

## <Chapter 1: Introduction>

First thing first, this assumes that you're all familiar with Exalted in both concept and setting. I'm not going to bother filling in the fluff beyond a few cursory bits here and there. I won't bother explaining what Essence, anima, castes, etc. are.

However, the PDQ side of things may need some introduction. Normally I'd encourage you to check out the website at <http://atomicsockmonkey.com/> (In fact, I am encouraging you to!) However in this case there's enough modifications to the base system that I'm going to be starting from scratch here. The version I'm using here is referred to as 'High Powered PDQ'. To begin with let me define some terms:

**Quality:** These are the core of the PDQ system. A Quality is a noteworthy talent, skill, relationship, or resource of the character. Just about any positive aspect of a character can be represented by a Quality. Qualities are rated by *Ranks* which determine how effective the Quality is in situations where it might apply. See the HP-PDQ master chart for more about the Quality Ranks. In addition to providing bonuses in relevant situations *damage* may be assigned to Qualities temporarily reducing the Qualities effectiveness. Qualities are not selected from a set list, instead each character makes up their own Qualities when they create their characters (see character creation in chapter 2).

**Flaws:** A Flaw is much like a Quality, except it represents a negative aspect to the character's personality, reputation, understanding, or physical or mental abilities. Much like Qualities Flaws are determined by the player when the character is created. Unlike Qualities Flaws do not have *Ranks* and damage may not be assigned to a Flaw. All players start with at least one Flaw, NPCs may have no Flaws or they may have several.

**Techniques:** A Technique is a more focused aspect to a Quality that a character already possesses. They are 'linked' to an existing Quality and whenever they become relevant they add a *Boost* to rolls using the Quality once per turn.

**Modifier (MOD):** Each *Quality Rank* has an Modifier (called MOD for short) which determines the bonus added to a roll when a Quality is used. Multiple Qualities may be used for a single roll, so long as all are relevant to the task. In this case add the MOD of all relevant Qualities together to determine the total that will be added to the roll.

**Boost:** A Boost is a bonus that can be added by Techniques or the effects of charms or other factors. A Boost is an extra 1d6 added to a normal roll in a Challenge or Conflict. No matter how many additional dice are added to the roll by Boosts characters keep only the three highest die results. A Boost dice can be exchanged for a flat +1 bonus instead of being rolled. If a character is receiving multiple Boosts to a single roll then these can be split between bonus dice or flat bonuses as the character wishes.

**Shifts:** These are bonuses or penalties to a character's rolls. *Upshifts* are a bonus of +2 to a roll, *downshifts* are a -2 penalty. Multiple shifts on a single roll are added together to determine the final total for the roll.

**Challenges:** A Challenge is a situation that can quickly be resolved in a single roll. It might be a feat of strength (like breaking down a door), leaping a pit, or creating a distraction. Challenges are resolved with a roll of 3d6 (adding in the MODs of all relevant Qualities) against a Target Number set by the GM. There are several varieties of Challenges beyond the 'vanilla' version: Combat Challenges, Hazards, Opposed Challenges and Extended Challenges (see Chapter 3). *Note: For those who played normal PDQ, HP-PDQ uses a 3d6 roll rather than a straight 2d6 roll like the original PDQ system.*

**Conflict:** Conflicts are high drama or high threat situations where the character is actively opposed (either by another character or a by an external force) and the situation is too complex to be settled with just one roll. The most common form of Challenge most characters engage in is a Combat challenge but there are several varieties including social conflicts, influence conflicts, mass combat conflicts, and more.

**Difficulty Ranks:** Difficulty Ranks are like the Ranks of a Quality but they represent the difficulty of a task or situation (such as keeping balance on a ledge or breaking down a door). The Difficulty Rank of a challenge is the simplest way to determine the Target Number for a Challenge. For instance a Master Ranked challenge requires a roll of 17 or higher to succeed.

**Damage Ranks:** Damage Ranks are inflicted by a successful attack in a conflict (whether physical or otherwise). Damage Ranks are applied to a character's Qualities, with each Damage Rank reducing the Quality by one rank (so two Damage Ranks applied to a Master [+6] Rank Quality reduce it to Good [+2] Rank). Damage Ranks come in two varieties: *Wound Ranks* represent severe physical damage from cuts, broken bones, burns or anything of a similar variety, Wound Ranks take time to recover. *Failure Ranks* are more abstract. In a physical Conflict they might represent being exhausted or roughed up, while in other Conflicts Failure Ranks are used to gauge the progress of the Conflict. Under normal circumstances Failure Ranks disappear at the end of the Conflict.

**Zeroed Out:** When a character is forced to reduce a Quality below Poor [-2] Rank by Damage Ranks the Quality is Zeroed Out. Once the character Zeroes Out a Quality then that Quality may no longer be used in the Scene and it may not take any further Damage Ranks. Once all of a character's Qualities have been Zeroed Out then they hit Absolute Zero. Depending on the nature of the Conflict the character might be knocked silly, unconscious, out-maneuvered, trapped or otherwise defeated. If the character is forced to Zero Out all of their Qualities due to Damage Ranks they are utterly defeated (when dealing with Wound Ranks this is called being *Mostly Dead*).

The High-Powered PDQ master chart provides a list of the Quality Ranks that players or NPCs may possess, along with the bonus or penalty that is added to the relevant rolls when the Quality applies to a situation. The descriptions provided are for things like skills, talents or learned abilities just to give an idea of the scale of the ability. Obviously for more external Qualities the scale will be different. For example, possessing a Good [+2] Quality related to followers or minions might give you a small group of several dozen men while a Master [+6] Quality would be a small army of followers!

## The High Powered PDQ Master Chart

Level	As Quality Rank	Modifier (MOD)	As Difficulty Rank	Target Number
<i>Poor</i>	Notably Inept	-2	Trivial difficulty	9
<i>Average</i>	Typical, untrained mortal	0	Straightforward task	11
<i>Good</i>	Better than usually; most professionals	+2	Complex task, requiring attention to detail	13
<i>Expert</i>	Noted/exceptional professional; training with natural talent	+4	Intricate task, requiring sharp concentration.	15
<i>Master</i>	Acclaimed genius or years of hard training	+6	Exceptionally difficult task which challenge pros.	17
<i>Elite</i>	Highest possible level of mortal ability.	+8	Ridiculously difficult	19
<i>Legendary</i>	Near-godlike skill or incredible potency.	+10	Difficulty that even masters can barely handle.	21
<i>Epic</i>	-	-	Truly mythic	23
<i>Impossible</i>	-	-	A challenge akin to the primordials themselves.	25+

## <Chapter 2: Character Creation>

### Step 1: Character Concept

Basic fluff. Name, character concept, etc.

### Step 2: Qualities

Each character starts with several Core Elements. These are the Qualities that are the bare minimum for a complete character.

**Past:** One Quality at Good [+2] Rank related to a character's past or background in some way, usually predating their Exaltation. This might be an heirloom, an old mentor, a profession, or a relationship with a place or group.

**Favored Quality:** One Quality at Good [+2] Rank that is considered a *Favored Quality*. Favored Qualities are those that have exceptional importance to the character or something with which they have exceptional talent. Note that your Caste also grants you the ability to treat a broad range of Qualities as Favored, so be sure not to pick something that would be redundant.

**Motivation:** One Quality at Good [+2] Rank that is related to your Character's Motivation. For Exalted a motivation must be suitably epic in scope, but it should still be something the character can make progress towards within the game. When acting in tune with your Motivation it provides a bonus, but it also serves as a Difficulty Rank for attempts to act against your motivation.

**Caste:** Solars and other Exalted also receive a Caste Quality at Good [+2] Rank. The Caste Quality determines the effectiveness of an Exalt's anima abilities and to some degree their level of attunement with the nature of their Exaltation. A Solar's Caste also determines what Qualities are treated as Favored.

**Flaw:** Each character should also select one Flaw. A Flaw is some aspect of a character that has a negative impact and provides an opportunity for interesting failures or complications. A Flaw might be a physical or mental weakness, a duty, habit, or just plain bad luck. A Flaw may even be a normally 'positive' trait that tends to get a character into trouble, such as compulsive generosity or intense loyalty to a cause that can allow him to be manipulated. Quirks are unranked, so they cannot be used to absorb damage, but if a Quirk must be rolled against (such as in a Challenge) then it is treated as Poor [-2] Rank to determine its MOD or Difficulty Rank.

After selecting the character's Core Elements each player also receives 8 Ranks which can be used to improve their Core Qualities or to select new Qualities. Each Rank improves an existing Quality by one Rank (to a maximum of Master) or to purchase a new Quality of the player's choice at Good [+2] Rank. Make sure to note which Qualities are treated as Favored by your Caste by underlining the Quality name.

### **Step 3: Essence and Charms**

Each character should record their starting Essence rating (Solar's start with a 2). The next step is to calculate the Exalt's essence pools. An Exalt's *Peripheral Essence* pool measures how many motes they may channel from the surrounding essence before they must draw on their personal reserves. It is calculated by multiplying the Exalt's Essence rating by 3 and adding 5 + their Caste Quality MOD. The Exalt's *Personal Essence* is much greater but using it causes their inner divinity to shine forth and reveal their true nature. To calculate an Exalt's Personal Essence Pool multiply their Essence by 7 and then add (5 + twice the character's Caste MOD + the MOD for the highest Quality based on the character's personality or willpower).

In addition each character receives 10 charms. Each Charm must be linked to one of a character's existing Qualities and must mesh thematically with that Quality. Charms may only be linked to 'internal' Qualities (those that represent a character's personal abilities or skills) as opposed to 'external' Qualities (those that represent things like relationships, allies, equipment, or status). So an Exalt could purchase a charm linked to a Quality like 'Leadership' but not to a Quality like 'Personal Cult'. The Quality that a charm is attached to is referred to as the Linked Quality for the charm.

### **Step 4: Bonus Points**

Each character receives bonus points to help flesh out their character which can be spent as follows (numbers in parenthesis are for Caste or Favored Qualities):

<b>Improvement</b>	<b>Cost</b>
Increase permanent Essence by 1	Current Rating x8
Increase a Quality by one Rank (maximum of Master [+6])	6 (5)
Increase a Quality by one Rank (to Elite or Epic)	8 (7)
Purchase a new Quality at Good [+2] Rank	8 (7)
Purchase a Technique	2 (1)
Purchase a Charm	10 (8)

Characters receive 20 points which may be used to purchase improvements.

### **Step 5: Finishing Touches**

Now that you've worked out all your character's Qualities and abilities you can finish up and write down any important background or personality details that haven't been covered by your Qualities.

In addition this is when it's time to select your character's manifestation of the Great Curse and your Anima Display.

## **Character Creation Summary**

### **Step 1: Character Concept**

Pick a name and a concept.

### **Step 2: Qualities**

Select Core Elements.

- A Past (Good [+2])
- A Favored Quality (Good [+2])
- A Motivation (Good [+2])
- A Caste (Good [+2])
- A Flaw

6 Additional Quality Ranks to improve core Qualities or add new ones.

### **Step 3: Essence and Charms**

Record Permanent Essence (2), Personal Essence Pool ( $[\text{Essence} \times 3] + \text{Caste MOD} + 5$ ), peripheral Essence Pool ( $[\text{Essence} \times 8] + [2 \times \text{Caste MOD}] + [\text{the highest personality or willpower based MOD the Exalt possesses}] + 5$ )

Starting Exalts also receive 7 Charms.

### **Step 4: Bonus Points**

Each Exalt receives 20 Bonus points which can be used to purchase additional Qualities, Techniques, Charms or increase Essence.

### **Step 5: finishing touches**

description, name, history, etc. Choose the manifestation of the Great Curse.

## <Chapter 3: Castes and Qualities>

### Castes and Anima Effects

All Exalts share some inherent powers and abilities due to the nature of their Exaltation. These are the Solar's:

- For a single mote the Solar may cause her caste mark to glow brightly for a scene.
- For a mote the anima of the character can glow bright enough to read by for a scene.
- Solars always know the precise time of day.
- Solars are naturally incredibly resilient and resistant to both poison and disease. Solars may add Qualities related to innate toughness or endurance to resist deadly damage (those that would normally inflict Damage Ranks).

In addition to these anima abilities each Exalt has additional powers granted by their Caste. With the exception of the Solar Excellency these anima abilities are not considered Charms, and so may be used without the normal restrictions on Charm use.

