards, he learns the closest location where that information is located. The information may be in any form — including a form which the character cannot understand, or even in the memories of a living being. In addition, the Charm does not indicate the easiest to reach location, merely the closest; it also does not provide any information about barriers or difficulties standing between the knowledge sought and the character.

VIRTUOUS DECISION APPROACH

Cost: 5 motes

Duration: Instant

Type: Simple

Minimum Lore: 3

Minimum Essence: 3

Prerequisite Charms: Forgotten Secrets Technique

When faced with a difficult choice, one is typically forced to make a decision using only one's own intuition as a guide. With the aid of this technique, however, a Solar can make wise and virtuous decisions even in the face of great adversity. The character may activate this Charm when making a decision of any sort. Upon considering the matter, she immediately has a sense of which possible choice is wiser. This decision is based solely on knowledge she currently has access to — this Charm cannot render a decision based on entirely unexpected information, though it can use the Solar's existing knowledge to infer the probability of unforeseen events.

ALL-ENCOMPASSING KNOWLEDGE PRANA

Cost: 8 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Lore: 3

Minimum Essence: 3

Prerequisite Charms: Forgotten Secrets Technique

The character can draw upon a vast storehouse of knowledge to summon up information relevant in any situation. Upon activating this Charm, the Exalt selects a field of specialized, learned knowledge which she has no knowledge of. (Examples might include agriculture, astrology, geomancy, mathematics, or sorcery.) For the remainder of the scene, the Solar has all the knowledge necessary to have a solid, competent understanding of the field in question. She may substitute Intelligence + Lore for the standard dicepool in any roll she makes using that field of knowledge this turn. Note that this Charm only provides intellectual knowledge — it could provide the knowledge of fencing maneuvers but not the ability to perform them, for example.

SAVANT NEEDS NO TUTOR APPROACH

Cost: 15 motes, 1 Willpower**Duration:** Special**Type:** Simple**Minimum Lore:** 5**Minimum Essence:** 3**Prerequisite Charms:** Forgotten Secrets Technique

The Exalt's inherent mastery of knowledge allows him to ignore the need for a tutor altogether. The Exalt selects a single Trait or Charm he wishes to raise or purchase with experience. (This cannot be any sort of especially rare knowledge, such as a spell, an obscure Martial Art, or a Charm learned using the Eclipse anima ability.) The training time needed to raise or purchase that Trait or Charm is reduced by one step – months to weeks, weeks to days, days to hours. In addition, the penalty for lacking a tutor is eliminated.

EXCELLENT INSTRUCTOR TECHNIQUE

Cost: 10 motes, 1 Willpower**Duration:** Special**Type:** Simple**Minimum Lore:** 5**Minimum Essence:** 3**Prerequisite Charms:** Forgotten Secrets Technique

Through the use of this Charm, the Exalt can convey any information he knows to students in a masterful and effective manner. The Solar activates this Charm when beginning the process of instructing students in a subject the character is knowledgeable about. The training time necessary for these students to purchase ratings in the trait being taught is reduced by half. In addition, these students receive bonus dice equal to the character's Essence towards all rolls involved in learning and internalizing the knowledge imparted by the Exalt.

DETAILED FACT PROVISION

Cost: 12 motes, 1 Willpower**Duration:** Instant**Type:** Simple**Minimum Lore:** 5**Minimum Essence:** 4**Prerequisite Charms:** Excellent Instructor Technique

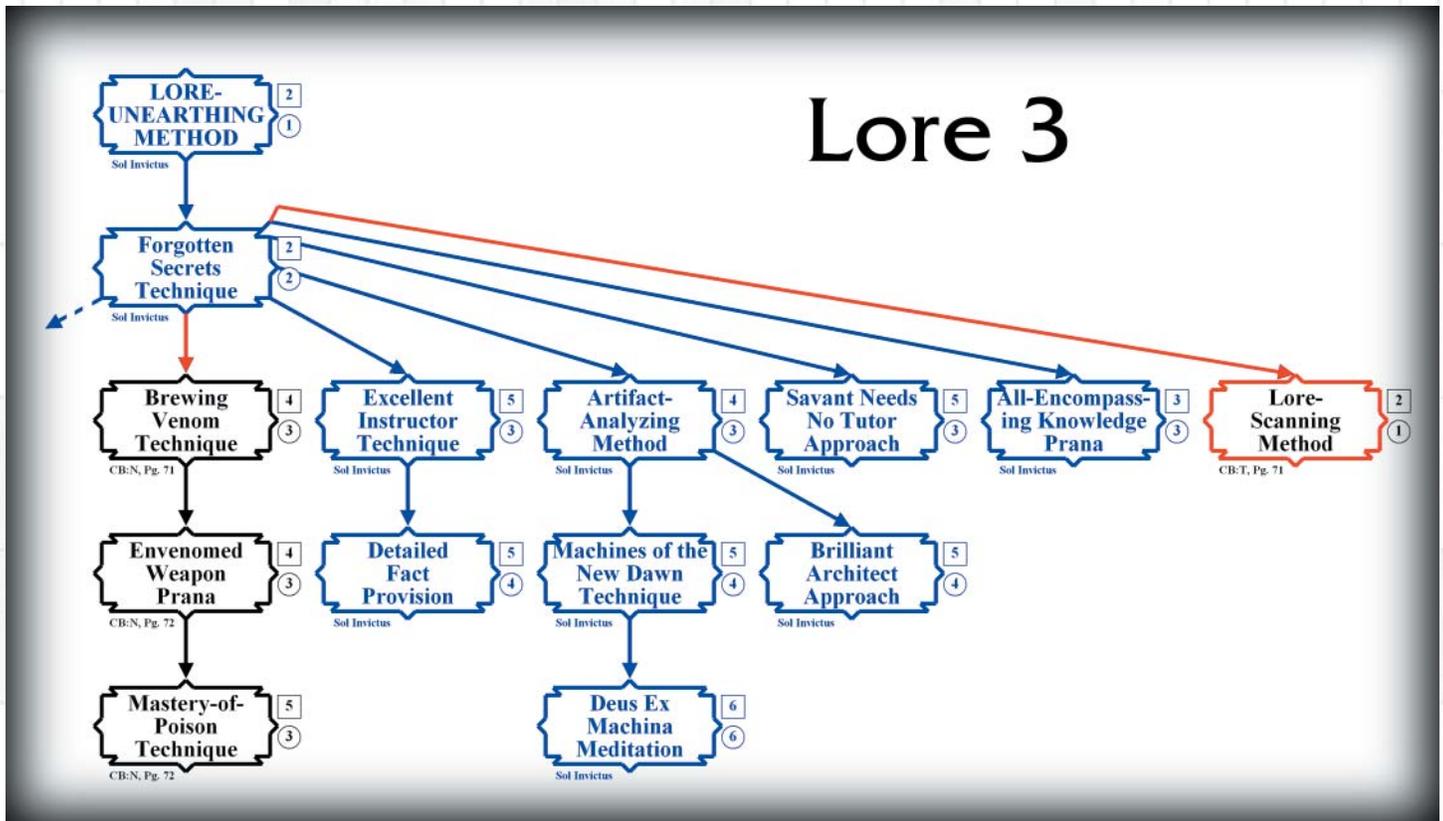
This Charm allows a Solar to communicate information rapidly to a subject, in a mere instant. The Solar identifies a body of facts or statements she wishes to convey to the subject; within seconds, all of it is known by the target. Though the effect is instantaneous, the target internalizes the knowledge as if the Solar carefully explained it to her in detail. This Charm provides no improved memory or attention span to the recipient; he will forget the information as easily as if he had learned it through normal means. It also cannot increase the subject's ability ratings, although an Exalt can provide tutelage through this technique.

ORICHALCUM-LOCATING DIVINATION

Cost: 10 motes, 1 Willpower**Duration:** One hour**Type:** Simple**Minimum Lore:** 5**Minimum Essence:** 3**Prerequisite Charms:** Forgotten Secrets Technique

The Solar Exalted have a close attunement to the Essence flows of their associated Magical Material. Using this Charm, a Solar can use that attunement to locate quantities of the metal. Upon activating this Charm, the character must spend one hour meditating and attuning his anima to the vibrations of orichalcum; upon doing so, he learns the location and approximate size of the nearest significant quantity of the Material within (Permanent Essence x 100) miles.

Lore 3



OBSERVANT GENERAL'S MEDITATION

Cost: 8 motes

Duration: Special

Type: Supplemental

Minimum Lore: 5

Minimum Essence: 3

Prerequisite Charms: Forgotten Secrets Technique

The character can craft brilliant strategies to achieve any goal. When invoking this Charm, the character chooses a single goal she wishes to achieve, and decides which resources she intends to use in achieving it. She then must spend a number of days devising a strategy to achieve her ends equal to (10 minus her Permanent Essence.) At the end of this time, the Solar rolls Intelligence + Lore. For each success she achieves on this roll, she adds a number of points to a floating pool equal to her Permanent Essence. For the duration of the endeavor, the Solar may reflexively spend these points; each point adds an automatic success to a single roll made in pursuit of the goal by the Solar or any ally of hers

who is following the stated strategy. The Solar may spend no more points than her Permanent Essence on any one roll. This Charm's duration ends when the points are exhausted, the goal is achieved, or the Solar chooses to allow it to lapse.

A Solar may only have a single instance of this Charm active at any given time. In addition, any given goal may only be approached with a single strategy at once; therefore, no undertaking can benefit from more than one instance of this Charm.

UNFAILING STRATEGY TECHNIQUE

Cost: 6 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Lore: 5

Minimum Essence: 5

Prerequisite Charms: Observant General's Meditation

The character's ability to analyze a situation and apply strategic insight to it is unmatched in all

Creation. Using this Charm, a character can craft a truly immaculate strategy for any undertaking. When activating this Charm, the character selects an endeavor he wishes to undertake and identifies all relevant knowledge and information he possesses, as well as any assumptions he explicitly wishes to make. He then spends a number of hours crafting a plan equal to (10 minus his Permanent Essence.) At the end of this time, the character has a plan which is perfect given its assumptions — given the knowledge and assumptions identified by the character when activating the Charm, he produces the best possible strategy to achieve his goal.

Note that a perfect strategy does not guarantee success in the endeavor. Any failure by the participants to enact the strategy correctly may lead to failure. In addition, factors which were not explicitly taken into account may interfere with the execution of the plan. Finally, even the best possible strategy may not ensure success — in some situations, a character may at best be able to minimize his defeat.

ARTIFACT-ANALYZING METHOD

Cost: 6 motes, 1 Willpower

Duration: Varies

Type: Simple

Minimum Lore: 4

Minimum Essence: 3

Prerequisite Charms: Forgotten Secrets Technique

The Exalt has a magical affinity with artifacts and other magical devices, allowing her to discover their inner workings and origins with a careful examination. The character examines an artifact for at least one hour. At the end of that time, she makes an Intelligence + Lore roll; she adds one die to this roll for each hour she examined the artifact, to a maximum of her Lore in dice. This roll is at a difficulty equal to the artifact's rating (or 6 if it is N/A). If this roll is successful, the character can determine the artifact's purpose, how it functions, and how it was constructed. This will provide the Solar with the information necessary to duplicate

it, allowing the Exalt to create a duplicate as if she were working from a detailed schematic (although it does not grant any skills necessary to actually craft another such artifact.)

BRILLIANT ARCHITECT APPROACH

Cost: 10 motes, 1 Willpower

Duration: Varies

Type: Simple

Minimum Lore: 5

Minimum Essence: 4

Prerequisite Charms: Artifact-Analyzing Method

Building or maintaining magical devices requires a great deal of intellectual rigor at every stage. Those who wish to be master artificers or geomancers must be well-learned, seasoned in the occultic arts, and a capable craftsman besides. Using this Charm, a Solar can improve his faculties in every aspect of such crafting. This Charm must be activated as the Exalt prepares to begin a task such as crafting an artifact, maintaining a First Age weapon, or building a Manse. For the duration of the task, the Exalt's effective ratings in Occult, Lore, and the relevant Craft ability are increased by one-half his Permanent Essence score, rounded up. This bonus applies only to rolls made for purposes of the specific task identified during the Charm's activation, as well as for meeting prerequisites of the same project .

MACHINES OF THE NEW DAWN TECHNIQUE

Cost: 10 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Lore: 5

Minimum Essence: 4

Prerequisite Charms: Artifact-Analyzing Method

Through a careful understanding of the flows of Essence through magical devices, the character becomes remarkably capable at working with them.

For the remainder of the scene after activating this Charm, the Exalt may add a number of automatic successes equal to his Permanent Essence to any Intelligence + Lore roll to repair or use a magical device.

DEUS EX MACHINA MEDITATION

Cost: 20 motes, 2 Willpower

Duration: Special

Type: Simple

Minimum Lore: 6

Minimum Essence: 6

Prerequisite Charms: Machines of the New Dawn Technique

With the understanding of this powerful technique, a Solar is truly the master of artifice. Upon activating this Charm, the character becomes perfectly capable of using a single magical device. First, the character may both attune to the artifact and gain all Material bonuses for the standard cost, regardless of its Magical Material composition. In addition, all barriers preventing the character from using the artifact are removed. If the artifact requires special knowledge to activate, the character gains this knowledge (though this does not guarantee the character can use it well, only granting the most basic knowledge necessary to cause the artifact to function.) If the artifact requires any rolls to activate, the character automatically succeeds on these. Finally, the character may use the artifact even if it is normally limited to members of another species, caste, or Exalt type, and regardless of whether the limitation is physical or magical.

MEDICINE

PHILOSOPHY

Solar Medicine begins with medicine in its most basic form: healing the body. Low-Essence Medicine Charms begin with effects that heal the body of minor wounds and diseases, increasing in power as they move up in Essence. Low Essence Medicine

Charms can also provide basic utility for physicians – Charms like Flawless Diagnosis Technique which simply aid in the process of mundane doctoring.

As Solar Medicine Charms increase in Essence, they can expand in three directions. One is to heal increasingly quickly or well, the direction which charms like Healing Trance Meditation and Anointment of Miraculous Health take. Another is to heal greater numbers of people – a possibility which currently extant Charms don't explore. Finally, there are Charms which expand the type of healing possible. Solar Charms rapidly branch out into repairing poison, addiction, mental illness – even the process of aging. The higher the Essence level of the Charms, the more unusual and difficult the problems they should be able to repair.

ABYSSAL EQUIVALENTS

The Abyssal Medicine Charms lean heavily towards distinctly entropic effects – healing disease at the cost of inflicting horrific wounds, or inflicting plagues. As a result, none of the Abyssal Charms seem like viable candidates for conversion into Solar effects.

EXISTING CHARM

MODIFICATIONS

Body-Mending Meditation, Exalted Corebook pg. 188. This Charm can be used to heal others. One application allows the Charm to affect a number of patients equal to the Exalt's Medicine rating. The Exalt must be able to tend the patients for them to receive the benefits of this Charm.

Ailment-Rectifying Method, Exalted Corebook pg. 188. This Charm's prerequisite is Contagion-Curing Touch. Its Medicine minimum is 5. Its Essence minimum is 3. Its cost is 6 motes per level, 1 Willpower. Its duration is One day. Over the course of one day, it allows the character to reduce the Virulence level of a disease affecting

up to (Medicine x Permanent Essence) people by one level per 6 motes spent, up to a total number of levels equal to Permanent Essence.

Contagion-Curing Touch, Exalted Corebook pg. 189. This Charm's prerequisite is Flawless Diagnosis Technique. The Exalt may use it on himself.

Touch of Blissful Release, Exalted Corebook pg. 189. This Charm reduces wound penalties by the character's Permanent Essence. The penalty caused by the Charm is equal to (4 - Permanent Essence), and applies only to actions which require great physical coordination or intense, continuous intellectual activity.

Greivous Injury Recovery Method, Exalted Corebook pg. 190. This Charm's prerequisite is Self-Healing Body. Its Duration is Permanent. Its Type is Special. Its Essence and Medicine minimums are 3. It multiplies the Exalt's natural healing rate for lethal damage by 10.

Wound-Mending Care Technique, Exalted Corebook pg. 190. This Charm's prerequisite is Body-Mending Meditation. The Solar may use it on himself.

Anointment of Miraculous Health, Exalted Corebook pg. 190. This Charm's Medicine minimum is 5. Its prerequisites are Ailment-Rectifying Method and Healing Trance Meditation.

Addiction-Cleansing Touch, Castebook: Twilight pg. 72. This Charm's Medicine minimum is 5.

Venom Anodyne Method, Castebook: Night pg. 72. This Charm's prerequisite is Self-Healing Body.

Body Purifying Technique, Castebook: Night pg. 72. This Charm does not require Venom Anodyne Method as a prerequisite.

Bodily Regeneration Prana, Exalted Corebook pg. 191. This Charm's prerequisite is Greivous Injury Recovery Method. Its Duration is Permanent. Its Type is Special. Its Essence minimum is 4. The character may heal Aggravated damage naturally,

as if it were lethal damage. He may also regenerate lost limbs and other body parts, as if each were the equivalent of 2 aggravated health levels.

Healing Trance Meditation, Exalted Corebook pg. 191. This Charm's prerequisite is Wound-Mending Care Technique.

Merciful Balm of Sleep, Castebook: Twilight pg. 73. This Charm's prerequisite is Mind-Easing Technique.

Youth-Restoring Benison, Castebook: Twilight pg. 73. This Charm's prerequisite is Age-Defying Infusion.

NEW CHARMS

SELF-HEALING BODY

Cost: None

Duration: Permanent

Type: Special

Minimum Medicine: 2

Minimum Essence: 2

Prerequisite Charms: None

The character's inherent ability to heal is supercharged with Essence, allowing her to recover from small injuries with incredible swiftness. The character's healing rate for bashing damage is increased to 10 times its normal rate.

INFECTIOUS CURE METHOD

Cost: 20 motes, 1 Willpower, 1 experience point

Duration: Varies

Type: Simple

Minimum Medicine: 5

Minimum Essence: 4

Prerequisite Charms: Ailment-Rectifying Method

A great Solar physician can turn the methods of disease back upon itself, using the principles of infection to cure disease rather than cause it.

In order to use this Charm, the Solar must have access to a sample of the disease he wishes to cure – for example, the ability to examine a victim, living or dead. He then must make an Intelligence + Medicine roll against a difficulty equal to the disease’s (Virulence - 1, to a minimum of 1). If the roll is successful, the Solar has created an anti-plague – a cure which spreads as if it were a disease itself. The ability of the cure to spread, and the vectors by which it does, are equivalent to those of the disease it cures. Anyone who is infected with the disease who contracts the cure must roll Stamina + Resistance; on a success, the disease begins to recede at a speed equivalent to its original onset. Anyone who is not infected with the disease may also roll Stamina + Resistance; on a success, they become immune to the disease in question and cannot be infected with it.

This cure continues to spread until the Exalt stops committing the notes for this Charm, at which point its immunizing effects linger but it is no longer communicable.

STABILIZING TOUCH METHOD

Cost: 2 motes

Duration: Special

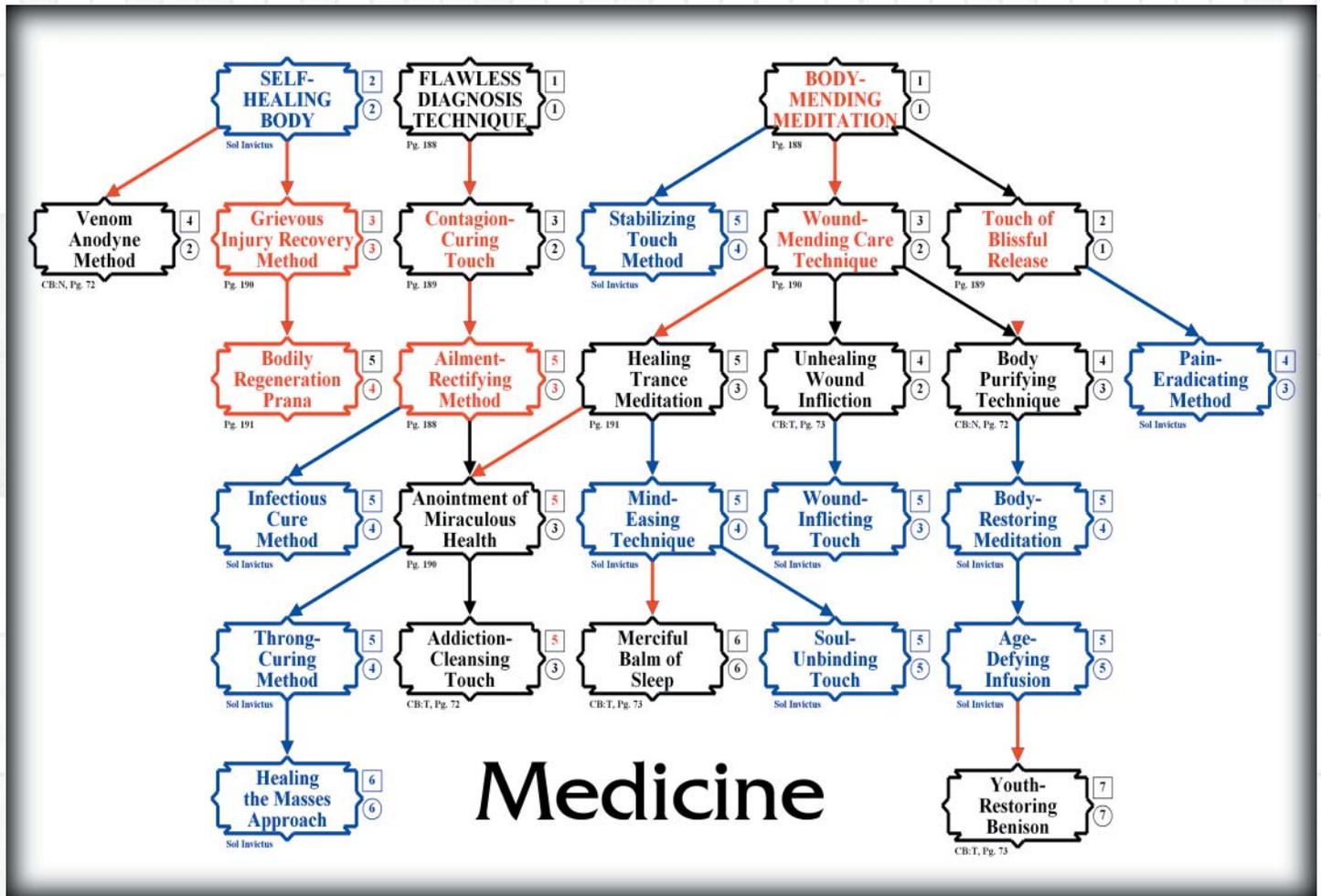
Type: Supplemental

Minimum Medicine: 3

Minimum Essence: 2

Prerequisite Charms: Body Mending Meditation

Often, a healer is faced with more patients than she can possibly treat in the time she has available. With this Charm, however, a Solar can guarantee that all her patients survive to be treated. The character need merely touch a patient



and commit 2 motes of Essence — as long as that Essence remains committed, the patient's condition will remain stable. As long as the patient remains in a state of rest, and no one else inflicts any further harm upon him, his injuries will become no more severe, though further injuries may still be inflicted upon him.

PAIN-ERADICATING METHOD

Cost: 10 motes

Duration: One day

Type: Simple

Minimum Medicine: 4

Minimum Essence: 3

Prerequisite Charms: Touch of Blissful Release

The Solar's touch can bring reprieve to even the most pain-wracked of the ill. Activating this Charm allows the character to ease all the pain being suffered by a single individual — including herself — for a day. All wound penalties that character is suffering, even those inflicted through magic, are eased for the remainder of the day. Note that an individual may find himself in danger of injuring himself if he attempts to perform any strenuous or difficult actions while under the effect of this Charm, since it suppresses the body's natural pain warning system.

WOUND-INFLECTING TOUCH

Cost: 10 motes

Duration: Instant

Type: Simple

Minimum Medicine: 5

Minimum Essence: 3

Prerequisite Charms: Unhealing Wound Infliction

Much as an experienced Solar can bring healing with but a touch, so too can he bring harm. With this Charm, a simple touch can inflict a deep, vital wound. To use this technique, the Solar must place his hand firmly upon the target. To accomplish this in combat, the character must make a successful

unarmed attack at +1 difficulty. Doing so inflicts a number of automatic levels of lethal damage equal to the character's Permanent Essence. If this Charm is used as part of an attack in combat, this damage is in place of the attack's normal damage. This damage cannot be soaked.

This Charm may explicitly be part of a Combo with Charms of other abilities.

BODY-RESTORING MEDITATION

Cost: 10 motes, 1 Willpower, 1 experience point

Duration: One hour

Type: Simple

Minimum Medicine: 5

Minimum Essence: 4

Prerequisite Charms: Body Purifying Technique

Some wounds time does not heal. To those who have been crippled, scarred, or maimed, the healing touch of the Solar Exalted may be the only hope of ever regaining their capabilities. Using this Charm, the Solar can heal even such horrific injuries. The Exalt must carefully examine the target's body and infuse it with healing Essence, allowing it to slowly reshape itself into its ideal form. This process takes approximately one hour. When it concludes, the target may be cured of any permanent paralysis or other physical damage, or any lost points of physical attributes. Each additional point of healing in this fashion requires the expenditure of an experience point, which either the Solar or the target may pay.

AGE-DEFYING INFUSION

Cost: 15 motes, 1 Willpower, 1 experience point

Duration: Instant

Type: Simple

Minimum Medicine: 5

Minimum Essence: 5

Prerequisite Charms: Body-Restoring Meditation

The slow, onward march of time is inevitable – except to the Chosen of the Sun. With this Charm, the character can stave off the aging of a mortal for a year. The Solar need merely lay his hands upon the target and fill him with youthful Essence, spending the motes, Willpower, and experience necessary. For a period of one year after the activation of this Charm, the target will not age in any way, remaining instead at their current age. At the end of that yearlong period, their aging will resume as normal, from the point at which it stopped.

Once a character has had this Charm used upon him once by a certain Exalt, a bond of Essence is forged between the two. Once the initial year has expired, the Exalt can renew the effects of this Charm by activating it and paying 15 motes and 1 Willpower – no expenditure of additional experience is necessary.

MIND-EASING TECHNIQUE

Cost: 10 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Medicine: 5

Minimum Essence: 4

Prerequisite Charms: Healing Trance Meditation

With this Charm, the Exalt can ease the pain and suffering of one who is mentally ill. To use this Charm, the Solar must speak carefully and calmly to one suffering from mental illness for a period of five minutes for each derangement that individual is suffering from. At the conclusion of that time, the veil of illness lifts and the ill character is immune to the effects of madness for the remainder of the day. At the end of that time, the madness will return. However, characters may attempt to treat this madness through more conventional means while the individual is under the effects of this Charm.

This Charm cannot suppress the effects of the Great Curse.

SOUL-UNBINDING TOUCH

Cost: 10 motes, 1 Willpower, 1 experience point

Duration: One hour

Type: Simple

Minimum Medicine: 5

Minimum Essence: 5

Prerequisite Charms: Mind-Easing Technique

The Solar who focuses on healing the mind as well as the body can work wonders upon those who suffer. With this Charm, she can even rescue a character from effects that would enslave his mind. In order to use the Soul-Unbinding Touch, the target must be willing, or forcefully restrained; the character must touch his head, and enter into a deep meditation for an hour, during which time she explores deep within the patient's subconscious. At the end of this time, any effects which have altered, controlled, or bound the mind of the target fall away, even those with permanent durations. A side effect of this is that any memories of actions taken against the character's will begin to fade away, disappearing completely within a year.

THRONG-CURING METHOD

Cost: 15 motes, 1 Willpower, 1 lethal health level

Duration: One day

Type: Simple

Minimum Medicine: 5

Minimum Essence: 4

Prerequisite Charms: Anointment of Miraculous Health

One Exalted healer alone is enough to turn a group of green nurses into a brilliant team of surgeons and physicians. This Charm allows a character to channel his healing energies through his subordinates, greatly increasing their ability to heal the sick and wounded. While this Charm is active, the character may activate any Medicine Charm he knows and grant it to a number of subordinates equal to his Medicine rating; each of them can then

use it, without paying its cost, as if they were the Solar. This effect lasts for the remainder of the day; each such subordinate may use a granted Charm a number of times equal to half the Solar's Permanent Essence, rounded up. If these uses are not all made by the end of the day, they are wasted. In addition, if any of these subordinates wander further than Permanent Essence miles from the Exalt, the effect immediately ends.

Subordinates who are empowered through this Charm must have a Medicine rating equal to the Essence Minimum of a given Charm in order to gain access to it.

HEALING THE MASSES APPROACH

Cost: 20 motes, 2 Willpower, 1 lethal health level

Duration: One day

Type: Simple

Minimum Medicine: 6

Minimum Essence: 6

Prerequisite Charms: Throng-Curing Method

A true master of Solar healing can draft a veritable army of doctors to help him in his compassionate mission, upon just a moment's notice. Using this technique, the Solar can empower a number of subordinates equal to her (Medicine x Permanent Essence) to use her Medicine Charms, as per Throng-Curing Method.

OCCULT

PHILOSOPHY

The distinction between Lore and Occult is subtle, but important. Lore deals with the direct manipulation of Essence as a source of power — letting Exalts move it around, or use it in its raw form to attack. Occult, however, deals with Essence in use — in spirits, in talismans, in manses or in the stars.

Specifically, Occult is the thaumaturgical ability; it represents knowledge of the natural magical processes which abound in Creation. Solar Occult Charms, therefore, should be capable of branching into any field which thaumaturgy deals with. The existing Solar Occult Charms deal primarily with the binding and attacking of spirits — an element of thaumaturgy — but there are others which could be represented as well. Geomancy is an obvious choice.

ABYSSAL EQUIVALENTS

The Abyssal Exalted possess Shadowlands and Labyrinth Circle Necromancy, Charms which are explicitly available to the Solar Exalted. Otherwise, the Abyssal Occult Charms mirror the effects already available to Solars.

EXISTING CHARM

MODIFICATIONS

Spirit-Cutting Attack, Exalted Corebook pg. 192. This Charm's duration is One Scene, its Type is Simple, and its cost is 3 motes.

Power-Draining Whisper, Castebook: Twilight pg. 73. This Charm's Occult minimum is 5. Its Essence minimum is 4. Its prerequisite is Magic-Suppressing Touch.

Power-Disrupting Blow, Castebook: Twilight pg. 74. This Charm's Occult minimum is 5. It does not require All-Encompassing Sorcerer's Sight as a prerequisite.

NEW CHARMS

DEMESNE-FINDING METHOD

Cost: 5 motes

Duration: One scene

Type: Simple

Minimum Occult: 2

Minimum Essence: 2

Prerequisite Charms: None

The Exalt is attuned to the geomantic vibrations of the land around him; with a moment's concentration, he taps into the energy of the dragon lines running through the ground under his feet. Upon activating this Charm, the character discovers the location of the nearest demesne within a number of miles equal to (10 x Permanent Essence), as well as its rating, its aspect, and whether it is capped by a Manse.

DEMESNE-CONVERTING PRANA

Cost: 5 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Occult: 5

Minimum Essence: 3

Prerequisite Charms: Demesne-Finding Method

This Charm's sole purpose is to assist a Solar in the process of converting a demense of another aspect into a Solar demesne. When a Solar stands within a demesne she is attuned to and uses this Charm, it is counted as one successful Charm use towards altering the demesne's aspect for each point of Permanent Essence the character possesses.