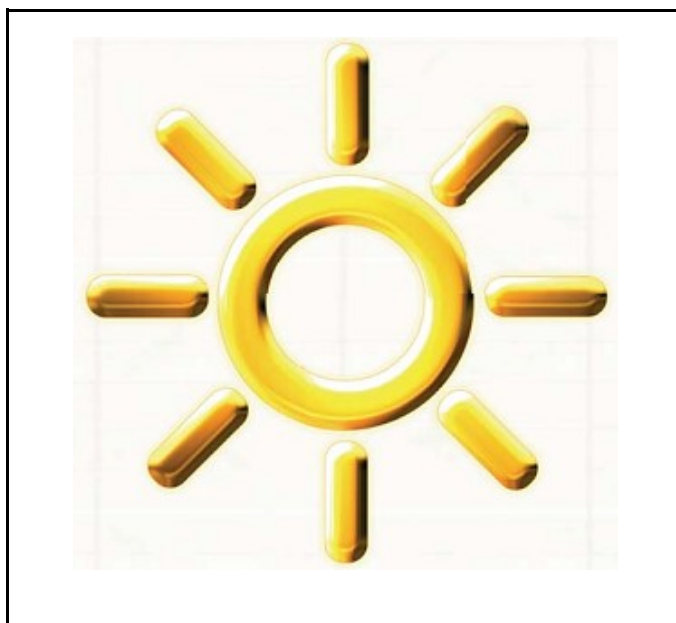
### **Dawn Caste**

The Dawn's are the warrior caste of the Solars. Generals, tacticians, soldiers, martial artists, gladiators and combat sorcerers. They have a legacy of incredible martial prowess.

**Anima Banner:** The Dawn Caste are marked with a golden sunburst and their anima are bright white and pale gold, sometimes tinged with red or violet.

**Caste Qualities:** Qualities related to skill at arms (whether with weapons or unarmed) or tactical knowledge are treated as Favored by the Dawn Caste (Examples: Swordsman, Incredible Shot, General of the Sun, Solar Hero Martial Arts, Golden Soldier)

**Anima Effects:** By spending 10 motes the character can appear huge and terrifying for the remainder of the scene. The character appears



fiercer, with burning eyes and emanating a tremendous aura of power and ferocity. This effect comes into play automatically once the Solar spends 11 motes or more of their Personal Essence.

The sight of the dawn becomes so intimidating that just looking at him is a fear-based Hazard (TN 13 + The Dawn's Caste Quality MOD + the MOD of any Qualities based on intimidation). This Hazard affects anyone the first time they see the Dawn while his anima power is in effect and inflicts Failure Ranks. Those who Zero Out must flee or cower in fear of the Dawn.

**Associations:** The season of spring, the colors of saffron and lavender, the easter direction, the element of fire, the full moon and the maiden of battles.

**Sobriquets:** Ascending Suns, Children of the Dawn, Lightbringers, Bronze Tigers, Swords of Heaven, The Forsaken (derogatory)

## Zenith Caste

The Zenith are the priest-kings and messiahs of the Solar Exalted. They lead the people in both times of peace and war, providing justice and faith. They go forth into the wilderness for visions from the gods and defend mortals from creatures of darkness.

**Anima Banner:** The Zenith bear large circular caste marks of gold and their animas are brilliant white or gold.

**Anima Effect:** The Zenith caste can burn the bodies of the fallen for one mote per body. The bodies will not rise as a zombie and their souls will never rise as hungry ghosts.

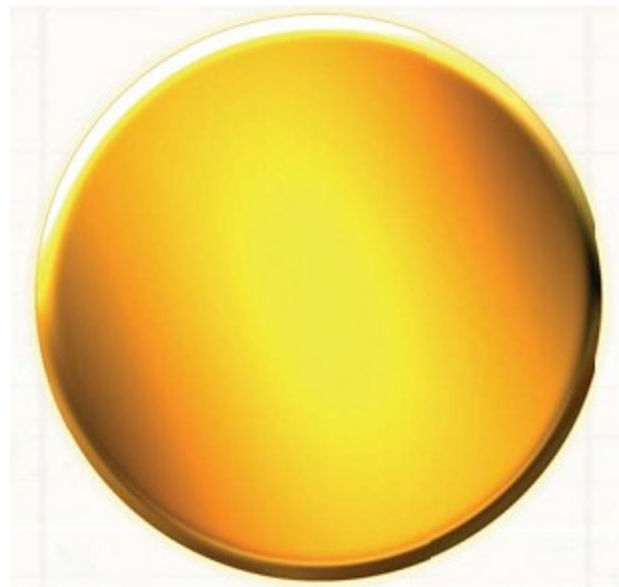
The Zenith are also protected from and may strike down demons. By spending 10 motes during one of his actions the Zenith can surround himself with the holy fire of the Unconquered Sun, illuminating the area as though it were noon. This adds the character's Caste Quality MOD to physical defense rolls against attacks by creatures of darkness and their own successful attacks inflict additional damage equal to their Caste MOD against creatures of darkness. This effect comes into play automatically once the Solar spends more than 11 motes of peripheral essence.

**Caste Qualities:** The Zenith excel at surviving great hardships and are natural leaders without par. Any Qualities related to physical or mental endurance, personal morality, or any Qualities related to charisma, charm or leadership. (Examples: Iron Body Training, Righteous Fury, Unshakable Integrity, Survivalist, Leader of Men, Natural Charm)

**Associations:** The season of summer, the colors of gold and cobalt blue, the southern direction, the element of earth, the half moon, and the maiden of serenity.

**Sobriquets:** Resplendent Suns, Pillars of the Sun, Solar Thunder, Golden Bulls, Hammers of Heaven, The Blasphemers

**Concepts:** barbarian shaman, wandering monk, desert hermit, rebel leader, runaway slave, old man on the mountain.





## Twilight Caste

The Twilight caste are the sages, artificers and sorcerers of the Solar Exalted. They possess a thirst for knowledge and lore as well as minds that possess incredible ingenuity and knowledge.

**Anima Banner:** The caste mark of the twilight is a golden circle, with the top half filled in and an empty ring on the bottom half. Their anima tend to be spectacular colors with bright golds and bright and dark reds, purples, and blues.

**Anima Effects:** The Solar may channel their essence through their anima to protect themselves from danger or magic. The Solar may add their Caste Quality MOD to a defensive reaction against either physical damage or any sort of magic (whether it inflicts physical damage or some other effect). This costs 5 motes and it may be added in automatically once the Solar spends 11 motes or more of Peripheral essence.

**Caste Qualities:** The twilights are masters of learning and knowledge, as well as the applied use of that knowledge. Twilights treat any Qualities based on an academic or practical application of knowledge and learning: this could include medicine, craftsmanship, investigation and especially occult knowledge or techniques.

**Associations:** The season of autumn, the colors of orange and black, the western direction, the element of wood, the crescent moon, and the maiden of secrets.

**Sobriquets:** Descending Suns, Children of Twilight, Solar Lightning, Copper Spiders, Arrows of Heaven, the Unclean.

**Concepts:** blacksmith, child prodigy, scavenger lord, village wise woman, traveler physician, warrior-sage, wandering exorcist, spirit diplomat.



## Night Caste

The Night Caste were created to provide security after the Sun sets and when danger lurked beyond the eyes of the other Solars. No wall or door could bar them and no secret was safe from their eyes and ears. The Nights are chosen from those who excel at stealth, cunning or trickery.

**Anima Banner:** The Night have caste marks that are empty golden rings and their animas are ghostly whites and golds, tinged with purple.

**Anima Effects:** The Night Caste has greater control over their anima than other



Solars. When the Night Caste expends Personal Essence they may spend additional motes in order to prevent the expenditure from adding to the Exalt's anima banner. This does not allow the character to mute the essence displays caused by sorcery. This adds one to the cost of the charm (for Obvious charms the cost of the charm is doubled).

In addition the Night may extend a shroud of shadow and essence around herself. This costs 10 motes and lasts for one scene. This adds the Solar's Caste MOD to any attempts to notice or track the Exalted so long as the anima is active. Once the Solar spends 11 or more motes of Personal essence they become as obvious as any other solar but their features are obscured by her anima display.

**Caste Qualities:** The nights are masters of subtlety and stealth, and also defeating others attempts at the same. They treat any Qualities related to stealth, concealment, movement, evasion, larceny or perception as Favored (Examples: Keen Senses, Walking Unseen, Acrobat, Evasive Maneuvers, Smuggler, Breaking and Entering, Nose for Trouble).

**Associations:** The season of winter, the colors of violet and gray, the northern direction, the element of water, the new moon, and the maiden of endings.

**Sobriquets:** The Hidden Suns, Concealing Shadows, Nightbringers, Iron Wolves, Daggers of Heaven, The Wretched.

**Concepts:** Bounty Hunter, Escaped Fugitive, Gang Leader, Highwayman, king of thieves, political spy, troubleshooter for hire.

## Eclipse Caste

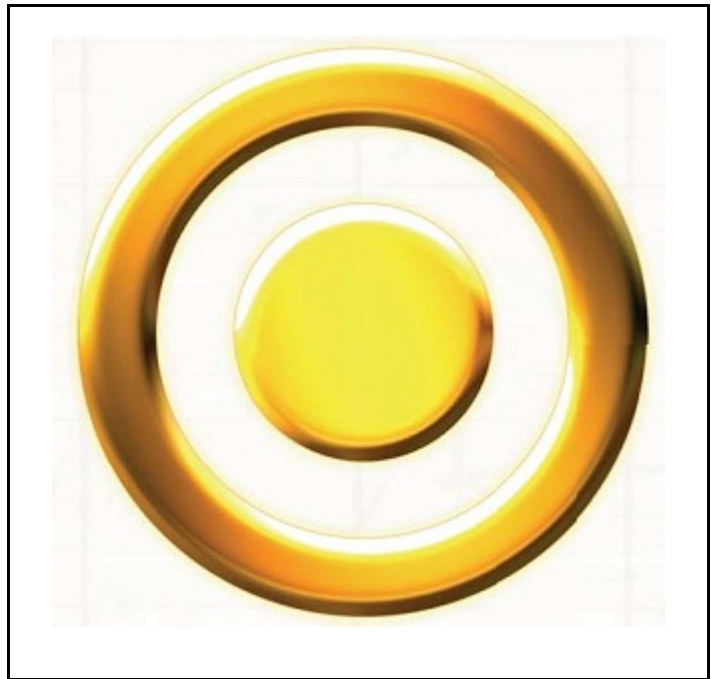
The Eclipse Caste are those who bring unity and order, building and merging societies and ensuring stability. They forge treaties, administer governments, and keep society running smoothly. The Eclipse are chosen from those who excel at social interaction.

**Anima Banner:** Eclipse Caste Solars have a golden disc with an inner circle of gold for their caste mark. Their animas are brilliant white and gold but narrow and flickering, like the corona of the sun during an eclipse.

**Anima Effects:** When the Eclipse Caste is a member or serves as witness to an oath he may sanctify it with his anima. The character must shake hands or touch the hands of those who are making the agreement. In response his anima burns brightly and anyone who breaks the oath including the Exalt suffer a terrible curse.

This costs 10 motes and those who break it will suffer terrible luck and misfortune. A number of times equal to the Exalt's Caste MOD (when he witnessed the oath) the oath breaker will horribly botch some critical action, always at the worst possible moment (determined by the storyteller).

In addition the Eclipse are protected by ancient pacts with the spirit world, the demon princes and the fair folk. Any Eclipse Solar and their companions who are on legitimate business with these beings may not be attacked without just cause (although they might be goaded into attacking themselves, thus nullifying the oaths). Such creatures must honor the rules of hospitality.



In addition the Eclipse Caste may learn (with the aid of a tutor) the Charms of other Exalts, spirits, or the Fair Folk. They must pay double the normal price for these charms (16 experience) and the charms cost an additional 2 motes to use.

**Caste Qualities:** The Eclipse treat any Qualities related to communication, organization, travel or other social skills as Favored. (Examples: Ancient Languages, Horse Master, Salesman, Bargaining, High-Stakes Negotiator, Propaganda Artist, Calligraphy, Sailor).

**Associations:** Calibration, the color silver, the center direction, the element of air, the gibbous moon, and the maiden of journeys.

**Sobriquets:** The Crowned Suns, Harmonious Voices, Solar Winds, Quicksilver Falcons, Quills of Heaven, The Deceivers.

## Common Exalted Qualities

While this is not meant to be a restrictive list of Qualities for the Exalted it will provide some useful ideas for Qualities to help emulate the Exalted as well as special rules for some of the more unusual Qualities.

### Allies

These Qualities represent powerful external individuals with a strong loyalty to the character. The Rank of the Quality determines how powerful these friends are. Each Rank of the Quality grants additional Ranks which may be used to add Qualities to the allies. It's important to note that the *Ally* Quality and the Qualities actually possessed by those allies or followers are completely separate after the Quality is purchased. Assigning Damage Ranks to an Ally Quality does not cause the Ally any injury or disadvantage and the Ally may be damaged without affecting the character's Quality.

An *Ally* is a singular, powerful friend or entity. They might be a fellow Exalt, a friendly deity or some other potent individual. When he selects this Quality the player gets a chance to design the Ally. First they should select the character's Core Qualities (Past, Motivation, and Favored Quality) at Good [+2] Rank. If the Ally is roughly as powerful (in terms of essence and charms) as a starting Celestial Exalt then they receive a number of additional Quality Ranks equal to (3 x MOD of the Ally Quality). Allies roughly as powerful as a Dragon-blood, elementals or minor spirits receive (5 x MOD) in Ranks to purchase Qualities.

Although Allies represent close friends or mentors they are still separate individuals and they tend to have their own goals and ambitions so they will not simply tag along on the character's adventures. When designing the ally come up with an idea of their goals and whereabouts. Once per story a character can try and introduce his Ally into the mix by making a check using his Ally Quality against a TN based on how unlikely the Ally would be to involve themselves. (for instance, the TN is likely to be Master or higher if the Ally is a ghost-hunter who haunts the northern wastes and the character is currently campaigning against an army of the Fair Folk in the deepest Southern deserts). The Ally Quality also represents the strength of the relationship between the character and his Ally.

### Artifact

An Artifact Quality represents a powerful mystical object. They come in many varieties and forms. All artifacts require attunement to use. Typically in order to attune an artifact a character must expend enough experience to purchase the artifact as a Quality and commit (MOD x2) Motes of essence to the artifact (x3 for artifacts of the wrong material). If an exalt does not have the experience to purchase the Artifact as a Quality then they may still attempt to force attunement (this is a roll using their Caste Quality against a TN determined by the artifact's Rank), this forced attunement costs twice

the normal essence and only lasts for a scene (but it's a good way to handle 'plot artifacts' or artifacts that Exalts doesn't want to pay for but still wants to keep in reserve).

*Artifact Weapons* can add their MOD to relevant rolls using the artifact in combat. Artifact weapons typically inflict additional damage and (for ranged weapons) can affect targets at a greater distance. In addition Artifact weapons often have additional special abilities.

*Artifact Armor* is typically treated as one level lighter for purposes of mobility penalties and players may downshift their Artifact Quality to reduce physical damage from a single attack by (3 x MOD). This downshift lasts for the remainder of the scene.

*Miscellaneous Artifacts*: These should be handled on a case-by-case basis. Good [+2] is roughly equivalent to a 2 dot artifact, Expert [+4] is a high 3 dot or low 4, and Master [+6] is equivalent to a five dot artifact.

*Artifact Vehicles*. Artifact vehicles (including warstriders) have their own separate Qualities. The artifact vehicle receives a number of Ranks equal to the MOD of the Artifact Quality plus 2. This can include built-in artifact weapons, armor or similar abilities. Warstriders are slightly different, having a smaller selection of Qualities but when characters are attuned and wearing a warstrider the strider's Qualities are treated as the character's own. Artifact vehicles usually require much higher levels of essence attunement or they require an attuned hearthstone

(See Chapter XX: Props and Artifacts)

## Cult

This represents the dedicated worship of a large group of mortals. This is distinct from a Quality like *Followers*, who have dedicated their lives to following the character and serving him. A Cult represents a much larger group and while they worship and honor him they have their own lives (much in the same way not all members of the Immaculate Order go to the monastery). If you want to have an army of dedicated cultists willing to lay down their lives for their “god” then you should take both a *Cult* and *Followers* Quality.

The *Cult* Quality improves essence recover and also provides additional essence. The Exalt gains additional peripheral Essence equal to the Cult MOD and additional Personal Essence equal to twice the Cult MOD. In addition you can add the MOD of the Quality to the amount of essence you regain every hour.

## Familiar

The *Familiar* Quality represents a loyal pet who has formed a special connection to the Exalt through an essence bond. Familiars can range in size from a cat or bird all the way up to a massive creature like a tyrant lizard. Familiars have their own Qualities, receiving a number of Quality Ranks equal to three times the MOD of the *Familiar* Quality. Familiars are much weaker than Allies since they are at the Exalt's side whenever possible.

### Essence Link

*Essence Link* is a special Familiar-only Quality. The familiar has absorbed enough of their master's essence that they can serve as repositories of essence for their master. They can 'store' an additional number of motes equal to twice the Qualities MOD which is available so long as the familiar and master are in physical contact (spending this essence is just like spending Peripheral Essence.

## Followers

This Quality represents a large group of loyal servants, assistants, warriors, or acolytes. The Solar's Followers are a group with a Magnitude Rank the same as the Rank of the Solar's *Followers*

Quality. In addition, the group gets a number of additional Ranks equal to the *Follower* Quality MOD. If the Solar would rather have a smaller, more elite group they may reduce the Magnitude Quality by a rank to purchase 2 additional Ranks for other Qualities.

Followers are always exceptionally loyal, using the Solar's *Follower's* Quality Rank to indicate their relationship. The downside of Followers is that their needs must be met. Usually this requires the Solar have a wealth or resources related Quality at a rank equal to the Follower's Magnitude score.

## Manse

The *Manse* Quality represents not only a powerful source of essence but the Exalt's access to a mystical fortress. First and foremost a manse improves a character's essence regeneration. While within the manse itself an attuned character regains additional essence every hour equal to (MOD x4). Manses also produce Hearthstones which can be worn next to the exalts skin or placed within an artifact the Exalt is attuned to (this Quality comes with a minor artifact whose only purposes is to channel essence from a hearthstone if the player wishes). The hearthstone provides a lesser, but still impressive, source of essence (MOD x2 every hour).

The Manse itself is a structure with it's own Qualities: a Manse Quality at the same rank as the character's Quality and a number of additional Quality ranks equal to the character's *Manse* MOD x2. These Qualities can include built in First Age or artifact-level features (although they should never be portable).

## Motivation: [X]

*Motivation* is one a character's Core Elements, and it should represent the most important drive or goal of the character. Players should come up with a word or phrase that explains their goals. If a situation or task relates directly to the character's pursuit of their Motivation (and the GM agrees) it may be used in addition to any other Qualities relevant to the task.

If the character is involved in a situation that represents potential 'completion' of their motivation (For example if a character's motivation is 'Liberate Thorns' then a duel with the Mask of Winters could be suitable) then they can 'burn' their Motivation Quality and receive a bonus of double their Motivation MOD to all relevant rolls throughout the Scene! However, whether they succeed or fail then they must discard their current motivation and select a new one at Good [+2] Rank.

### Optional Rules: The Virtues

In PDQ-Exalted I've removed the emphasis on the four virtues to allow for more variability by freely selecting Qualities.

However, some people might feel that the four Virtues are too big a part of the setting to remove. To add virtue rules (similar to those in the original Exalted game) try the following:

As part of their Core Elements each character must select one of the four Virtues as a Good [+2] Quality: Conviction, Compassion, Valor, or Temperance. Characters *may* choose to make one of the Virtues their Flaw.

The character's Core virtue may be raised using additional Quality Ranks or Experience like any other Quality, and they apply in game much like any other Quality (temperance to resist temptation, valor to behave courageously). When taking an action in a situation that resonates with the Virtue they may be downshifted until the end of the scene to add their Quality MOD to the roll.

The downside of Virtues is that they must be resisted if the character attempts to act against them. If the character has not taken the virtue as a Quality the TN to resist is Average [11], if the Virtue is the character's Flaw then it's easy to resist [TN 9].

## Essence

Essence is one of the most important traits in Exalted. As an energy, Essence is life, breath, power—the essential, all-pervading animating energy of Creation. As a trait, the Essence rating describes the size of a being’s spirit and the magical power of its soul. The higher the trait goes, the more powerful the soul is. In addition, beings who can use their life-energy to perform miracles have more power with which to do so the higher their Essence goes. As it is used by magical beings, Essence is divided into “motes”—logically and magically indivisible units of power used to power effects. A character generally has many more motes of Essence than dots of the Essence trait.

**For this game I have switched the concept of Personal and Peripheral Essence. This is purely to better fit my view of how Essence operates so please feel free to ignore this change as it has no mechanical relevancy what so ever.**

Peripheral essence represents Essence the solar may draw from their anima, their aura, which has been gathered from the environment around them. Once this 'cloud' of essence surrounding the Solar has been exhausted they must draw from their own inner reserves which are much greater, their Personal Essence. The downside is that Personal Essence has melded inextricably with the Solar's own Solar essence and when it is used it's power shines forth for all to see, causing the Solar's anima to ignite and revealing their divine nature to all. The exact effect is detailed on the sidebar to the right.

### Regaining Essence

Essence returns slowly once it is spent. If the Exalt is exerting himself (engaging in any kind of physical conflict, hiking, forced march or manual labor) then he can regain no motes.

If he's at ease (taking no significant physical activity, social or mental conflicts are allowed) then he recovers 4 motes per hour. When he's completely relaxed then he recovers 8 motes per hour. Peripheral essence regenerates first then once the peripheral pool is full the character may restore Personal essence.

### Motes of Personal Effect Essence

1-3	The character's caste mark glitters and is partially visible (TN 11 to notice). This may last as much as an hour
4-7	The character's caste mark burns and will shine through anything placed over it. Stealth charms automatically fail and any natural stealth attempts are downshifted.
8-10	The character is surrounded by an aura bright enough to read by and her caste mark is as bright as the sun. Stealth is impossible against anything that can see.
11-15	The character is engulfed in a bonfire of essence. The character is visible for miles. <b>Optional:</b> In addition the character receives an upshift to all Caste Qualities they possess for the rest of the scene and gains a point of Limit.
16+	The character is surrounded by a burning image totemic to her personality or character. This effect fades on any action the character is not actively using essence but returns if the character again uses Personal essence.

## <Chapter 4: Challenges and Conflicts>

Whenever a character is called upon to perform a task the GM will determine if the task is a *Challenge* or a *Conflict*. This decision is usually based on matters of drama, pacing and danger (although some charms or other abilities have specific effects as far as initiating Challenges or Conflicts).

A *Challenge* is typically a low-drama, low-threat (at least relatively) task that can (or must) be quickly resolved in a single roll. A Challenge might be a roll to resist an environmental hazard or danger, perform a simple task, or low-drama social interaction.

A *Conflict* is a high-intensity or high-threat situation that has to be resolved using several rolls. This might be actual fight against dangerous foes or an abstract representation of some other intense situation: a debate, a chase scene, or even a war.

### **Challenges**

Although *Challenges* are not as intense or risky as *Conflicts* they aren't for trivial tasks. This is Exalted and if you're turning something like breaking down a wooden door or climbing a tree into a Challenge then you'd better spice it up a bit (climbing up a tree shouldn't be a challenge, but running up one with your hands bound might be). Most Challenges should involve some sort of obstacle or opposition that's simple enough to handle with one roll (you either succeed or you don't) and usually a failure should only involve low-level of risk (A Challenge generally shouldn't be the difference between life and death, but a failure might lead to a life-or-death situation).

### **Difficulty Ranks**

*Difficulty Ranks* are like Quality Ranks for things, tasks or situations: shifting a boulder, picking a lock, sneaking past guards and so on. The Difficulty Rank shows how challenging the situation or task is.

The GM looks at the *High Powered PDQ Master Chart* and sets the Difficulty Rank of the task. The number in brackets following the Difficulty Rank is the *Target Number* (or TN)-this is the number the character must match or beat to overcome the task. The Target Number may be set by the Qualities of other character's involved in the task (The character was bound by an enemy NPC with the Quality Good [+2] Bounty Hunter, making the TN to slip free of his ropes 13) or simply a measure of the complexity or difficulty of a task (The GM concludes that flinging a dagger dead center in a bullseye while hanging bound and gagged is an Elite [TN 19] Challenge).