DEMESNE-FORMING APPROACH

Cost: 20 motes, 2 Willpower, 3 experience points

Duration: Varies

Type: Simple

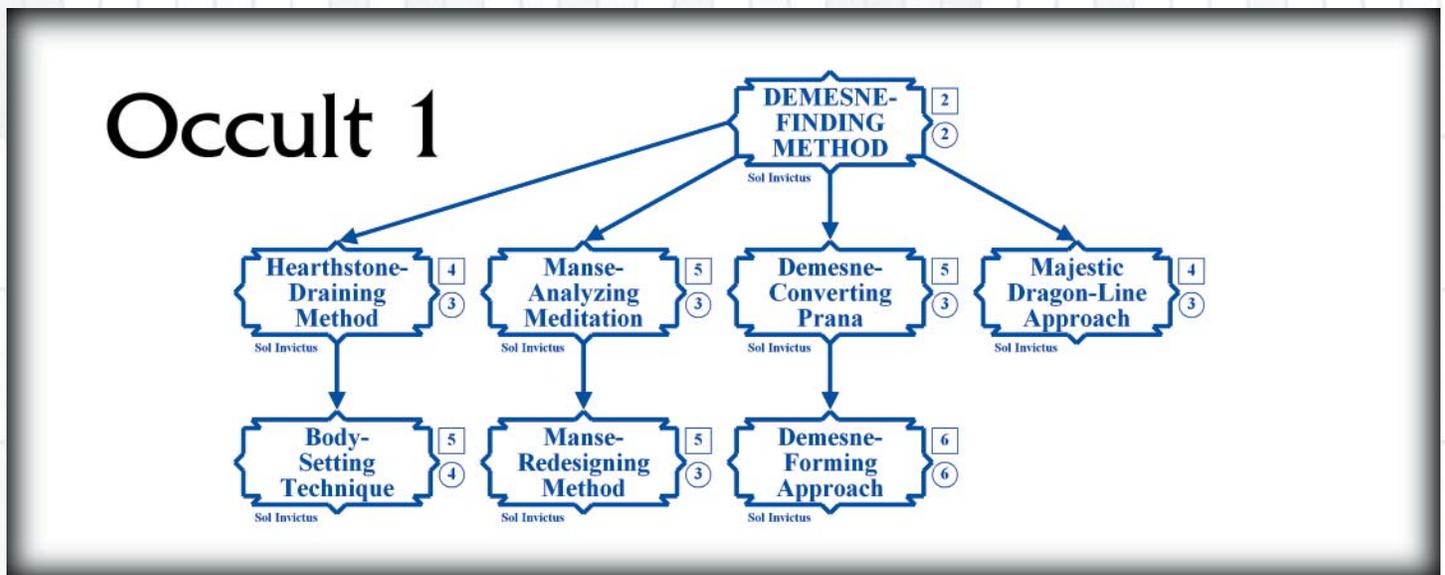
Minimum Occult: 6

Minimum Essence: 6

Prerequisite Charms: Demesne-Converting Prana

By channelling vast quantities of Solar Essence into the land below his feet, the character causes the formation of a Solar-pected demesne. In order to use this Charm, the character must select a region to convert, and prepare it by committing 20 motes into the land itself. Then the character must sit at the center of the region and enter into a deep meditative trance. During this trance, the Exalt may freely spend motes of Essence on reshaping the energy of the selected area. The Exalt may end the trance at will, at which point the demesne begins to form. The level of the forming demesne is equal to the number of motes spent, divided by 100; it forms at a rate of one level per week. The demesne is always Solar-pected.

If this Charm is used to create a demesne in within five miles of an existing demesne, one or the other will gain dominance, depending on their relative strengths; the weaker demesne will lose one level





each month until it disappears entirely, while the stronger demesne will gain one level for every two lost by the weaker one, to a maximum of 5.

MAJESTIC DRAGON LINE APPROACH

Cost: 6 motes

Duration: Varies

Type: Simple

Minimum Occult: 4

Minimum Essence: 3

Prerequisite Charms: Demesne-Finding Method

Using this Charm, the Solar gains an immaculate knowledge of the flows of Essence through a region,

granting him a thorough picture of local geomantic energies. For the duration of a single geomantic task, the character receives a number of automatic successes on all Occult rolls related to geomancy equal to his permanent Essence.

MANSE-ANALYZING MEDITATION

Cost: 6 motes

Duration: One scene

Type: Simple

Minimum Occult: 5

Minimum Essence: 3

Prerequisite Charms: Demesne-Finding Method

The character can analyze the flows of Essence through a manse down to a minute level of detail. In order to use this Charm, the character must be able to spend a scene (generally around 20 minutes) within the manse, walking into different rooms and carefully examining the architecture and layout. Upon completing this examination, the Solar learns the following information: the rating of the manse, the rating of the demesne it caps, the nature of any secondary or aesthetic effects produced using excess Essence, the number of people attuned to the manse, and the basic effects of the hearthstone.

MANSE-REDESIGNING METHOD

Cost: 20 motes, 1 Willpower, 1 experience point

Duration: Varies

Type: Simple

Minimum Occult: 5

Minimum Essence: 5

Prerequisite Charms: Manse-Analyzing Meditation

Using this Charm, a Solar can channel the Essence of a demesne itself into reshaping the manse which caps it. Upon activating this Charm, the character places the hearthstone upon its Manse's formation plate, and begins to channel its Essence into the surrounding structure. The character then rolls as normal to alter the design of the manse; however, all difficulties on these rolls are reduced by half the character's Occult rating, rounded up. In addition, the alteration requires no outside materials, and is completed within two days per level of the demesne. The Solar must stay within the hearthstone formation chamber to direct this energy for the Charm's duration, or it fails, though she can eat, sleep, and perform other non-strenuous actions while doing so. Upon the Charm's completion, the original hearthstone has become the hearthstone for the manse's new design; no time is required for a new hearthstone to form.

HEARTHSTONE-DRAINING METHOD

Cost: 3 motes, 1 Willpower

Duration: Varies

Type: Simple

Minimum Occult: 4

Minimum Essence: 3

Prerequisite Charms: Demesne-Finding Method

Using this Charm, a Solar can draw more heavily upon the Essence provided by a manse she is attuned to, although at a cost. Upon activating this Charm, the rate of Essence regeneration of a single hearthstone the character is attuned to is doubled for the Charm's duration. The Exalt may maintain this Charm for a number of hours equal to her Occult rating. However, for each hour this Charm is active, the effective level of the manse is reduced by 1 once the Charm is ended. This penalty disappears at the rate of one level per day.

BODY-SETTING TECHNIQUE

Cost: 4 motes, 1 Willpower

Duration: Indefinite

Type: Simple

Minimum Occult: 5

Minimum Essence: 4

Prerequisite Charms: Hearthstone-Draining Method

With this technique, the Solar does not need an artifact with a hearthstone slot in order to gain the full benefits from an attuned hearthstone. The character simply places a hearthstone from a manse anywhere on her skin and activates this Charm. The hearthstone attaches itself to the character, as if it were a part of her body. While this Charm remains active, the character gains the special ability of the hearthstone, just as if it were placed in an artifact's hearthstone socket. In addition, the character regains motes from the hearthstone as if its manse were one level higher. The character may end this Charm at any time, at which point the gem easily detaches from her skin.

ESSENCE-ABSORBING METHOD

Cost: 6 motes, 1 Willpower**Type:** Simple**Duration:** One scene**Minimum Occult:** 5**Minimum Essence:** 3**Charm Prerequisites:** Magic-Suppressing Touch

The Solar adopts an elaborate arcane stance, activating special Essence points in her aura in order to create sympathetic Essence patterns. While she remains in this stance, the use of Essence by those who strike her only feeds her own reserves. While this Charm is active, whenever Essence is spent to make or supplement an attack against the Exalt, she regains a number of motes equal to half those spent on the attack, rounded down.

BESTIARY SIGHT TECHNIQUE

Cost: 6 motes, 1 Willpower**Duration:** One scene**Type:** Simple**Minimum Occult:** 5**Minimum Essence:** 3**Prerequisite Charms:** All-Encompassing Sorcerer's Sight

The Solar opens his eyes to the unique flows of Essence within each being, learning their subtle intricacies and elaborate patterns. Upon activating this Charm, he begins to see these patterns within those beings around him. For the remainder of the scene, the Exalt can accurately identify the nature of creatures through the nature of their Essence flows. This allows him to determine the species of an animal, as well as the nature of any Wyld mutations or persistent enchantments upon it. It also lets the character distinguish between different varieties of Essence wielder, allowing him to determine the caste and variety of an Exalt, the lineage of a God-Blood, and so on.

SPELLBOUND SIGHT TECHNIQUE

Cost: 6 motes, 1 Willpower**Duration:** One scene**Type:** Simple**Minimum Occult:** 5**Minimum Essence:** 3**Prerequisite Charms:** All-Encompassing Sorcerer's Sight

The Exalt's vision expands to encompass even the most minute changes in Essence flows. For the remainder of the scene, the character can see the smallest and most subtle uses of Essence in the surrounding area. She can determine the Permanent Essence rating of any creature she looks at. In addition, she instantly knows whenever anyone within visual range spends Essence, and how many motes. Finally, she can gather the basic effect of any Charm or spell activated within her presence, or with a continuous effect that is active in her presence. The Storyteller should provide the character with a one-sentence description of the Charm or spell's effects. This last effect does not apply to Charms of Permanent duration — these Charms represent fundamental changes to a creature's being, rather than the presence of a standing enchantment.

EYES OF THE SAVANT

Cost: None**Duration:** Permanent**Type:** Special**Minimum Occult:** 5**Minimum Essence:** 5**Prerequisite Charms:** Bestiary Sight Technique, Spellbound Sight Technique

The Exalt's eyes become permanently suffused with Essence, opening them up to the spiritual world. At all times, the character's vision provides the benefits of All-Encompassing Sorcerer's Sight, Bestiary Sight Technique, and Spellbound Sight Technique. This Charm does not need to be activated; it permanently enhances the Exalt's capabilities.

DEMON-SMITING HAMMER

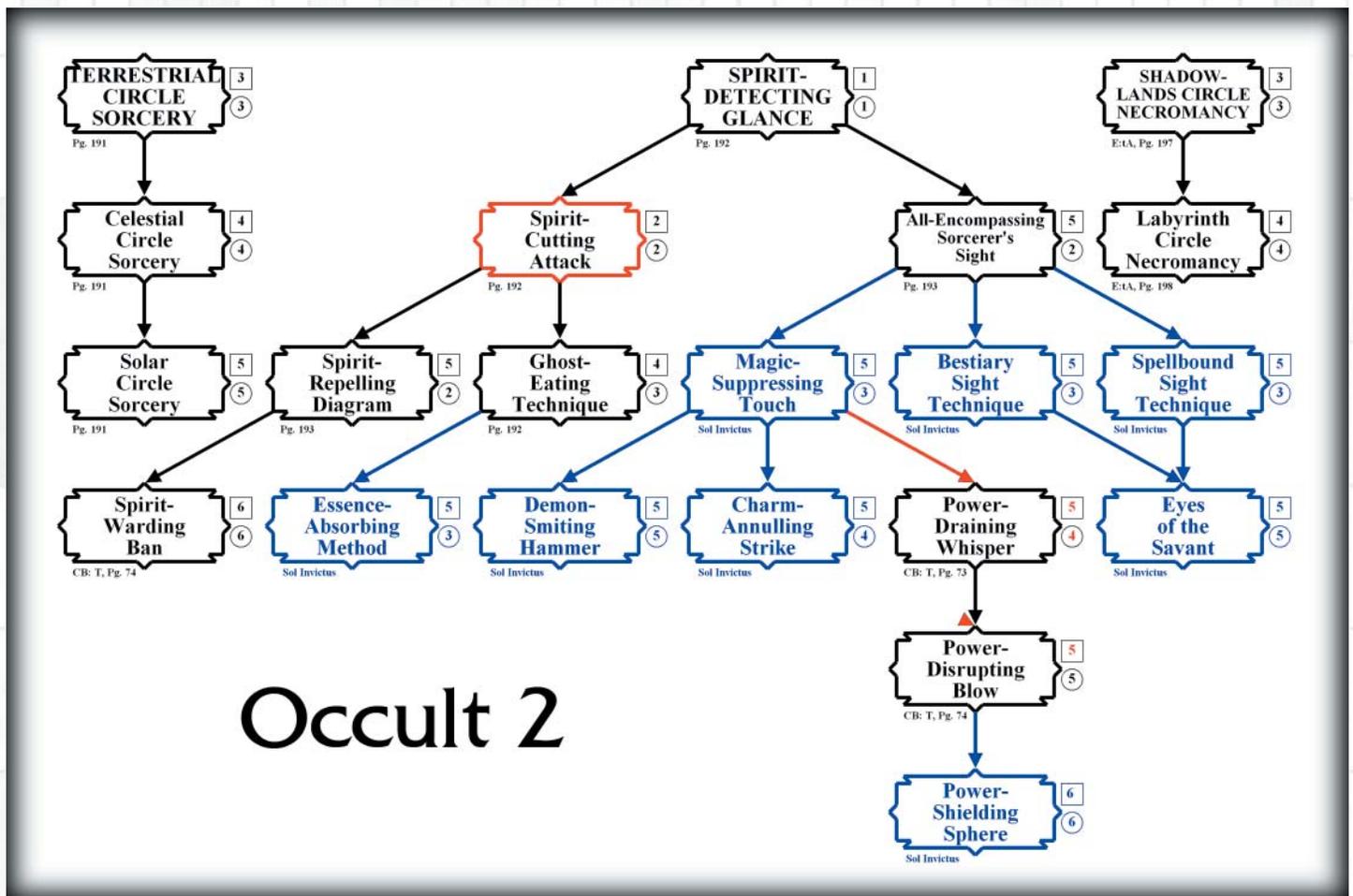
Cost: 10 motes
Duration: Instant
Type: Supplemental
Minimum Occult: 5
Minimum Essence: 5
Prerequisite Charms: Ghost-Eating Technique

The Solar Exalted were the foremost champions of the gods in their war against the Primordials and their demonic servants. This Charm was one of their deadliest weapons in that war. An attack made with this Charm against a spirit always strikes true — it cannot be blocked or dodged. If the attack strikes, the damage it deals is unsoakable. This Charm can supplement an attack made with any ability, and can explicitly be included in Combos with Charms of other abilities.

MAGIC-SUPPRESSING TOUCH

Cost: 3 motes
Duration: Instant
Type: Supplemental
Minimum Occult: 5
Minimum Essence: 3
Prerequisite Charms: All-Encompassing Sorcerer's Sight

With a careful gesture, the Solar stirs up the flows of Essence which make up a Charm being activated, causing great difficulty for its wielder. To use this Charm, the character must be within his Permanent Essence in yards of the character using the targeted Charm. The Solar rolls Wits + Occult, opposed by his target's Permanent Essence. For each net success on this roll, the target must spend an additional 2 motes to activate the Charm, or allow it to dissipate without effect. The target still must pay any standard costs for the Charm,



however. Note that if this Charm is used against a Reflexive Charm, the target may immediately reactivate that Charm.

CHARM-ANNULLING STRIKE

Cost: 5 motes, 1 Willpower

Duration: Instant

Type: Supplemental

Minimum Occult: 5

Minimum Essence: 4

Prerequisite Charms: Magic-Suppressing Touch

The Solar directly cuts apart the weave of Essence at the heart of an enemy's Charm, negating its effects. Upon activating this Charm, the character chooses one of the following: either a single Charm which another character is in the process of activating, or a single Charm of non-instant duration which another character is currently under the effects of. She then makes a Wits + Occult roll, opposed by the target's Permanent Essence. With even a single net success, the Charm is annulled and has no effect; the target must still pay all costs associated with its use, however.

POWER-SHIELDING SPHERE

Cost: 15 motes, 1 Willpower, 1 lethal health level

Duration: Varies

Type: Simple

Minimum Occult: 6

Minimum Essence: 6

Prerequisite Charms: Power-Disrupting Blow

The character's mastery of Essence is great enough to protect himself entirely from its negative effects. To activate this Charm, the character must delineate an approximately circular area around himself, which can be no more than his Permanent Essence in yards wide. Normally the character must draw this circle in chalk or otherwise spend a turn preparing it, although the use of a tied rope or other prop might speed the process. Once the circle is

complete, it becomes inviolate to Essence. No spell or Charm can affect the user or anyone else within the sphere (Charms with a duration are cancelled, although spells with a duration are not.) Those standing within the circle cannot activate spells or Charms of their own. In addition, hearthstones and artifacts stop functioning within the circle, although they suffer no permanent damage.

In order to maintain this Charm, the Solar must pay an additional 1 Willpower after his Essence in turns have passed, or the effect ends.

ATHLETICS

PHILOSOPHY

Athletics represents a character's talent in all matters of physical activity. As such, it is perhaps the Ability most closely tied to Attributes — feats of Athletics are generally feats of Strength or Dexterity. As such, Solar Athletics Charms generally provide effects that improve the feats a Solar can perform with one or the other Attribute.

For improving their Strength, Solars have a small and extremely direct tree, focused entirely on boosting one's ability to lift and break things with sheer force. The Dexterity tree is broader, covering effects that affect a Solar's balance, speed, and jumping distance, as well as providing athletically-enhanced attack Charms. Further development of this tree would largely stem from this portion of the tree, leading to increasingly impossible movements and stronger attack boosts.

ABYSSAL EQUIVALENTS

The foremost Athletics Charm available to Abyssals which Solars have no equivalent of is Enhanced Dexterity Discipline. Since Athletics deals more or less equivalently with Strength and Dexterity, this seems like a viable conversion.

Abyssals also have access to a Charm which allows them to fall slowly, but this is less thematically appropriate for Solars than Abyssals. Solars do have access to Charm-powered flight, which leaves their basic capabilities at a comparable level.

surface to walk on as long as she reaches something solid by the beginning of the next turn. Thus, a character could run across a chasm as if there were a bridge, or run straight up a hanging rope and continue moving upwards, as long as she reached another foothold by the end of the turn.

EXISTING CHARM

MODIFICATIONS

Monkey Leap Technique, Exalted Corebook pg. 193. This Charm has no prerequisite.

Racing Hare Method, Exalted Corebook pg. 195. This Charm does not require Spider-Foot Style as a prerequisite.

Cloud-Foot Style, Castebook: Night pg. 73. This Charm's Essence minimum is 3. In addition to the listed effects, this Charm also allows the character to continue moving in a single direction without a

NEW CHARMS

IMMACULATE (ATTRIBUTE) PRANA

Cost: None

Duration: Permanent

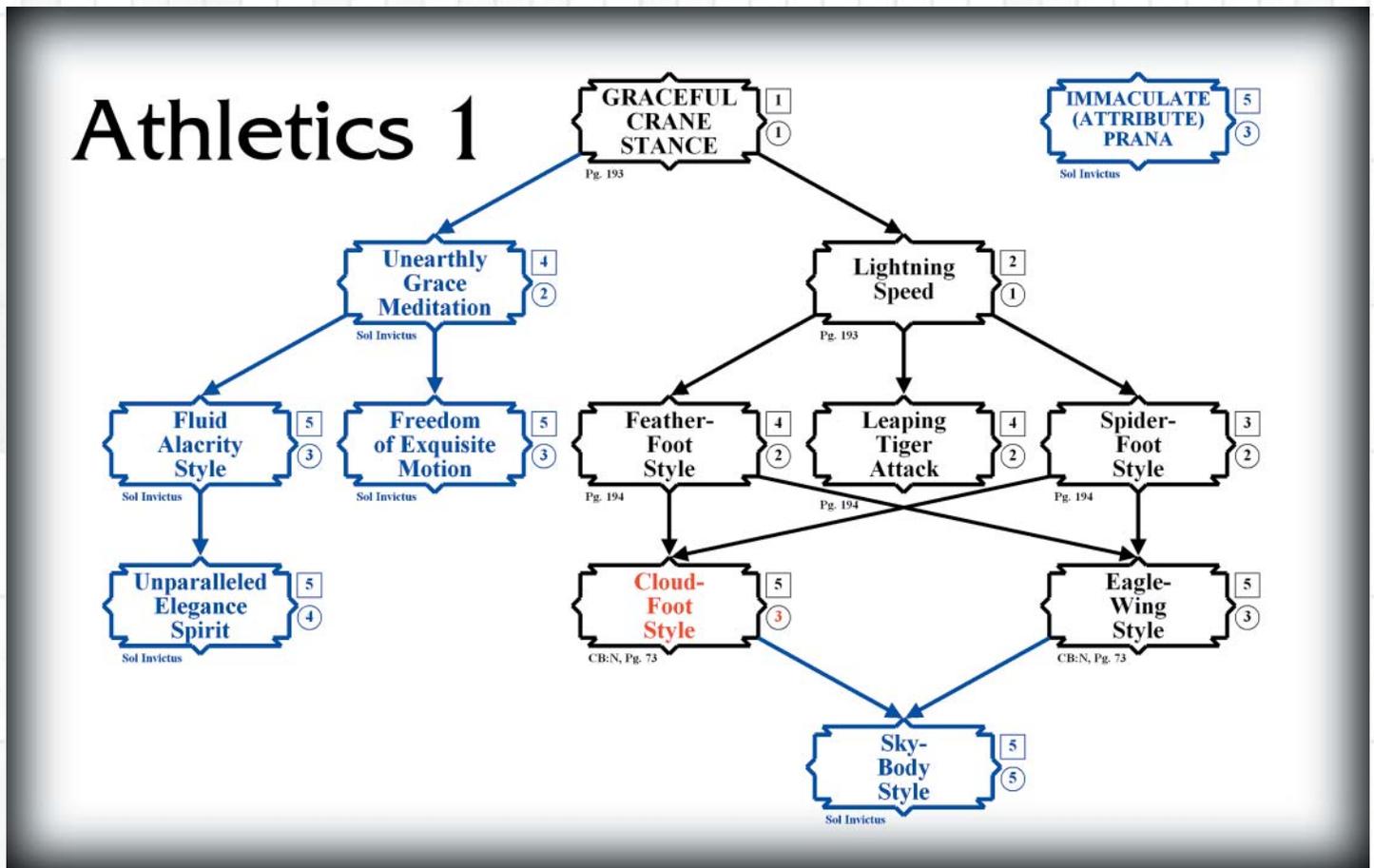
Type: Special

Minimum Athletics: 5

Minimum Essence: 3

Prerequisite Charms: None

The Solar's physique transcends human perfection, bringing her into the possession of a truly godlike body. When the Exalt purchases this Charm,



she selects Strength or Dexterity. The maximum rating of the chosen attribute is increased by one; she may raise it to this new higher value using Experience. This Charm may be purchased once for each of the two attributes. This Charm does not need to be activated; it simply improves the Exalt's capabilities.

INCREASING DEXTERITY EXERCISE

Cost: 5 motes per dot

Duration: One scene

Type: Simple

Minimum Athletics: 3

Minimum Essence: 2

Prerequisite Charms: None

This Charm allows the Exalt to become preternaturally dextrous for a short time. For each 5 motes the character expends, her Dexterity is increased by one dot for the remainder of the scene. The character cannot increase her Dexterity by more dots than her permanent Essence score.

If a character purchases this Charm, she cannot purchase Increasing Strength Exercise, and a character who knows Increasing Strength Exercise cannot purchase this Charm.

UNEARTHLY GRACE MEDITATION

Cost: 5 motes

Duration: One scene

Type: Simple



Minimum Athletics: 4

Minimum Essence: 2

Prerequisite Charms: Graceful Crane Stance

The Solar's body is the very embodiment of grace and beauty, bending and stretching in impeccably fluid motions. For the remainder of the scene, the character may add automatic successes equal to his Permanent Essence to any Dexterity + Athletics roll which involves fluid or quick motion. This Charm cannot augment any roll which serves as part of an attack.

FLUID ALACRITY STYLE

Cost: 6 motes

Duration: Instant

Type: Extra Action

Minimum Athletics: 5

Minimum Essence: 3

Prerequisite Charms: Unearthly Grace Meditation

Moving with an unimaginable swiftness, the Solar is little more than a blur of motion to any who perceive her. This turn, the character may take a number of Extra Actions equal to his Permanent Essence. The character may use these actions to move his standard sprinting distance each; otherwise, each must be used to perform a Dexterity + Athletics action. The character is explicitly allowed to split his standard dice action as normal during a turn in which this Charm is used, and to Combo this Charm with Charms of other abilities.

FREEDOM OF EXQUISITE MOTION

Cost: None

Duration: Permanent

Type: Special

Minimum Athletics: 5

Minimum Essence: 3

Prerequisite Charms: Unearthly Grace Meditation

The Exalt's nimbleness and dexterity are second to none; even when doing multiple things

at once, the Solar is able to perform each with grace and elegance. The character's penalties for taking multiple actions are reduced by one. This Charm does not need to be activated; it simply improves the Exalt's capabilities.

UNPARALLELED ELEGANCE SPIRIT

Cost: 8 motes, 1 Willpower

Duration: Instant

Type: Extra Action

Minimum Athletics: 5

Minimum Essence: 4

Prerequisite Charms: Fluid Alacrity Style

The Solar weaves through space with a perfection unknown to mere mortals, making every motion a part of a beautiful and deadly dance. The character receives a number of actions this turn equal to one-half her Dexterity, rounded up; these actions may be split in the same way that a standard action may be. However, during this turn, the character may take only intensely physical actions. The character may attack, dodge, run, leap, or otherwise move; however, actions may not be devoted to detailed or fine movement, or social or mental tasks. This Charm may be Combed with Charms of other Abilities, as long as they provide or supplement purely physical actions.

SKY-BODY STYLE

Cost: 10 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Athletics: 5

Minimum Essence: 5

Prerequisite Charms: Cloud-Foot Style, Eagle-Wing Style

With this Charm, the Exalt can freely move through empty space. For the remainder of the scene, the character may move in any direction as if she were walking on solid ground; in addition, she may stand, sit, or otherwise remain still upon thin air. While this Charm is active, the character will not fall or otherwise lose her position in the

air unless she actively chooses to do so, or becomes unconscious.

SWIFT CHEETAH STRIDE

Cost: 8 motes
Duration: One scene
Type: Simple
Minimum Athletics: 5
Minimum Essence: 3
Prerequisite Charms: Racing Hare Method

The character infuses her legs with swift Essence, granting her a fleetness of foot unheard of amongst even the greatest sprinters. For one scene after this Charm is activated, the character multiplies her normal speed by her Permanent Essence.

HUNDRED-BEAR METHOD

Cost: 10 motes, 1 Willpower
Duration: One scene
Type: Simple

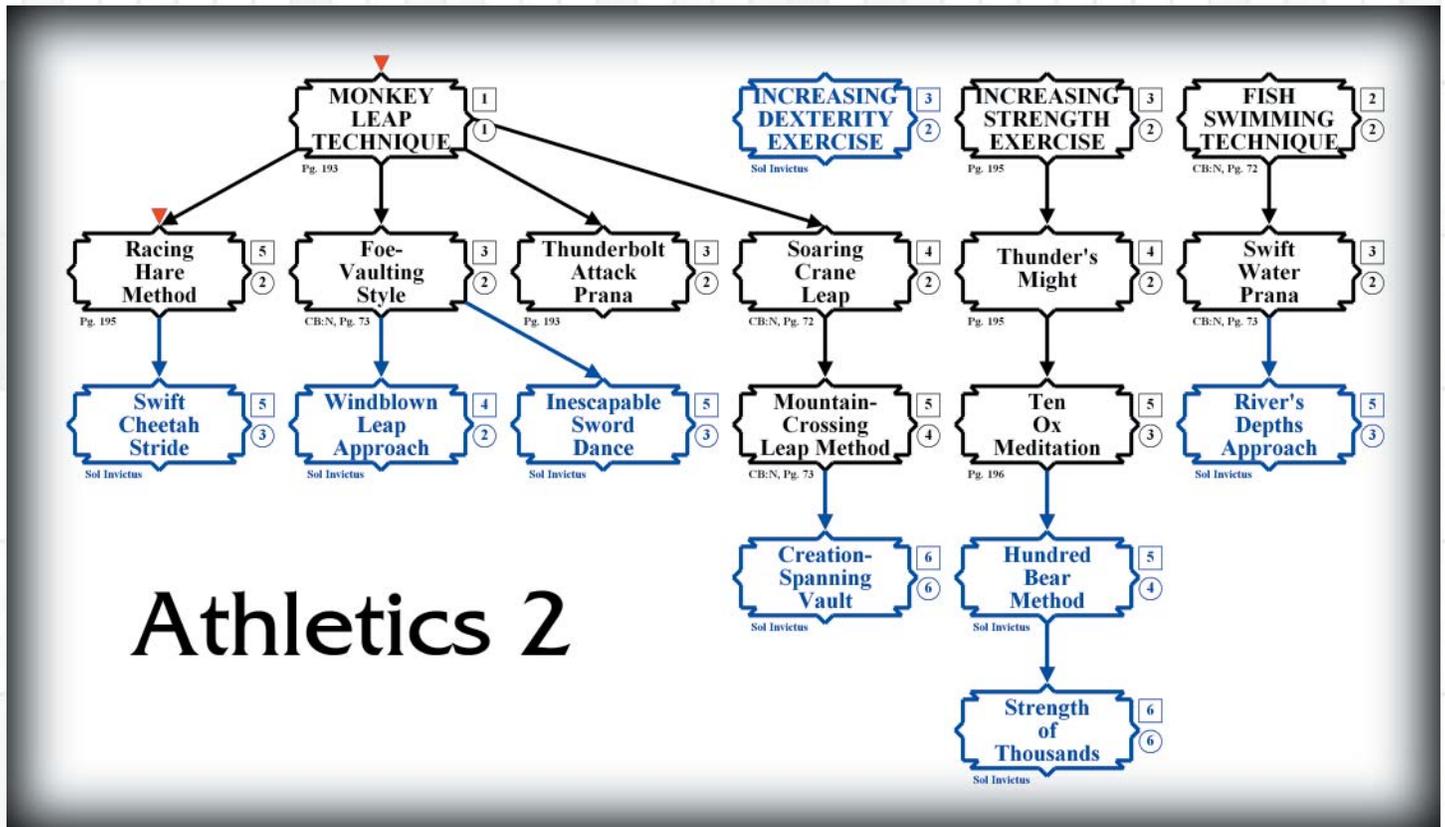
Minimum Athletics: 5
Minimum Essence: 4
Prerequisite Charms: Ten Ox Meditation

Focusing Essence through her muscles, the character becomes strong beyond imagining. For the remainder of the scene, the character may take automatic successes equal to her Temporary Willpower on any roll to boost her Strength for purposes of athletic feats, and may do so without spending a point of Willpower.

STRENGTH OF THOUSANDS

Cost: 10 motes, 1 Willpower
Duration: Instant
Type: Supplemental
Minimum Athletics: 6
Minimum Essence: 6

Prerequisite Charms: Hundred-Bear Method
 The Solar's ability to channel Essence through his muscles has reached its zenith. With this Charm, the Solar may automatically succeed at lifting or crushing a single object, regardless of its weight



or soak. The Solar may carry, swing, or throw any object he lifts in this fashion (use his normal Strength for purposes of any attacks), although he still needs leverage to do so — he might not be able to carry or throw a large building, for example, without lifting it from near its center.

CREATION-SPANNING VAULT

Cost: 20 motes, 2 Willpower

Duration: One hour

Type: Simple

Minimum Athletics: 6

Minimum Essence: 6

Prerequisite Charms: Mountain-Crossing Leap Method

This Charm empowers a character to make truly stupendous leaps, propelling him over vast distances. The character merely leaps far into the air, rising high into the air. This leap takes approximately an hour, in which time the character can move up to 100 miles per dot of Permanent Essence, moving a minimum of 100 miles. As with Mountain-Crossing Leap Method, any use of flight effects ends the protective effects of this Charm, and the Exalt must roll to land successfully.

WINDBLOWN LEAP APPROACH

Cost: 5 motes

Duration: One scene

Type: Simple

Minimum Athletics: 4

Minimum Essence: 2

Prerequisite Charms: Foe-Vaulting Style

The character's ability to precisely leap off even a precarious or uneven surface is drastically increased. For the remainder of the scene, the character need merely place a foot briefly upon a surface — which need not be horizontal — and push off to be accurately propelled in a direction of his choice. This allows the character to perform standard jump actions from even the slightest footing without penalty. In addition, it grants the character a single reflexive jump action each turn,

which can be used to leap off of anything — even the air itself. Otherwise, all leaps made by the character using this Charm follow the normal rules for such maneuvers.

INESCAPABLE SWORD DANCE

Cost: 1 mote

Type: Reflexive

Duration: Instant

Minimum Athletics: 5

Minimum Essence: 3

Charm Prerequisites: Foe-Vaulting Style

The Exalt's nimbleness makes every moment of combat into an elegant dance. As the Solar's partner moves, he moves with her. A character may activate this Charm whenever a foe engaged in combat moves away from him; he may reflexively move an equivalent distance to follow the opponent. This Charm provides no other movement effects — if the Solar follows a target into the sky, he will have to contend with the results of beginning the next turn in mid-air.

RIVER'S DEPTHS APPROACH

Cost: 6 motes, 1 Willpower

Duration: One hour

Type: Simple

Minimum Athletics: 5

Minimum Essence: 3

Prerequisite Charms: Swift Water Prana

With this Charm, the character is even more at home within the water than upon dry land. While this Charm is active, the character can move in water as easily as she could upon land, never needing to roll to avoid being swept away by currents or waves. In addition, she may swim at a speed equal to her standard land movement speed times her Permanent Essence. Finally, the character need not breathe at all while underwater — as long as this Charm remains active. Its effects wear off after an hour, at which point the character must reactivate it if she wishes to continue reaping its benefits.

AWARENESS

PHILOSOPHY

Much as Athletics is tied intimately to Strength and Dexterity, Awareness is the Ability which hews closely to Perception. The Charms available to Solars in this Ability all follow from this association, serving to improve the Exalt's senses to a superhuman degree. The core of the Charm tree are the Sensory Acuity Prana and Unsurpassed (Sense) Technique Charms, which serve to increase a Solar's senses to increasingly powerful levels. Secondary techniques branch off of this trunk at the Charm appropriate to their own power level, providing more specific improvements to individual senses.

In the published Charms, Solar Awareness focuses almost entirely on sight. This is understandable – sight is in many ways the most useful sense, and certainly the one people are most conscious of on a moment-to-moment basis. However, there is nothing preventing Awareness Charms from specifically enhancing hearing, touch, or even taste.

ABYSSAL EQUIVALENTS

The only Abyssal Awareness Charm without a direct Solar equivalent is Sense-Eroding Technique, clearly an Abyssal-specific entropic effect.