The PC should first describe what they're attempting and how. Not only does this determine what Qualities and Techniques apply to the roll but depending on how creative and cool the narration is the character may earn Boosts from Stunt Dice (see pg. XX) as well as additional Essence.

*If the result is lower than the TN, the player should narrate how the PC failed in the task.* The GM may then tweak the details of the failure slightly, if necessary, or accepts the player's description as is. Keep in mind that a failure doesn't necessarily mean the PC bungled. The characters are Exalted after all and while everyone makes stupid mistakes it should be rare indeed for the Chosen. It could easily be the fault of some change in the environment or the arrival of a new factor in the situation. For example a character attempting to sneak past a group of guards doesn't need to slip and fall or step on a twig to fail, perhaps some animal in the bushes squawks just as he moves past...or perhaps he bumps into some other rogue sneaking through the shadows themselves.

*If the result is equal or higher than the TN, the player narrates how his PC succeeded at the task.* The GM then tweaks the details of the PC's success slightly if need be, or accepts the player's description as is.

If the player is having trouble coming up with interesting descriptions of ways to fail or succeed they can take suggestions from the other players, and the GM can help out too. If the player prefers (or the plot calls for it, especially if the GM needs to reveal hidden or secret information) the GM may take the reins and describe how the character succeeds or fails.

## **Hazards**

A *Hazard* is a challenge that poses a potential threat to life and limb, mental stability or otherwise inflicting a permanent or temporary disadvantage within a Scene. Leaping over a pit of flames is a Hazard Challenge, so is running through a cloud of burning acid or enduring a wide variety of charms or sorcery. A Hazard is handled like a normal Challenge but if the character fails the challenge they suffer Damage Ranks (whether the damage is Failure or Wound Ranks depends on the nature of the Hazard. Depending on the Hazard characters may have to make multiple rolls over the course of several rounds if they cannot escape the danger or neutralize the threat.

For example: Within the bowels of a broken Manse the characters are battling the ghost of the ancient Solar who ruled here but all the while dangerous essence flares arc from damaged geomantic channels or Orichalcum rods. This is a Hazard [TN 15] that each character must attempt to resist at the start of their turn or suffer Damage Ranks from Essence burns.

## **Opposed Challenge**

Challenges normally represent the character's struggle against passive forces or obstacles. They oppose the character but usually simply by their nature or without being aware of it. A squad of guardsman lounging around the corner represent a Challenge-worthy obstacle to the Night Caste assassin trying to sneak into the castle but they aren't actively attempting to oppose him (in other words, they aren't scanning the darkness, listening carefully, or otherwise 'on alert') however if the same Night Caste has successfully murdered his victim he must now get away unseen, this might involve remaining hidden while guards scour the grounds of the castle, searching high and low.

A Challenge should still be relatively low-drama and low-threat. If those guards were Dragon-Blooded or other potent enemies then this should probably be considered a Conflict, but the worst a few human minions could do is a minor fight or sounding an alarm (leading to a Conflict), so it's just an opposed Challenge. Other situations might be too simple, too dull or too quick to play out as a conflict such as arm-wrestling matches, drinking contests, or a friendly game of cards or Gateway. However, these all still qualify as Opposed Challenges since both participants are active forces within the Challenge.



In an Opposed Challenge rather than rolling against a set TN, both characters involved roll 3d6 and add any relevant MODs. Whoever ends up with the highest result is victorious, if the result is a tie then the challenge is a deadlock and the participants should re-roll to see who wins.

## Combat Challenges

In the midst of combat there's a lot more going on than endlessly chopping at one another with huge swords. The abstract nature of PDQ allows many different Qualities to come into play during a Conflict but sometimes they don't always merit serving as an 'attack'. Combat Challenges allow character's to use their abilities against others in combat in ways other than simple attack or defense.

At their most basic Combat Challenges are attempts to put your opponent at a disadvantage using one or more of your Qualities. It might be a cutting insult, a terrifying battle cry or just showing off. A Combat Challenge is an *Action* in combat to make an *Opposed Challenge* where both characters roll 3d6 plus their relevant MODs. The loser suffers 1 Failure Rank, if the challenge targeted one of the loser's Flaws then they suffer 3 Failure Ranks instead!

For example: Wicked Violet is battling a hulking war-ghost clad in soulsteel chains and wielding a blade with the skill of an ancient hero...she's got a dagger. So instead of trying to take her opponent on face to face she decides to make use of her Expert [+4] Acrobatics ability, leaping under her opponent's guard and onto his back. This is an opposed roll 3d6 + her Acrobatic's MOD of 4 and her opponent's roll of 2d6 (unfortunately he doesn't have any Qualities that help out here). If she wins she inflicts a Failure Rank on her enemy, but if he wins he'll likely toss her to the ground as a prelude for a finishing blow.

Combat Challenges can be used for additional maneuvers to give combat extra depth as well. These require exceptional successes the winner not only has to win, but he has to win succeed by a margin greater than the MOD of his opponent's highest relevant Quality! Here's some ideas.

*Face-Off:* Before combat between two opponents begins, they can opt for a Face Off rather than a traditional initiative roll. This involves sizing the enemy up and an exchange of steely glares (or insults or what have you) to unnerve the opponent and force them to make a critical error. The winner of the Combat Challenge has initiative for the combat and if he has an exceptional success then on the first round his opponent's rolls are automatically penalized by one downshift. (this is in addition to the Failure Rank)

*Disarm:* If an opponent succeeds at the Combat Challenge with a margin of success greater than his opponent's relevant combat-skill Quality he can disarm his opponent until he has an opportunity to retrieve his weapon (how difficult this is depends on the nature of the Conflict).

*Breaking or Changing Conflicts:* Sometimes you're faced with a situation you normally just can't succeed in. This option is useful to change the tone and purpose of a Conflict or to break away entirely. (see pg. XX)

*Grab:* Whether using wrestling maneuvers, bolas or even tentacles this Combat Challenge can be used to limit or restrict an opponent. With a successful Combat Challenge which has a margin of success greater than the opponent's relevant Quality the Challenger may get hold of the victim until they win an opposed Challenge against the grappler. The grappled victim suffers restrictions to how they may describe their actions until they break free or their opponent Zeroes Out.

## Conflicts

*Conflicts* are situations that are fun to play out in detail (combat, chases, wars, or political maneuvering) which involve important people, important things, or extreme risks.

Conflicts are about more than just the success or failure of a single maneuver or action. It's an

active contest, a back and forth between two or more characters or forces. The actual activities in a Conflict depend on the theme: in hand to hand combat it might be slicing up your opponent, evading attacks or exhausting and out-maneuvering him. But in a conflict of political intrigue it might involve building support, spreading rumors, or giving speeches. Other examples might be evading the Wyld Hunt or traveling through the deserts of the South.

Conflicts are handled in Turns. A turn is not a set unit of time, instead it's a period of time sufficient for all characters in the Conflict to take one Action (and to cover their opponent's reactions).

When a Conflict situation begins characters must determine *Initiative* as part of the first turn. If it's obvious who would act first in a Conflict situation (usually when one or more individuals in the Conflict initiate the Conflict without other participants being aware) then simply set the turn order at it's most logical. Otherwise initiative can be handled by having everyone involved roll 3d6 (plus relevant Qualities) and for the remainder of the Conflict they act in that order.

Each character goes in turn taking an *action* against another character's (defender's) *reaction*. Normally each character receives a single action as part of their turn in a Conflict (although see Multiple Actions pg XX) but they may make any number of reactions.

The attacker describes how he is going to attempt to harm, disadvantage, or wear down his opponent (as appropriate to the Conflict). If the description is exceptional then the player may receive Boosts from Stunts (see pg. XX). In turn, the defender has a *reaction* where they describe how they attempt to counter, avoid or shake off the opponent's attack (the reaction should not serve as an attack: "I stab him in the face before he can hit me" is not a valid reaction, unless using a Charm for just such a purpose). Just like the attacker, an opponent's description determines which Qualities are relevant for the attack and may net the defender Stunt Boosts.

Both the attacker and the defender roll 3d6 and adding the relevant bonuses from Boosts and Qualities. If the defender's result

was higher then their defense was successful and the attacker inflicts no damage. If the attacker succeeds then he's inflicted *Damage* to the defender (PCs always win ties against NPCs, inflicting just

## Extras

Taken as individuals, extras should never be a significant threat to an Exalt. They're the faceless guardsmen, the man on the street, or the faces in a mob. Here's a couple of options for handling extras.

*Simple Extras:* Each Extra is given only a single Quality with a Rank that determines their effectiveness. The vast majority of Extras are Average [0] or Good [+2]. Give them a Quality which represents their function in the story (such as an Average [0] Innkeeper or a trio of Good [+2] Guardsmen who stand watch at the town gates). More impressive Extras might exist but they should be rare, above average but still not important enough to qualify as true challenges to Exalts or Heroic Mortals (a Realm Legionnaire might be Expert [+4] while the ninja squad of an ancient monastery might be Master [+6]). The Extra's Quality determines the MOD or Difficulty Rank with interacting with the Extra (if the situation wouldn't fall under the normal range of the Quality then treat the extra as Average [0]). In Conflict situations Extras Zero Out from even a single Wound or Failure Rank.

*Extra Groups:* When you want to be able to deal with large groups of extras quickly but don't want to deal with Mass Combat. Treat each group of extras as a single character, with a single Extra Quality (as above). Each extra beyond the first provides the group with a Boost to actions where they work together (such as surrounding an opponent in combat, or fending off an attack). The entire group acts a single character for the purposes of both actions and reactions. Each Damage Rank inflicted by an attack on the group Zeroes Out a single Extra in the group. Use this rule if you want to throw lots of extras at your players, and have them get taken down quickly and easily.

1 Damage Rank. Ties between two PCs mean nothing happens).

With that the turn is over and the character with the next highest Initiative has their turn to act and take action against another's reaction (note: there's no limit to the number of reactions a character can take in a turn and no penalty for multiple reactions).

After all characters have performed an action, the Turn ends.

## Conflict Options

The following rules are additional options characters may take advantage of during their actions in a Conflict. They will see the most use in physical Conflicts but they can be used in any Conflict situation.

### Flipping Out

By sacrificing offensive abilities for caution or safety, the character may add an upshift to any attack action in a Conflict but in exchange they suffer a downshift to any reactions until their next turn.

### Playing It Cagely

Keeping a tight defense can protect a character but limits their options offensively. By accepting a downshift to any actions they take on their Turn a character receives an upshift to all defensive reactions (those made in response to an attack by another character).

### Multiple Actions

In one turn characters are normally limited to a single action. By accepting one or more downshifts to all their rolls for the rest of the turn (this includes any reactions they make) a character may make multiple actions at once (there's no upper limit to how many actions a character can take, beyond practical concerns). The player must declare how many actions they are taking when their initiative rank comes up for the turn and each action beyond the first inflicts a downshift to *all* actions until the start of their next turn.

### Using Multiple Qualities and Teamwork

The rules for *Challenges* and *Conflicts* call for you to use the MOD of a Quality relevant to the situation at hand, but what if you have more than one? For example, a Solar warrior with the Qualities Expert [+4] Solar Hero Martial Arts and Master [+6] Brute Strength could argue that both apply to rolls made to punch, smash or wrestle opponents in hand to hand combat. In cases like this characters may add the MOD of all relevant Qualities together to find the total that would be added to the roll (so if the example Solar wanted to knock out an opponent in combat, he would roll 3d6+10!). Each Quality is still separate however, so things like charms apply to their Qualities individually. If the example Solar had a Solar Excellency for both Qualities would have to choose which Quality he was boosting and the maximum number of upshifts would be based only on that Quality (although with a combo he could spend essence to boost both together).

What about multiple characters who want to work together, for example making a coordinated attack or working together to move a great weight. In such situations the character with the highest applicable MOD makes a roll, adding one Boost for each ally aiding in the attempt. Even allies without relevant listed Qualities can help out if the GM feels they would be able to make a contribution (even someone of Average [0] strength can help push a rock for example).

## Damage

If a character fails at a Challenge or a Hazard Conflict they are likely to take damage. Damage can take many forms, it represents a loss of capability to continue a task, a loss of resources: physical, mental, emotional, or spiritual. In PDQ-Exalted this is represented by a temporary reduction to the character's assigned Qualities.

The player suffering the Damage always selects which of his Qualities take damage and damage may be divided freely among multiple Qualities. Each Damage Rank assigned to a Quality reduces the Quality by one Rank (from Expert [+4] to Good [+2], Good [+2] to Average [0], etc). If the character is forced to use the Quality that has taken damage before that damage has been recovered (see pg. XX) then they must use the current Rank.

In a *Challenge* damage is equal to the difference between the roll result and the Target Number of the Challenge. In a *Conflict* Damage is equal to the difference between the roll result of a successful attack and the failing defender. There are two main types of damage *Failure Ranks* and *Wound Ranks* the type of damage depends on the situation. It is possible for a character to suffer both types in the course of a Conflict. They both have the same consequences as far as reducing a Quality Rank, but they are regained by the character at different rates.

### Failure Ranks

Failure Ranks represent damage that is important primarily within the scene itself but not lasting once the Conflict ends. In physical challenges Failure Ranks might represent fatigue, fear, loss of will to fight, or just being beaten up (damage from unarmed attacks is typically Failure Ranks). Failure Ranks are the standard form of damage for mental, social or economic challenges, once the Conflict ends they do not hinder a character in other Conflicts. At the end of a Conflict Scene *all* Failure Ranks are recovered.

### Wound Ranks

Wound Ranks are common in physical Challenges or Conflicts, they represent those injuries that have the potential to inflict lasting harm on a character (burns, sword cuts, falling off a cliff, or being shot with an arrow). Most any affect that can inflict physical injury to a character cause him to accrue Wound Ranks (other than 'soft' injuries such as being punched or wrestled to the ground).

At the end of a Conflict scene character's recover some of their Damage Ranks.

### Zeroing Out

When a character is forced to reduce a Quality below Poor [-2] Rank they must *Zero Out* that Quality. A Zeroed Out Quality can no longer be used for rolls or to absorb more damage. After a character has Zeroed Out all of his Qualities he has hit *Absolute Zero* and he can no longer participate in the Conflict (in physical Conflicts where the character has suffered Wound Ranks this is referred to as being *Mostly Dead*).

### Absolute Zero

A character who has hit Absolute Zero cannot participate further in the Conflict, he might surrender, fall unconscious, or he simply can't get anyone to listen to him (depending on the nature of the conflict). Once the conflict ends those who have hit Absolute Zero are at the mercy of the victor.

## Recovering From Damage

Once a scene ends those who have suffered Damage will recover lost Ranks. *Failure Ranks* recover completely at the end of the Conflict Scene and all affected Qualities return to the original Ranks. *Wound Ranks* do not recover so completely though. At the end of any significant Scene (including the Conflict Scene where the character suffered damage) each player rolls 1d6 to determine the number of Ranks their characters recover. Each player may select which Qualities are restored. No further Wound Ranks are recovered until the end of the next scene or another Quality or Charm comes into play to recover additional Qualities.

## Recovery Scenes

Once per in-game day a character (or ally) may dictate a scene detailing time spent resting and recovering from injury or hardship. This allows them to recover 1d6 Wound Ranks (plus the MOD of any relevant Quality used in the scene). Damage is still recovered at the end of other Scenes like normal (so a character who is active in the game will actually recover faster than one who does nothing) but Recovery Scenes provide a way to handle recovery when there's significant periods of time between important Scenes.

## Mostly Dead Recovery

When reduced to Absolute Zero in a Conflict which doesn't present a threat to their life (such as a social or political Conflict) characters recover like normal (although they may have to deal with the consequences of losing the Conflict). However, if reduced to Absolute Zero when in a life-or-death conflict the character is *Mostly Dead* and they do not use the normal recovery rules (so it doesn't make a difference how many Damage Ranks came from Failure Ranks or Wound Ranks, so long as at least some are due to Wounds). Exalts are hardy enough that they are at no risk of death unless they are faced by an active threat but even for them recovery is slow. They recover no Damage Ranks at the end of the Scene where they became Mostly Dead and only a single Rank at the end of each scene beyond that (including Recovery Scenes) which must be used to bring a Quality to Poor [-2] Rank from Zeroed Out. Once all Qualities have been brought back to Poor [-2] then normal recovery may begin.

## <Chapter 5: Exalted Systems>

In the last few chapters we covered the core concepts and systems in PDQ, now we'll see how to apply those to Exalted.

### **Time**

Like Exalted, PDQ runs mostly on narrative time. Some things are still measured in minutes, hours, or days but for narrative purposes there are three important segments: *Turns, Scenes, and Stories*.

A *Turn* is used in Conflicts and it is the amount of time it takes for all characters involved in the Conflict to take an action and any appropriate reactions. Each turn is over once each character's action and resulting reactions have been resolved and then the next turn starts. The actual in-game duration of a Turn varies depending on the nature of the Conflict. In a fist fight a turn might last less than ten seconds, in a war it might last for a minute, and in a political struggle each turn might last days.

A *Scene* is however long it takes for a distinct set of actions or an important event to take place. A Scene might be a fight, a conversation, a party or time spent traveling. The amount of time covered is variable, just like Turns, and may be as short as a 10 minute brawl or as long as a 12 hour arcane ritual.

A *Story* is a complete narrative arc, usually ending once a primary goal (and possibly some subplots) have been accomplished. Stories generally cover several sessions of game time and may have lasting consequences throughout the entire game.

### **Distance**

Although Exalted expresses ranges and distances in terms of yards, the PDQ system is more abstract when it comes to range. In a few cases (mostly when precise dimensions are important) you may see some areas or distances expressed in yards but for the most part distance or area is expressed abstractly.

Term	Distance	Difficulty Rank	Example Ranges
Close	1-2 yards	--	You can punch it
Near	3-5 yards	Poor [9]	You can run up and punch it.
Middling	5-20 yards	Good [13]	Throwing weapons and firewands
Far	20-150 yards	Master [17]	Bows and artifact throwing weapons.
Too Far	150-300 yards	Epic [21]	Artifact bows and mundane siege engines
Extreme	300-600 yards	Impossible [25]	Artifact siege engines
Out of Sight	600+ yards	Legendary [23]	Perfect Attacks

Ranges in PDQ are typically expressed in the terms you see on the Distance Chart (Near, Far, etc.). When used for *movement* the distance chart provides the Difficulty Rank for an action to close one Rank (moving from Far to Middling Range for example). When used for *Range* it can be used to determine the effective range of a weapon or power.

### Stunts

Just like Exalted, PDQ-Exalted provides players with bonuses for describing their character's actions in a cool, flavorful manner. Stunts provide Boosts to the roll the player describes. The number of Boost dice provided depends on the 'cool factor' of the stunt.

*One Die Stunts* require a good description of an action, beyond the minimal degree of “I smack him with a sword”. One-die stunts should provide details on the “how” or “why” of an action and/or an interesting description of the action's results.

*Two-Die Stunts* usually require that the character interact with the environment in an interesting or noticeable fashion. This could involve taking advantage of the scenery the storyteller has already provided or inventing plausible environmental details themselves to compliment the action. Any details 'edited' by the player shouldn't contradict the storyteller's description and he may veto additions that seem inappropriate.

*Three-Die Stunts* are incredible acts of epic greatness and amazing description. You know them when you hear them.

In addition to the bonus Boosts provided by the stunts characters also gain motes of essence equal to twice the stunt bonus. For three-die stunts a character may opt to sacrifice the bonus essence for an experience point.

## Dramatic Rules

This is not meant to be an exhaustive list of situations and rules for Exalted PDQ, instead it provides some simple rules for common situations and a good guideline for handling the wide variety of situations that might come up.

## **Physical Situations**

### **Movement (Challenge)**

In most fist fights it's not important to determine just how far or how fast a character can move. If combat wouldn't be enhanced by a detailed description of movement then don't worry about it. However, in a lot of situations it's important to know how far away characters are and how quickly they might be able to close with one another (such as when a group of character's are under fire from an Abyssal sniper hundreds of yards away). As part of their action within a physical Conflict a character may attempt to close the distance between them and another character. This is treated as a *Challenge* against the TN indicated in the Distance Chart to reduce the distance between themselves and their destination by one step. Closing more than one rank of distance adds the MOD of the next Rank to the TN (so, closing from Far to Middling is a TN 17 roll, closing from Far to Near is TN 19).

### **Breaking Things (Challenge)**

The important thing to remember when dealing with objects and the environment is the difference between *scenery* and *obstacles*. Scenery is there to provide a description of the environment and useful fodder for stunts. Scenery is only as durable as the players and the GM wish it to be. If a player wants to smash through the wall of a room with a punch or cut down a tree when he slashes at an enemy with a diaklave this should not only be fine but encouraged (in the form of stunts).

*Obstacles* are inanimate objects that are meant to pose a significant challenge to the Exalted or are important enough that they can't simply be smashed without effort. Objects that are worth treating as obstacles should be given a Quality based on their durability (this is Poor [-2] for delicate or complex devices, Average [0] for most everyday tools, Good [+2] for objects meant to stand up to punishment like weapons or doors, Expert [+4] to Master [+6] for things built specifically for durability like walls or vaults. Artifacts are usually Elite or Epic). Damage inflicted to an object is divided by an amount based on the material it is constructed from: normal damage for wood or weaker materials, half damage for stone, one quarter for steel, or one tenth for objects crafted of the magical materials, malfean brass, adamantine, or similar materials).

The same rules could be used for damaging structures (anything much larger than a hut or small building) but structures can generally not be attacked in normal hand to hand combat without charms, siege weapons, great size, or unless the attacker is somehow ideally positioned to destroy the structure (such as smashing a geomantic weak point in a manse). Characters might attack portions of a structure (smashing down a door or breaking through a wall) but it generally will not affect the integrity of the structure.

### **Mass Combat (Conflict)**

**time scale:** One turn typically equals one minute, although it can vary.

Sometimes combat approaches a scale that's simply too great to handle with personal combat. Mass Combat is a Conflict between *Units* of several individuals (and sometimes exceptional single opponent's). Each Mass Combat Unit should be given Qualities as though they were individual characters. A Unit made entirely (or mostly) of identical individuals should have the same Qualities as the individuals that make up the unit (although units are never considered Extras). For example a Wyld barbarian might have the Qualities Horrific Appearance, Bestial Strength, Just Won't Die, and Savage



## Strength, Speed and Scale

It's common for characters to have Qualities like Brute Strength or Fleet-Footed to represent speed and strength, with Exalts even possessing Elite [+8] or Epic [+10] Strength. Does this mean that an Exalt with Master [+6] Swift Runner or Epic [+10] Might of the Sun Kings can run faster than a horse with a Quality like Good [+2] Runs Like the Wind or is stronger than a mammoth with Master [+6] Titanic Strength?

Not exactly. What it really means is that the Exalt's strength, speed (or similar capabilities) are more *effective* or more *important* than that of someone with a lower Rank. However, a mammoth or yeddim clearly has more raw strength than any mortal or Exalt (with the exception of those using charms) and no man can outrun a hawk's flight without charms. But an Exalted wrestler can still be far better at using his immense strength than the mammoth.

What does this mean in game? To keep things simple, Qualities like the above have various tiers to represent different levels of actual raw might. Mechanically speaking. Anyone of a higher tier will automatically defeat any those of a lower tier in contests of raw, pure ability. For example, no matter what their relative Quality Ranks someone with Mortal strength can never beat someone with Titan strength in a weightlifting contest or arm wrestling. Likewise in foot-race across a long flat plain no mortal could hope to outrun a flying hawk or a horse. However, if factors other than pure ability are involved then there is no mechanical difference. A mighty exalt can still wrestle a bull to the ground with his bare hands or race a man on horseback cross-country from one city to another (where terrain, shortcuts, and pacing all play just as big a role as pure speed). Here are some examples for the most obvious forms. It's important to note that without charms or artifacts, Qualities taken by characters are *always* Mortal.

Tier	Strength	Speed
Mortal	Human (can lift roughly MOD x100 lbs)	Most animals and humans.
Inhuman	As strong as a bull or rhino (can lift roughly 200 x MOD lbs)	Horse (30-50 mph)
Monstrous	As strong as a mammoth or yeddim (MOD x 500 lbs)	Flying hawk (60-120 mph). Most artifact vehicles.
Titanic	Strong as a Colossus Warstrider or a whale (MOD in tons)	Swift Spirit of Transportation, high speed artifacts. (up to 200 mph).
Behemoth	Mighty as the Juggernaut or similar beings (MOD in buildings)	Chariot of the blazing sun, the five metal shrike.