EXISTING CHARM

MODIFICATIONS

Piercing the Night's Veil Practice, Savage Seas pg. 114. This Charm's prerequisite is Owl-Eye Technique. Its Awareness minimum is 5. Its Essence minimum is 3. In addition to its listed function, it allows the user to see through fog, mist, blowing sand, or magically created darkness, as well as through any

visual impediments within two inches of the user's eyes, such as blindfolds or helmets.

Keen (Sense) Technique, Exalted Corebook pg. 196. These Charms are eliminated.

Vision of the Murky Depths Method, Savage Seas pg. 114. This Charm's prerequisite is Sensory Acuity Prana.

Unsurpassed (Sense) Technique, Exalted Corebook pg. 196. The prerequisite for these Charms is Sensory Acuity Prana.

Hundred Leagues Sight Procedure, Savage Seas pg. 115. This Charm's Essence minimum is 3.

Eye of the Unconquered Sun, Castebook: Night pg. 75. This Charm's prerequisite is Distance-Spanning Sight Meditation.

NEW CHARMS

IMMACULATE PERCEPTION PRANA

Cost: None

Duration: Permanent

Type: Special

Minimum Awareness: 5

Minimum Essence: 3

Prerequisite Charms: None

The Solar's ability to perceive the world around him surpasses that of even the most perceptive mortal. The maximum rating of the Solar's Perception attribute is increased by one; she may raise it to this new higher value using Experience. This Charm does not need to be activated; it simply improves the Exalt's capabilities.

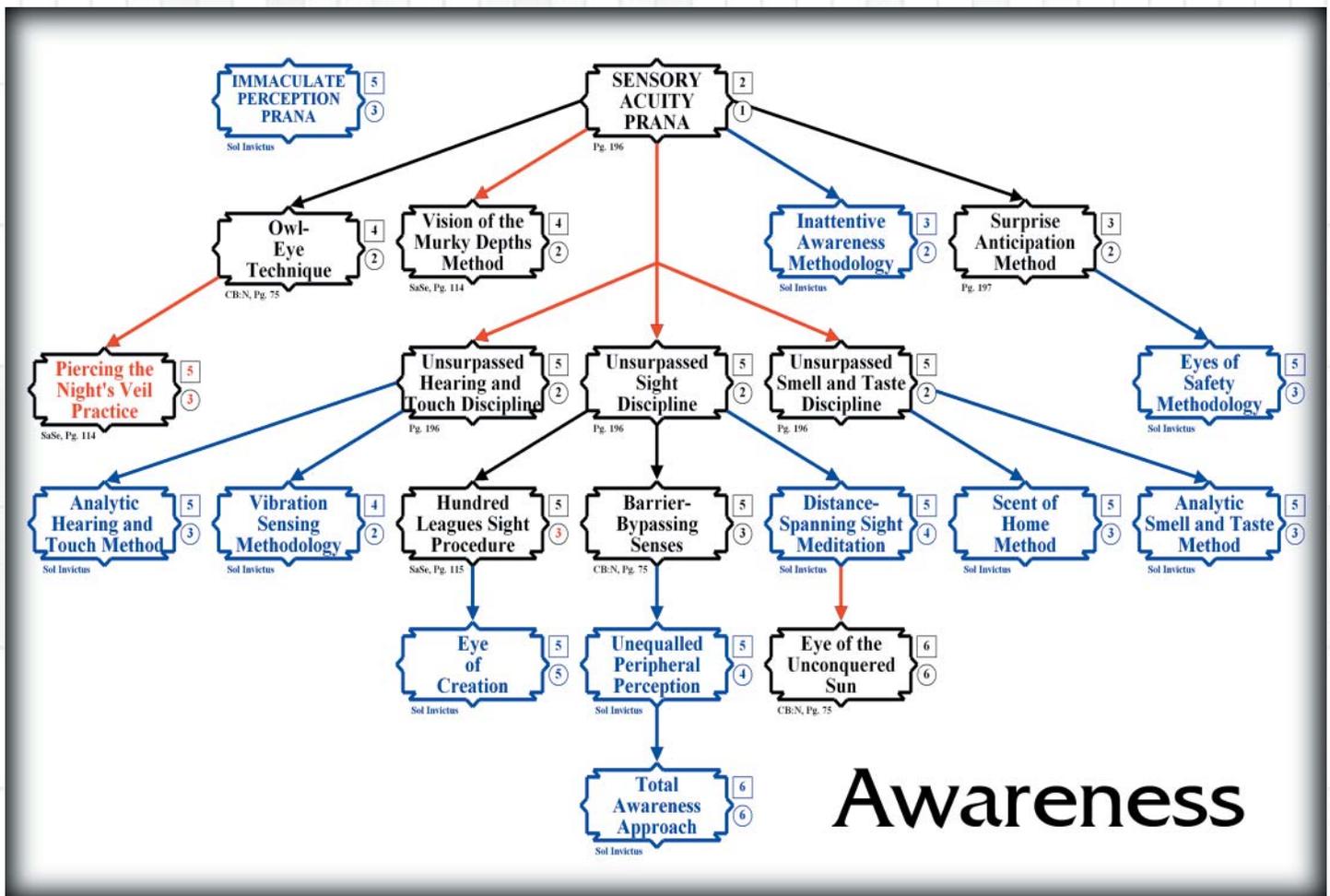
EYES OF SAFETY METHODOLOGY

Cost: None

Duration: Permanent

Type: Special

Minimum Awareness: 5



Minimum Essence: 3

Prerequisite Charms: Surprise Anticipation Method

The Solar has finely tuned her senses, carefully training them to pick up on the slightest disturbance that might indicate the onset of danger. Whenever danger threatens the character, whether through intelligent action or forces of nature, the character will receive a warning ten seconds in advance — enough time to quickly prepare. This also functions against anything which is intended to surprise the Exalt, even if it poses no actual danger. This is a perfect defense against surprise; it makes the character completely immune to ambushes.

Type: Reflexive

Minimum Awareness: 3

Minimum Essence: 2

Prerequisite Charms: Sensory Acuity Prana

With this Charm, a Solar can observe a situation with great alacrity even while seeming to be inattentive or even unconscious. The character can reflexively activate this Charm when entering into a state that would normally render him unable to properly observe the world around him — becoming drunk, falling asleep, or being rendered unconscious or incapacitated, for example. For the duration of that state, the character can observe the world around him as if he were completely unaffected. He still cannot move or otherwise shrug off the effects of his condition, and he cannot move his vantage point from where it would normally be, but otherwise can observe the situation around himself as if he were fully aware, without anyone else present realizing.

INATTENTIVE AWARENESS METHODOLOGY

Cost: 8 notes

Duration: Varies

VIBRATION-SENSING MEDITATION

Cost: 5 motes**Duration:** One scene**Type:** Simple**Minimum Awareness:** 4**Minimum Essence:** 2**Prerequisite Charms:** Unsurpassed Hearing and Touch Technique

The character's hearing is so finely attuned that she can sense the slightest vibration anywhere around herself. For the remainder of the scene, the character can use her enhanced hearing to precisely locate objects. The Solar is aware of the precise location of every object within 100 yards in every direction; this allows her to act without penalty if her vision is impaired. This sense, while excellent for locating objects, provides no detail as to light or color, and cannot detect intangible objects, or any form of energy.

ANALYTIC (SENSE) METHOD

Cost: 5 motes**Duration:** One scene**Type:** Simple**Minimum Awareness:** 5**Minimum Essence:** 3**Prerequisite Charms:** Unsurpassed Hearing and Touch Technique or Unsurpassed Smell and Taste Meditation

The character's senses are so finely tuned that she can determine anything she wishes about the makeup of objects, simply through sensing them. This Charm takes two forms, Analytic Taste Method and Analytic Touch Method, depending on the prerequisite used. Using the former, the Exalt can determine precisely the ingredients used in any preparation she tastes, along with the recipe used to prepare it and a basic description of its effects. This works on food and drink as well as alchemical draughts, poisons, and drugs, magical or mundane. Using the latter, the Exalt can determine the exact material makeup and the basic assembly process of an object by touching it. If she can hold the object,

she can determine its exact weight as well as its basic internal structure. For either Charm, these effects last for an entire scene; the Exalt may analyze as many objects as she wishes during this time.

SCENT OF HOME METHOD

Cost: 5 motes**Duration:** One scene**Type:** Simple**Minimum Awareness:** 5**Minimum Essence:** 3**Prerequisite Charms:** Unsurpassed Smell and Taste Meditation

The Solar's sense of smell is so finely tuned that he can identify people and places solely through their unique scents. For the remainder of the scene, the character can identify any being within 100 yards solely through their scent if the character has ever been in the presence of that being before. In addition, the character can perfectly identify any location through its unique smell if he has ever been to that location before.

EYE OF CREATION

Cost: 10 motes, 1 Willpower**Duration:** One minute**Type:** Simple**Minimum Awareness:** 5**Minimum Essence:** 5**Prerequisite Charms:** Hundred Leagues Sight Procedure

Using this Charm, the Solar's senses literally extend to the boundaries of Creation. For a single minute after activating this Charm, the character can see an object anywhere in Creation as if it were within 100 yards of his current location. This Charm does not allow the character to see through any barriers or otherwise observe things that would be blocked by direct sight; it only eliminates the effect of distance upon sight.

DISTANCE-SPANNING SENSE MEDITATION

Cost: 10 motes, 1 Willpower**Duration:** One scene**Type:** Simple**Minimum Awareness:** 5**Minimum Essence:** 4**Prerequisite Charms:** Barrier-Bypassing Senses

Using this technique, the Solar can project his senses out of his body and into a distant location, allowing him to see, smell, and hear things from far away. To activate this Charm, the character must enter a meditative trance, at which time his senses leave his body and become capable of travelling freely. The character may relocate his senses to anywhere within (10 * Permanent Essence) miles. If he is familiar with the location, he may relocate immediately; otherwise, his disembodied senses move at a rate equal to ten times the Solar's normal movement rate.

While using this Charm, the Solar is only aware of his body inasmuch as his disembodied senses can in one way or another detect it. If he is attacked while in this meditative state, the Charm's effects end instantly.

UNEQUALLED PERIPHERAL PERCEPTION

Cost: 10 motes**Duration:** One scene**Type:** Simple**Minimum Awareness:** 5**Minimum Essence:** 4**Prerequisite Charms:** Barrier-Bypassing Senses

The Solar's vision is extended in every direction, granting him unparalleled sight. For the remainder of the scene, the Solar can see in every direction, including up and down, from his current position, out to a distance of (100 x Permanent Essence) yards. In addition, the Solar may choose to reflexively ignore any object within that range, allowing him to see anything which it obscures.

TOTAL AWARENESS APPROACH

Cost: 10 motes, 1 Willpower**Duration:** One scene**Type:** Simple**Minimum Awareness:** 6**Minimum Essence:** 6**Prerequisite Charms:** Unequalled Peripheral Perception

With this Charm, the Solar's perception of the area around her becomes total; no detail can escape her. For the remainder of the scene after activating this Charm, the character can simultaneously perceive everything which occurs within a radius of Permanent Essence miles. Within that sphere, the character is aware of the precise positioning and movement of all objects, as well as their appearance, even if entirely concealed or surrounded by other objects. She can also hear every sound made within that range clearly and without distortion.

DODGE

PHILOSOPHY

Solar Dodge is a fairly minimal and straightforward ability. It has only six published Charms, all of which hew closely to its central purpose — avoiding attacks. Even the most unusual Dodge Charm, Leaping Dodge Method, simply avoids a slightly different category of attacks. New Dodge Charms should maintain a fairly strong focus on directly avoiding harm, rather than branching out too far into esoteric directions.

The Solar Dodge tree is closely parallel to the Solar Melee parry tree in its effects — each provides a dice-adder, a reflexive defense, a perfect defense, and a scenelong defense of similar design. However, in all of the Charms there are subtle differences — such as the inapplicability of Seven Shadow Evasion — and each tree branches off in several directions that the other does not. These differences

will become magnified as the two abilities increase in Essence.

ABYSSAL EQUIVALENTS

The Abyssal Dodge tree is almost a mirror of the Solar Dodge tree, with five of its six Charms having almost identical effects to the Solar Charms (or their entropic equivalents). The Charm Flowing Evasion Assault implies the possibility of Charms which provide an additional benefit on top of dodging, however.

EXISTING CHARM

MODIFICATIONS

Reed in the Wind, Exalted Corebook pg. 197. This Charm can be used after the attack roll.

Shadow Over Water, Exalted Corebook pg. 198. This Charm can be used after the attack roll.

Seven Shadows Evasion, Exalted Corebook pg. 198. This Charm can be used after the attack roll.

NEW CHARMS

SCATTERED SUNLIGHT ATTITUDE

Cost: 4 motes, 1 Willpower

Duration: Instant

Type: Reflexive

Minimum Dodge: 5

Minimum Essence: 3

Prerequisite Charms: Seven Shadow Evasion

Confronted with an incoming attack, the character's body breaks into thousands of miniscule motes of sunlight to avoid the blow. Using this Charm, the Exalt may evade any one attack she can perceive, even if it is normally undodgeable. Upon transforming, the character can reflexively move away from the source of the damage at

her full movement rate, after which she returns to her human form. If this Charm was used to dodge an attack with an area of effect which the character would still be subject to, however, she must reactivate this Charm each turn to remain in sunlight form until she can successfully move beyond the attack's boundaries; if she cannot afford to do so, she suffers the full effects of the attack. While made of sunlight, the character can take no action besides movement.

WIND-AND-WATER EVASION

Cost: 3 motes

Type: Reflexive

Duration: Instant

Minimum Dodge: 5

Minimum Essence: 3

Charm Prerequisites: Reflex Sidestep Technique

Moving with uninhibited grace, the Solar deftly maneuvers his body around the arc of an incoming blow, allowing it to pass by harmlessly without even needing to alter his position. When the Solar activates this Charm, he may add a number of successes equal to half of his Dexterity + Dodge pool, rounded down, to a single dodge attempt; alternately, he may make a reflexive dodge attempt with the same number of automatic successes.

SHIMMERING MIRAGE STANCE

Cost: 6 motes, 1 Willpower

Type: Simple

Duration: One scene

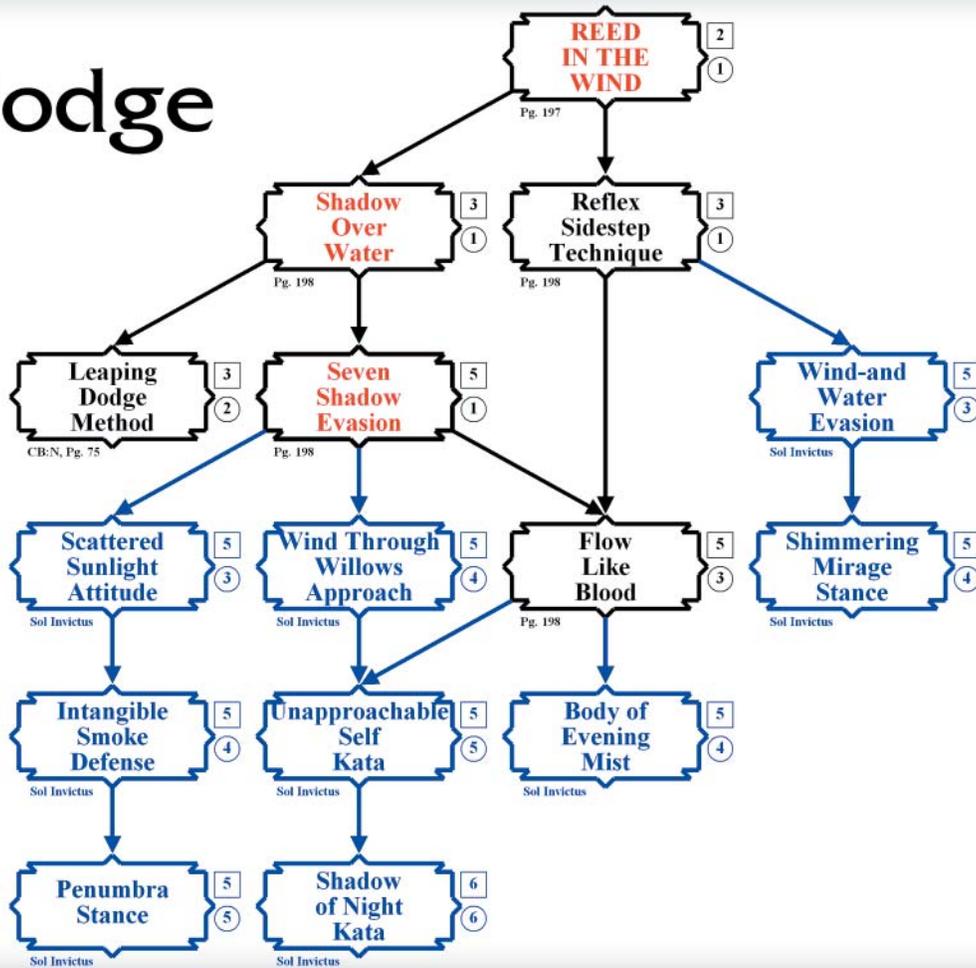
Minimum Dodge: 5

Minimum Essence: 4

Charm Prerequisites: Wind-and-Water Evasion

Unshackled by mundane limits, the Solar adopts a pose that allows her body to move and shift at will. As her foes advance upon her position, she effortlessly flows her body around their blows, leaving her unharmed. For the remainder of the scene, she may add a number of automatic successes

Dodge



equal to her Essence to all dodge attempts; she may also reflexively dodge any incoming attack with an equal number of automatic successes.

INTANGIBLE SMOKE DEFENSE

Cost: 8 motes, 1 Willpower

Duration: One turn

Type: Reflexive

Minimum Dodge: 5

Minimum Essence: 4

Prerequisite Charms: Scattered Sunlight Attitude

Flowing and moving like the very air itself, the Solar becomes utterly intangible to incoming attacks. At any point this turn, the Solar may

reflexively, perfectly dodge a number of incoming attacks equal to one-half her Dodge, rounded up.

This charm may be placed in a Combo despite its non-Instant duration.

PENUMBRA STANCE

Cost: 7 motes, 1 Willpower

Duration: Special

Type: Reflexive

Minimum Dodge: 5

Minimum Essence: 5

Prerequisite Charms: Intangible Smoke Defense

The Exalt's body is wrapped entirely in shadows, rendering even the most powerful attacks

harmless. Once this Charm is activated, the Solar's body becomes shadowy and intangible. At any time, she may reflexively, perfectly dodge a single attack which she is aware of; she may do this a number of times equal to one-half his Dodge rating, rounded down.

A character may only have a single iteration of Penumbra Stance active at any one time; he may not activate the Charm again until all of the hanging dodges have been used.

WIND THROUGH WILLOWS APPROACH

Cost: 5 motes, 1 Willpower

Duration: One scene

Type: Reflexive

Minimum Dodge: 5

Minimum Essence: 4

Prerequisite Charms: Seven Shadow Evasion

The motions of the character become so finely tuned and precise that any attack from a distance becomes utterly harmless to her; when fired upon, she artfully darts away. For the remainder of the scene, any attacks made upon the character using projectiles, whether physical or energetic, miss automatically. This is not a perfect effect — attacks which automatically hit regardless of the attack roll bypass this protection. In addition, it cannot dodge attacks which could not normally be dodged. Attacks with an area of effect also bypass it if they consist of a solid area of damaging material larger than the Exalt, although they do not if they consist of a cloud of smaller projectiles.

BODY OF EVENING MIST

Cost: None

Duration: Permanent

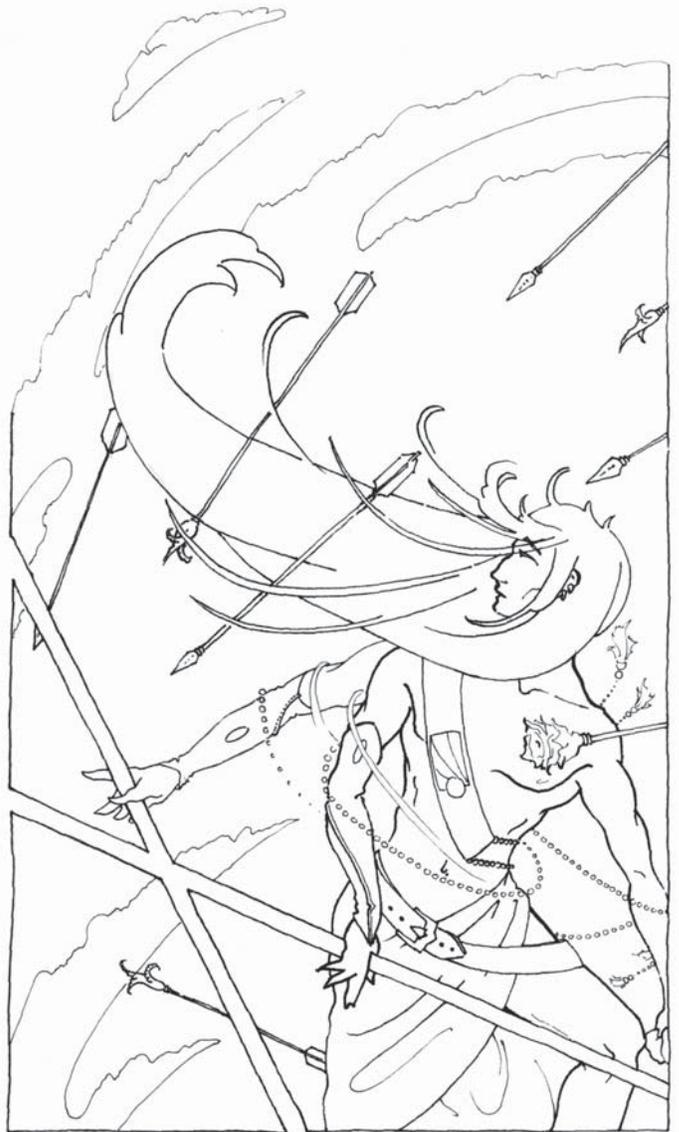
Type: Special

Minimum Dodge: 5

Minimum Essence: 4

Prerequisite Charms: Flow Like Blood

The Essence of wispy, intangible mist permeates the Solar's entire body, guiding her



motions in all circumstances. The character may reflexively dodge any incoming attacks, even those she is unaware of, with a pool equal to her Dodge score, plus appropriate specialties. This pool does receive bonus dice equal to the Exalt's Essence as normal for Dodge rolls, but does not benefit from any other continuous effects which add dice or successes to Dodge pools. This Charm does not need to be activated; it simply enhances the Exalt's capabilities.

UNAPPROACHABLE SELF KATA

Cost: 6 motes, 1 Willpower

Duration: Instant

Type: Reflexive

Minimum Dodge: 5

Minimum Essence: 5

Prerequisite Charms: Flow Like Blood, Wind Through Willows Approach

For a moment, the character is utterly beyond the reach of any harm that might come to him. Upon activating this Charm, the character successfully avoids the direct negative consequences of any one action he is aware of that is intended to cause him harm. This can be an attack, a mind control attempt, or any other targeted, harmful action. However, this Charm can only be used to avoid effects in the present — an action which will only have negative repercussions much later cannot be dodged, and effects which are continuous will simply strike the character again after he has dodged them once.

SHADOW OF NIGHT KATA

Cost: 10 motes, 1 Willpower

Duration: One scene

Type: Reflexive

Minimum Dodge: 6

Minimum Essence: 6

Prerequisite Charms: Unapproachable Self Kata

Without making a single move, the Solar becomes as insubstantial as night itself, becoming utterly immune to the attacks of those assaulting

her. Upon activating this Charm, the character chooses any number of opponents he is currently facing. For as long as this Charm remains active, the character is completely immune to all attacks and damaging effects originating directly with any opponent selected in this fashion. However, while so immune, the character cannot directly affect any selected opponent with attacks or damaging effects himself; he is in every way insubstantial to them. Either can still affect the other with indirect effects, however — for example, caving in the roof on the other's head. The character using this Charm can add or remove a single target from the protection granted by this Charm as a non-rolled dice action.

LARCENY

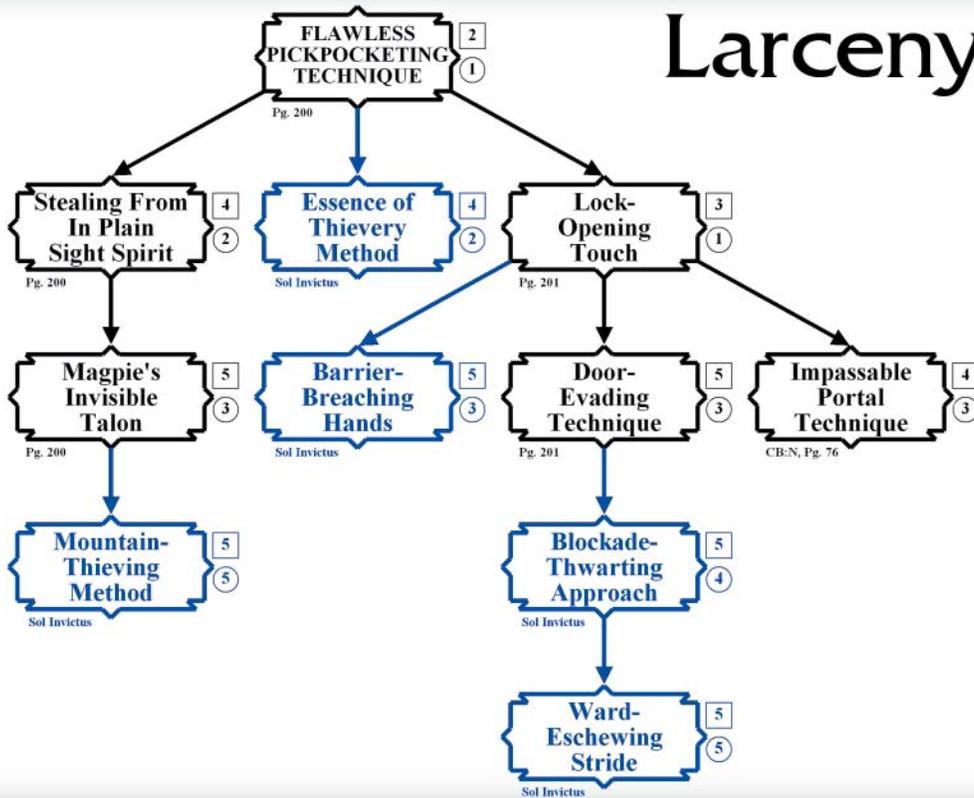
PHILOSOPHY

Solar Larceny covers a variety of areas, all falling under the broad rubric of "illicit behavior." This can range from directly criminal behavior like stealing or forming criminal organizations, to actions which merely imply illicitness, such as picking locks. Larceny also covers physical deception, encompassing activities like legerdemain and disguise. Solar Larceny Charms should stay within these categories, although their expressions can vary quite a bit.

ABYSSAL EQUIVALENTS

Abyssal Larceny contains one Charm which directly mentions a possible Solar equivalent: Solar Impersonation Style. Other Charms with potential for Solar mirrors include Evidence-Erasing Method (or other effects dealing with evidence of criminal activity) and Artful Conjuraction Trick (or other effects dealing with legerdemain and misdirection.)

Larceny 1



EXISTING CHARM

MODIFICATIONS

There are no modifications for the Larceny Charms.

NEW CHARMS

ESSENCE OF THIEVERY METHOD

Cost: 1 mote per die
Duration: Instant
Type: Supplemental
Minimum Larceny: 4
Minimum Essence: 2
Prerequisite Charms: Flawless Pickpocketing Technique

At its core, larceny is the taking of things that one does not own. With this Charm, the Solar asserts

her mastery of that act. For a cost of 1 mote per die, the character may add dice to any Larceny roll involved in tricking someone or stealing something which belongs to another. The dice added cannot more than double the relevant Attribute + Larceny pool.

MOUNTAIN-THIEVING METHOD

Cost: 20 motes, 1 Willpower
Duration: Varies
Type: Simple
Minimum Larceny: 5
Minimum Essence: 5
Prerequisite Charms: Magpie's Invisible Talon

With this Charm, a Solar can steal even immense objects from within plain sight of their keepers. In order to use this Charm, the character must be able to somehow obscure the object she wishes to steal, obscuring it behind a curtain or screen, shrouding

it in darkness, or otherwise hiding it from view. Regardless of the means used to do this, the Solar must spend one minute doing so for each ten cubic feet of volume the object possesses. The Solar must also have a location prepared to move the object to which is no more than his Permanent Essence in miles distant. Once the preparation is complete, anyone who removes the covering will find the object missing, having been moved secretly to the hiding place.

BARRIER-BREACHING HANDS

Cost: 6 motes

Duration: One turn

Type: Simple

Minimum Larceny: 5

Minimum Essence: 3

Prerequisite Charms: Lock-Opening Touch

In some cases, the obstacles barring a Solar from his quarry will resist even thorough attempts at bypassing them. In these circumstances, the character's best bet is simply to ignore the impediment. Using this technique, the Exalt may reach through any physical barrier and pull any objects on the other side through. Only the Solar's arms may pass through the barrier. If the character does not remove his hands by the end of the turn, he must spend the motes to activate this Charm again on the following turn, or be forcibly ejected.

BLOCKADE-THWARTING APPROACH

Cost: 15 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Larceny: 5

Minimum Essence: 4

Prerequisite Charms: Door-Evading Technique

Even the greatest walls are no barrier to a determined Exalt. This Charm allows the character to pass through a single wall or obstruction no thicker than her Permanent Essence in feet as if it did not exist. The Exalt must simply place her

hand upon the surface of the barrier, then walk through it.

WARD-ESCHEWING STRIDE

Cost: 20 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Larceny: 6

Minimum Essence: 6

Prerequisite Charms: Blockade-Thwarting Approach

Bypassing even the most powerful magical barriers is possible for the canny Solar. With this Charm, the character may pass through a single ward or magical barrier which would otherwise prevent her entry to (or exit from) a location. He must simply place his hand up to the border of the ward, then walk through it. Using this Charm does not defeat or remove any such ward it is used against; it merely allows the Exalt to bypass it.

SUBTLE LEGERDEMAIN STYLE

Cost: 2 motes

Duration: Instant

Type: Reflexive

Minimum Larceny: 4

Minimum Essence: 2

Prerequisite Charms: Seasoned Criminal Method

Solars of the Night caste are inhumanly skilled in presdigation as much as in the more unsavory elements of larceny. Using this technique, a Solar can perform a single sleight of hand or act of legerdemain, even a tremendously impressive one, without making a roll. Alternately, the Solar may perform a task which appears to be sleight of hand, but is actually impossible, such as having a coin in her belt pouch appear in her hand; for such tasks, the character should roll Dexterity + Larceny.

EVIDENCE-SHROUDING STYLE

Cost: 5 motes

Duration: One scene

Type: Simple

Minimum Larceny: 5

Minimum Essence: 2

Prerequisite Charms: Subtle Legerdemain Style

Actually taking the item is the easy part of thievery – leaving no trace behind is the true challenge. With this Charm, however, Solars of the Night Caste can guarantee that no one will discover their identity through the traces left at the scene of a crime. During the scene in which this Charm is activate, the character leaves behind no physical trace of his presence. Furthermore, anyone investigating any action the character takes during this scene will be unable to draw any useful conclusions without the use of investigative magic. If the character committed an assassination, for example, the nature of the murder weapon would be rendered inobvious to anyone investigating the matter.

EVIDENCE DISTORTING ATEMI

Cost: 8 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Larceny: 5

Minimum Essence: 3

Prerequisite Charms: Evidence-Shrouding Style

Going beyond the effects of the previous Charm, the Evidence Distorting Ateami allows a Solar to actively distort the evidence left behind in her wake. During the scene in which the character activates this Charm, any actions he takes will leave behind misleading and inaccurate physical traces – hair of the wrong color, footprints leading in illogical directions, and other such diversions. The nature of the Exalt's true actions is buried under the weight of false evidence. Any character attempting to draw conclusions from this evidence adds the Exalt's Permanent Essence to the difficulty of any rolls to do so, even when using magical means of investigation.

OBJECT-CONCEALING METHOD

Cost: 3 motes

Duration: Varies

Type: Simple

Minimum Larceny: 4

Minimum Essence: 2

Prerequisite Charms: Subtle Legerdemain Style

Often, the most effective way to steal an object is to hide it right where you stole it from in the first place. With this Charm, a Solar can do just that with great ease, carefully making even an extremely noticeable object blend into the natural decor of an area. The character must spend at least one minute concealing the object, which can be no larger than a cube his Essence in feet wide; he then rolls Wits + Larceny. Anyone looking to discover the hidden object must roll against a difficulty equal to the Solar's Permanent Essence, plus successes on the Wits + Larceny roll.

CONSPIRACY OF SHADOWS METHOD

Cost: 10 motes, 1 Willpower, 1 lethal health level

Duration: Varies

Type: Simple

Minimum Larceny: 5

Minimum Essence: 3

Prerequisite Charms: Inescapable Shadow of the Sun

A Solar who wishes to make secretive plans without the knowledge of his enemies has no better tool than this Charm. When forming a conspiracy or secret organization of any type, the Solar may activate this Charm, committing both the motes and the health level in the cost. Until the Solar releases this commitment, the difficulty of any rolls made to unearth or discover his conspiracy or organization is increased by his Permanent Essence.