Fury, and a unit of 100 of these barbarians will have the same Qualities at the same Rank. Additional Qualities might be assigned to cover additional groups or equipment the unit has access to (for instance the wyld barbarians might have a small group of ranged fighters, giving them the Good [+2] Archery Quality). Each unit is treated as a single character for the purposes of Conflict, acting together on their initiative and reacting to other unit's attacks.

However, in addition to their own Qualities each unit receives a Quality based on the number of individuals within the unit called Magnitude. The Magnitude Quality has several uses. It applies in any

situation where a large number of people working together would be helpful (construction, attack and defense in physical combat, resisting social influence, etc). In addition the Magnitude Quality may be downshifted a rank to ignore damage similar to an Armor(+) Quality, reducing damage from an attack by three times the MOD of the Quality. This reduction represents losses of troops either due to fleeing or simply dying in large quantities. Finally, units of a larger magnitude have significant advantages against units of a smaller Magnitude, for each Rank of difference between two units the larger unit receives a Boost to offensive or defensive maneuvers. For example, an Expert [+4] Magnitude swarm of barbarians would receive two Boosts when engaging a tiny Fang (Average [0] Magnitude) of Realm troops.

<b>Magnitude Rank</b>	<b>Members</b>	<b>Equivalent</b>
Poor [-2]	1-10	Solo, or small group
Average [0]	10-25	Fang
Good [+2]	25-100	Scale
Expert [+4]	100-400	Talon
Master [+6]	400-1000	Wing
Elite [+8]	1,000-3,000	Dragon
Epic [+10]	3,000-10,000	Legion

## **Leadership**

The rules above represent troops without a leader, or troops whose leader is an Extra or otherwise unexceptional. A mob of peasants, a horde of unorganized barbarians, or a group of soldiers led by a useless nobleman are all examples of unled troops. However, important characters (Exalts, heroic mortals or other significant characters) may take direct command of a unit loyal to them. In this case, treat the leader and his unit as a single character with the Qualities of both the leader and the unit. When damage is applied to the unit the leader may divide the damage as he wishes between his Qualities and the Qualities of his unit. When led by an exceptional general even a tiny group can be deadly.

If the leader possesses charms that enhance or modify his own attacks he may use them to benefit the actions of a unit under his leadership. The effects of the charm do not apply directly to the troops under his command (a Charm like Iron Skin Concentration does not give the unit super-hard skin, but it will allow the Exalt who uses it to leap in front of his own men and drive off attackers without worry about himself) but they still benefit the unit and leader as though they were a single character. Some charms may or may not be appropriate for use in this case (for example, a perfect defense save the leader from a mile-wide Essence explosion but it can't stop it from wiping out his troops), so it's ultimately up to the GM what is and isn't appropriate for mass combat. Sorcery (and some other charms) might require that the leader act as a solo unit for a round, forcing his unit to act separately until the next turn.

Attacking leaders (or other important individuals who might be sheltered by a larger group) is difficult. Those who are fighting on the front line or directly in the thick of battle can use their unit's Magnitude or other defensive Qualities, adding them to their own defensive rolls, but any damage that gets through is dealt directly to the leader's Qualities and cannot be assigned to unit Qualities. Those who are more sheltered have less options for aiding their unit directly but they do double the MOD of the unit's Magnitude Quality for purposes of defense. This assumes physical attacks that can be

interfered with or hindered by the unit (soldiers getting in the way, pushing their leader out of harm's way or simply interfering with line of sight), but some sorcery or charms might ignore this completely, at the GM's discretion.

## **Social Situations**

### **Social Combat (Conflict)**

Social conflicts can take a variety of forms but typically it involves using connections, influence, or personal charisma to achieve a goal through personal interaction or influence in a large group. Typical Social Combat has a specific goal for one or all parties involved (for example: make the Scarlet Empire's ambassador embarrass themselves by losing their temper). Particularly impressive or difficult goals might apply downshifts to the character's rolls (such as getting the ambassador mad enough to declare war, which might inflict one or more downshifts). If a character hits Absolute Zero in social combat the victor can make a declaration as to the results so long as it isn't dramatically beyond the stakes declared at the start of the Conflict.

### **Natural Mental Influence**

Normal Social Conflict is typically short term. A character could cause an embarrassing outburst or provoke someone into a rash course of action but it's not suitable for dramatic changes to an opponent's way of thinking or long-term goals. With normal social conflict you might convince an immaculate monk not to call the Wyld Hunt on a circle of Solars just this once (and even then only if there's a compelling reason not to), but in order to convince the monk to revoke his vows and follow the Solar's cause requires *Mental Influence*. With a successful mental influence Conflict character's motivations and values may be changed (including changing Qualities related to loyalty, beliefs, values, motivations, etc. This cannot reduce or increase these Qualities but it can alter them), deeply held beliefs may be shattered or even causing someone to fall in love with you.

The limitation of natural mental influence is that each 'Turn' takes a full Scene of game time. If neither character hits Absolute Zero (or breaks off the conflict) then keep track of Failure Ranks inflicted and which Qualities they have been applied to and make a new attack at the end of the next Scene of interaction. Failure Ranks for such conflicts should **only** be kept track of for this (or closely related) conflict and they do not recover until the official end of the conflict. For example, the Solar Black Petal Fury has been trying to persuade the general of a city to betray and rebel against his king. Each Scene they spend together (during which Fury attempts to influence him) counts as a single Turn. After several Scenes both Fury and the general have suffered several Failure Ranks when an immaculate monk bursts into the room where they have been trysting. During the physical conflict that follows neither Fury nor the general suffer any penalty due to the failure Ranks they have suffered and they also do not wipe those failure ranks out after the physical conflict ends.

### **Unnatural Mental Influence**

Unnatural Mental Influence can be used just like mental influence to attempt to force it's victims to act in ways that are normally unthinkable or change their beliefs or views, but unlike natural mental influence the Conflict occurs within the space of a single Scene or even during another Conflict. The other difference is that the Failure Ranks lost due to Unnatural Mental influence are more debilitating

since they represent the erosion of the target's will and drive by magic, they affect the character normally in other situations. For example, if Black Petal Fury used a custom charm to attempt to force the immaculate monk to stop fighting and talk with her it would be Unnatural Mental Influence allowing her to attempt the influence multiple times within a single Scene (as often as she's willing to use the charm) and if the monk suffers Failure Ranks from the influence those Ranks will hinder whatever Qualities he assigns them to.

## Buying and Selling Things (Challenge)

Purchasing goods and services is handled abstractly with PDQ and Exalted. A purchase is given a Rank by the GM based on its value and rarity. To obtain the item the player should make a Challenge roll using any relevant qualities related to bargaining, resources or connections to obtain the item. The Ranks below assume that the object is available on the open market and not too difficult to track down. If the object is uncommon in the area it's usually worth a downshift on the player's roll, two downshifts in the case of exceedingly rare or illegal items. Exceptional versions of an item are usually an additional two Ranks higher.

Although character's may use other qualities to aid their resource Challenges they still face a hard limit based on their actual wealth. If they do not have temporary wealth (wealth or value based props) or a wealth-based Quality at least a rank below the desired object the roll automatically fails (unless unnatural mental influence or other powers are used to force someone to give it to them). A silver-tongued beggar with just a few coppers might somehow bargain his way into a long sword but he'll never be able to afford a horse or a home. When a purchase is made of the same Rank or higher the character must sacrifice the temporary wealth prop being used to purchase the item, or take a Damage Rank to their wealth-based Quality which does not recover until the character has had a chance to access their income again.

Rank	Wealth	Goods	Temporary Wealth
Poor [TN 9]	A beggar or peasant farmer	A loaf of bread	A handful of copper coins
Average [11]	A craftsman or average soldier.	A decent sword, set of tools, a fine meal or a week's bed and board.	Half a bit or a koku note.
Good [13]	A master craftsman, man of means. Officers.	Suit of armor, a horse, a simple home. Common jewelry.	An Obol
Expert [15]	Landed noble, minor royalty, highly ranked in the Guild.	A fine home, royal robes or jewelry. Skilled slave.	A shekel
Master [17]	Wealth of a small kingdom or a merchant prince.	A yacht, month of a mercenary company's service. A small estate.	A mina
Elite [19]	Income of a mid-sized kingdom or an entire noble family	Construction of a manse or artifact. Outfit and raise a small army.	A bar
Epic [21]	The wealth of a dynastic family.	Construction of a magitech artifact.	A Talent
Legendary [23]	The personal wealth of the scarlet empress or other major figure.	Construction of a city.	A Talent of Orichalcum

## Switching or Escaping Conflicts

In general, a Conflict operates within a certain sets of goals and parameters which determine what Qualities and actions are appropriate for the Conflict. However, sometimes characters in a conflict want to alter how the Conflict operates. Sometimes this is simple and requires nothing beyond stating a desire to engage in a different form of Conflict. For example, a character involved in an argument (a social conflict) could decide simply to belt one of his fellow debaters in the face, transforming the situation into a physical Conflict. Likewise a character being chased through the forest by pursuers could choose to stand and fight (switching to a different form of physical Conflict).

However, sometimes it's not so easy, for instance someone in hand to hand combat may want to break away and flee through the woods (transforming the conflict from a 'fight scene' to a 'chase scene'). This requires a Combat Challenge using the appropriate Qualities which must succeed by a margin equal to the MOD of the opponent's highest relevant Quality (treat Average [0] Qualities as a 1 and Poor as a zero)

*Example: The Night Caste Flowery Sobriquet is battling a dragon-blooded warrior. She isn't nearly as skilled in hand to hand combat so she's already losing badly. Rather than keep up the fight she decides she'll try a different tactic. Flowery Sobriquet's player announces she'll throw her broken sword to the ground, whip out her knives and charge the dragonblood screaming..then attempt to leap over his head into the the tree branches and run away, bounding from branch to branch. The intent of this maneuver is to change the terms of the encounter, rather than fighting hand to hand it will become a chase between the two. Flowery Sobriquet is quite acrobatic (Expert [+4] Speedy Escapes and Good [+2] Running and Jumping) and she's willing to pump it up with excellencies so she rolls a 19, her opponent is wearing heavy armor which helped during the fight but hinders him here and he's got no particular speed based Qualities, he rolls a 5. This is more than enough to give the Night Caste control of the situation. She bounds off and a new turn starts (the GM has them roll initiative again but rules that this still counts as the same scene for purposes of recovering Wound or Failure Ranks). At the start of the Turn our Solar heroine opts to 'attack' by attempting to escape using those same Qualities as before to put as much distance as possible between her and her foe (alternatively she might have tried using stealth to avoid detection, or even tried setting traps for her opponent if she wanted a more permanent solution) forcing the dragon-blooded to 'defend' with Qualities related to speed or athleticism.*

## <Chapter 6: Charms, Combos, and Sorcery>

Charms are supernatural techniques for channeling Essence into specific forms and methods to enhance aspects of an Exalt's body or mind to superhuman levels. The charms provided here are those specifically for the Solar Exalted, although all Exalted and most other supernatural creatures have charms of their own and some are presented in the antagonist's chapter (pg. xx). The charms of the Solars derive from Solar essence and their own heroic spirit so they cannot learn the charms of other beings (with the exception of the Eclipse Caste) and vice versa.

### **Charms and Combos**

Solars and other charm-users may use a number of charms in a single turn equal to the Exalt's Permanent Essence (**Note:** This is a major change from the original Exalted system), however they are limited to a single charm per action or reaction. Taking downshifts to make multiple actions each turn counts as a single action for purposes of using charms (although by paying the essence cost for each action, the same charm may be used repeatedly within a single Turn).

*Example: Bloody Vengeful Tortoise, who has Essence 2, is fighting a squad of assassins. Acting first in the round he uses Fire And Stones Strike to cleave one opponent in twain. On the assassin's turn one of them takes a cut at Bloody Vengeful Tortoise and he uses the Solar Counterattack charm to strike back at the attacker. He cannot use Fire And Stones Strike with his counterattack (that would be using more than one charm in a single action or reaction), nor would he be able to use his Solar Excellency to defend against a third opponent's attack (since that would be using more than his Essence in charms that turn) although he could use another instance of Solar Counterattack.*

Exalted can combine multiple charms into Combos, allowing them to create incredibly potent attacks and defenses using multiple charms at once. (see pg. Xx)

### **Charms and Qualities**

When a charm is selected it must be assigned to a specific Quality the character possesses at at least Good [+2] Rank or higher. The Quality is referred to as the Linked Quality and the nature of the Quality determines what type of Charms are appropriate to link to the Quality. Each charm may be assigned to only one Quality but there's no upper limit to the number of Charms that may be linked to a

given Qualities.

In order to link Charms to a quality the Quality must be an 'internal' Quality. This means it must represent some aspect of the Solar's mind, body, skills or attitude that does not rely on specific external forces, objects or groups. For example the Qualities Swordmaster, No One's Slave, Iron Body Training, Running and Jumping, or Force of Personality all represent valid 'internal' Qualities. Examples of inappropriate Qualities would be King of Chiar, Manse of the Black Pearl, Respected Throughout the Hundred Kingdoms, and Incredible Wealth.

## Charm Presentation and Rules

Since Qualities are flexible and create from scratch by the player's it's impossible to assign specific charms to specific Qualities. Instead, charms are assigned to general categories within the scope of the Solar Castes (charms dealing with war and combat for instance are listed for the Dawn Caste). These are not necessarily meant to be utterly restrictive and interesting Qualities might actually involve Charms picked from several categories.

## Charm Tiers and Prerequisites

For simplicity's sake the old prerequisite system is no longer in affect for charms, instead there's a simpler system using 'charm tiers' to determine the power and prerequisites of a charm. First, before a character may purchase any other Charms for a given Quality he must possess the Solar Excellency for the Quality, the most basic level of competence in manipulating Essence for that Quality. For other, more complex, Charms the character must meet the requirements for the charm's tier.

- **Tier One Charms:** Minimum Rank of Good [+2] and Essence 2. These charms are barely more complex than the Excellency and usually involve feats mortals are capable of, albeit with a much greater degree of difficulty.
- **Tier Two Charms:** Minimum Rank of Expert [+4] and Essence 3. These Charms usually involve the direct manipulation or manifestation of Essence and are usually capable of performing obviously supernatural feats. In order to use Tier Two charms characters must know at least one Tier One Charm for the Quality.
- **Tier Three Charms:** Minimum Rank of Master [+6] and Essence 4. These Charms involve massive or incredibly precise expenditures of essence to perform incredible feats. In order to learn a Tier Three charm you must know at least four lower Tier charms (at least one of which must be Tier Two) for the same Quality.
- **Tier Four Charms:** Minimum Rank of Master [+6] and Essence 5. These are the charms of the lost first age and embody the Solar's roles as lords of creation. To use a Tier Four charm you must know at least 7 lower Tier charms (one of which must be tier 3) for the same Quality.

## Obvious Charms

Charms marked with an \* are considered Obvious. This means that any observers can tell that a Charm (or other supernatural ability) and can usually get a rough idea of the effect. If the charm is permanent then it is only obvious when the charm is in active use.

## Duration

Charms have a listed duration which may be listed in terms of 'game time' (days, minutes,

hours) or within game time (such as Scenes or Turns). Indefinite Charms last until the solar ends the effect or until some condition causes the charm to end. Instant Charms last only as long as the action they enhance (typically the span of a single roll).

Charms with a duration longer than instant require the Exalt to commit the essence spent to activate the charm, meaning that this essence cannot be regained until the charm ends. Sorcery is an exception, motes spent on spells are not committed unless the spell explicitly states so.

## **General Charms**

### **Solar Excellency**

Cost: 2m per upshift

Duration: Instantaneous

This is the most basic charm Solar's can use, enhancing their already impressive abilities through raw essence. This charm allows the Solar to purchase additional upshifts to rolls using the Linked Quality. Each upshift costs 2 motes and Solars may not add more upshifts than the MOD of the linked Quality (so a Solar with Expert [+4] Righteous could purchase up to four upshifts for a single roll).

### **Tier Two**

#### **Infinite Solar Mastery**

Cost: 5m+

Duration: One Scene

For every 5 motes committed to this charm reduces the cost of the Solar Excellency charm for the linked Quality by 2 motes, to a minimum of 0. Normally the cost may only be reduced by 6 motes, but an Exalt with an Essence of 4 or higher can spend as many motes as they wish.

### **Tier Three**

#### **Essence Flow**

Cost: --

Duration: Instant (permanent)

The Solar may use the Solar Excellency for the linked Charm without it counting as Charm use, allowing it to be used during the same action or reaction as another charm without making it part of a combo or if the Solar has already used the maximum number of different charms possible that Turn.

## **Dawn**

- **Archery and Ranged Combat**

### **Tier One**

#### **There Is No Wind**

Cost: 3m or 5m

Duration: Instant

Make a single attack roll, ignoring all penalties except those caused by Damage/Failure Ranks,



multiple actions, or Playing Cagey. Shots may be fired at targets up to one Rank beyond the weapon's normal range and they suffer no penalty. If the Solar is at least Essence 3 they may spend 5 motes instead to target anyone they can see at no penalty.

### **Forceful Arrow\***

Cost: 2m

Duration: Instant

If the attack hits (even if damage is negated by a charm or armor) the target is knocked back and off their feet unless the target can beat a Challenge with a TN equal to the original result of the attack.

### **Trance of Unhesitating Speed\***

Cost: 2m per attack

Duration: Instant

The Solar may make an additional attack per 2 motes spent without extra action penalties (to a maximum of Essence +1).

### **Flashing Vengeance Draw**

Cost: 1m

Duration: Instant

If used on the first turn of combat or before combat has been initiated the solar may automatically act first, instantly drawing and readying their weapon. If more than one character uses charms like this then the one with the highest (Essence +MOD) acts first, ties broken by a roll.

### **Essence Arrow Attack\***

Cost: 2m

Duration: Instant

This charm increases the damage on any successful attack by an amount equal to the Solar's permanent Essence and the Solar may select one of the following effects when he selects the charm.

- Fire Arrow Attack: The arrow ignites mid-flight and may ignite flammable materials that it strikes.
- Dazzling Flare: The arrow glows with holy fire or sunlight. The light is incredibly bright, enough to see for miles and miles and inflicts additional damage to creatures of darkness equal to the attacker's Essence (so twice the character's Essence is added against creatures of darkness).
- Righteous Judgment Arrow: This costs an additional mote but adds 1d6 damage to the result of a successful attack.

Pick one feature when you select the charm, and additional features can be purchased at the cost of 1 experience point.

### **Phantom Arrow Technique\***

Cost: -- (1m/attack)

Duration: Instant (permanent)

The Solar may create ammunition from raw essence. This can only be used with bows or other weapons that fire projectiles. Each arrow created in this way costs one mote, but this is not considered charm use.

## **Tier Two**

### **Accuracy Without Distance \***

Cost: 3m

Duration: Instant

This charm creates a perfect attack. The attack is rolled as normal but the attack automatically succeeds by a margin of at least the attacker's Permanent Essence (even if the attack would normally fail or have a lower margin of success). This also can be used to automatically succeed at an applicable Challenge regardless of the Target Number.

### **Arrow Storm Technique\***

Cost: 10m

Duration: instant

The solar may make a number of separate attacks equal to their Essence x3. Each attack must be made against different targets with the exception of extremely large objects (buildings, giant statues, etc) or mass combat units.

### **Summoning the Loyal Bow\***

Cost: 1m

Duration: Indefinite

The solar may banish a bow or other ranged weapon that he owns and has used to inflict damage in battle. The bow is sent elsewhere which commits the essence spent on the charm. The Solar may draw the weapon from elsewhere at any point during his action, ending the charm. If the Solar cancels the essence committed the bow manifests in his hand or falls to the ground if he could not hold it.

### **Immaculate Golden Bow\***

Cost: 7m

Duration: One Scene

The Solar may form their essence into a powerful bow, crossbow, or firewand. The Golden Bow, no matter what it's form is considered an artifact for purposes of range, inflicts additional damage on a successful attack equal to the Solar's essence and adds a number of Boosts equal to the Solar's essence to the archer's attack roll.

### **Rain of Feathered Death\***

Cost: 6m or 10m per duplicate

Duration: Instant

This charm creates duplicates of the Solar's arrow or other weapon for a single attack against a target. The attack affects only one target but the attack is determined by the result of a single attack or defense roll. However each attack inflicts damage separately. If the charm is used with any sort of special, damage enhancing ammunition or in combo with a charm that increases the damage of the weapon then the cost increases to 12m per duplicate.

## **Tier Three**

### **Inexhaustible bolts of solar fire\***

Cost: 10m

Duration: One Scene

For the remainder of the scene the solar may create arrows from essence (similar to phantom arrow technique) at no additional cost. Ammunition created by this charm inflicts an additional

Damage Rank on a successful attack and will never harm someone the Solar does not wish to hurt.

- **Hand To Hand Combat**

### **Hungry Tiger Technique**

Cost: 1m

Duration: Instant

The Exalt doubles the normal damage bonus from a mundane weapon and adds an upshift to damage when using an artifact Quality or mystically created weapons (such as the spell Spirit Sword).

### **Fire And Stones Strike**

Cost: 1m per Rank

Duration: Instant

Every mote spent for this charm adds an additional Damage Rank to a successful hand-to-hand attack. The Solar may not spend more motes at once than his Linked Quality MOD.

### **Peony Blossom Attack**

Cost: 2 m per attack

Duration: Instant

Make multiple attacks with no multiple action penalty. Each attack costs 2 motes (including the first) up to a maximum of (Essence +1) attacks. This charm does not remove the penalty for actions other than attacks.

### **Call the Blade\***

Cost: 1 m

Duration: Indefinite

The solar can call a weapon he owns so long as it no more than Far distance, it will fly to the Solar's hand.

### **Summoning the Loyal Steel\***

Cost: 1 m

Duration: Indefinite

Identical to the ranged weapon version but it affects hand to hand weapons.

### **Iron Raptor Technique\***

Cost: 2 or 4 motes

The Solar can hurl a melee weapon which flies through the air and returns to it's master. The weapon is treated like a ranged attack but using Qualities associated with hand-to-hand combat and, hit or miss, the weapon returns. The normal range of the weapon is Far. Once the Exalt reaches Essence 3 they may cast a bolt of pure essence from their weapon rather than hurling the weapon itself.

### **Dipping Swallow Defense**

Cost: 2 m

Duration: Instant

This charm stabilizes the Solar's defensive position and supporting his strength with Essence. It allows the Exalt to ignore downshifts that apply to parry or defensive maneuvers due to multiple actions in a round or external penalties (such as poor vision, footing, or other forces interfering with the Solar's defense).

## **Bulwark Stance**

Cost: 5 m

Duration: Until the next action

For the remainder of the Turn until the Solar's next action they may ignore any penalties that apply to their defenses, including penalties for taking multiple actions in that round.

## **Solar Counterattack**

Cost: 3m

Duration: Instant

When the Solar is attacked by an opponent and uses the Linked Quality for defense they may make a counterattack, a free hand to hand attack using the linked Quality and any other relevant Qualities. The counterattack may only affect opponent's within the weapon's normal reach unless used as part of a Combo with range-enhancing charms.

## **Tier Two:**

### **Glorious Solar Saber\***

Cost: 8m

Duration: Instant

The Essence of the Solar is forged into a blazing golden blade (or multiple blades if the Solar wishes). The blade grants a number of Boosts equal to the Solar's Essence each turn for either attacks or defensive rolls. In addition, any attacks made with the weapon and adds an upshift to damage and is considered Holy, inflicting additional damage to creatures of darkness equal to the Solar's Essence.

### **Heavenly Guardian Defense:**

Cost: 5 m, 1 Failure Rank

Duration: Instant

Automatically and perfectly defends against any attack the Solar is aware of, even unblockable ones. The attack will have no effect (damage or otherwise) but the effort of will required for this charm automatically inflicts on Failure Rank on the Solar. If the Solar is using this charm to defend against a Perfect Attack from an opponent with a higher Essence then the Failure Rank cost increases to the difference between the Attacker and the Defender's Essence.

## **Doing the Impossible**

Perfect defenses allow you to defend against attacks that it would normally be physically impossible to block or evade. You could dodge a boulder the size of a mountain or block a tsunami. However, there are still some limits to their power.

Perfect defenses are *personal*. You may be able to split a wave of acid with your sword but it will still affect your companions (unless you can somehow block the attack at a choke point with a stunt or similar maneuver).

Perfect defenses do not apply against internal forces. You can dodge a poison dart but once the poison is in your system you cannot somehow evade it or parry it with your weapon. Likewise you cannot block emotions or feelings.