PRINCE OF THIEVES APPROACH

Cost: 15 motes, 1 Willpower

Duration: One day
Type: Simple
Minimum Larceny: 5
Minimum Essence: 5
Prerequisite Charms: Conspiracy of Shadows Method

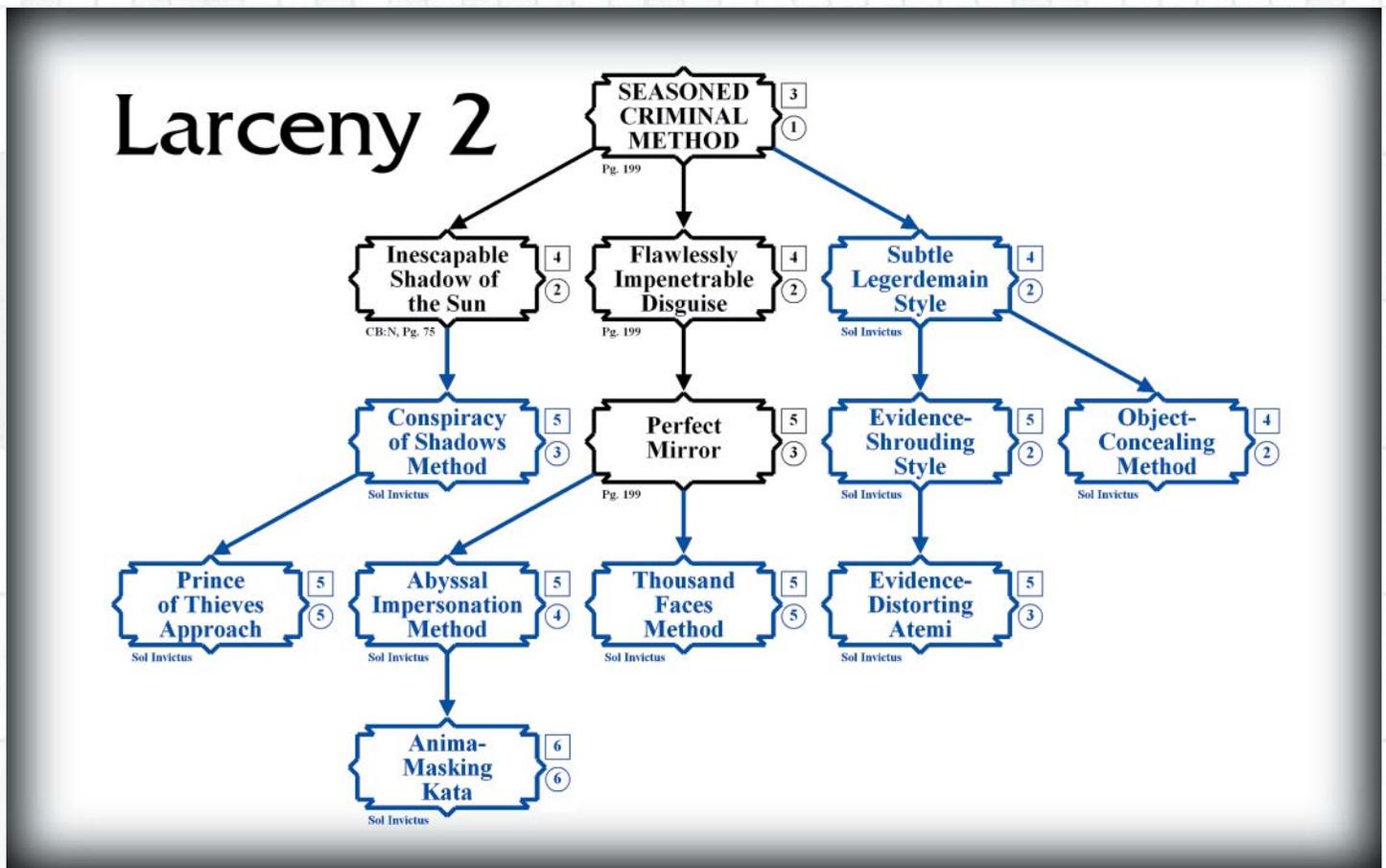
The men working under a great crimelord are his hands, his eyes, and his ears. With this Charm, a Solar may use his organization to act at a distance, performing great acts of thievery without the need to be physically present. During the day in which this Charm is used, the character may use Larceny Charms to assist the actions of members of his organization, as if he himself were performing the criminal actions. The character must know what his minions are doing in order to assist them with Charms — he would need to know that a minion was currently attempting to open a lock in order to provide aid with Lock-Opening Touch. Any person aided with this Charm must have been a dedicated member of the Solar’s organization for at least one

month (or the entire lifetime of the organization, if it is less than a month old) in order to receive these benefits.

THOUSAND FACES METHOD

Cost: 20 motes, 1 Willpower
Duration: One day
Type: Simple
Minimum Larceny: 5
Minimum Essence: 5
Prerequisite Charms: Perfect Mirror

The true master of disguise, it is said, must be able to perfectly imitate a thousand faces before his skill is complete. This Charm grants that skill and more to the Solar who uses it. When it is activated, the character must design an appearance he wishes to take on; it can involve significant changes to the Exalt’s appearance, and can create an appearance of a gender, size, or body type which differs significantly from the character’s. While this Charm



is in effect, the disguise is perfect; all observers will see the disguise as the Solar's true face, and if the disguise is intended to imitate another individual, anyone who sees the Solar will see him as the imitated individual.

At any time while this Charm is active, the Solar may alter his disguise and replace it with a new one by spending five minutes to craft a new appearance.

ABYSSAL IMPERSONATION STYLE

Cost: 15 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Larceny: 5

Minimum Essence: 4

Prerequisite Charms: Perfect Mirror

By clouding her anima with the Essence of her own inevitable death, a Solar can shift her anima display to resemble a deathknight, the possessors of the Black Exaltation. While this Charm is in effect, the Solar's anima banner and caste mark display as if she were of the equivalent Abyssal caste (Dawn becomes Dusk, and so on.) Her anima ability remains that of her real caste, however. When this Charm is activated, the character must select whether to become inhumanly beautiful or repulsive; while it is active, her Appearance is either reduced or increased to the minimum or maximum, respectively, specified in *Exalted: the Abyssals*. Midnight caste Abyssals with a Permanent Essence greater than the character's will see the Solar's genuine banner, rather than the false one.

ANIMA-MASKING KATA

Cost: 15 motes, 1 Willpower, 1 lethal health level

Duration: One day

Type: Simple

Minimum Larceny: 6

Minimum Essence: 6

Prerequisite Charms: Abyssal Impersonation Style

With subtle manipulations of the Essence flowing through her body, the Solar can alter the appearance of her anima banner in a variety of ways. Using this Charm, the character crafts her anima into a temporary new shape, altering its appearance and characteristics. If the character wishes only to alter the icon displayed, the color scheme of the anima banner, or which Solar caste her caste mark represents, she may do so automatically, without a roll. Altering her anima to resemble a different type of Exalt requires a successful Intelligence + Larceny roll at difficulty 3. Finally, the character may double the minimum mote expenditures for the levels of anima banner display with a successful roll against difficulty 5. Whichever effect is selected, it lasts for the remainder of the day. As with Abyssal Impersonation Style, this Charm does not alter the character's anima power, only the banner's appearance.

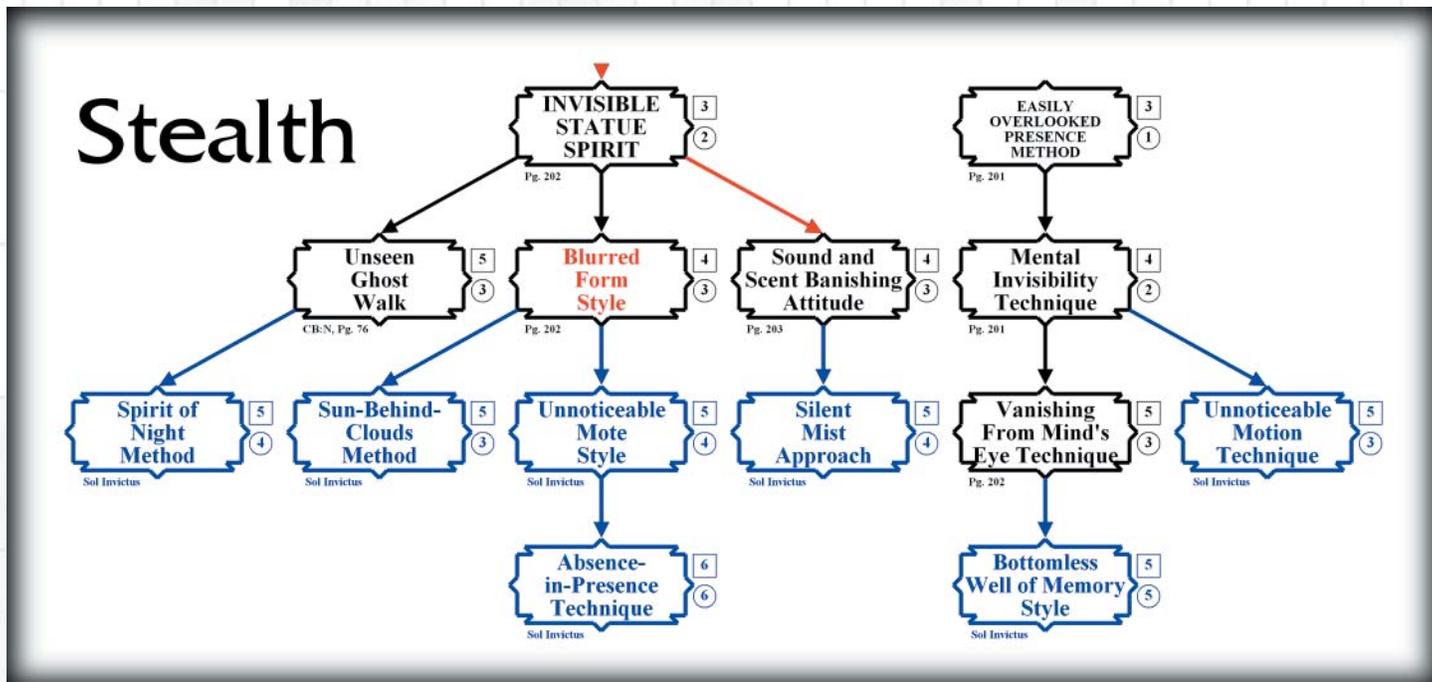
STEALTH

PHILOSOPHY

Solar Stealth is straightforward and to-the-point, providing useful effects in a fairly small tree. As with many Solar abilities, the Charms for Stealth focus heavily on the core elements of the ability – in this case, not being seen or heard. Those which vary from this basic task do so primarily in ways which support the standard roles of the Night caste – performing secretive actions, remaining safe from combatants, or covering one's tracks. New Stealth Charms should follow this lead, either improving the ability to hide directly or detouring slightly into other related fields of deceit and trickery.

ABYSSAL EQUIVALENTS

The Abyssal Stealth Charms suggest a variety of directions to expand Solar Stealth. Abyssals gain access to a limited Stealth dice adder in Shadow Cloak Technique, allowing a character to hide



while in motion. The branch of Charms leading to Stifled Cry Exercise suggests that Sound and Scent Banishing Attitude can be extended to greater effect. Finally, Unseen Wisp Method provides true, unlimited invisibility at the Essence 4 mark.

EXISTING CHARM

MODIFICATIONS

Invisible Statue Spirit, Exalted Corebook pg. 202. This Charm has no prerequisite.

Blurred Form Style, Exalted Corebook pg. 202. This Charm grants the user a number of automatic successes equal to her Permanent Essence to all Stealth rolls, as long as she takes no drastically overt action (like initiating combat or walking into plain sight.) She may move at any speed.

Sound and Scent Banishing Attitude, Exalted Corebook pg. 203. This Charm's prerequisite is Invisible Statue Spirit.

NEW CHARMS

UNNOTICEABLE MOTE STYLE

Cost: 2 motes per turn

Duration: Varies

Type: Simple

Minimum Stealth: 5

Minimum Essence: 4

Prerequisite Charms: Blurred Form Style

Using this Charm, a Solar can go truly unseen by his foes. For a number of turns equal to half the motes spent activating the Charm, only the slightest play of sunlit motes reveals the Solar's location. While under this effect, the Solar cannot be detected while hiding without the aid of non-visual senses or magic. Targeted ranged attacks will generally miss the character without special assistance, and any hand-to-hand attacks suffer an increased difficulty equal to the character's Permanent Essence.

ABSENCE-IN-PRESENCE TECHNIQUE

Cost: 20 motes, 1 Willpower, 1 lethal health level

Duration: One scene

Type: Simple**Minimum Stealth:** 6**Minimum Essence:** 6**Prerequisite Charms:** Unnoticeable Mote Style

The Solar wraps herself in a cloud of obscuring Essence, rendering herself undetectable by even the most perceptive observers. While this Charm is active, no other character can detect the Exalt with any sense, even those which have been magically enhanced. People in the Exalt's presence can still observe the effects of her actions — for example, if she opens a door, those present will see the door open. However, those present cannot discern that someone is present from these events — when the door opens, for example, observers will assume that the wind blew it open, or that another person opened it. If the Solar takes any action to directly harm another person, this Charm's effect ends instantly.

SUN-BEHIND-CLOUDS METHOD

Cost: 2 motes per die**Duration:** One scene**Type:** Simple**Minimum Stealth:** 5**Minimum Essence:** 3**Prerequisite Charms:** Blurred Form Style

Upon activating this Charm, the character cloaks himself with what surrounds him, just as just as the sun cloaks itself behind the clouds. For the remainder of the scene, the character receives one bonus die to all Stealth rolls for each two motes spent activating this Charm; he can add no more dice than his (Permanent Essence x 2). This bonus functions only while the Solar is in close proximity to objects which he can hide amongst; if any observer looks at the Solar while he is in the open, this Charm's effects end immediately.

SPIRIT OF NIGHT METHOD

Cost: 8 motes, 1 Willpower**Duration:** One scene**Type:** Simple**Minimum Stealth:** 5**Minimum Essence:** 4**Prerequisite Charms:** Unseen Ghost Walk

For the remainder of the scene, the character can move through even the most heavily watched area without drawing attention to himself. When this Charm is active, the Solar's presence will be completely missed by all observers, as long as he continues moving determinedly towards a destination. Stopping for any significant length of time will end the effects of this Charm, as will taking any violent action. The Solar may freely change destinations, or pace back and forth (as long as he does so over a significant area) without ending the Charm's effects, however.

SILENT MIST APPROACH

Cost: 10 motes, 1 Willpower**Duration:** One scene**Type:** Simple**Minimum Stealth:** 5**Minimum Essence:** 4**Prerequisite Charms:** Sound and Scent Banishing Attitude

Using this technique, a Solar can banish sound entirely from his vicinity, allowing him to perform illicit acts without notice. For the remainder of the scene after this Charm is activated, nothing within Permanent Essence yards of the character makes any sound whatsoever. In addition, anyone other than the character who is within this range cannot hear anything, whether the noise originates within the sphere or outside it. While this Charm is in effect, the Solar may reflexively spend 3 motes to temporarily deactivate or reactivate the effect, or to halve its radius; this does not count as a Charm activation.

UNNOTICEABLE MOTION TECHNIQUE

Cost: 6 motes**Duration:** One scene**Type:** Simple

Minimum Stealth: 5

Minimum Essence: 3

Prerequisite Charms: Mental Invisibility Technique

With this Charm, a Solar can hide small actions from others, allowing him to perform potentially undesirable actions in plain sight. While this Charm is in effect, the character may choose to have any action he takes while remaining in the same place go unnoticed by observers; those watching him will see him at rest. For example, the Exalt could pour a vial of poison into a companion's drink, but the other person would only see the Solar sitting motionless.

Alternately, the Solar can hide motion on a larger scale from observers. If the Solar begins moving from a standstill and does not accelerate above a slow crawl, observers will see the Solar continue to stand in his original location. He can continue to speak, in which case observers will hear his speech coming from his original location. If the Solar begins moving more quickly, observers will immediately notice the deception, though if the Exalt has already moved beyond their range of vision they may not know where he has gone.

BOTTOMLESS WELL OF MEMORY STYLE

Cost: 15 motes, 1 Willpower, 1 lethal health level

Duration: Instant

Type: Simple

Minimum Stealth: 5

Minimum Essence: 5

Prerequisite Charms: Vanishing From Mind's Eye Technique

A Solar who has mastered the art of hiding can recover even from being detected. Using this Charm, she can erase all memory of her presence in a given place. Upon activating this Charm, anyone who witnessed the Solar being present during the course of the previous scene forgets entirely. Characters with a Permanent Essence greater than the Solar's can make a contested Permanent Essence roll with the Exalt in order to be unaffected; all

others suffer the memory loss automatically. This memory loss is very specific; characters affected will retain their memory of other events which occurred during the scene, modifying them only as much as is necessary to eliminate any trace of the Solar's presence. If there is clear physical evidence that another person was present, affected characters will remember someone who does not match the Solar's description; otherwise, they will not remember anyone at all. A guard whom the Exalt defeated in battle might remember an entirely different looking assailant; someone who observed the Solar meeting with an ally might remember the confederate coming to the place alone. The Solar may except from this effect a number of observers equal to her Permanent Essence.

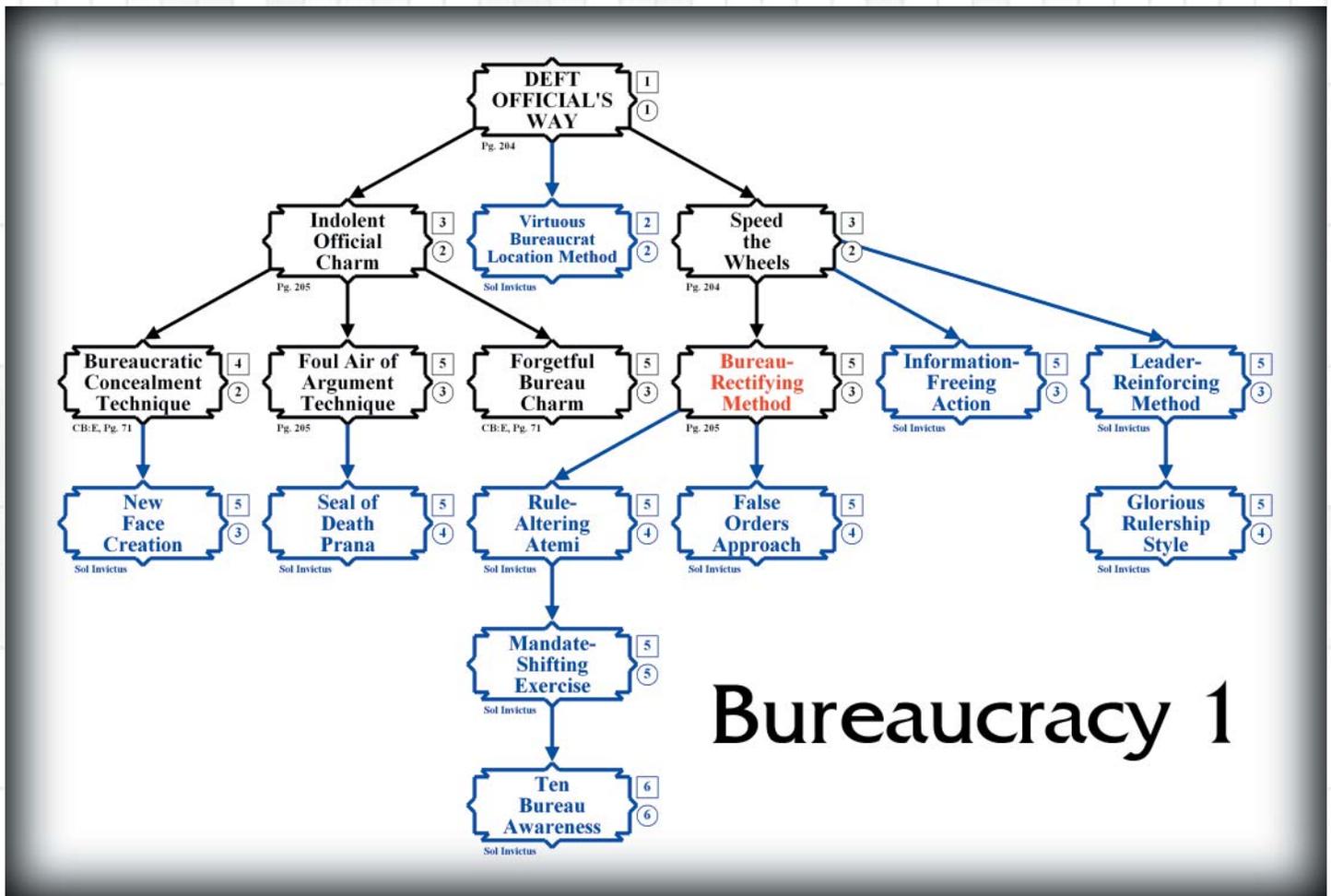
BUREAUCRACY

PHILOSOPHY

Solar Bureaucracy Charms divide into two categories: those that work directly with bureaucratic organizations, and those which aid in the buying and selling of goods.

The Charms of the former category tend to operate on a fairly broad scale — Solar Bureaucracy Charms can directly affect the workings of even huge organizations, producing immeasurable benefits or widespread havoc. Because Bureaucracy is the ability which specifically focuses on dealing with large groups, these Charms can extend beyond what is normal for the scope of Charms — as long as they still focus on a single bureau or group, these Charms can often function on a truly vast number of individuals.

The Charms in the latter category focus exclusively on the financial aspect of the ability. Charms in this area make a Solar into a masterful businessman. They can improve the Exalt's knowledge in financial dealings as well as her ability to interact socially with business partners or potential customers. As



Bureaucracy 1

they increase in power, the Solar will grow beyond simply the level of a master mortal salesman, and gain the ability to accomplish seemingly impossible deeds in acquiring or selling goods.

ABYSSAL EQUIVALENTS

Corruption-Sensing Scrutiny allows an Abyssal to determine the degree to which an individual bureaucrat is corruptible, an effect a Solar could easily duplicate (with a slightly different flavor.) Regime-Toppling Insinuation allows an Abyssal to directly attack a leader's capability to lead, something Solars might be able to reverse. And Iron Tyrant Mien lets an Abyssal rule a huge area through terror — implying the existence of a less corrupt Solar equivalent.

EXISTING CHARM MODIFICATIONS

Consumer-Evaluating Glance, Exalted Corebook pg. 203. This Charm will grant the Exalt a reasonably accurate idea of the absolute highest price the buyer can be persuaded to pay for a particular item.

Bureau-Rectifying Method, Exalted Corebook pg. 205. This Charm also guarantees that any attempt by the Exalt to push for an investigation will be as successful as is reasonable given his position; he will suffer no organizational resistance, whether intentional or unintentional.

NEW CHARMS

BARGAIN-HUNTING APPROACH

Cost: 10 motes, 1 Willpower

Duration: One hour

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 3

Prerequisite Charms: Insightful Buyer Technique

With this Charm, the Exalt can purchase items for far less than their normal purchase cost, through careful exploitation of various avenues. To use this Charm, the character must identify a specific item he wishes to purchase. This can be as specific or general as she wishes – “the necklace currently being worn by the gentleman I am looking at” and

“some large quantity of fresh vegetables” would both be allowed. The character must spend an hour per dot of Resources in the object’s value, searching for circumstances that will reduce the cost – other vendors who will undercut the current seller, seeming flaws that reduce the object’s value, or current events which drastically alter the worth of the sought-after quantity, for example. The character then rolls Wits + Bureaucracy. Each success subtracts 10% from the cost of the item, to a limit of 90%.

Note that this Charm cannot assist the character in acquiring an object which is flatly not for sale; it can only reduce the cost of an item that could be purchased or bartered for, even if the price asked is unreasonable.



VALUE-ADDING MEDITATION

Cost: 15 motes, 1 Willpower

Duration: Special

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 3

Prerequisite Charms: Consumer-Evaluating Glance

By carefully seeding rumors and otherwise working to adjust the demand for something, the Solar can cause the value of a specific object or quantity to change drastically. The character must choose a type of object, substance, or service which is sold in a broad market, though it can be as rare or common as she desires. She must then spend a period of one day seeding stories and events which will impact this price. At the conclusion of this time, she rolls her Wits + Bureaucracy. She may add one die to this roll for each additional day she spends, to a maximum of her Bureaucracy score. For each success, she can increase or decrease the overall market value of the chosen good by 5%. This alteration will remain for a period of at least two weeks. After that time, the price will tend to move back to its "normal" value, though circumstances may cause the altered value to remain in place.

TREND-PREDICTING GLANCE

Cost: 12 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 5

Prerequisite Charms: Irresistible Salesman Spirit

By observing the subtle fluctuations of a market, the Solar learns to predict its behavior far in advance. The character must spend a single day gathering evidence about the current status of the market in question. Afterwards, he rolls his Wits + Bureaucracy. A single success allows him to predict the price of the object over the next day; each additional success doubles the period which the

Exalt can predict. Note that this does not allow the Exalt to know precisely the timing of fluctuations on the object's price, only the general trends.

PURCHASE-DIVINING STANCE

Cost: 15 motes, 1 Willpower

Duration: Three days

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 5

Prerequisite Charms: Bargain-Hunting Approach

Following the subtle currents of bureaucratic Essence, the Exalt can discover even well-hidden places to buy or sell goods and services efficiently. The Solar must spend one day making carefully chosen inquiries and actions, then observing their effects on the markets she has the closest access to. By doing so, she can begin to divine the existence of other markets and potential buyers and sellers, even if she has no means of finding out about them otherwise. By doing so, she can discover the existence and location of potential buyers or sellers she might not otherwise discover. The character must select a geographical radius when she activates the Charm; upon its completion, she learns the location of the single buyer for her selected product within that radius who will purchase it for the greatest price, or the single seller who will provide it for the least.

VIRTUOUS BUREAUCRAT LOCATION

METHOD

Cost: 3 motes

Duration: Instant

Type: Simple

Minimum Bureaucracy: 2

Minimum Essence: 2

Prerequisite Charms: Deft Official's Way

Examining the aura and demeanor of a bureaucrat or other member of a hierarchical organization, the Solar learns how virtuous the person is in serving her bureau. If the target serves her organization valiantly, the Solar perceives her

as glowing with a bright yellow light; however, the greater the potential for someone to betray or misuse their organization, the darker this aura becomes. Anyone who has actively betrayed or harmed the group to which she owes her allegiance will show an active black mark upon this aura, cluing the Exalt in to the deception, though not its specific nature.

NEW FACE CREATION

Cost: 8 motes, 1 Willpower

Duration: Special

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 3

Prerequisite Charms: Bureaucratic Concealment Technique

By altering the records of a bureaucracy, the Solar is able to create a new identity for himself or another. The character must spend an hour setting subtle Essence flows into place surrounding the bureau being targeted. At the end of this time, any records which exist regarding the character chosen become altered to describe a new identity of the Solar's choice. Members of the bureau may remember the original information about the target, but any records and evidence will point to the target's new identity.

SEAL OF DEATH PRANA

Cost: 10 motes, 1 Willpower

Duration: Special

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 4

Prerequisite Charms: Foul Air of Argument Technique

Through elaborate webs of red tape and carefully chosen actions, the Solar can create an impediment that will prevent any individual bureaucratic action from taking place. She must identify a single item which is currently in process in the targeted organization; for as long as the Solar

keeps 10 motes committed, this process simply cannot move forward. Any attempts to advance the process will encounter increasingly elaborate setbacks, policy disagreements, or other problems that will simply allow no progress. Once the Essence is freed, however, the process may begin to move again at its normal speed.

INFORMATION-FREEING ACTION

Cost: 6 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 3

Prerequisite Charms: Speed the Wheels

Tugging gently on the strings that move information through a bureau, the Solar causes a desired fact to wing its way to her. When using this Charm, the Exalt must identify a specific piece of information she wishes to learn (for example, "the name of this month's largest donor to the Immaculate Order.") Upon doing so, the piece of desired information begins to make its way through the affected bureaucracy towards the character, through whatever method is necessary. This process may require as many as seven days, depending on the Solar's relationship to the targeted bureaucracy and the level of secrecy of the information.

LEADER-REINFORCING METHOD

Cost: 10 motes, 1 Willpower

Duration: One week

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 3

Prerequisite Charms: Speed the Wheels

The Solar invests Essence into the leadership of a specific individual who is in a position of power within some organization. As a result, the target gains a level of security and respect in his position that far exceeds what he might otherwise expect. For the period in which this Charm is in effect, subordinates will grant a consistent respect

and trust to the leader, refusing to second-guess his decisions or motives without great cause to do so. This leader receives a number of automatic successes equal to the Solar's Permanent Essence whenever he rolls to improve his image amongst those who work under him, or to reverse a past or future negative turn in his position.

FALSE ORDERS APPROACH

Cost: 10 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 4

Prerequisite Charms: Bureau-Rectifying Method

With this Charm, the Solar can give any member of a group or organization incredibly believable false orders from a superior. To do so, the Solar must know the identity of someone in a position to command his targets (though he need only know enough to positively identify the orders' source to the targets.) He must then produce a vaguely believable vehicle for these orders — a messenger, a note, or some other viable source. As long as the messenger falls even slightly within the realm of believability, and the orders themselves do not fly completely in the face of the imitated leader's standard behavior, the recipients will not suspect in any way that the orders are false. If the targets confer with others at a later time, they may be able to determine that the orders were never given; however, they will still remember nothing unusual about the circumstances of receiving them.

RULE-ALTERING ATEMI

Cost: 15 motes, 1 Willpower, 1 lethal health level

Duration: Instant

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 4

Prerequisite Charms: Bureau-Rectifying Method

Every bureau, organization, or group has its own unique rules; through the use of Essence, a Solar can alter these to match her own needs. To use this Charm, the character must roll Wits + Bureaucracy against a difficulty determined by the size of the affected organization: 1 for any group of 10 or fewer people, and +1 for each additional factor of 10 (so that 100 people would be difficulty 2, 1000 would be difficulty 3, and so on.) The number of successes determines the degree to which the rules may be altered — one success can change procedural matters or insignificant rules, while five is sufficient to rewrite any aspect of the laws in any way the Exalt chooses.

Those people who are currently members of the organization will remember that the previous rules existed; however, they will suddenly understand instinctively that the rules have changed and that the new rules are valid. They may choose to go against them, just as they might any rule, but those who are inclined to follow rules will most likely follow the newly created laws, even if they are confused as to their origin.

GLORIOUS RULERSHIP STYLE

Cost: 12 motes, 1 Willpower

Duration: One week

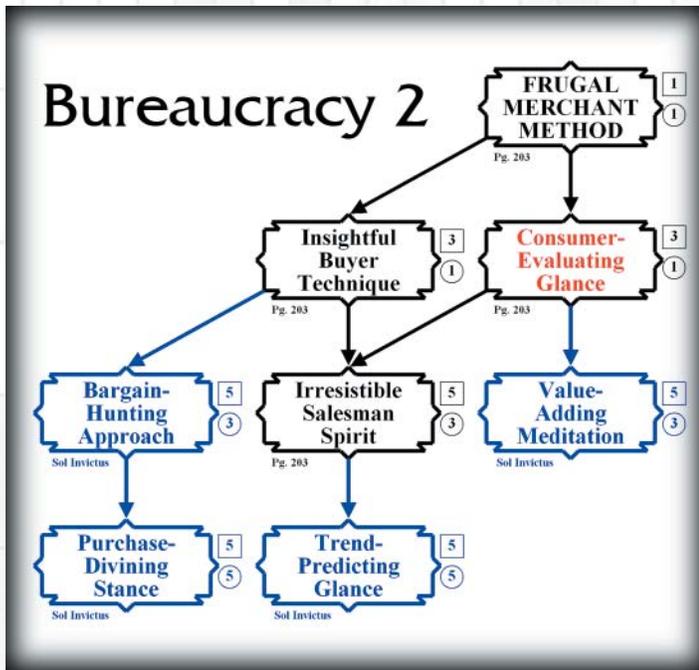
Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 4

Prerequisite Charms: Leader-Reinforcing Method

With this Charm, the Exalt can set himself up as a ruler loved and adored by his public. In order to use it, the character must possess some sort of leadership position, although it can be over a group of any size. Any followers who possess a Willpower score lower than or equal to the Solar's Permanent Essence are unable to even consider the notion that the Exalt might be flawed — they see him as being the ideal leader in all ways, and would never consider turning against him. Those



with Willpower less than or equal to the character's Willpower will still think well of the character in general, but they may choose to turn against his leadership. If they do so, however, all rolls to convince others to turn against the Solar increase in difficulty by the Exalt's Essence. Any individuals whose Willpower exceeds the Solar's are immune, however, as are any Essence wielders.

Note that this Charm does not affect anyone who is not actually under the Solar's influence; foreigners or members of other groups can still attempt to turn the Solar's subjects against him.

MANDATE-SHIFTING EXERCISE

Cost: 20 motes, 1 Willpower, 1 lethal health level

Duration: Special

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 5

Prerequisite Charms: Rule-Altering Atemi

With this Charm, the Exalt can alter the actual role of a specific bureaucracy or organization within Creation. In order to use it, she must first spend a week examining the specific nature of the group she wishes to influence, learning about its history

and its current plans. At the end of this time, the character rolls Wits + Bureaucracy. Successes on this roll may be used to modify the mandate of the organization, as perceived by other bureaus and society at large. One success can add or remove a single minor aspect of the mandate — for example, making the Immaculate Order responsible for cataloging and reporting on all spirits within the Realm. Five successes can add or remove a single extremely major aspect of the mandate — for example, giving House Tepet command of all the Realm's Legions. Note that all changes in this fashion must be related somehow to the existing duties of the group, though this Charm may be used to add intermediate duties which serve as a bridge to a seemingly unrelated responsibility.

Once this Charm is used, anyone who has dealings with the organization will recognize its new duties as being normal. They may object to these duties, and may argue or fight against them, but they will still act as if they are a previously accepted part of the group's duties, rather than a new presumption. This Charm's effect lasts as long as the Solar maintains the committed Essence; if he keeps it committed for a season, the effect becomes permanent, though its result can still be altered through mundane means.

TEN BUREAU AWARENESS

Cost: 20 motes, 1 Willpower, 1 lethal health level

Duration: Special

Type: Simple

Minimum Bureaucracy: 6

Minimum Essence: 6

Prerequisite Charms: Mandate-Shifting Exercise

This Charm allows the Solar to gain a complete and unequalled knowledge of the workings of any organization, and to alter its functioning on a detailed level. To activate this Charm, the character must immerse herself in the bureaucracy for one week — either by serving as a member, engaging its services repeatedly, or extensively observing

the effects of its actions. At the conclusion of this period, the character gains an instinctual knowledge of the group's every operation — he knows what information flows through which people, what duties are assigned and whether they are performed satisfactorily, and so on. This awareness continues as long as the character continues to commit the motes and health level in the cost of the Charm.

While receiving this benefit, the character can also choose to alter these flows, in several fashions. He may stop the flow of information between two people, or create one where it previously did not exist. He may also slow or speed the work being done in any specific portion of the bureaucracy by as much as 5% times his Permanent Essence. All of these effects also continue only as long as the motes and health level remain committed.

LINGUISTICS

PHILOSOPHY

Solar Linguistics deals with language in both its written and spoken forms. A significant number of existing Charms simply serve the purpose of improving mundane capabilities in creating or assimilating language — Whirlwind Brush Method, Swift Sage's Eye, and Flawless Forgery Technique all allow masterful performance in a mundane area of linguistic work. Other Charms serve to improve communication — Poetic Expression Style, for instance. Both areas are ripe for further expansion.

Many other Linguistics Charms focus on the concept of a secondary level of existing communication — whether to convey a secret message, as Letter-Within-A-Letter Technique does, or to manipulate listeners, as Twisted Words Technique does. New Charms could expand either facet, either improving covert communication or expanding the breadth of effects the Solar's speech can have.

Among the existing Charms, only one — Excellent Emissary's Tongue from Castebook: Eclipse — actually deals directly with language differences; however, other Charms could build off this foundation to expand a Solar's ability to understand and use different languages.

ABYSSAL EQUIVALENTS

The Abyssal Charm Words Beneath A Whisper allows an Exalt to communicate directly with someone through telepathy, bypassing spoken communication altogether; this is a reasonable effect for Solar Linguistics to emulate. The Charm Scathing Cynic Attitude provides protection against influence through speech or text; this effect too could be emulated by Solar Charms, although most likely using somewhat different mechanics. Finally, a variant of Blood Inscription Technique could serve as a Solar self-sufficiency effect. Otherwise, the Abyssal Charms largely emulate Solar effects or act in explicitly entropic ways that would be inappropriate to emulate.

EXISTING CHARM

MODIFICATIONS

Unbreakable Fascination Method, Exalted Corebook pg. 207. This Charm does not require Poetic Expression Style as a prerequisite.

Masterful Training Manual, Castebook: Eclipse pg. 73. This Charm does not require Twisted Words Technique as a prerequisite.

Subtle Speech Method, Castebook: Eclipse pg. 73. This Charm does not require Letter-Within-a-Letter Technique as a prerequisite.

Lore-Scanning Method, Castebook: Twilight pg. 71. This Charm is a Lore Charm. Its prerequisite is Forgotten Secrets Technique.

NEW CHARMS

LISTENER'S REMEMBRANCE TECHNIQUE

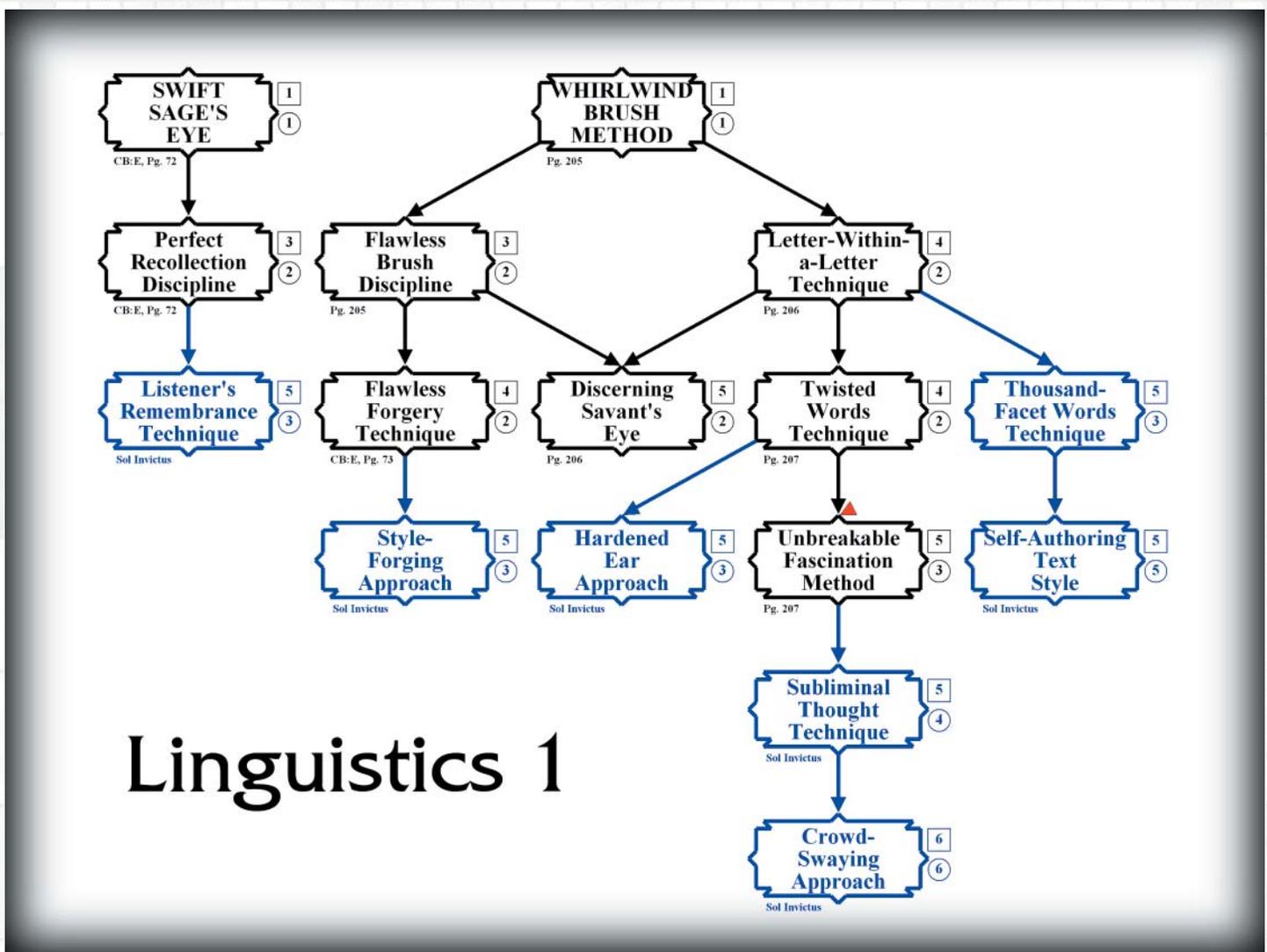
Cost: 6 motes, 1 Willpower
Duration: Special
Type: Simple
Minimum Linguistics: 5
Minimum Essence: 3
Prerequisite Charms: Perfect Recollection Discipline

The Solar's speech is so perfect, his delivery so exquisite, that those who hear it are utterly incapable of forgetting the experience. When he uses this Charm, the Solar selects a number of listeners no greater than his Permanent Essence; those people will remember the Solar's speech

perfectly, no matter its subject or nature. Any such listener can repeat it precisely if asked, including the delivery (inasmuch as the listener's speaking ability allows her to do so.) This Charm can be applied to no more than a few minutes of speech at any given time, and it can only cause any given individual to remember one speech at a time — if it is used on the same listener again, the previous information will fade from her mind.

GLYPH-COMPREHENDING PRANA

Cost: 3 motes
Duration: Indefinite
Type: Simple
Minimum Linguistics: 4
Minimum Essence: 2



Prerequisite Charms: Excellent Emissary's Tongue

A document written in even the strangest language will prove no challenge to a dedicated member of the Eclipse Caste. With this Charm, a character need merely study a document written in any language for approximately an hour in order to gain the ability to write in that tongue. As with Excellent Emissary's Tongue, the effects last until the character releases the committed motes of Essence.

Note that this Charm only grants knowledge of the specific system of writing used in the document which the Exalt examines. If the character read a series of Lunar clawmarks recording a text in Riverspeak, for example, he would still be unable to write Riverspeak using Realm characters.

MARK OF TONGUES METHOD

Cost: 5 motes**Duration:** Indefinite**Type:** Simple**Minimum Linguistics:** 4**Minimum Essence:** 2**Prerequisite Charms:** Excellent Emissary's Tongue

In many circumstances, the unique eccentricities of one's voice or writing style will serve to identify one to those who know what to look for. With this Charm, however, an Exalt can disguise such traces, altering her mannerisms as she sees fit. When the character activates this Charm, she must select an accent or a style of writing she wishes to emulate. This emulation is perfect against any mundane detection methods; no mortal will determine that her accent or writing style is an affectation. This Charm may also be used to create specific changes to one's vocal or writing style — higher or lower pitch, greater fluidity of strokes, and so on. The Solar must succeed at an Intelligence + Linguistics roll to successfully emulate the style of a specific person.

LANGUAGE-CREATING GESTURE

Cost: 10+ motes, 1 Willpower**Duration:** Indefinite**Type:** Simple**Minimum Linguistics:** 5**Minimum Essence:** 3**Prerequisite Charms:** Glyph-Comprehending Prana

The Solar practitioner of this Charm can create a new language out of Essence itself, gaining the ability to speak and write it fluently. This language has whatever traits its creator desires, in terms of writing style, grammatical structure, and so on; those features which the Exalt does not define are determined by the Storyteller. In addition, the Exalt may commit an additional mote for each additional target he wishes to know the language. For as long as the Exalt keeps the Essence committed, he and any other targets will retain this perfect fluency with the language.

When this Charm's effects end, the Exalt or any other target may choose to pay 3xp to permanently retain the knowledge of the created language.

ONE SPEAKER, MANY TONGUES

Cost: 6 motes, 1 Willpower**Duration:** One scene**Type:** Simple**Minimum Linguistics:** 5**Minimum Essence:** 3**Prerequisite Charms:** Mark of Tongues Method

The masterful Solar orator can convey his message to all listeners, regardless of linguistic barriers. For the remainder of the scene, anyone who hears the Exalt speak will understand the words in their own native language, even if the character has never heard that language before. If a barrier exists to accurate translation into the target language, the subject will understand the intended inflections and implications even if they do not exactly match the words used in his native language.

While this Charm is active, the Solar may choose to specifically prevent any statement she makes from being understood in this fashion, though she must do so universally — she may not select specific individuals to understand while others cannot.

BLESSED UNDERSTANDING

Cost: None

Duration: Permanent

Type: Special

Minimum Linguistics: 5

Minimum Essence: 5

Prerequisite Charms: One Speaker, Many Tongues, Language-Creating Gesture

The Solar has internalized the deep universal truths that underlie every language. An Exalt who knows this Charm can understand any language instantly, even if she has never been exposed to it before. This applies both to spoken and written language. This Charm does not grant any ability to speak or write other languages, however; the character could copy or recite a document or speech from memory and verify its meaning, but composing new text still requires an actual knowledge of the specific language.

This Charm does not need to be activated; it simply enhances the Exalt's capabilities.

THOUSAND-FACET WORDS TECHNIQUE

Cost: 10 motes, 1 Willpower

Duration: Special

Type: Simple

Minimum Linguistics: 5

Minimum Essence: 3

Prerequisite Charms: Letter-Within-a-Letter Technique

Expanding upon the Letter-Within-a-Letter Technique, the Solar crafts a document which holds a different messages for different recipients. The Solar must first scribe the text which will appear as the default to most who read the document. Then, he must go through again and write each additional text, which fades into invisibility as it is

written. While writing each such alternative, the character must specify a category of individuals who will perceive that message, which may be vague or specific as he chooses (“the current Mouth of Peace,” “Exalts,” and “Swift Waters, who lives near the Firewander district in Nexus” would all be acceptable choices.) There is no limit to how many alternate texts may be embedded in a single document, though the Solar must go through the process again to create each one.

Other Linguistics Charms may explicitly be used to affect a specific writing created with this Charm, without affecting others encoded within the same document.

SELF-AUTHORING TEXT STYLE

Cost: 20 motes, 1 Willpower

Duration: Special

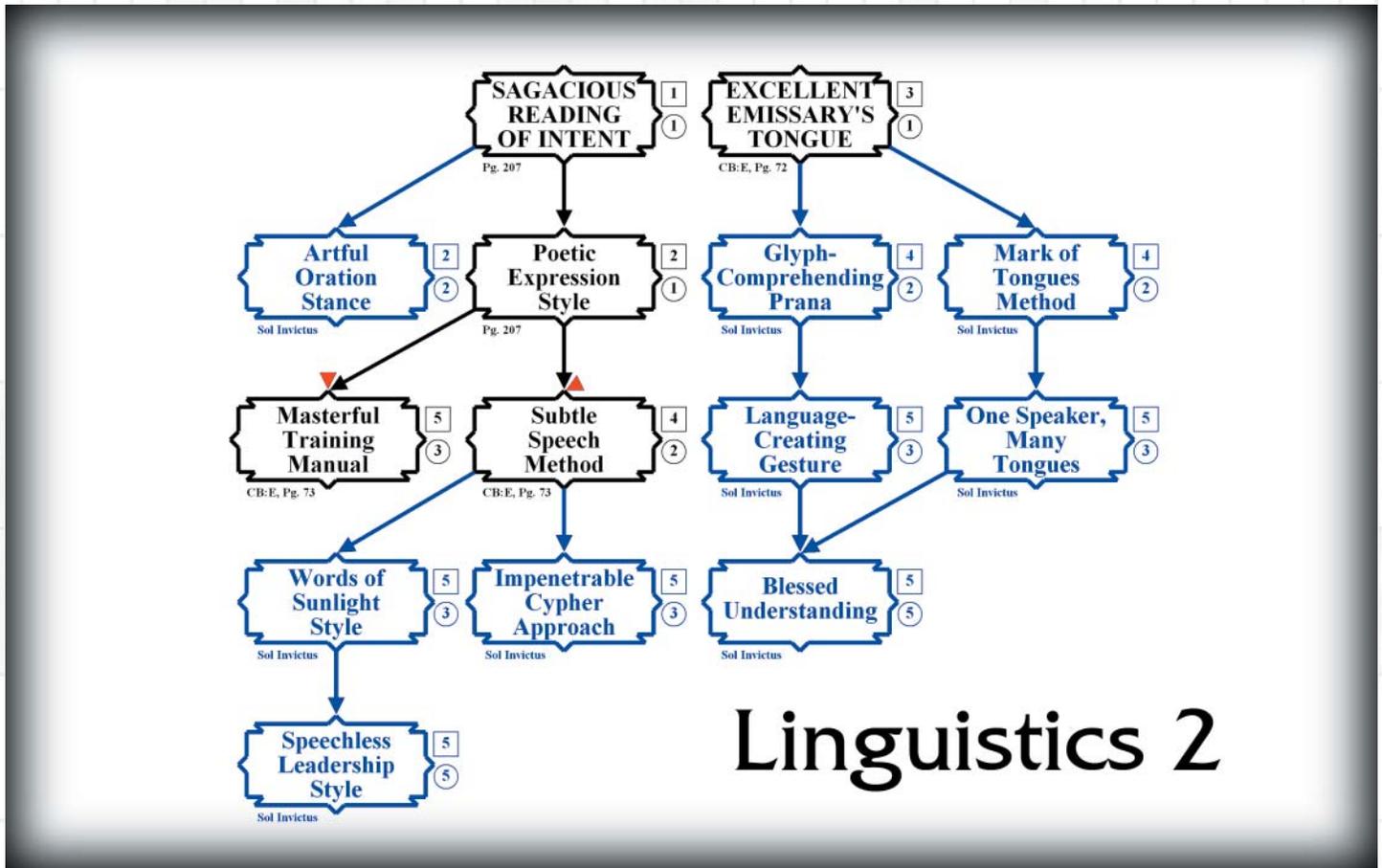
Type: Simple

Minimum Linguistics: 5

Minimum Essence: 5

Prerequisite Charms: Thousand-Facet Words Technique

Investing a portion of her own Essence into a document, the Solar creates a text which can grow and change with the passage of time. She must spend the normal length of time authoring the original document; then, she must annotate portions which she wishes to update themselves, using a special golden ink. Once this process is completed, the gold fades into the page, becoming nearly invisible. For as long as the Solar keeps three motes committed to it, the book will change and update itself. The book may alter itself to incorporate either knowledge which the author or the reader possesses which is not currently reflected in the text. For example, the character might create a travel diary which automatically records the character's travels. The Charm may also cause the text to change based on predefined triggers — for example, the author might create a textbook which tailors its lessons to the specific needs of the student. In all cases, the newly written text appears in the style which the Exalt would normally write.



Linguistics 2

As an alternative, the Solar may pay a single experience point to allow the book to function without an Essence commitment.

ARTFUL ORATION STANCE

Cost: 3 motes per success

Duration: Instant

Type: Supplemental

Minimum Linguistics: 2

Minimum Essence: 2

Prerequisite Charms: Sagacious Reading of Intent

Using Essence to complement his natural talents, the Exalt speaks eloquently and without flaw. For each 3 motes spent activating this Charm, the character may purchase a single success on any Linguistics roll involving delivering elegant or articulate speech. The character may purchase no more successes than his Permanent Essence score.

IMPENETRABLE CYPHER APPROACH

Cost: 10 motes, 1 Willpower

Duration: Indefinite

Type: Simple

Minimum Linguistics: 5

Minimum Essence: 3

Prerequisite Charms: Subtle Speech Method

Using this Charm, a Solar may create a code or cypher which only those she selects may understand. When using this Charm, the character must specify a spoken or written code, and identify a number of companions who will be able to understand it; no more others may be selected than the Exalt's Permanent Essence. As long as the Essence remains committed to this Charm, the Solar and any allies she selected may speak or write in the code, secure in the knowledge that prying eyes will be unable to penetrate it. Although those who observe it will generally be able to determine that an encoding is being used, the specific details are nearly impossible

to draw out. This Charm serves as a perfect defense against mortal attempts to break the cypher, and even magical effects suffer an increase in difficulty equal to the character's Permanent Essence.

WORDS OF SUNLIGHT STYLE

Cost: 3 motes, 1 Willpower

Duration: Indefinite

Type: Simple

Minimum Linguistics: 5

Minimum Essence: 3

Prerequisite Charms: Subtle Speech Method

Like beams of sunlight through the air, the Solar may project her words directly to another, without any others hearing them. In order to use this Charm, the character must have a direct line of sight to the person she wishes to communicate with. For the duration of this Charm, the character may telepathically converse with the target. Each may hear clearly any thoughts the other explicitly chooses to convey, but not any others. If the Solar speaks in this fashion to an unsuspecting target, he can determine that the speech is coming from another, although he may be unable to determine from whom.

SPEECHLESS LEADERSHIP STYLE

Cost: 15 motes, 1 Willpower

Duration: Indefinite

Type: Simple

Minimum Linguistics: 5

Minimum Essence: 5

Prerequisite Charms: Words of Sunlight Style

Even without trying, the Solar Exalted naturally gravitate towards positions of leadership — the very nature of their Essences drive them to lead, and others to follow. With this Charm, such a Solar can remain in constant communication with his subordinates, allowing him to remain constantly in command of his charges. When activating this Charm, the character must gather his subordinates — who may number no more than his Permanent

Essence times five — together within fifty feet of himself. Upon spending the 15 motes, the Exalt establishes a telepathic connection to each subordinate which functions similarly to Words of Sunlight Style. The character may hold silent conversations with any of the followers chosen, though they may not communicate with one another in this fashion. These conversations are still limited by the character's ability to focus — holding multiple mental conversations at once will be no easier than it would to speak to several people at once, face-to-face.

The Solar may use this Charm to communicate with his followers at a distance of up to his Permanent Essence in miles — unlike Words of Sunlight Style, it does not require a line of sight.

STYLE-FORGING APPROACH

Cost: 10 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Linguistics: 5

Minimum Essence: 3

Prerequisite Charms: Twisted Words Technique

Expanding upon the Flawless Forgery Technique, this Charm allows the Solar to forge not just specific works, but specific styles. To use this Charm, the character must have an example of a work created by the person whose style she wishes to mimic; when she begins work on a project of her own, she can craft it to copy that style precisely. It will use exactly the word choices or types of brushstrokes the chosen author might have used; to any casual investigation it will appear as a work created by the copied individual, and any magical attempts to unmask it suffer an increased Difficulty equal to the Solar's Permanent Essence.

HARDENED EAR APPROACH

Cost: 8 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Linguistics: 5**Minimum Essence:** 3**Prerequisite Charms:** Twisted Words Technique

Closing his ears and hardening his heart against another's words, the Solar ensures that he will not be swayed by passionate entreaties. Before using this effect, the Solar should identify a topic about which he is unwilling to be swayed. For the rest of the scene, no speech or text can alter this conviction — even the clearest evidence of falsehood will leave the Exalt unmoved. This is a perfect defense against social effects. Note that this effect works even against speech the Solar would be wise to heed — trusted allies will have no more luck than hated enemies in changing the character's decision. In addition, this effect cannot be ended early — once active, it must remain in place for the remainder of the scene.

SUBLIMINAL THOUGHT TECHNIQUE

Cost: 10 motes, 1 Willpower**Duration:** Special**Type:** Simple**Minimum Linguistics:** 5**Minimum Essence:** 4**Prerequisite Charms:** Unbreakable Fascination Method

While holding a normal conversation with someone, the Solar can introduce an almost unnoticeable suggestion — one that will lead the listener towards the Exalt's desired course of action. To use this Charm, the Exalt must converse with his target for at least 5 minutes for each point of Permanent Essence the latter has. During this time, the Solar inserts a subtle instruction into his speech, which takes the form of a command no longer than the character's Permanent Essence in sentences. He must then roll his Wits + Linguistics + Permanent Essence in a contested roll against the target's Willpower + Permanent Essence. On a failure, the Charm has no effect; on a botch, the target becomes aware of the Solar's intentions. However, if the Solar achieves any net successes on the roll, the target internalizes the suggestion. For the duration

of the effect, the target must always act to follow the suggestion whenever the opportunity presents itself.

Periodically, the target may roll Willpower against a difficulty of the Solar's Permanent Essence to shake off the effect. With one net success on the Solar's roll, the victim may do so twice per day; each additional success by the Solar multiplies the time needed between attempts by two.

CROWD-SWAYING APPROACH

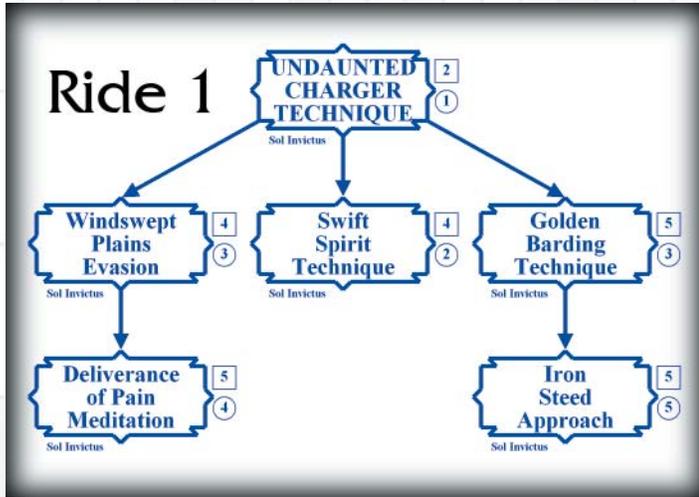
Cost: 20 motes, 1 Willpower**Duration:** One day**Type:** Simple**Minimum Linguistics:** 6**Minimum Essence:** 6**Prerequisite Charms:** Subliminal Thought Technique

A masterful Solar orator need not use the words she speaks to convince her audience; those she does not can do so even more effectively. While speaking to a crowd, the Solar inserts a single command into her speech; those listening will not consciously hear this command, but will be deeply affected nonetheless. Each listener rolls his Willpower, against a difficulty equal to the Solar's Permanent Essence minus his own. Any who fail this roll are compelled for the remainder of the day to carry out the Solar's command, whenever the opportunity to do so presents itself. This Charm does not affect characters with a Permanent Essence greater than that of the Exalt.

RIDE

PHILOSOPHY

Solar Ride covers all aspects of horsemanship (and beyond). The basic Solar Ride tree moves in a few different directions — one branch provides self-sufficient effects (negating the need for a physical steed at all), while other parts improve a mount's



agility, durability, and speed. In general, Solar Ride Charms focus on improving the capabilities of the mount, although a few (like Flawless Partnership Meditation) can improve those of the rider as well.

One element which the Ride Charms in the corebook do not address in great depth is the possibility of non-horse mounts. While the Ride ability can be used with mounts of any sort, the Charms are named and detailed in such a way as to heavily imply that horses are the normal mount for a Solar. Given the genre which Exalted emulates, however, it seems likely that many Solars would ride something altogether stranger and more unique. Given this, the Charm alterations below are intended to more strongly encourage non-standard mounts.

Another area that Solar Ride currently fails to address is Charms that specifically aid in mounted combat. Therefore, a tree of mounted combat Charms is also included below.

ABYSSAL EQUIVALENTS

The Abyssal tree contains two Charms which aid an Exalt in taming an animal and making it into a new mount. While Solar versions of these Charms would differ in tone (since the Abyssal Charms are heavily flavored towards domination) it seems reasonable for Solars to possess similar Charms.

EXISTING CHARM MODIFICATIONS

Master Horseman's Eye, Exalted Corebook pg. 207. This Charm is known as Masterful Rider's Eye. It costs 3 motes. In addition to the listed effects, it can determine what riders the steed will take – by name if they are known to the Exalt. It also provides the Exalt with a knowledge of the animal's Control Rating and a basic understanding of what techniques will assist in the taming process – reducing the difficulty on rolls to tame the animal by the character's Permanent Essence.

Horse-Summoning Whistle, Exalted Corebook pg. 207. This Charm is known as Steed-Summoning Whistle. It has no Charm prerequisite.

Phantom Steed, Exalted Corebook pg. 208. When this Charm is purchased, the character must define the statistics of their mount. She divides $8 + (2 \times \text{Permanent Essence})$ points each among the steed's Physical Attributes, its Athletics, Awareness, Brawl, Dodge, and Intimidation abilities, and the Speed, Accuracy, and Damage of its primary attack. The steed appears golden and immaculate, but may take the form of any real or imagined creature of the appropriate size – often the Exalt's totem animal.

Soaring Spirit Steed, Castebook: Eclipse pg. 76. This Charm's Duration is Permanent. Its Type is Simple. It has no cost. When purchased, it allows the user's Phantom Steed to fly at its normal movement rate.

Spirit-Steadying Assurances, Exalted Corebook pg. 208. This Charm has no prerequisite. This Charm's duration is one day. It makes the steed immune to Valor rolls.

Flawless Partnership Meditation, Exalted Corebook pg. 209. This Charm's Essence minimum is 2. This Charm grants the Exalt an additional Essence dice on all Ride rolls.

Horse-Healing Technique, Exalted Corebook pg. 209. This Charm is known as Mount-Healing Technique.

Flashing Thunderbolt Steed, Exalted Corebook pg. 209. This Charm's prerequisite is Spirit-Steadying Assurances. Its cost is 5 motes, 1 Willpower. Its Duration is one day. Its Ride minimum is 4. Its Essence minimum is 2. While it is in effect, the character's steed suffers no fatigue and can move at double its maximum speed without stopping for food, drink, or rest.

Wind-Racing Essence Infusion, Castebook: Eclipse, Pg. 76. This Charm's prerequisite is Flashing Thunderbolt Steed.

NEW CHARMS

UNDAUNTED CHARGER TECHNIQUE

Cost: 2 motes

Duration: Instant

Type: Supplemental

Minimum Ride: 2

Minimum Essence: 1

Prerequisite Charms: None

The character has learned to fight with great efficacy from the back of a mount. Upon activating this Charm, the Solar adds his Ride rating in dice to a single attack. This attack must be made from the back of a mount which is currently in motion at at least half its maximum speed. This Charm may explicitly be included in Combos with Charms of other abilities.

SWIFT SPIRIT TECHNIQUE

Cost: 4 motes

Duration: Instant

Type: Reflexive

Minimum Ride: 4

Minimum Essence: 2

Prerequisite Charms: Undaunted Charger Technique

The character's mount is so swift that she is upon her enemy before there is a chance to respond. The character using this Charm automatically wins initiative over a single opponent she can reach within a turn's movement. This Charm may only be used when the character is mounted, and during a turn in which she moves at least half her mount's maximum speed.

WINDSWEPT PLAINS EVASION

Cost: 5 motes

Duration: One scene

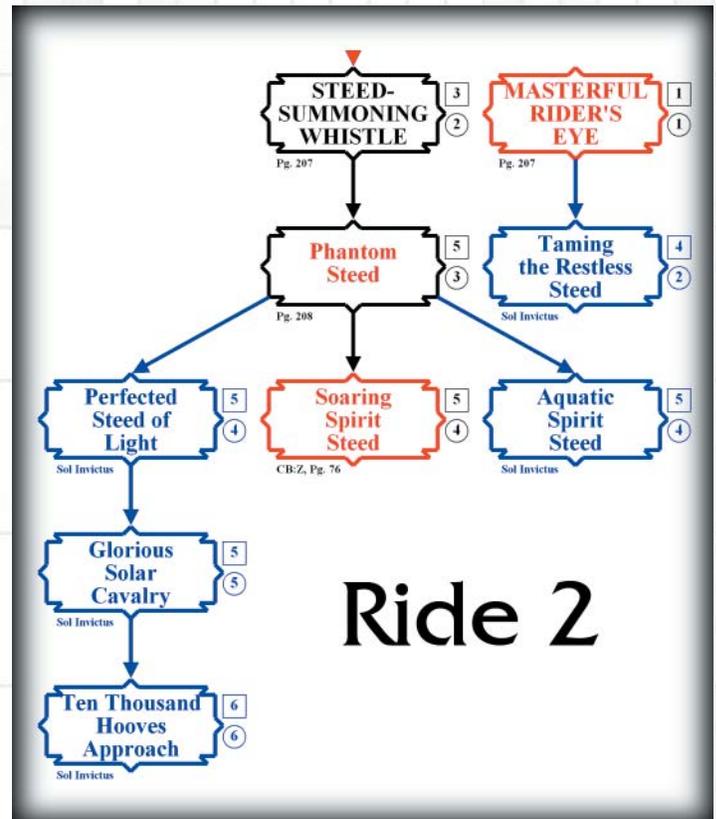
Type: Simple

Minimum Ride: 4

Minimum Essence: 3

Prerequisite Charms: Undaunted Charger Technique

The character's mount moves through the battlefield with a preternatural swiftness, allowing it to deftly avoid the Exalt's foes. For the remainder of the scene, the character's mount may dodge attacks directed at itself or the Solar using the character's



Dexterity + Ride rating. It may only do so while the character is mounted, and only during a turn in which it is moving at least half of its maximum speed.

DELIVERANCE OF PAIN MEDITATION

Cost: 6 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Ride: 5

Minimum Essence: 4

Prerequisite Charms: Windswept Plains Evasion

The character rides with the air of vengeance about him, and strikes with great force against his foes. When using this Charm, the character must be mounted and his mount must move at its maximum speed during the turn. Upon reaching his foe, he delivers a powerful strike. This attack deals an additional two dice of damage for each ten yards the character moved before delivering the strike, up to a maximum of twice the Exalt's Dexterity + Ride + Permanent Essence.

This Charm may explicitly be included in Combos with Charms of other abilities.

GOLDEN BARDING TECHNIQUE

Cost: 4 motes

Duration: One scene

Type: Simple

Minimum Ride: 5

Minimum Essence: 3

Prerequisite Charms: Undaunted Charger Technique

Upon activating this Charm, barding of golden light springs into being upon the Solar's chosen mount. For the remainder of the scene, this armor grants the Solar's mount additional bashing and lethal soak equal to the character's Ride rating.

IRON STEED APPROACH

Cost: 5 motes, 1 Willpower, 1 lethal health level

Duration: One scene

Type: Simple

Minimum Ride: 5

Minimum Essence: 5

Prerequisite Charms: Golden Barding Technique

While this Charm is in effect, the character's steed has nothing in Creation to fear. For the next five turns, the Exalt's mount is completely indestructible. It suffers no damage from any source, and does not grow tired or fatigued. This Charm does not protect the steed against damage levels paid to use Charms or artifacts, or levels transferred directly by magic, only damage inflicted by external sources.

TAMING THE RESTLESS STEED

Cost: 3 motes per point of Control Rating, 1 Willpower

Duration: One scene

Type: Simple

Minimum Ride: 4

Minimum Essence: 2

Prerequisite Charms: Masterful Rider's Eye

Through detailed knowledge of a desired mount's temperament, the Exalt can convince any animal to become her steed. To use this Charm, the character must study the animal for a scene, while speaking to it and letting it grow accustomed to the Exalt's presence. At the end of that scene, the Exalt activates the Charm, spending 3 motes for each point of the intended steed's control rating, and rolls Charisma + Ride. Each success on this roll reduces the animal's Control Rating with regard to the Exalt by a single point. If it would reduce it to zero, the steed becomes permanently fond of the character, adding two dice to all Ride rolls made while riding that mount.

This Charm may be used on any animal that could conceivably be trained to serve as a mount, although

the Exalt must have an Essence of 3 or greater to use it on exotic animals.

* *Beast of Burden*. The character's steed can carry twice the weight it could normally carry.

PERFECTED STEED OF LIGHT

- Cost:** None
- Duration:** Permanent
- Type:** Special
- Minimum Ride:** 5
- Minimum Essence:** 4
- Prerequisite Charms:** Phantom Steed

The character's spiritual mount becomes incredible almost beyond imagining; no mortal steed can even begin to compare. The character receives an additional number of points equal to her Ride rating that she may distribute to each of the categories defined by Phantom Steed. In addition, the character may select one of the following properties which her steed possesses:

* *Racing the Wind*. Once per day, the character's phantom steed can double its running speed for a single scene.

* *Leap of Faith*. The steed's jumping distance is increased to 1.5 times its normal rating.

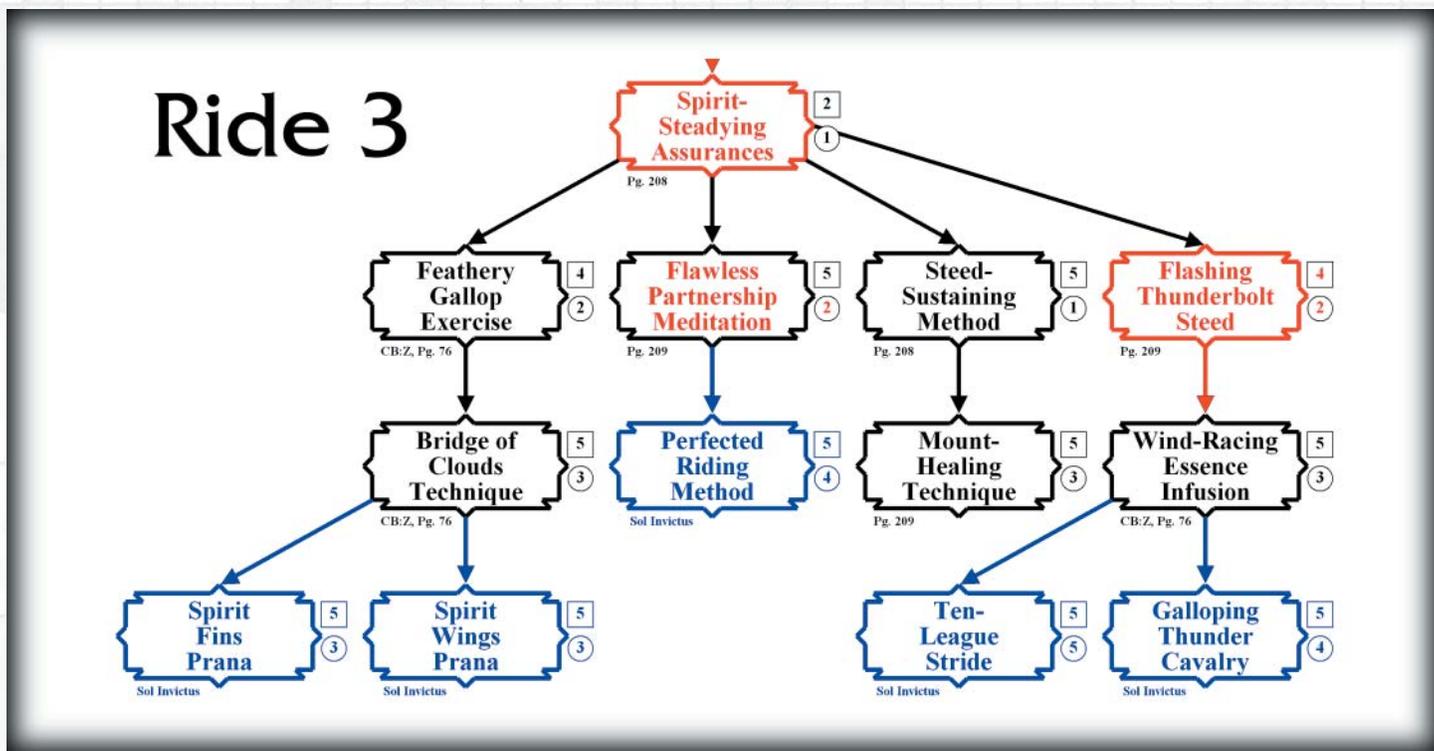
AQUATIC SPIRIT STEED

- Cost:** None
- Duration:** Permanent
- Type:** Special
- Minimum Ride:** 5
- Minimum Essence:** 4
- Prerequisite Charms:** Phantom Steed

With the purchase of this Charm, the character's spiritual steed becomes capable of flawless aquatic movement. The mount summoned using the Phantom Steed Charm can now move freely through water or other liquid environments at its standard movement rate. This does not automatically provide the Exalt with the ability to exist underwater; he must have prepared separately. This Charm does not need to be activated; it simply enhances the Exalt's capabilities.

GLORIOUS SOLAR CAVALRY

Cost: 20 motes, 2 Willpower



Duration: One day

Type: Simple

Minimum Ride: 5

Minimum Essence: 5

Prerequisite Charms: Perfected Steed of Light

The Solar brings a horn to her lips and blows a clarion call. Out of the distance, a thundering of hooves answers. With this Charm, the character can summon up steeds of Essence for an entire regiment of cavalry. When activated, this Charm summons fifty phantom steeds for each dot of Permanent Essence the character possesses. These steeds are functionally identical to the Exalt's Phantom Steed, without the benefits of Perfected Steed of Light. The steeds will accept any riders the Exalt designates as acceptable, and follow their commands exactly.

TEN THOUSAND HOOVES APPROACH

Cost: 20 motes, 2 Willpower, 1 lethal health level

Duration: One day

Type: Simple

Minimum Ride: 6

Minimum Essence: 6

Prerequisite Charms: Glorious Solar Cavalry

The Solar's soldiers shall never again want for conveyance. Upon activating this Charm, the Solar summons into being a number of golden phantom steeds for his soldiers to ride equal to 500 times his Permanent Essence. Each of these steeds has the statistics of a common warhorse, although they can take any appearance the Exalt desires. These steeds will accept any riders the Exalt deems acceptable, and follow their commands exactly.

PHANTOM WINGS PRANA

Cost: 6 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Ride: 5

Minimum Essence: 3

Prerequisite Charms: Bridge of Clouds Technique

Upon activating this Charm, the character's mount grows brilliant golden wings of Essence. For the remainder of the day, the steed may fly at its normal movement rate.

SPIRIT FINS PRANA

Cost: 6 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Ride: 5

Minimum Essence: 3

Prerequisite Charms: Bridge of Clouds Technique

Upon activating this Charm, the character's mount develops brilliant golden fins and gills. For the remainder of the day, the steed can swim through water or other liquid at its normal movement rate, and can breathe while in any fluid medium. This does not provide any protection to the Exalt, however.

PERFECTED RIDING METHOD

Cost: 4 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Ride: 5

Minimum Essence: 4

Prerequisite Charms: Flawless Partnership Meditation

The Exalt's bond with his steed is increased to the most fundamental instinctual level; each knows exactly what the other will do at every moment. For the remainder of the scene, the character cannot be dismounted by anything short of the mount's death. In addition, he may be mounted on his steed in any position he desires — even the slightest toehold or a single finger on the reins is enough to remain atop his mount. Thus, a character using this Charm can stand steady atop his mount's back, hang by one hand from a flying mount's foot, or otherwise

position himself precariously with no danger of falling.

GALLOPING THUNDER CAVALRY

Cost: 10 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Ride: 5

Minimum Essence: 4

Prerequisite Charms: Wind-Racing Essence Infusion

With this technique, the Solar can speed not just her own mounted movement, but that of an entire cavalry regiment. For the remainder of the day, a number of riders equal to (Permanent Essence x 10) who are travelling with the Solar have their maximum speed doubled. All of these riders must continue to journey in a group with the Solar or those who break away from the group lose the benefit of the effect.

TEN-LEAGUE STRIDE

Cost: 10 motes, 1 Willpower, 1 lethal health level

Duration: One day

Type: Simple

Minimum Ride: 5

Minimum Essence: 5

Prerequisite Charms: Wind-Racing Essence Infusion

Upon activating this Charm, the character's steed becomes as swift as the fastest wind. For the remainder of the day, the mount can move at (5 x Permanent Essence) times its normal movement rate, even through the most difficult and dangerous terrain. The health level cost of this Charm is committed, and cannot be regained while the Charm is in effect; if this Charm is activated on successive days, an additional health level is committed for each such day, and none can be regained until a day is spent without using this Charm.

SAIL

PHILOSOPHY

Much like Ride, the Sail ability covers both the actual process of sailing a ship and many peripheral tasks related to it. As a result, Solar Sail Charms are similarly varied – covering tasks like weather prediction and navigation in addition to the basic tasks of manning a ship. In general, Solar Sail Charms fall into a few categories: self-sufficient effects, Charms that protect the ship, and Charms that assist in captaining. Solar Sail Charms generally do not assist with the most basic mechanical tasks of running a ship; Solars tend to be the leaders of sailing men, rather than serving amongst their ranks.

ABYSSAL EQUIVALENTS

There are several Abyssal Charms which represent abilities which Solar Sail could benefit from mirroring. First is Crew Sustaining Technique, which allows an Abyssal to maintain a ship's crew without food or rest. Another is Unsinkable Derelict Preservation, which can protect a ship entirely from damage.

EXISTING CHARM

MODIFICATIONS

Salty Dog Method, Exalted Corebook pg. 209. While this Charm is active, the character does not need to roll to stay standing even after a collision. In addition, the character may add his Permanent Essence to all Sail rolls made during the day.

Perfect Reckoning Technique, Exalted Corebook pg. 210. This Charm provides the character with the effects of Depth-Plumbing Intuition and Seeking the Earth's Bounty Method in addition to its listed effects.

Depth-Plumbing Intuition, Exalted Corebook pg. 210. This Charm is eliminated.

Seeking the Earth's Bounty Method, Savage Seas pg. 115. This Charm is eliminated.

Weather-Anticipating Intuition, Exalted Corebook pg. 210. This Charm provides the character with instant information at any time a magical effect would alter the weather in the vicinity of the character.

Wind-Defying Course Technique, Exalted Corebook pg. 210. This Charm's prerequisite is Ignore the Wind's Course Technique. Its Sail minimum is 5. Its Essence minimum is 3. Its cost is 15 motes. It allows the Solar to not just ignore the direction of the wind, but actively exceed it. While this Charm is active, the Solar's vessel's Speed is increased by two dots, and its Maneuverability penalty is reduced by 2.

Ignore the Wind's Course Technique, Savage Seas pg. 115. This Charm's prerequisite is Salty Dog Method. Its Sail Minimum is 4.

Storm-Weathering Essence Infusion, Exalted Corebook pg. 211. This Charm's name is Ship-Preserving Essence Infusion. In addition to its listed effects, it provides the effects of Mast's Unbreakable Will Prana and Fire's Kiss Resistance Prana.

Mast's Unbreakable Will Prana, Savage Seas pg. 115. This Charm is eliminated.

Fire's Kiss Resistance Prana, Savage Seas pg. 115. This Charm is eliminated.

Harden the Hull Practice, Savage Seas pg. 115. This Charm's prerequisite is Ignore the Wind's Course Technique. The limit on soak purchased with this Charm is the character's (Sail x Permanent Essence.)

Hull-Preserving Technique, Exalted Corebook pg. 211. This Charm's prerequisite is Harden the Hull Practice. Its cost is 6 motes, 1 Willpower. This Charm is a perfect defense for a ship against any one impact that would damage it.

Glorious Solar Ship, Castebook: Eclipse pg. 77. For those using the Savage Seas ship system, the summoned ship's statistics are derived as follows. It can carry a rig of the Solar's choice. Its maneuverability penalty is equal to (5 - Permanent Essence); thus, for a Solar with Essence 3, the penalty will be -2. Its Speed is equal to Permanent Essence. It can carry as many people as its length in feet; it requires a minimum crew of one-tenth that number. Its soak is (2 x Permanent Essence), and its Health Levels are equal to (4 x Permanent Essence)/(8 x Permanent Essence). The ship's appearance may be freely determined by the Exalt, as long as it is made of brilliant Solar light.

NEW CHARMS

SWIFT JOURNEY SPIRIT

Cost: 10 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Sail: 3

Minimum Essence: 2

Prerequisite Charms: Salty Dog Method

Using this Charm, a Solar can guarantee that any sea journey will prove to be swift. The character may use this Charm while onboard a vessel of any type; for the remainder of the day, that ship's speed is multiplied one-half the character's (Permanent Essence + 1), rounded up.

FOUR WINDS FLEET APPROACH

Cost: 20 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Sail: 5

Minimum Essence: 4

Prerequisite Charms: Swift Journey Spirit

For a great Solar Admiral, it is vital that his ships be able to reach anywhere in Creation swiftly in order to take action. With this Charm, a Solar can apply the benefit of Swift Journey Spirit to a

number of vessels equal to twice his Permanent Essence.

INCOMPARABLE NAVIGATION TECHNIQUE

Cost: 10 motes

Duration: Varies

Type: Simple

Minimum Sail: 5

Minimum Essence: 3

Prerequisite Charms: Perfect Reckoning Technique

Solar sailors need never fear becoming lost on the open sea, nor being unable to find a desired port of call. When the Solar wishes to journey to a specific location by vessel, she may activate this Charm; for as long as she keeps 10 motes committed, she will always know exactly where and how to sail in order to reach her destination most quickly and efficiently. This destination can

be a specific place (like “Chiaroscuro”) or a type of place (like “the nearest island where I can gather food.”) In addition, while this Charm is active, the Exalt knows the exact geography of the local waters; she is aware of any land forms, reefs, shallows, or other notable features within (Permanent Essence x 5) miles.

UNSINKABLE SHIP MEDITATION

Cost: 20 motes, 2 Willpower, 1 lethal health level

Duration: One scene

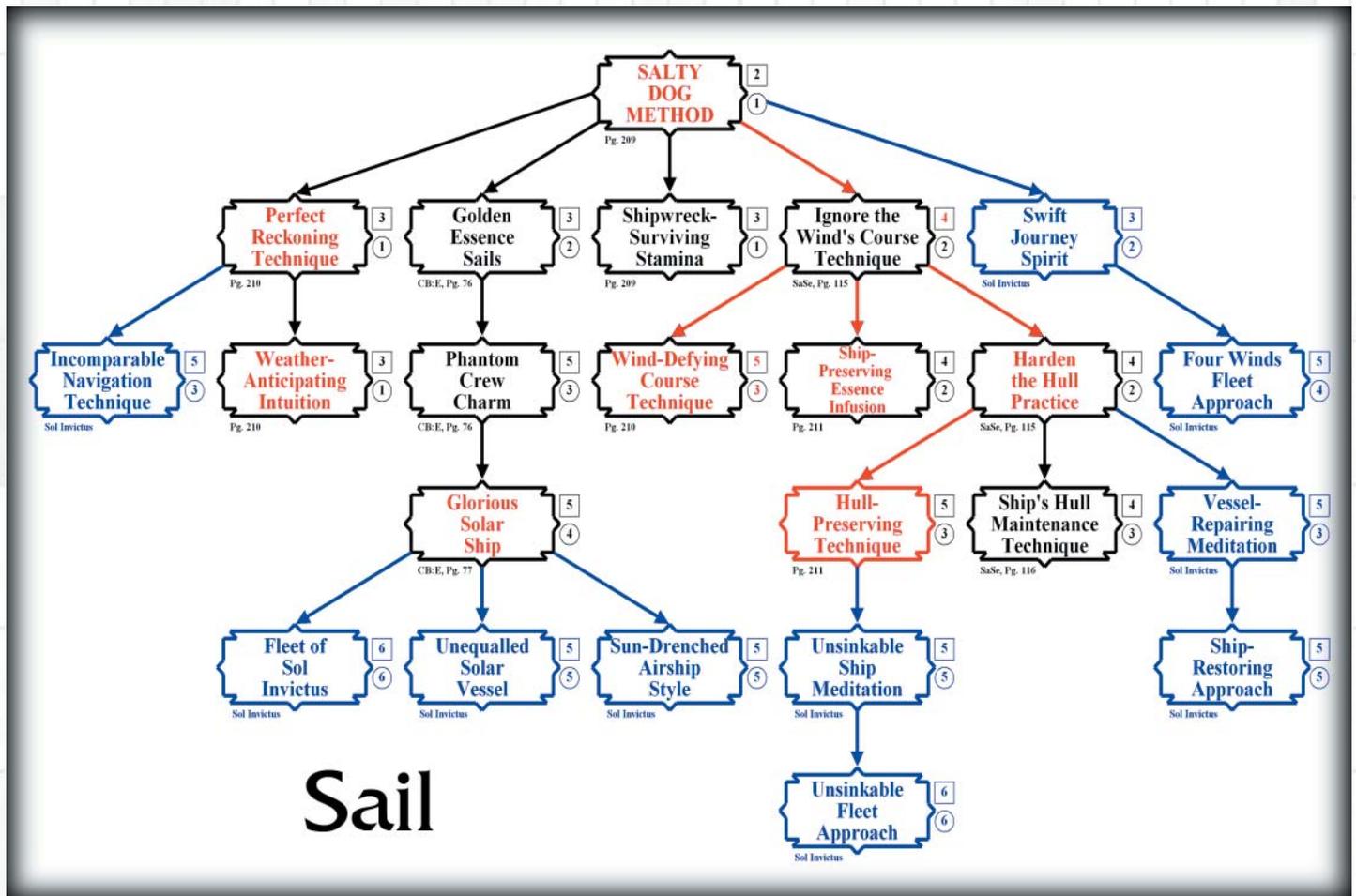
Type: Simple

Minimum Sail: 5

Minimum Essence: 5

Prerequisite Charms: Hull-Preserving Technique

With this Charm, a Solar can clad her vessel in brilliant golden light which protects it from all



harm. For the remainder of the scene, the vessel the character is aboard cannot be damaged in any way – by weapons, weather, or any other force. The Solar must remain onboard and focus his energy on maintaining the ship, to the exclusion of other physical actions.

This effect does not repair any damage the vessel may have already suffered; it merely prevents additional damage from being inflicted. This Charm also does not protect the ship from being boarded or protect the crew from harm in any way.

UNSINKABLE FLEET APPROACH

Cost: 20 motes, 2 Willpower

Duration: One scene

Type: Simple

Minimum Sail: 6

Minimum Essence: 6

Prerequisite Charms: Unsinkable Ship Meditation

Using this technique, the Solar can protect a small fleet of ships from damage. While this Charm is active, a number of vessels equal to twice the Solar's permanent Essence may each perfectly resist a single attack each turn. As with Unsinkable Ship Meditation, this does not prevent boarding or protect the ships' crews in any way.

VESSEL-REPAIRING MEDITATION

Cost: 10 motes, 1 Willpower, 1 lethal health level

Duration: Three long turns

Type: Simple

Minimum Sail: 5

Minimum Essence: 3

Prerequisite Charms: Harden the Hull Practice

Often, a Solar will find herself aboard a ship which has taken damage that puts it in danger of sinking. For mortals, the only option in such situations is to abandon ship. The Exalt, however, can actually repair damage to a ship, even while it remains in the water. To use this Charm, the

character must be able to come in contact with a damaged portion of the ship directly, whether from the inside or outside. Over the course of three long turns (or about five minutes of real time) the character uses whatever materials she can find to patch up the ship. A single use of this Charm can repair a number of Health Levels of damage to the ship equal to twice the character's Sail rating; alternately, it can repair destroyed rigging or a broken or destroyed mast.

SHIP-RESTORING APPROACH

Cost: 20 motes, 1 Willpower, 1 experience point

Duration: One day

Type: Simple

Minimum Sail: 5

Minimum Essence: 5

Prerequisite Charms: Vessel-Repairing Meditation

Using this technique, a Solar can restore any ship to a pristine and sailable condition, even the greatest vessels of the First Age. In order to use this Charm, the Solar must be able to move freely around whatever remains of the vessel – generally, this will require the Solar to place the ship up on blocks upon land, although the ability to hold his breath might allow him to do so while the ship was afloat or even sunk. Over the course of a day, the Solar uses whatever raw materials are available to repair and patch the vessel; at the end of the day, it has been restored to its original functionality (although its appearance will vary based on the materials used to repair it.)

UNEQUALLED SOLAR VESSEL

Cost: None

Duration: Permanent

Type: Special

Minimum Sail: 5

Minimum Essence: 5

Prerequisite Charms: Glorious Solar Ship

With this Charm, the Solar's sunlit vessel becomes truly a thing of ultimate majesty. For purposes of calculating the statistics of the ship summoned with Glorious Solar Ship, the character's Permanent Essence is increased by his Sail rating. This Charm does not need to be activated; it simply enhances the Exalt's capabilities.

SUN-DRENCHED AIRSHIP STYLE

Cost: 20 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Sail: 5

Minimum Essence: 5

Prerequisite Charms: Glorious Solar Ship

Using this technique, a Solar can summon into being a glorious airship composed entirely of brilliant sunlight. This ship's statistics are derived in the same fashion as the Charm Glorious Solar Ship; the only exception is that the Airship may move through the air at its normal speed, and does not require wind propulsion. This airship may have whatever appearance the Exalt desires, save that it is made of golden light. Much like with Glorious Solar Ship, this ship requires a crew be provided in order to function.

FLEET OF SOL INVICTUS

Cost: 20 motes, 2 Willpower

Duration: One day

Type: Simple

Minimum Sail: 6

Minimum Essence: 6

Prerequisite Charms: Glorious Solar Ship

With this Charm, any Solar can stand with the great Admirals of the First Age. Activating this Charm summons up a number of Solar vessels equal to twice the character's Sail rating. The flagship of this fleet is equivalent in every way to the Solar's Glorious Solar Ship; the other vessels follow this lead, but subtract 2 from the character's Permanent Essence for purposes of calculating statistics, and do not benefit from Unequaled Solar Vessel.

SOCIALIZE

PHILOSOPHY

Socialize is the most extroverted of the social abilities. Where Presence deals with the character's personal bearing and demeanor, and Performance with direct influence, Socialize focuses on the relationships of others. Socialize Charms let a character gather all manner of information about the desires and relationships of others, as well as affect other people's social standing. These effects can work on the Solar as well – letting him redefine his own position within a social group or improve his knowledge of how to fit into one. However, all of these Charms primarily affect social standing – effects which actually alter the character's mien are primarily the realm of Presence, and those which alter other people's opinions are generally Performance.

As Socialize Charms increase in Essence, they can have effects which are either broader or deeper – dealing with larger groups of people or having a greater effect on one in particular. At higher levels, they can be expected to unearth someone's deepest secrets, or map out the dynamics of the most complicated group.

ABYSSAL EQUIVALENTS

Those Abyssal Socialize Charms which do not duplicate existing Solar Charms carry entropic effects which would be inappropriate for Solar duplication.

EXISTING CHARM

MODIFICATIONS

Knowing the Soul's Price, Exalted Corebook pg. 211. This Charm does not require Mastery of Small Manners as a prerequisite.

Graceful Deflection Technique, Castebook: Eclipse pg. 77. This Charm does not require Wise-Eyed Courtier Method as a prerequisite.

Venomous Rumors Technique, Exalted Corebook pg. 212. This Charm does not require Understanding the Court as a prerequisite.

Exalted Accolades, Castebook: Eclipse pg. 78. This Charm's prerequisite is Knowing the Soul's Price.

NEW CHARMS

IMMACULATE MANIPULATION PRANA

Cost: None
Duration: Permanent
Type: Special
Minimum Socialize: 5
Minimum Essence: 3
Prerequisite Charms: None

The Solar's tongue is subtle and crafty, surpassing even the most careful schemers and manipulators of the mortal world. The maximum rating of the Solar's Manipulation attribute is increased by one; she may raise it to this new higher value using Experience. This Charm does not need to be activated; it simply improves the Exalt's capabilities.

OLD FRIEND'S CHERISHED RETURN

Cost: 8 motes, 1 Willpower
Duration: Instant
Type: Simple
Minimum Socialize: 5
Minimum Essence: 3
Prerequisite Charms: Welcome Guest Method

When encountering someone for the first time, the Solar can ensure that he will be received as if he were a friend or acquaintance from long ago — one the target has forgotten, perhaps, but one who deserves a warm welcome and a lowering of inhibitions nonetheless. The character need merely select an individual he has not met before, who

has a Permanent Essence less than or equal to the Solar's. From the moment of meeting, the target will assume the Exalt is someone from her past who should be brought back into her life, even at her own inconvenience. Note that this does not prevent the target from altering her opinion — if the Solar takes advantage of the generosity and hospitality prompted by this Charm, she will quickly earn the target's ire.

CIRCLE OF FRIENDS STYLE

Cost: 6 motes, 1 Willpower
Duration: Varies
Type: Simple
Minimum Socialize: 5
Minimum Essence: 3
Prerequisite Charms: Welcome Guest Method

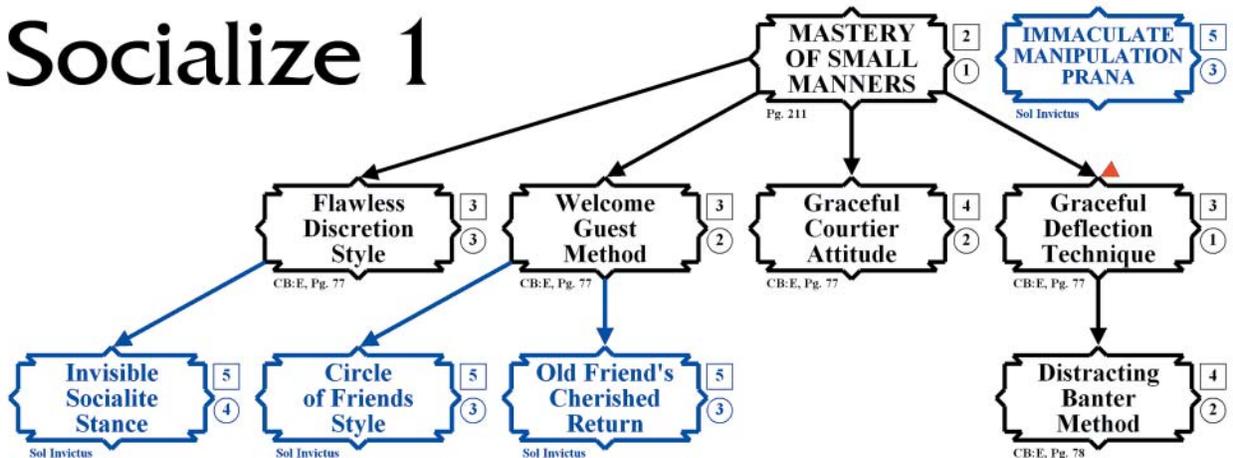
Using this Charm, a Solar can insert herself into a group of friends or other tightly-knit social order as if she were a long-time member. After gaining some foothold, no matter how slight, within the group to be affected, the Solar must roll Manipulation + Socialize. On one success, her position shifts over the next month; each additional success reduces the time needed by half. Once this duration has expired, the Solar will be treated like a central member of the group: included in all events, trusted with sensitive information, and deferred to in important manners. As with Old Friend's Cherished Return, this Charm only acquires this position, not maintains it. The Solar's actions could possibly result in a loss of trust or a complete rejection from the group.

This Charm cannot grant the Solar a hierarchical position or one which requires specific bureaucratic action to achieve; it only increases the trust and affection felt by fellow members towards the Exalt.

INVISIBLE SOCIALITE STANCE

Cost: 10 motes, 1 Willpower
Duration: One event
Type: Simple

Socialize 1



Minimum Socialize: 5

Minimum Essence: 4

Prerequisite Charms: Flawless Discretion Style

Sometimes, it is best to avoid notice at a social gathering. With this Charm, the Solar can render herself socially invisible – no one will realize that she is present at a party or other social event without her wishing them to. This must be used on a specific, scheduled event, and one which the Solar could conceivably attend – she need not be expected, necessarily, but her presence must not be too unusual. Those who attend the event in question will conveniently fail to notice that the Solar has arrived, and will avoid spotting her as long as she is present at the party. Anyone she specifically chooses to appear to can notice and converse with her normally.

Note that this Charm cannot help a Solar hide from enemies searching for her outside the event in question – it only provides a social invisibility, not any other form of stealth. In addition, the Charm's effects end instantly if the Solar performs any action which would draw the attention of the majority of those attending – taking the stage to perform a dance routine, for example.

INDELIBLE RUMOR MANIFESTATION

Cost: 15 motes, 1 Willpower

Duration: Varies

Type: Simple

Minimum Socialize: 5

Minimum Essence: 4

Prerequisite Charms: Venomous Rumors Technique

By dripping venom into the correct ears, the Solar can create a rumor which refuses to yield its grip upon those who hear it. The Solar need merely state an item of gossip to a willing listener, then spend 15 motes and 1 Willpower. This rumor may be true or false, but it must target a specific individual. The listener the Solar first shares it with will forget the source she heard it from, and quickly repeat the story; within days, everyone who might be affected has heard the rumor – and, moreover, believes it. As long as the Solar keeps the motes committed, the rumor will continue to spread, and those who hear it will be strongly biased towards believing it, even if it is ridiculous or nonsensical.

HEARTBREAKING VENOM ATEMI

Cost: 10 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Socialize: 5

Minimum Essence: 4**Prerequisite Charms:** Venomous Rumors Technique

The most masterful manipulators know that even the closest friends can become sworn enemies if only the correct seed is planted. By engineering a powerful falling out, the Solar can drastically harm the relationship between two people. When this Charm is used, the Storyteller should rank the strength of the relationship on a scale of 0 to 10, where 10 is the strongest possible positive relationship, 0 the strongest negative relationship, and 5 apathy or disregard. The Solar must roll her Manipulation + Socialize; for each success, the relationship decreases one step on this scale. This will manifest itself in the form of a dramatic fight or falling out of some kind, generally over an insignificant quantity. If neither party does anything to further antagonize the other, the relationship will repair itself at a rate of one step per week; however, it is likely that many targets will take actions that will cement their new antagonism.

This Charm does not affect people with a Permanent Essence score greater than the Exalt's. Any specific pair of individuals may only be under the effects of one instance of this Charm at any given time.

HEARTSWELLING AMBROSIA STYLE**Cost:** 10 motes, 1 Willpower**Duration:** Instant**Type:** Simple**Minimum Socialize:** 5**Minimum Essence:** 4**Prerequisite Charms:** Exalted Accolades

Through careful coordination of coincidence and circumstance, the Solar matchmaker can bring any two people together in the bonds of brotherhood or love. As with Heartbreaking Venom Atemi, the Storyteller should rank the relationship of the two targets on a scale of 0 to 10. The Solar must then roll Manipulation + Socialize. For each success on this roll, the relationship of the two is increased by one step on that scale. For those who are neutral or only mildly dismissive of one another, this will

generally manifest itself in the form of a chance meeting, coincidence, or sudden discovery which gives each person a new and different view of the other. For targets who are actively antagonistic towards one another, they will often discover facts which counter their negative opinion of the other, or otherwise encounter an event which drastically changes their viewpoints. If neither takes any action to maintain this newfound relationship, it will degrade to its original state at a rate of one step per week; however, many recipients will actively develop the relationship themselves after the initial change.

This Charm does not affect people with a Permanent Essence score greater than the Exalt's. Any specific pair of individuals may only be under the effects of one instance of this Charm at any given time.

SHIFTING THE SOUL'S PATH**Cost:** 3 motes**Duration:** One day**Type:** Simple**Minimum Socialize:** 6**Minimum Essence:** 6**Prerequisite Charms:** Heartbreaking Venom Atemi, Heartswelling Ambrosia Style

Tugging the strings of a target's social life like she would those of a marionette, the Solar defly manipulates the target's relationships in any fashion she sees fit. Whenever the Solar uses this Charm on a target, she may choose to move either one specific relationship, or all relationships he is a part of, up or down a single step in the zero to ten scale described above. This will manifest itself immediately, with no obvious cause, and last for the remainder of the day. No one relationship may suffer the effects of more activations of this Charm than the Solar's Permanent Essence.

LOVERS AND FRIENDS APPROACH**Cost:** 6 motes, 1 Willpower**Duration:** One day**Type:** Simple

Minimum Socialize: 5

Minimum Essence: 3

Prerequisite Charms: Understanding the Court

The relationships one forms with one's friends, partners, and lovers define the way one lives one's life. By carefully observing a character's daily actions, the Solar can piece together a detailed map of these connections. The Exalt must observe the target for a single day, paying close attention to his social interactions. At the conclusion of this day, she rolls her Perception + Socialize. For each success, she learns the identity of the next most important relationship the target possesses, and the specific nature of that relationship — its strength, its type, and the strong emotions currently associated with it. This Charm can catalogue negative relationships as well as positive ones — a nemesis or hated rival will register as easily as a lover or close friend.

FRIEND OF A FRIEND STYLE

Cost: 10 motes, 1 Willpower

Duration: One day

Type: Simple

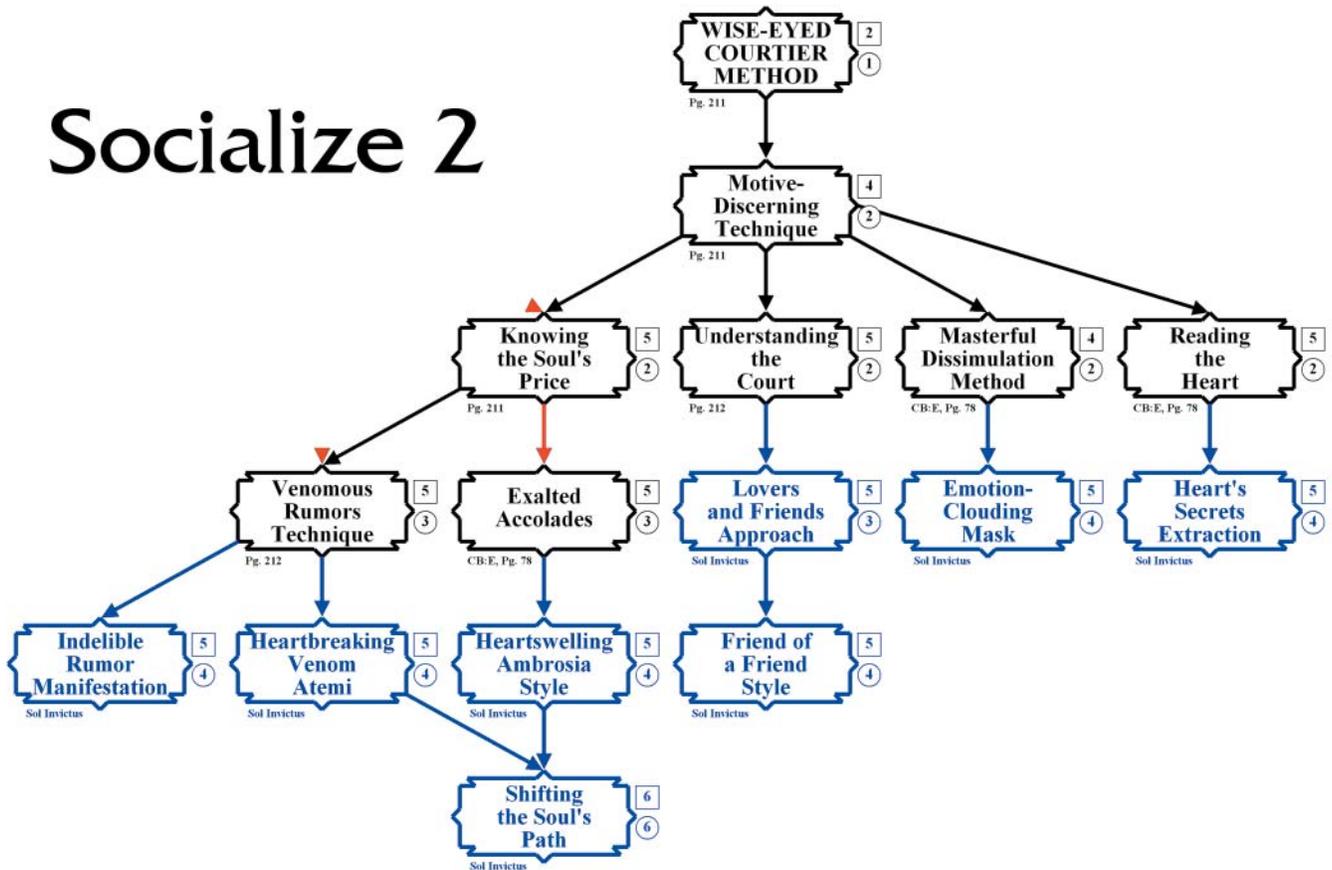
Minimum Socialize: 5

Minimum Essence: 4

Prerequisite Charms: Lovers and Friends Approach

Each person is the center of their own individual social web, connecting them to increasingly distant people. By following these delicate strands, the Solar can determine the relationships that extend from a single person. As with Lovers and Friends Approach, the Solar must spend a day observing the target's social activities. At the end of this day, he must roll Perception + Socialize. A single success provides him with the identity of every person whom the target has a significant relationship with, as well as the overall strength of that relationship — though not its nature or what emotional significance

Socialize 2



it carries. For each additional success, the Solar repeats this process for each person identified in this fashion; he may extend the chart to as many levels as he has dots of Permanent Essence.

HEART'S SECRETS EXTRACTION

Cost: 15 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Socialize: 5

Minimum Essence: 4

Prerequisite Charms: Reading the Heart

Delving deep into the psyche of the target, the Solar draws out her deepest emotions and desires. When the Exalt uses this Charm, he gains a knowledge of the target's complete emotional state at the current time. This provides no insight into the target's general behavior, but does tell the Solar anything he might wish to know about how the selected person is feeling at the moment. In addition, the Exalt may roll Perception + Manipulation against a difficulty equal to the target's Permanent Essence. For each success on this roll, the character may learn a single deeply held emotional secret of the target. This can be any hidden desire, unspoken shame, or other emotion the character wishes for others not to know of; the Solar will learn what emotion it is

as well as what situation it is related to, though not a factual account of the exact details. This Charm has no effect on anyone with a Permanent Essence greater than the Solar's.

EMOTION-CLOUDING MASK

Cost: 8 motes, 1 Willpower

Duration: One scene

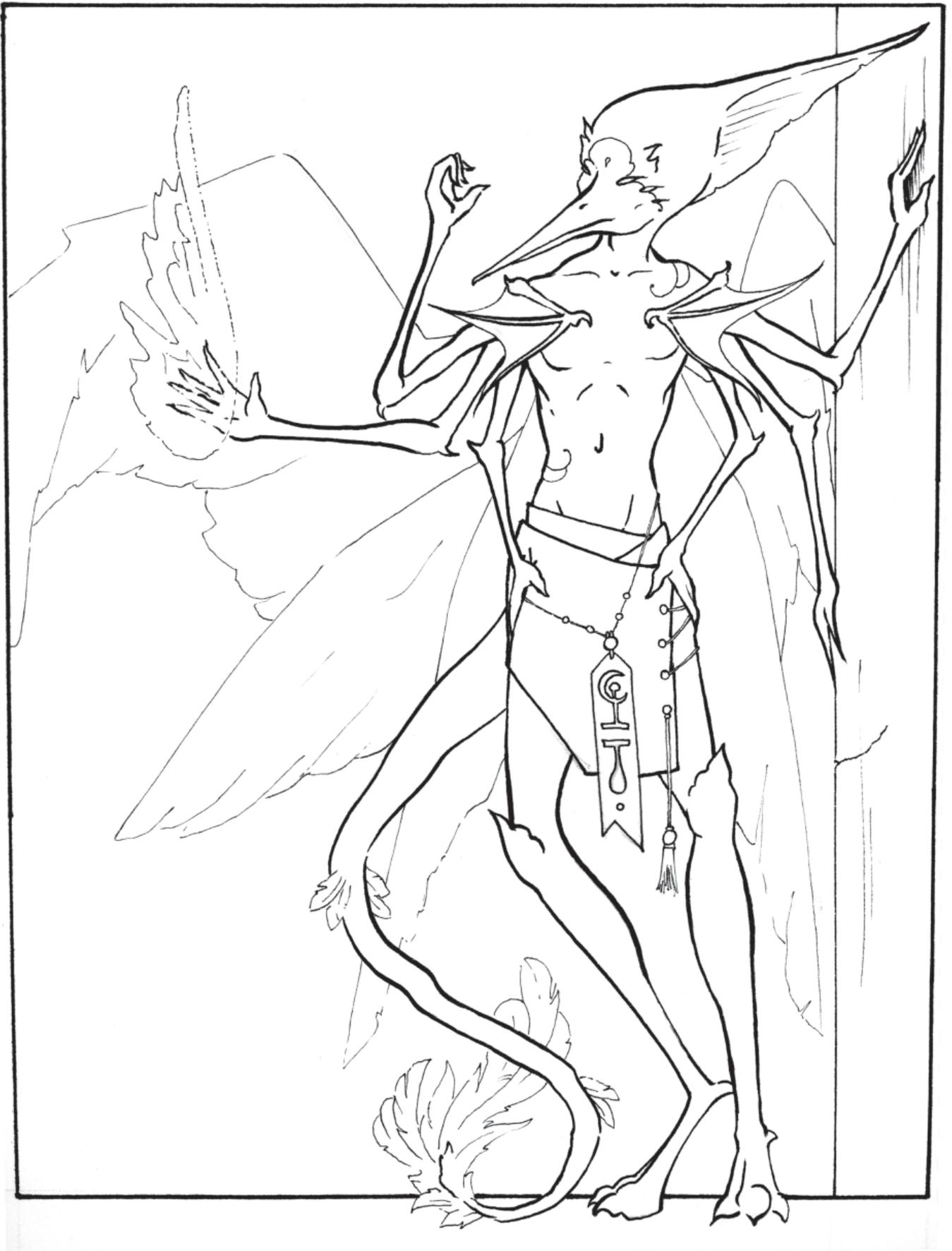
Type: Simple

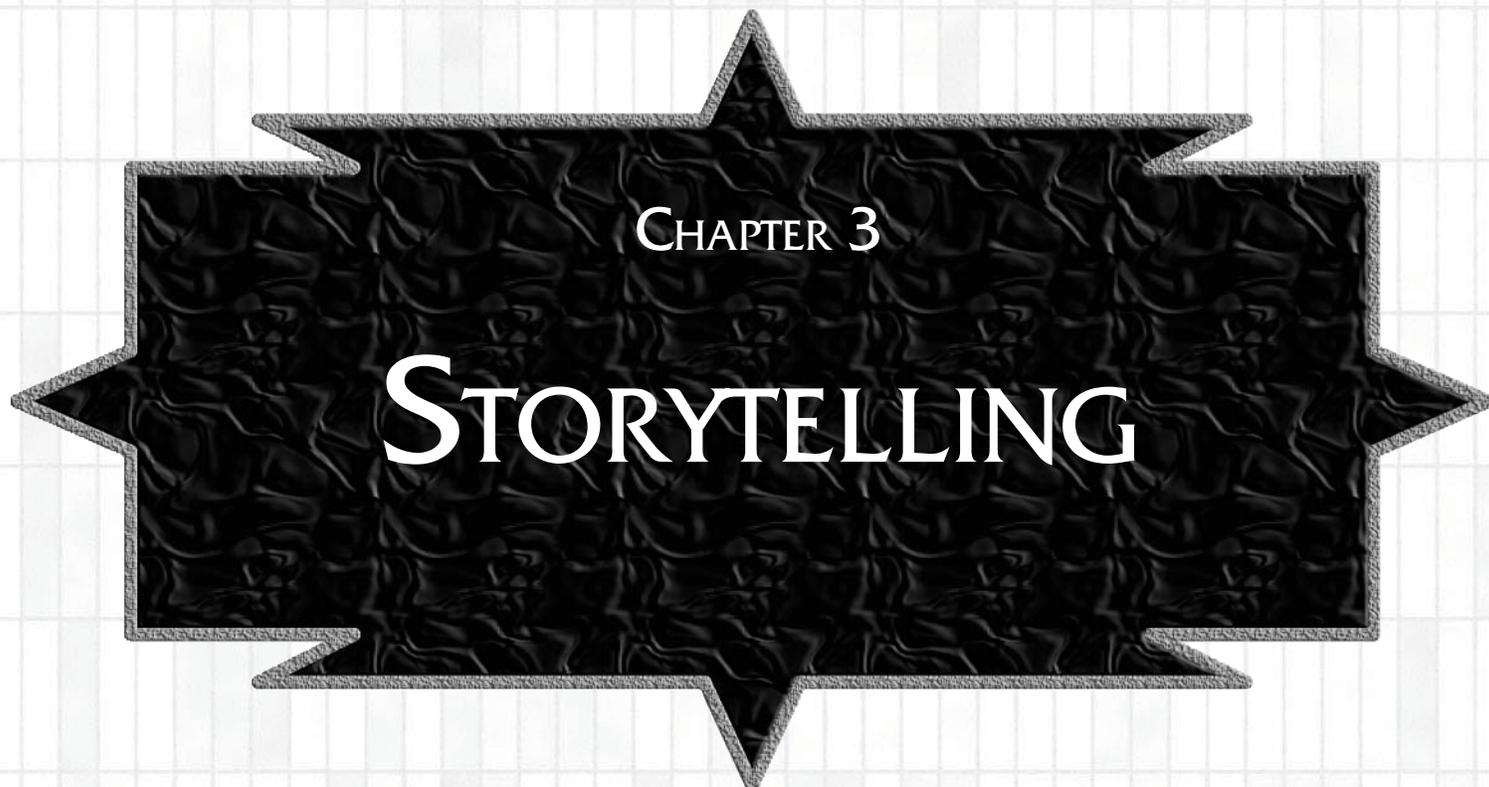
Minimum Socialize: 5

Minimum Essence: 4

Prerequisite Charms: Masterful Dissimulation Method

Shrouding her emotions in a deep cloud of mist, the Solar projects instead a false version of her emotional state. To anyone observing the Exalt during this scene, even someone using Charms to measure her emotions, will witness a set of emotions dictated at the time the Charm was enacted, rather than the character's actual emotional state. The Exalt can use this to remain outwardly calm while confronted with maddening words, or to imitate righteous anger at a topic that truly causes him joy. Those who possess a Permanent Essence greater than the Exalt's can see through this deception, however.





CHAPTER 3

STORYTELLING

A GAME OF POWERS

Exalted is a game of powerful, world-shattering heroes. Even a beginning Exalted character can raze mountains and overthrow empires. However, some players may be interested in an even more powerful game, with elder Exalts and incredible high-Essence powers. The advice in this section is intended to help you run just such a game, with suggestions and guidelines for such play.

WHAT IS A “HIGH ESSENCE GAME”?

The definition of “high-Essence game” is inherently vague and slippery. As mentioned above, even starting-level Exalts are quite potent, and Exalts of the same Essence level can differ drastically in capability. Generally, however, the scope and nature of a game changes as the characters increase their Permanent Essence. Following are guidelines for games with different Essence ratings. Note that these are only approximations — it’s quite possible to run games with characters who fall into more than one category, and many games won’t fit

perfectly with the descriptions below. Still, these descriptions can give you some idea of what to expect from a game with a certain power level.

ESSENCE 1-2

At a low Essence rating, your game will operate on a straightforward level. This is the level of play that the Exalted corebook is tuned to provide immediately upon beginning play. Exalts at this stage are working almost entirely within the realm of human ability — Charms at these levels tend to aid Exalts in performing tasks the greatest humans could accomplish, rather than opening up new capabilities. These Exalts are still stretching their muscles, discovering the power inherent in their new condition and learning how to channel it properly. Such characters are likely to be involved largely in local events, and to deal largely with small-scale opponents — local politicians, minor cult leaders, regional gods, other new Exalts, and so on. They're unlikely to get involved in world-spanning plots, travel beyond the borders of Creation, or become too deeply enmeshed in the complicated politics of Essence wielders in the Age of Sorrows. Mortals can still pose a threat to Exalts of this level. Thematically, games at this power level are likely to revolve heavily around personal issues — for Solars, for example, escaping from the Wyld Hunt, recovering artifacts of previous incarnations, and dealing with the massive changes in the character's life.

ESSENCE 3-4

At Essence 3, Exalts move past the boundaries of human capability. At this level, an Exalt's skills have surpassed the perfect-human level of lower-Essence Charms, and begun to explore the unique and esoteric realm available only to Essence wielders. It's no coincidence that sorcery first becomes available to Exalts at Essence 3 — it highlights the importance of the Essence 3 threshold. For an Exalt of this level, the power and flexibility of Charms is enough to render mortals unthreatening. Demons,

Fair Folk, better-established Exalts, and other various monstrosities are much better foes. Such games will rarely have a scope much smaller than a metropolis or small nation-state, given how easy it is for an Essence 3 Exalt to found or conquer one. The characters are likely to become important figures in local politics, and will be drawn into whatever schemes and events are occurring in their vicinity. The looming problems of Creation will begin to be more relevant as well — such characters will begin to clash with world-spanning players like the Realm or the Deathlords, and begin to consider how to neutralize them. Thematically, such games will often focus on the question of "how?" — what direction will the characters take to accomplish their goals? These games can also focus on the repercussions of character's actions, putting the Exalts' new importance into sharp focus. Resource collection will often feature heavily in such games — most Exalts will need a tremendous quantity of allies, artifacts, favors, and raw materials in order to accomplish the deeds they set out to do, and Exalts of this level are well-suited to gathering them.

This is the highest level of play supported by the Exalted corebook and the hardcover supplements.

ESSENCE 5-6

Exalts who have reached Essence 5 can operate on the scale of entire nations. At this level, Solars have access to the Adamant Circle of Sorcery, letting them level cities or build new ones with but a few minute's effort. At this level, it's mostly other Exalts, demons, and spirits who will provide a suitable challenge. Mortals in any quantity can provide no significant opposition. A character this powerful will have established herself as a force to be reckoned with in a selected niche, whether as the leader of a vast criminal empire, the benevolent ruler of a nation-state, or simply as the most feared warrior in all of Creation. In addition, most such Exalts will have a truly staggering collection of resources to draw upon in any undertaking. At this point, the relevant question begins to shift

from “how?” to “what?” Once they’ve gathered the resources they need and come into godlike power, all that’s left for the characters is the matter of actually accomplishing their world-spanning desires. Games at this level are likely to heavily involve a broad variety of Creation’s most powerful entities — any actions the characters undertake are likely to draw

ESSENCE 7–8

At this point, there are few things in Creation that can stand before an Exalt. Deathlords, powerful behemoths, Demons of the Third Circle, the highest functionaries of the Celestial Bureaucracy, and the more powerful First Age survivors are the only real competition for such a character. The scope of a game featuring characters at this power level will most likely span all of Creation and well beyond. The characters can solve almost any problem they’re faced with in the mortal world — all that’s left to do is address the greatest metaphysical challenges. Of course, this will bring the characters into direct conflict with anyone and everyone with a plan for Creation. Games at this level are going to be played for high stakes, between the most powerful beings in the world — and with everyone else as pawns.

The advice in this section focuses on running games in the latter two brackets — the first two are well supported by the Storytelling advice in the Exalted corebook and various hardback supplements.

TYPES OF HIGH-POWERED GAMES

A Storyteller can incorporate high Essence characters into her game in quite a few ways. Basic advancement within an ongoing game may eventually produce quite powerful characters, if the game continues long enough. Alternately, a Storyteller might advance a game’s timeline forward to when the characters are more experienced, or even begin a new game with already powerful PCs.

The sections below discuss some of the specific concerns that different types of high-powered games can produce.

ADVANCING TO HIGH ESSENCE LEVELS

Some players’ Exalted games can last a long time. There are games of Exalted running today that have been running since the game’s release. In that time, players’ characters will grow quite powerful. Some groups may choose to give out small experience awards in order to keep power levels low, or retire PCs once they become too powerful. Others, however, will want to play the same heroes as they reach incredible levels of power.

For many groups, this will be the least problematic method of reaching high Essence play. Because players began playing these characters at lower power levels, they should be quite comfortable with their personalities and quirks by the time they reach Essence 5. And since their characters will be slowly increasing in power, it’ll be much easier to become accustomed to the characters’ abilities.

The disadvantage of this approach lies in how long it takes — games can often collapse due to shifting commitments or loss of interest. Some games might be better suited by an epic (but lower powered) finale than the long process of moving into high Essence play.

BEGINNING WITH HIGH-ESSENCE CHARACTERS

In some cases, a Storyteller might begin a game with high-powered characters. There are a variety of reasons to do so — your characters might be Lunar elders, or a circle of First Age Solars who somehow survived the Usurpation and have hidden in temporal stasis until the current day. However, beginning a game with high Essence characters presents a number of unique problems. These problems can occur even in an ongoing game, but slow advancement will generally give

the Storyteller a chance to correct them; beginning a game with high-Essence characters brings all these potential problems to the fore at once.

Firstly, it can prove difficult to create a balanced and compatible party at this level. Creating very experienced characters is already more difficult than creating starting characters. When several players are doing so in concert, it can be difficult to integrate these characters with one another.

This pitfall is most obvious in regard to combat capability. For normal starting Exalted characters, the range in possible combat skill – from completely ineffectual to highly skilled – is reasonably small. In most games, simply nudging players towards the low or high end of fighting ability is enough to keep all the PCs within a reasonable range of one another. For more powerful characters, this balance is harder to create because the scale is larger. Even a character with 500 experience points can still be a poor fighter, but he might also be a masterful, world-shaking combatant – or anywhere in between. As a Storyteller, you should pay close attention to the combat capability of your PCs, and work to ensure that they do not diverge too greatly from one another.

A similar problem can occur with character backgrounds. It's pretty simple to bring a group of starting PCs together – often they will be near the beginning of their adventuring careers, and will have hooks which can easily lead them to become involved with one another. However, the histories of higher-powered characters will be far more elaborate. Reaching Essence 6 requires a character to have lived at least 100 years – and she is likely to have had a great deal of excitement in that time. Trying to create backgrounds of this scope for multiple characters, all of whom are intended to work together, can be quite challenging. There's no easy solution – the Storyteller simply needs to work closely with all of her players to create a compatible group of PCs.

Once play begins, some players might have difficulty getting into character. Many players choose to establish their characterization during play, rather than deciding on their character's motivations beforehand. This is an entirely valid approach, but beginning with old and powerful advanced characters can make it more difficult. Starting characters with only a brief backstory often have enough wiggle room that their personalities can emerge over time. However, experienced characters tend to require an elaborate background describing the nature of their past adventures. If you have players who seem intimidated by this, or who you think might run into trouble, it might be wise to run a session or two where the setting takes a backseat – allow the players to leave their backgrounds vague to start and fill it in after playing through a session in which background isn't important.

Despite the potential pitfalls, beginning a game with powerful Exalts has its own rewards as well. A game like this allows a group to enjoy playing very powerful characters without taking the time to build up to it through play. In addition, it gives the Storyteller an excellent setup for a variety of narrative tricks – flashback sessions or purposely vague background elements which are filled in at a later date, for example.

FLASHING FORWARD

Another method combines the two previous styles by taking existing PCs and leaping forward in time to a period in which they are far older and more experienced. This approach can circumvent many of the problems discussed above: it gives players a chance to get used to their characters at a low power level while still reducing the real time it takes to begin a high-powered game.

However, it's worth thinking carefully about a few things before proceeding. Unless you know your players very well, you shouldn't attempt this without asking their permission – some may not be interested in high powered play, while others

may feel cheated out of control over their characters during the long downtime. In addition, be sure you're ready for a massive change in the style of game you're running when you take this route — ideas that would've served as an enjoyable session before the change may be insignificant or out of place afterwards. You should make sure you're completely satisfied with what you and your players have done at lower power levels before implementing it, because once you do, there's no going back.

THE INTERLUDE

If you're already running a game and want to try out high Essence characters without altering your normal characters, an interlude may be in order. For a small number of sessions, have your players put their normal characters on hold and pick up characters created especially for the occasion. This can provide you with a number of opportunities. Most obviously, it lets you and your players try out a high-powered game without permanently changing your normal game. It can also offer other benefits as well: an opportunity for your players to stretch their roleplaying muscles and play something new, a chance to look at your version of Creation from a different faction's perspective, and an opportunity to run sessions with potentially deadly or far-reaching effects on the characters without risking player favorites in the process. The downsides to this approach are pretty minor. Players might lose interest if they're strongly invested in their

standard characters, but generally there's little risk to trying this out.

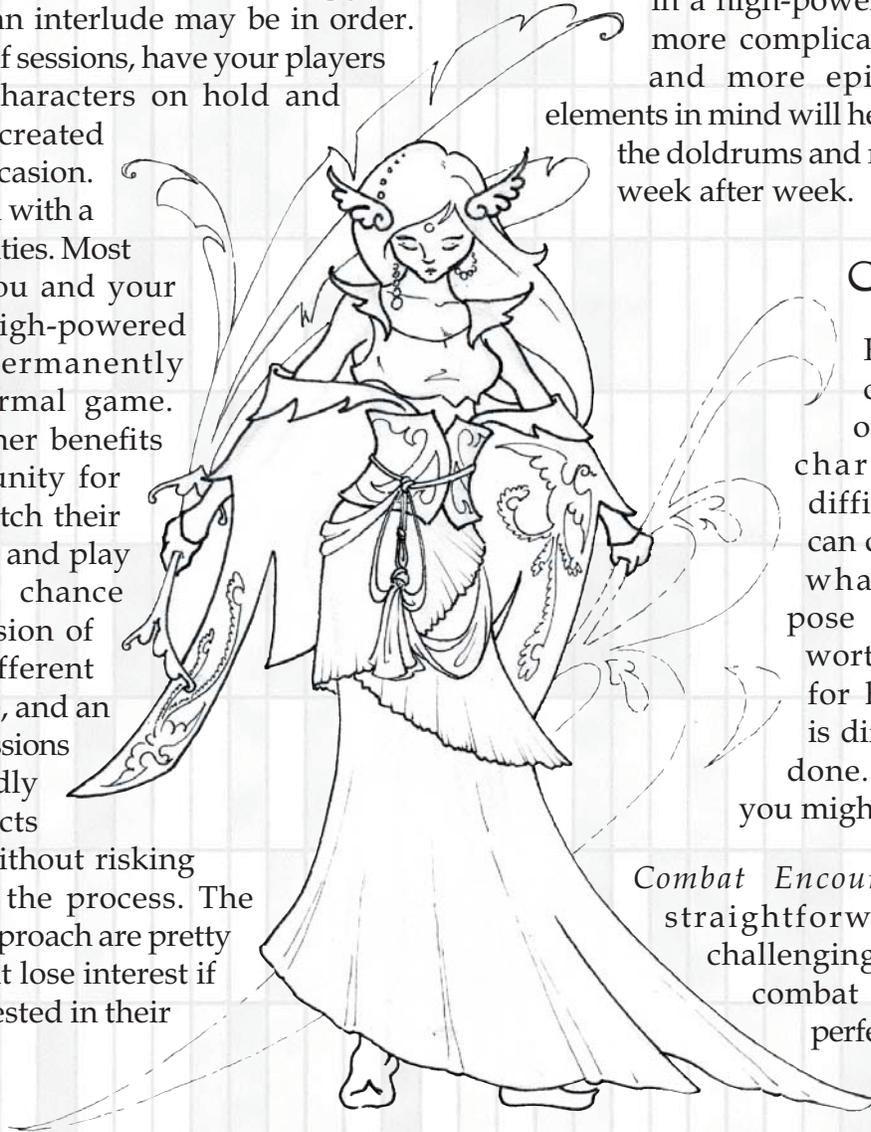
ELEMENTS OF THE GAME

In a general sense, playing a high-powered game isn't much different from playing any other: all the basic assumptions remain the same. This holds especially true for an experienced Exalted Storyteller, who has probably gotten quite good at having fun with characters who can accomplish incredible feats. Even so, it can prove difficult to challenge characters who stand so far beyond normal human skill. Just the sheer scope of a powerful game can make things difficult for the Storyteller. Everything in a high-powered game is bigger, more complicated, more specific, and more epic. Keeping these elements in mind will help your game avoid the doldrums and maintain excitement week after week.

CHALLENGES

Finding ways to challenge a group of high powered characters can be difficult — when you can do almost anything, what can possibly pose a threat? Crafting worthwhile opposition for high-powered PCs is difficult, but it can be done. A few categories you might consider include:

Combat Encounters. The most straightforward method of challenging your players, the combat encounter is still a perfectly viable challenge for high-powered play. The Exalted



combat system changes in a number of fundamental ways as it scales up, but it does continue to function well at Essence ratings of 4 to 6. Combat dynamics do differ significantly for characters at this power level. Mortals are non-threatening in basically any quantity; even armies are really nothing for the characters to worry about. When fighting foes of a similar power level, fights are likely to lean much further to one extreme or the other than with less experienced characters — the prevalence of perfect effects, stacked defenses, and other such effects lead to situations in which characters often leave combat either unscratched or dead. Many high-Essence combat techniques can have significant collateral damage as well — be prepared for intense and potentially destructive fights.

Social Encounters. Using social encounters as a challenge for high powered PCs can prove quite difficult. Unlike with combat, the system for social conflict in Exalted is extremely abstract and has few defined rules or maneuvers; even the most complicated situations typically come down to a single opposed roll. Given the level of power that socially-focused Exalts can wield, many social situations will rapidly turn into a one-sided affair. You can attempt to work around this in a few ways: by making the use of social Charms difficult, or by placing your characters up against foes strong enough to resist their abilities, for example. In general, you'll want to be careful with using these sorts of encounters against characters with significant social abilities.

Mysteries. Throwing mysteries at your players can have a problem similar to that posed by social encounters — their powers are just too good at unravelling them. Even cleverly constructed mysteries quickly fold before the investigative power of Solar Exalts, who can glean a person's secret motivations, determine an object's complete history, or follow a light-footed foe to the ends of Creation. As a result, using mysteries can be extremely difficult. In general, if a story revolves around the players having difficulty discovering a particular piece of information, it won't work

well for high-powered characters — they just have access to too many powerful tools. It is still possible to use mysteries in such a game, however. One method is to use a large series of interlinked mysteries. Players may be able to solve each small conundrum with ease, but discovering how they fit together and following the trail from one mystery to another can be entertaining in itself. Alternately, you can attempt to craft a mystery around the best course of action for players to take — a strategic mystery, if you will. Since such a mystery doesn't revolve around factual matters in the same way as a more traditional one, Charm-based investigation will not defeat it quite so easily.

Powerful and Mysterious Opponents. One way to challenge powerful characters should be obvious: introduce a more powerful villain. The trick is finding a way to do so that isn't unfair to the players. Using an untouchable villain, or one who is protected by Storyteller fiat, rapidly leads to unhappy and dissatisfied players. This doesn't mean that you should avoid using brilliant masterminds and awe-inspiring generals as opponents, though, merely that it requires a subtler touch. Probably the most successful way to avoid this is to put the villain at a distance, then build a significant quest around defeating him. A villain who can easily defeat the PCs who he frequently encounters in face-to-face conflict will quickly grow frustrating and bothersome. However, one who the PCs deal with primarily through intermediaries or in situations which do not allow for direct conflict can be much more interesting. Once you've got such a character, it's easy to build a sizeable quest around defeating him — whether through gathering resources, discovering secret weaknesses, or slowly chipping away at his infrastructure. Many archetypal Exalted stories — a Circle of Solars defeating a Deathlord, for example — follow exactly this pattern.

Recurring Villains. This point ties in closely with the previous one. For low-powered characters, the Storyteller can often introduce new, disposable villains on a regular basis — there is ample justification for almost any Exalt to have numerous

worthy foes, and it's easy for PCs to defeat their enemies in ways that guarantee they'll never prove to be trouble again. This is harder to do with a high-powered game — the justification for why there are enough powerful beings who can continually challenge the characters grows rapidly thin. Often, the solution is to create foes who the PCs can encounter repeatedly, providing a matching challenge without requiring a constant stream of explanations or bigger and bigger threats. Such foes need not be absolute villains — one might be a not-quite-friendly rival or a mysterious figure who sometimes works for good, sometimes for ill. Using such recurring foes lets the characters (and the players) become emotionally invested in opposing them, and provides ready-made opponents in circumstances where the PCs need a real challenge.

Moral Quandaries. Regardless of how powerful your PCs are, they aren't going to possess a flawless insight into difficult ethical decisions. By facing your players with moral challenges that have no correct solution, you can produce interesting sessions and provide players with excellent fodder for in-depth roleplaying.

An advantage of these sorts of challenges is that they actually become easier to use as your PCs increase in power. Once characters become capable of performing almost any feat, they can no longer claim that the ethical solution to a problem is too difficult to implement. Powerful characters can easily find themselves faced with extremely unlikely quandaries simply because they have the power to address them.

Another advantage is that Exalted is tailor-made to utilize moral difficulties in play. If your players follow their characters' Virtue ratings during play, and you provide suitable situations, moral conflicts are almost certain to arise — and Virtues provide both an excellent way to measure these conflicts, and a strong mechanical incentive to play them out.

The use of moral challenges in a game ties in pretty closely to the use of themes, which is elaborated on below.

Non-threats. Sometimes your best option is simply to put your players up against foes that don't actually pose a threat. At first, this might sound like a ridiculous idea — where's the fun in opposition which you're certain to beat? However, often a game session can be quite enjoyable even if there's absolutely no threat of failure. A hint of this can already be seen in normal Exalted play, when you put players up against hordes of extras or in social situations against mortal opposition. Often the fun of a game of Exalted doesn't come from the challenge and threat of defeat, but simply from the experience — the elaborate stunts and descriptions, the choice of skills, and the opportunity to roleplay can all be quite enjoyable. Keep this in mind when planning sessions — with a setup that allows characters to show off their skills and make amusing quips, even a session with absolutely no chance of failure can be a success

GAME CONTROL

The issue of who “controls” the game becomes extremely important in a high Essence game of Exalted. In a Storyteller-driven game, the plot is largely dictated by the Storyteller's decisions. In many such games, he will prepare the details of a session or even multiple sessions in advance, and will generally determine the gist of the story's advancement. In a player-driven game, the actions of the PCs or the out-of-game desires of the players are what determine the direction which play takes — often veering away significantly from what the Storyteller might have expected.

Players who are more interested in how their characters react to different situations or the excitement of the moment might prefer Storyteller-driven games, letting them ignore long-term plans and focus on moment-to-moment play. Those who are heavily invested in their characters' plans and

who want to have total control of their actions might find a Storyteller-driven game stifling, and want to see the events of the game legitimately change due to their characters' actions. There's nothing wrong with either style of play. As PCs increase in power, however, it does become much more difficult to run a Storyteller-driven game — when characters can alter the political landscape of Creation with a moment's effort, getting them to follow any sort of predetermined route is a fool's errand.

One possibility for those who enjoy Storyteller-driven games is to build a game around a series of vignettes — self-contained sessions with a predetermined beginning and a set range of play. Each such session would begin with players already in the thick of a challenging situation, with little attention paid to the specifics of how they became involved; it would conclude with few sizeable implications for the PCs' futures, regardless of how the situation was resolved. Periods of downtime are basically glossed over — they are merely assumed to place PCs in position for the next session's events. This model should sound familiar — it's essentially the one used in the majority of American television dramas. Used well, it can allow players to enjoy playing their high-powered characters without having to take the responsibility of driving the game. If the Storyteller chooses, she can even incorporate a few elements of player-driven plot into the game — for example, by running a “sequel” session that expands upon the conclusion of an earlier game (much like a television show might bring back a fan favorite villain or return to explore a plotline from an earlier season.)

Those who enjoy player-driven games, however, should be perfectly at home with a high-powered game. In such a chronicle, players can do whatever they want — almost any avenue is open to them. In high-Essence Exalted, a chronicle of years can revolve entirely around a single epic quest or undertaking chosen by the characters.

THEMES

Many Storytellers make a conscious effort to work explicit themes or motifs into their game, in the form of descriptions or recurring events in the game that all refer back to one specific idea. Like in any form of art, the depth and breadth of these concepts can vary tremendously — they can be as simple as something like “fighting can't solve all problems” or as complex as an elaborate meditation on the states of mankind's evolution; as serious as a story of inevitable tragedy due to a personality flaw or as lighthearted as “watch out when the Djala are underfoot.” Many games introduce recurring themes naturally, but some Storytellers will purposely inject them or even frame entire chronicles with them.

It's useful to think about the themes in any game — whether you choose to incorporate any or not — but for a high-powered game it becomes more important than ever. A game with starting-level characters can easily get by without any overarching theme — simply taking a “street-level” approach and dealing with the daily impact of character's actions or the latest one-shot adventure hook. For more powerful characters, however, it's increasingly difficult to avoid — as your freedom to act and your moral culpability increase, the need for a thematic framework to justify and explain your ethical decisions becomes greater and greater.

Some tips on making use of overt themes in your games:

Check with the players first. It's easy to bring a game to a crashing halt by having players run headfirst into a thematic restriction they didn't realize was present. While a Storyteller's focused tale of revenge and depravity might make for an excellent game, it will just lead to hurt feelings if the players are expecting something more light-hearted and jovial.

Create characters with theme in mind. If you intend to run a game with a significant thematic element, make

sure to implement it from the very first part of play — character creation. By working with your players to create characters with your intended themes in mind, you can make sure they'll be well suited to the events of the game. If you're looking to run a game about redemption, for example, you might want characters with a dark or painful background — or alternately, those with unblemished backgrounds but the potential to sin, if you're looking to explore their downfall during play. This will make it far easier to draw your characters into situations which deal with your chosen theme.

Decide how omnipresent the theme will be. There's a lot of room for variation here. One game might maintain a running theme as merely a background element, something for interested players to pick up on and for others to ignore; another might be driven entirely by pursuing the theme, with every event and character built specifically to address it. Either approach, or any in between, is perfectly fine — but it's worth thinking about which you'll be taking before you begin. If you want your theme to be constantly visible, you'll need to carefully examine how every plot and character you introduce ties into it.

Find different ways of interjecting your theme. To use a theme most effectively, you'll need to include it in your game in a number of different ways. Simply confronting players with explicit statements of the theme will rapidly become tiring; more subtlety is called for, especially over a sufficiently long story. As such, the Storyteller would be well served by coming up with alternate methods of introducing it. You can insert NPC conflicts which mirror (or better yet, reverse) those the PCs are involved in. You can create societal conflicts that reflect them on a personal level. You can use the names and appearances of NPCs, the decorations of the locations the characters visit, and other small elements of play to subtly reinforce your theme. You can even introduce minor elements whose thematic resonance only becomes clear after a great deal of time. Doing these sorts of things takes the pressure off of the primary storyline to carry the

full burden of your theme, while allowing you to reinforce it frequently.

FINISHING UP

Ultimately, the most important thing in any game is to make sure that you and your players are enjoying yourselves. Regardless of what advice

ON CANON

In a high-powered game, it's worth thinking explicitly about the approach you'll be taking to "canonical" Exalted material. As characters increase in power level and their adventures increase in scope, the amount of world detail which will be brought in increases as well. For lower-power games, this is generally not much of an issue -- players will often limit themselves to a geographical area and use only certain aspects of the game setting. Altering the setting to fit your needs isn't particularly difficult in this situation -- it's often easy to briefly describe any important deviations before the game begins.

With a high-powered game, this might not prove so straightforward. Characters with Essence of 4 or higher are likely to be involved in Creation-spanning adventures -- journeying to all five corners of the world, becoming involved with every type of Exalted and every major faction, and dealing with epic problems like the Great Curse. As a result, games set at a high power level are likely to involve a much larger portion of the setting than lower-powered games. Because of this, a Storyteller is often advised to think carefully about just which elements of canon she intends to change before beginning play -- otherwise, she might accidentally write herself into a corner.

you follow and what decisions you make in your game, remember that you and your players are all there to enjoy creating a story together with friends. Try to keep this fact in mind whenever a conflict arises and you'll find it much easier to approach constructively.

THE SOLARS

HIGH-ESSENCE SOLAR EXALTED

As Solars become more powerful, there are several qualities that come to the fore.

Epic Heroism. Solars don't always start out quite so heroic. A look at Havesh the Vanisher from *Castebook: Night* provides a perfect example of this: even with the immense power that comes with Solar Exaltation, some characters will fail to live up to their potential. The Unconquered Sun does not Exalt people lightly, however; he simply takes a long-term view. As a Solar's long life continues, he'll find himself inexorably drawn into larger-than-life events, whether he wants to be or not; any Solar who has reached higher Essence levels is certain to be wrapped up in important happenings. As a Solar increases in power, he will inevitably find himself becoming an epic hero — a champion of his virtues, a warrior for those he loves or respects, a scholar of things beyond the ken of mankind. His every action becomes something of legend — the character's ability to do anything mundane or uninteresting begins to vanish. As time passes, the character can only become yet larger than life — either through his deeds, or his death.

Distance from humanity. The more powerful a Solar becomes, the further she distances herself from mere mortals. Already the very nature of the Solar Exaltation puts a vast gulf between the recipient and her fellow humans — her drastically increased capability puts her on a different level. With time, that gulf will only widen, as the Solar begins to recognize the impact of her longer lifespan and

superhuman ability. A character can work to fight this, but it will be a difficult fight — it is almost inevitable that the concerns of mere mortals will begin to seem insignificant to one who can juggle mountains.

The Great Curse. The Great Curse does not actually become stronger as Solars increase in power — it functions the same way as it does for the newly Exalted. However, the impact it has can increase drastically. As a Solar becomes stronger, the opportunities to gain Limit will almost certainly increase, for two reasons. Firstly, he will encounter more difficult situations. But more importantly, greater power will allow more ambiguous and conflicted moral situations to appear. The flipside is that the more powerful a Solar is, the more terrible the results when he limit breaks. A character who could previously only threaten those in his nearby environs with Deliberate Cruelty might now rule over an entire nation. The distancing effect of power has a big effect on this as well — as the Solar becomes more detached from the concerns of mortals, the ease with which he can justify his outbursts to himself increases. A high-powered game should generally play up the impact of the Great Curse beyond even normal levels — it's likely to become an increasingly heavy weight around the character's neck, or else an increasingly strong pull towards corruption.

STORIES

Listed below are a number of common plotlines that a group of powerful Solars can explore, along with a brief discussion of each. There are thousands of stories that can be told with Solar Exalted characters of any power level; the ones described below are in no way the totality of available ideas. However, these are plots that are likely to crop up.

Founding a nation. With time, many if not most Solar Exalts will begin looking to rule over a land of their own. This is quite understandable — Solars are born to be leaders. There are as many ways to accomplish

the goal as there are Solars — force of arms, subtle manipulations, impersonation, magical coercion, becoming the power behind a throne — the list goes on and on. Accomplishing this goal can easily form the basis of a significant chronicle, as well, as the Solar gathers resources, scopes out the competition, and finally makes her strike. In addition, it makes a great springboard to many other plotlines as well — including several discussed below.

Building an empire. For certain Solars, a single nation just isn't enough. Some characters may have conquest in their eyes, and decide to build and lead a huge army to conquest on a massive scale. This is an excellent opportunity — not only does it provide you with an excellent knowledge of what opponents the characters will face, it also grants you the opportunity to throw all kinds of unexpected complications in the players' way. A long campaign of conquest can generate a great deal of play just during the planning stage — gathering allies, locating materiel, and making up a plan of attack. Once the combat begins, beyond the basic excitement of the conquest itself, there are numerous surprises you can introduce — surprise alliances, sudden magical discoveries by opposing forces, or unexpected new forces joining the battle. (Fair folk, demonic hordes, and the vanguard of an Autochthonian invasion force all work well for this.) With a little work, you can keep such a plot surprising and tense all the way up to the final battle.

Conquering the Realm. A very specific sort of empire-building, the lion's share of Solar conquest games will end with the aim of conquering the Realm itself. The reasons are obvious — it's the richest nation in Creation, it's the only world power likely to have the resources necessary to defeat a well-established Solar empire, and, most personally, it's run by a bunch of conceited upstarts who slaughtered the Solars and robbed them of their birthright. All of the advice listed for a general conquest campaign goes double here. An entire chronicle can revolve around conquering the Realm — with the number of allies it can field and the sheer power of its forces, any

Solar army will have to fight many, many battles to draw near to the Realm itself. The PCs should be prepared to face foes beyond anything they would encounter when fighting against any other force in Creation. The Realm has access to warstriders, Thousand-Forged Dragons, and numerous other First Age weapons, and even in its current divided state would be certain to field them against any threat of a great enough magnitude. In addition, the threat of the Imperial Defenses should hang over the PCs' heads at all times — if anyone else gains access to them, or the Empress returns, even a tremendous Solar-led army will find itself rapidly outmatched. Even with all these risks, though, the rewards are more than worthwhile — ruling the Realm is clearly the first step toward restoring Solar rulership of all of Creation and the glories of the First Age.

Defeating a Deathlord. Deathlords are built into the Exalted setting as the perfect long-term, powerful villains. Their agenda of Oblivion makes sure they'll be opposed to the long-term desires of almost any Solar; their power makes them incredibly threatening, while their unique weaknesses keep them from becoming untouchable. As such, a long game can easily revolve around defeating one. The challenge posed by a Deathlord is obvious — each has the personal power of an Essence 7+ Solar, access to the endless knowledge of the Malfeans, a potential retinue of millions of ghosts, zombies, and other servitors, personal access to Exalted champions, and a storehouse of artifacts that is second to none. However, the players are likely to encounter these threats gradually — the Deathlords' ability to operate in Creation directly is limited, and each has numerous plans to devote resources towards; thus, players are likely to have small encounters with their servants well before they enter into full-scale conflict. By carefully playing up this evolution, you can draw such a conflict out over a long time, letting players defeat the Deathlord's individual schemes at first and slowly build up to an all-out assault on his Underworld citadel.

Rebuilding the Solar Deliberative. Many Solars will seek to return to the “proper” working of things — with the Solar Exalted the undisputed rulers of Creation. For some, this will require building a consensus of the Solars as a whole, drawing them all together to form a new Solar Deliberative which can issue its pronouncements to the corners of the world. This may prove far more difficult than it might first appear, however. There are hundreds of Solars in Creation — and unlike in the First Age, each has been brought up with a different heritage, homeland, and view about what’s best for Creation. Trying to get the Solars, who vary as much as humanity itself, to agree even to disagree might prove to be more than the PCs can handle. To accomplish this goal, they’d best be prepared to travel across the face of Creation, and get involved in some fairly significant negotiations with a variety of bizarre and eccentric characters. Having a base of operations and something that might pass for a recognized mandate probably couldn’t hurt either.

Acquiring an unimaginably powerful artifact. In Creation, there are some objects that provide nearly unimaginable power to their possessors. The Sword of Ice. The Mantle of Brigid. The Eye of Autochthon. These and more are artifacts that promise their wielders the ability to accomplish any goal or achieve any victory. Of course, as a result, finding and acquiring them will be that much more difficult. Many such artifacts are lost to the mists of time, with only rumors of their existence to lead hunters towards them. Others are only too well known in the Second Age — and wresting them from their owners would be a challenge in itself. Still, a significant plot can revolve around researching the location of a fabled object, questing after it, and defeating whatever forces stand in the way of the characters acquiring it.

Restoring the glories of the First Age. Many look longingly at the past, bitterly regretting the vast loss of knowledge and power that occurred in the Usurpation. For the Solars, however, the ability to reverse that loss is available. With the power

available to them, Solar Exalted can learn to build the wonders of the First Age again, restore those that have broken or failed, and usher Creation into a new era of paradise. This is an excellent long-term goal for PCs — it’s something that can serve as the basis for a large number of individual adventures without necessarily dominating the chronicle as a whole. Questing for damaged artifacts, lost tomes, or First Age mentors can make for excellent games.

Journeying to other worlds. The world of Exalted is larger than just Creation — numerous other worlds lie beyond its borders, waiting for the intrepid adventurer. For characters who begin to grow complacent about adventuring in Creation, a trip to Autochthonia, the Underworld, Yu-Shan or Malfeas may very well be in order. Each of these worlds has its own unique logic and its own special dangers, ready to harm the unwary Exalt. For characters used to operating in a familiar milieu, the unusual rules of these alternate worlds can prove to be an unending source of interest. The reasons for characters to journey to these worlds are almost endless — seeking out a powerful treasure or a wary foe, seeking lost information, or looking to rescue a friend, for example.

Defeating an all-out invasion from Malfeas. The time has come: after millennia of seeking to test the limits of their prison, the Yozi have finally decided to win their freedom from the vile, hated beings who imprisoned them so long ago. There is almost nothing that could pose a greater threat than the armies of Malfeas, hordes of horrific demons with powerful Infernal Exalts at their head, pouring into Creation to tear it asunder and pave the way for their masters to return. For Solars, this would represent the greatest possible challenge to their rule over Creation — and the greatest opportunity for heroism they might ever encounter. This story would need to be built up over a great deal of time — carefully introducing the Yozi and their minions as long-running, epic villains and preparing the players to battle them. All the advice given above for running games of conquest suddenly turns on its

ear, as the PCs instead have to fight a desperate war of survival against unbelievable odds. Alternately, the characters may not have a prayer to actually stop the invasion itself, leaving them with no option but to make a desperate, suicidal strike into Malfeas itself... Regardless of the approach taken, it should be dangerous, terrifying, and leave the PCs in almost certain doubt of their ability to succeed — making their ultimate victory that much more incredible.

Curing the Great Curse. If ever there were an epic quest, curing the Great Curse would be it. It's quite possible that as long as the Great Curse exists, anything built by the Exalted is doomed to collapse into blood and ruin. If the PCs want to avoid that doom, the only solution is to find a way to overcome the Curse. The first step, of course, is merely to realize that the Curse even exists — a fact known only to two individuals in the entire world as of the canonical starting date. Even once the players can discover that, the method of curing it is likely to involve a truly incredible feat. It may require the Malfeasans to be somehow given their final death — or to find a way to enter Lethe and be reborn. It may require the redemption of every living Exalt — or their violent deaths. Regardless of the specifics, it is certain to require great sacrifice by those who seek to undo it — and all the while, the Curse itself will be dogging their heels, striving to undo all their good work and tear Creation asunder. Only time can tell if your PCs are up to this task, but should they manage it, the world is open to them — their greatest restriction gone.

Attacking Yu-Shan. This is probably the ultimate challenge for a group of Solars. It is not difficult for a group of Exalts to grow dissatisfied with the state of heavenly governance over the course of a long chronicle — the Incarna ignore the plight of Creation in order to devote their time to the Games of Divinity. When a group of PCs has accomplished all there is to do in Creation and still finds existence dissatisfying, righting the wrongs of heaven becomes the only thing left to do. For some, it might involve only (only) journeying to the

Pleasure Dome and forcing the Incarna to do their jobs; for others, the only option might be to slay their progenitors and assume control themselves, symbolically completing the circle of betrayal that led to their creation in the first place. It will be a monumental task, to be sure — the Incarna, while vulnerable, are almost certainly some of the most powerful beings in the world of Exalted, short of only the Yozi. This is certainly a campaign-ending plotline, and one that needs to be built up carefully far in advance in order to give it the resonance it needs to succeed; however, if done well, it can provide the ultimate epic conclusion to a long and hard-fought Solar game.

An Unexpected Challenge. You can always challenge your Solar PCs with utterly unexpected problems. Perhaps the Primordials created other races besides the Dragon Kings, and now these ancient evils awaken and thirst for revenge. Perhaps a group of renegade spirits discover the process of Exaltation, and set the PCs up against an army of unusual Exalts. If your players enjoy surprises, elaborate deviations from canon like these might prove to be extremely popular. Going this route with your high Essence game can give you a remarkable degree of freedom, though some players may not be interested in a game that veers so far from standard Exalted.

OPTIONAL RULES

BACKGROUNDS ABOVE 5

Magical power is not the only sort which is available to the Exalted. As Princes of the Earth, the trusted soldiers, advisors, and leaders of Creation, the Exalted have access to immense temporal power as well. The default Background ratings for Exalted characters are based on the assumption that PCs are not beginning play as central members of any powerful organization; though they may have the power to bring any nation to heel, they are assumed to start in a fairly “average” situation. However, some Storytellers and players may be interested in

games in which the PCs begin play as people of great influence and power within existing societies — for example, a game in which the PCs are the founders of the Realm’s Great Houses, or an alternate setting in which the all-powerful Solar Deliberative fights off enemies from outside Creation. To help reflect this, a Storyteller may choose to make available Backgrounds with ratings greater than 5. Note that this rule does not require characters to possess Essence ratings of 6 or greater — while magical power may often assist in gaining political power, it is not an absolute prerequisite for it.

These Backgrounds are intended as a purely optional rule. As such, the Storyteller should select a maximum allowable rating before play begins, in order to suit the intended position of the characters. Note that in such a game, most PCs will generally be expected to possess one or more Backgrounds at such a higher level; the Storyteller will want to provide additional Background points at character creation, and waive the rule capping Backgrounds at 3 dots before spending bonus points, to permit this.

ALLIES

The scale for Allies continues upward using the same progression. As a general guideline, each point of Allies either purchases a new ally about equivalent to a powerful heroic mortal, or increases the approximate Essence rating of an ally by 1. Therefore, Allies ••• might purchase a single reasonably strong Celestial Exalt, or three competent God-Bloods; Allies ••••• •• would provide a powerful First Age Lunar, or a well-connected Elemental Dragon.

ARTIFACT

In general, high-ranked artifacts follow the patterns established for artifacts of levels 1-5. Weapons, armor, and artifacts which boost statistics will do so at rates extrapolated from existing artifacts. Existing artifacts with drawbacks can also be increased to above five dots by removing these penalties — for

example, an artifact which requires maintenance can be purchased without that requirement for an additional dot. Sample artifacts for ratings 6 - 10 follow:

- • — A Royal Warstrider which requires no maintenance.
- •• — Thousand-Forged Dragon.
- ••• — The Mantle of Brigid.
- •••• — The Five-Metal Shrike.
- ••••• — The Eye of Autchthon.

BACKING

To determine the effect of a high Backing trait, take your position within the organization and add the scope of the organization.

- — A low-ranking member.
- — A slightly elevated position.
- — A mid-level rank.
- — A high position.
- — The upper echelons of leadership.
- • — The absolute and unquestioned leader.
- •• — Leader of multiple related organizations.

+ x — A reasonably-sized group: a kingdom or the Cult of the Illuminated, for example.

+ • — A large group, generally spanning the face of Creation, such as the Guild.

+ •• — A sizeable and powerful faction, on the order of the entire Realm.

+ ••• — Heaven, Malfeas, the Underworld, etc.

CONTACTS

Each dot of Contacts beyond 5 grants a major contact in an additional area.

CULT

When gauging a character’s cult rating, assume that Cult • represents a small cult, localized within a small village; Cult ••••• represents the worship

of a small nation; and Cult ••••• would represent a Creation-spanning religion of great influence, such as the Immaculate Order. Increase this rating by +• if the cult is unusually devoted, +•• if every member is dedicated to frequent prayer, and +••• if the cult consists entirely of rabid zealots.

••••• – Regain a point of temporary Willpower every 3 hours; regain 8 motes of Essence each hour.

•••••• – Regain a point of temporary Willpower every 2 hours; regain 10 motes of Essence each hour.

••••••• – Regain a point of temporary Willpower and 12 motes of Essence each hour.

•••••••• – Regain two points of temporary Willpower and 14 motes of Essence each hour.

••••••••• – Regain three points of temporary Willpower and 16 motes of Essence each hour.

FAMILIAR

To determine the rating of the character's familiar, determine the creature's basic nature and add points for any special connection the character shares with it.

• – An animal without significant combat capabilities – a cat, a hawk, or a lizard, for example.

•• – An animal with significant combat capabilities – like a tiger or a dire wolf.

••• – An animal with extraordinary capabilities – say, a tyrant lizard or a dire elephant.

+• – Any two of:

- The familiar is as intelligent as a child.

- The familiar grants the Exalt an additional 5 motes of Essence.

- The Exalt can share the familiar's senses.

- The familiar can communicate telepathically with the Exalt.

+• – The familiar is as intelligent as an adult human.

+•• – The familiar has an Intelligence rating of 4-5 dots.

+• – The familiar has access to up to 2 Charms or equivalent magical powers. This may be added multiple times.

As a general guideline, a Familiar should have eight dots of attributes and five dots of abilities for each dot of its base form (before modifiers are applied.)

FOLLOWERS

••••• – 500 followers.

•••••• – 2000 followers.

••••••• – 10,000 followers.

•••••••• – 50,000 followers.

••••••••• – 250,000 followers.

These ratings apply to powerful, unique followers who are not treated as Extras; move one additional step up the chart for followers who are extras. A Followers rating of •••••••• provides 1,000,000 extras.

MANSE

Ratings in Manse higher than 5 either translate into points towards an additional Manse (for example, Manse ••••••• could represent one 5-point and one 2-point Manse), to additional stones produced by the same manse (for example, a Manse •••••• could produce two 3-dot hearthstones), or a Manse with increasingly powerful secondary effects – each additional dot can add a single major side effect.

MENTOR

Additional dots in Mentor represent an increasingly powerful mentor:

•••••• – A powerful and influential mentor who is likely to significantly shape world events in the coming years. Example: Mnemon.

••••••• – A mentor who numbers among the highest rungs of power in Creation and beyond. Your mentor is certainly heavily involved in significant current events. Example: Lilith.

••••• — Your mentor is a key central figure in the current events of at least one cardinal direction of Creation. Her actions can reshape the course of history with ease. Example: the Lover Clad in the Rainment of Tears.

••••• — One of the eldest and most powerful beings in the world serves as your direct teacher. This being likely remembers the days before the Primordial War and has access to almost anything you might possibly desire. Example: Chejop Kejak.

••••• — A Celestial Incarna or Primordial serves as your direct mentor.

RESOURCES

Resources greater than 5 generally follow the same rules as for lower ratings. If you use the currency system from Manacle and Coin, higher ratings represent the following quantities:

- — 40 to 60 talents a year
- — 100 to 200 talents a year
- — 300 to 500 talents a year
- — 700 to 1000 talents a year
- — more than 1200 talents a year

ALTERNATE ANIMA POWERS

The inherent powers of the Solar Exalted take three forms. Each caste has a great power they can draw upon in times of need. Each caste has a unique capability inherent in their peerless Essence flows. And each caste has a special privilege granted them by the ancient laws and pacts of the Celestial Bureaucracy.

DAWN

Inherent Excellence: *Every Motion Kata.* Warriors without peer, the Ascending Suns need no tiresome training to perform complex Essence-fueled maneuvers -- they naturally master the knack of flowing from one supernatural motion to the next. A Dawn Caste Solar may reflexively spend

1 Willpower to allow them to use two Charms in one turn. They may not use a Combo on a turn in which they use this power.

Supreme Power: *Master of the Spoils of War.* All weapons and armor are as one to the Children of the Dawn -- worthy tools and rightful property. A Dawn Caste Solar may reflexively spend the attunement cost of a weapon or piece of armor he is touching, plus 2 motes, to immediately attune that item to him for the scene. The item in question may not be attuned to anybody else. He need not pay the double attunement cost for items of a magical material other than orichalcum, and he gains the special benefits of such magical materials as if he were the appropriate Exalt type. For the remainder of the scene, the item is considered his for all effects that reference ownership.

Divine Privilege: *Tiger-Generals of Heaven's Armies.* The Swords of Heaven are the appointed and rightful leaders of the armies of Creation; Heaven's immemorial laws of conscription prevent their soldiers from lacking vigor in their service. When a Dawn Caste Solar leads an army into battle, ancient martial pacts prevent any Creation-tied creatures in his army from routing, slacking, or surrendering. To properly fulfill his responsibility as a general, the Dawn Caste must be a known Dawn Caste Solar in sole command of the army, in direct combat with his enemies, in control of his faculties and aware of his surroundings -- as long as these conditions are true, his soldiers will fight to the last man.

ZENITH

Inherent Excellence: *Golden Heart of Righteousness.* The purest leaders of the Solar Exalted, the Resplendent Suns exemplify the power of a strong heart, even to the point of unconsciously reinforcing their efforts with Essence when the need is greatest. When a Zenith Caste Solar channels a Virtue, instead of receiving an additional number of dice equal to his Virtue, he receives additional automatic successes on the roll equal to his Virtue.

Supreme Power: *Invincible Armor of Faith.* The Pillars of the Sun have the strength to endure any opposition in the name of their cause. When suffering health levels of damage, a Zenith Caste Solar may spend 5 motes and roll his permanent Essence. Each success subtracts one health level from the damage he would take.

Divine Privilege: *Anointed Priests of the Unconquered Sun.* Each Zenith Caste Solar is a full-fledged priest of the Unconquered Sun, with the rights, powers and responsibilities pertaining thereunto. They intrinsically know all the rituals and sacraments of worship, and can call down the fire of the Sun to burn a dead body by spending 1 mote. They are aware of the proper addresses and prayers for all gods, and gain the full benefits of their priesthood whenever they seek divine guidance or assistance. Furthermore, they alone of the Solar Exalted are vouchsafed a personal experience of the Unconquered Sun upon their Exaltation, the better to spread the word of their divine benefactor.

TWILIGHT

Inherent Excellence: *Essence-Directing Will.* The Descending Suns weave the flows of Essence with an offhand elegance, producing with the merest energy effects others must channel immense power to create. Each turn, a Twilight Caste Solar may reduce the combined costs of Charms he uses that turn by a number of motes equal to half her permanent Essence, rounded down. No individual charm may cost less than 1 mote. Constant flows require constant attention; reducing the committed cost of a Charm reduces the effect of this anima power by an equivalent amount until the commitment is released.

Supreme Power: *Thought Becomes Action.* Applied knowledge is the cornerstone of the Twilight Caste; their peerless sagacity allows them to accomplish any design with a minimum of effort. Once a day, by spending 5 motes, a Twilight Caste Solar may complete in one turn any non-opposed task that would normally take no longer than a day -- the

information she needs is already within her mind, the tools she has at hand can easily be made ideal for the job, and the work necessary is performed in a few simple motions. This effect does not and cannot actually speed up the Twilight's movement or actions; it merely allows them to see the best way to accomplish a certain goal. As an example, if this were used to deliver a message to a nearby town, in a few seconds, it would be there. It's up to the player to optionally describe some mechanism, such as catapult, flock of birds, or pneumatic tube, that did the job.

Divine Privilege: *Inquisitor-Kings of the Celestial Hierarchy.* The Children of Twilight are tasked with the responsibility of gathering, sorting, and providing all the knowledge under Heaven. In pursuit of this sacred duty, they may enjoin any member of the Celestial Hierarchy to aid them by disgorging their hard-won information. Once a scene, a Twilight Caste Solar may ask a question in their official capacity as a Twilight of any member of the Celestial Bureaucracy; the person asked must answer to the best of their ability.

NIGHT

Inherent Excellence: *Noon at Midnight Display.* This is the corebook Night caste anima-suppression ability, except that the cost is 2 motes, rather than doubling the motes being spent.

Supreme Power: *Unbroken Twig Step.* This is the corebook Night caste perception-dulling ability, except that the cost is 5 motes, rather than 10, and the difficulty penalty is equal to half the Night's permanent Essence rounded up.

Divine Privilege: *Thrice-Bound Agents of the Gods Underground.* The Daggers of Heaven occupy an intentionally undistinguished but essential role in Heaven: the secret police. Since their ability to serve in this position would be compromised by a free flow of information, injunctions laid upon Heaven allow them to keep their activities to themselves when they deem it necessary. No servant of the

Celestial Bureaucracy, including unwitting pawns, may knowingly ask a Night Caste Solar to reveal any information about themselves or their actions except for the immediate superior of the Night Caste in question, unless the Night Caste deems it fitting; should an unworthy soul attempt interrogation of whatever sort, the Will of Heaven stops their tongues and ties their hands.

ECLIPSE

Inherent Excellence: *Ten-Thousand-Times-Masked Soul.* This is the corebook Eclipse caste ability to learn charms of other supernatural, except that the cost is 2 extra xp and 2 extra motes, rather than doubling both.

Supreme Power: *God-King Bound Contract.* This is the corebook Eclipse caste oath-sanctifying ability, except that the cost is 5 motes rather than 10.

Divine Privilege: *Crowned and Recognized Ambassadors Under Heaven.* This is the corebook Eclipse caste diplomatic immunity ability.

SERVANTS OF *SOL*

INVICTUS

The Solar Exalted have only recently returned to Creation, and they are still young in their power. But once, they ruled over all they could see, and their might stretched to heaven itself. Now, as they rediscover the power they have forgotten, the Solars are poised to reshape Creation however they see fit. how will you use this newfound potential – will you save the world, or damn it?

CHOSEN OF THE UNCONQUERED SUN

This book details the unequalled might of the Solar Exalted. It revises the Solar Charm trees, streamlining them, expanding them to cover new areas, and extending them up to Essence 6! It also includes advice and guidelines for creating your own Charms, drawn from the examples of previously published Charms. Finally, it includes storytelling advice for using high Essence Charms in play.