You can't dodge or block Creation the motion of your own body, so falling onto or into something cannot be defended in this way.

Attacks to be dodged or blocked must have some kind of physical component be it an arrow, a blast of fire, or a bolt of raw Essence. But you can't dodge words (unless they're given physical substance by a charm) or effects that operate purely on an emotional or spiritual level.

The rules above apply to physical perfect defenses that deflect or evade an attack (such as heavenly guardian defense or seven shadows evasion). Other perfect defenses may work differently but their capabilities should be clear from the text of the charm.

### **Blazing Solar Bolt\***

Cost: 5 m

Duration: Instant

Launches a bolt of solar fire from a melee weapon. This is treated as a ranged attack (Very Far Range) and the bolt moves as the Solar wills, making it impossible to evade or block the attack without the use of Charms and the bolt can avoid any sort of cover or barrier so long as the Solar can still see the target when the attack is made. The bolt is treated as a Holy attack, inflicting additional damage equal to the Solar's Essence to creatures of Darkness.

### **Ready In Eight Directions Stance**

Cost: 8m

Duration: Until the next action

Until the Solar's next action they may respond to any attack defended against with the Linked Quality just like the Solar Counterattack charm.

## ● **Throwing and Sniping**

### **Joint Wounding Attack**

cost: 4m

This charm inflicts considerable pain or weakens the opponent by stunning or crippling them when used as part of a ranged attack. The attack inflicts an additional Failure Rank equal to the number of Wound Ranks the attack inflicted upon the defender.

### **Observer Deceiving Attack**

cost: 3 m

Duration: Instant

When used with a ranged attack this charm will conceal the source. Unless the victim can succeed at an observation or sense based Challenge (TN is based on the Rank of the linked Quality plus the Attacker's Essence) the attack is concealed and it seems to come from a direction and distance of the Solar's choosing. Repeated, unless the victim (or any other interested observers) succeed at an observation or sense-based challenge (TN based on the Rank of the linked Quality plus the attacker's Essence) or it seems like the attack came from a direction and distance of the Solar's choosing (repeated use of the charms decrease the TN by one Rank each time)

### **Triple Distance Attack**

Cost: 2 motes

Duration: Instant

The weapon may be thrown or fired up to one Rank above its normal range with no penalties. (so a throwing knife may be thrown up to Far range, while an artifact Chakram could reach Very Far). The attack also suffers no penalties due to environmental conditions.

### **Call The Blade**

Cost: 1 m

Duration: Instant

Identical to the melee version.

## **Tier two**

### **Falling Icicle Strike**

Cost: 1 m

Duration: Instant

So long as the target is unaware of an attack enhanced by this charm then they may double the margin of success should the attack hit (so if the Solar rolls a 16, his opponent rolls a 10, then this charm would allow the attack to inflict 6 damage). This is before any modifications due to other charms or artifacts.

### **Cascade of Cutting Terror\***

Cost: 9m

Duration: Instant

This charm enhances a ranged attack, creating dozens or even hundreds of essence-based duplicates. The nature of the charm makes it difficult to dodge or block the attack without an impressive stunt or a perfect defense. In addition the charm doubles the result of a Solar's roll before adding their MOD or other bonuses (Boosts for re-rolls are used first however).

### **Spirit Weapons\***

Cost: 2m+

Duration: One Scene

This charm can forge knives, throwing needles, or other thrown weapons from pure essence. Each weapon costs 2 motes and is treated as an exceptional version of it's type: adding a Boost to attacks using the weapon. The weapons endure for the scene but fade away if anyone else tries to pick up and use them. Solars may make as many weapons at once as they wish.

## **● War and Mass Combat**

### **Tier One**

#### **Rout-Stemming Gesture**

Cost: 4 Motes, one Failure Rank

Duration: Until next action

So long as the Solar can communicate in some meaningful manner with a number of Mass Combat units equal to his Essence. The charm automatically defends against an attempt to break the unit's morale or cause a rout, acting as a perfect defense against a morale-based attack in a Conflict and allowing the units to automatically beat the TN of morale-based Hazards. The Solar must be aware of this attack and the use of this charm inflicts a single Failure Rank on the Solar.

#### **Commanding The Ideal Celestial Army**

Cost: 3 m

Duration: instant

Automatically transmits a single message of up to 12 words to one or more units within (essence x100 yards) under the Solar's command. The message must still be relayed in some manner but the troops react instinctively with no chance of miscommunication or interference.

#### **Mob-Dispersing Rebuke**

Cost: 10 m

Duration: Instant

This charm is an unnatural mental influence which forces the Solar's enemies to surrender or disperse. This is a morale-based attack by the Solar using the linked Qualities and (depending on the

action the Solar takes) any other Qualities relevant to the situation. The 'attack' inflicts Failure Ranks and if it causes the subject to Zero Out then the group targeted disperses or flees. This charm operates only with mass combat or social situations, it has no effect on individuals.

### **Fury Inciting Presence\***

Cost: 13m

Duration: One Scene

With a successful Challenge (TN determined by the GM based on the attitude of the targets) the Solar may unite any large group they address into a mass combat unit under his command. The unit's Qualities are determined by the GM depending on the nature of the group the Exalt addresses but the unit automatically has a free Quality (rank equal to the rank of the linked Quality) related to righteous fury, passion, or morale. The Exalt must lead the unit, if he abandons leadership for more than 15 minutes the group collapses into rabble once more. This is natural mental influence, so it may not convert active enemies of the Solar.

## **Tier Two**

### **Heroism-Encouraging Presence\***

Cost: 10m

Duration: One Scene

Any unit or other social group under the Solar's command or any allies within an area of Middling Range. Attacks or Challenges based on fear, intimidation or morale are automatically defeated.

### **Tiger Warrior Training Technique\***

Cost: 18m

Duration: One Week

This charm is used to train a military unit, requiring at least 5 hours of effort every week. Each week of training adds one Rank of a Quality related to physical fitness, combat training, morale, discipline, or tactical ability. These Ranks can be used to give the unit a new Quality of Average [0] Rank or increase an existing Quality by one Rank to a maximum of Expert [+4]. The Solar training the group must have a Quality that is similar to the 'gifted' Quality and Ranks granted cannot increase the unit's Quality above the Solar's relevant Quality (so a Solar General with Good [+2] Archery cannot raise a group of peasant's Marksman Quality to Expert [+4] or higher).

## **Tier Three:**

### **General of the All Seeing Sun**

Cost: 1 m

Duration: Instant

The Solar gains an instinctive knowledge of the position and status of any units loyal to him or his cause within (essence x10) miles. This includes awareness of any major landmarks within a mile of a loyal unit.

### **Legendary Warrior Curriculum\***

Cost: N/A

Duration: One Week (permanent)

When using Tiger Warrior Training Technique or a similar charm this enhances the training ability. Ranks provided by a week of training is can be used for other things:

\*Qualities may be raised above Expert [+4] to as high as the Exalt's relevant Qualities (mortal troops may never gain Qualities of Epic Rank but gods, exalts or similar beings can) and the training can be used to add on Qualities related to travel, tactics, beliefs, survival techniques, willpower or observation.

\*A week's training can also be used to add a Technique onto any Quality the unit already possesses.

## **Tier Four**

### **Ideal Battle Knowledge Prana\***

Cost: 12 m

Duration: One Scene

This charm grants all the Solar's troops an instinctive knowledge of the battlefield and the desires of the Solar so long as they remain within (Essence x10) miles. The Solar can issue commands to other units without a need for direct commands (although communication is still required if detailed information must be issued) and all such units receive an upshift to all rolls related to the battle for the rest of the scene.

## ***Zenith***

- **Integrity, Willpower and Morality**

### **Tier One:**

#### **Integrity-Protecting Prana**

Cost: 8m

Duration: 1 day

This charm protects the Solar from any effect that directly alters her mind, body, spirit or traits. The character cannot be mutated or changed against her will by the effects of the Wyld, Sorcery or any similar phenomena. Shaping affects that alter the character's environment or situation are still valid however.

#### **Destiny-Manifesting Method**

Cost:N/A

Duration: Permanent

The Solar is harder to affect with Shaping effects, they receive two Upshifts to resist any undesirable Shaping effect (or increasing the TN of such rolls by 4 if they aren't being actively resisted). This also reduces the frequency of random unfortunate incidents in the Labyrinth or the Wyld.

#### **Stubborn Boar Defense**

Cost: N/A

Duration: Permanent

When in Limit Break the Solar may treat the linked Quality as Armor (+) against unnatural mental influence while in Limit Break.

#### **Righteous Lion Defense**

Cost: N/A



Duration: Permanent

The character considers any command to betray or abandon his motivation as an unacceptable order. This charm can be selected more than once, in which case it applies to another Quality representing the character's dedication to a cause or ideal.

### **Elusive Dream Defense**

Cost: 5 m

Duration: Instant (story)

This charm allows the Solar to call upon the strength of his beliefs to sustain him. The Solar may choose any Quality, Technique or even a Flaw related to a belief that would normally be opposed to a mental influence (natural or unnatural) that an opponent is attempting to use against him. This creates a complete, perfect defense against the attack.

If the character has no character trait that would apply in this case then the Charm immediately creates a new Flaw related to the situation that would be opposed to the attempted possession. This Flaw will remain (and continue to act as a perfect defense) for the remainder of the story.

### **Temptation-Resisting Stance**

Cost: 6m

Duration: 1 scene

Add the MOD of the linked Quality to rolls to resist mental influence (if the Quality is already applicable to the defense, then it's bonus is doubled) whether natural or not.

### **Spirit-Maintaining Maneuver**

Cost: 2m per Failure Rank

Duration: Instant

This charm can be used to resist unnatural mental influences or similar forms of supernatural mind control. If resisting the influence would inflict Failure Ranks on the Exalt (typically from failing a Backlash roll) then the Exalt may reduce the Failure Ranks inflicted by one Rank per 2 motes spent.

### **Tier Two:**

#### **Phoenix Renewal Tactic**

Cost: N/A

Duration: Permanent

When the Solar performs a 2 or 3 die stunt instead of recovering Essence the Solar may recover a number of Failure Ranks equal to 1d6+ (MOD of the linked Quality). However, the act must work in harmony with the linked Quality.

### **Tier Three:**

#### **Transcendent Hero's Meditation**

Cost: 20m

Duration: instant

The Solar shatters all compulsions or illusions he suffers under, even ignoring any influences that would otherwise prevent them from activating this charm. If the Solar does not have the Motes to power the charm then they make accept 2d6 Damage Ranks instead, which makes the charm Obvious.

## **Sun King Radiance**

Cost: N/A

Duration: permanent

Character's loyal to the Solar may use the Solar's Linked Quality MOD in place of their own when resisting attempts at mental influence that would betray the Solar or his cause. Loyal characters attempting to any action that would actively betray the Solar suffer two downshifts on any relevant rolls. This charm has no affect on Abyssal or Solar exalted.

- **Performance or Oratory**

### **Respect Commanding Attitude**

Cost: 5m

Duration: 1 scene

The Solars may force attention from their audience or entrance their listeners with the power of their music or words. All who can hear the Solar are compelled to do nothing but listen attentively to the Solar and remain in his presence (those who are actively involved with the performance, such as musicians or dancers may continue their part and are compelled to continue). This is unnatural mental influence and those who wish to break free must resist Backlash (TN is based on the Linked Quality plus the MODs of any relevant Qualities). This roll must be repeated every five minutes the victim listens to the performance (with a maximum of 3 rolls before the spell is broken completely).

### **Heart Compelling Method**

Cost: 6 m

Duration: 1 scene

The Solar can rouse emotions and passions in others. The Solar may use their performances or speech to cause any listeners to feel the emotion intensely for the scene. This typically manifests as a temporary Flaw related to the emotion. Shaking off this unnatural mental influence causes the victim to suffer Backlash.

### **Tier Two:**

### **Phantom-Conjuring Performance**

Cost: --

Duration: variable

When performing or speaking the Solar may create ghostly images, essence flares, music or other sensory effects. The effects never seem entirely real and must remain within Middling Range of the Solar. The Charm has no cost and it's use is optional.

### **Memory-Reweaving Discipline**

Cost: 12m

Duration: Instant

### **Charm Concept: Backlash**

Many charms, especially social charms, place a variety of compulsions or illusions on their victims. These charms typically affect all valid targets who are not immune to such powers but they can be shaken off or resisted with an intense act of will.

Backlash is a influence-based Hazard that affects any target attempting to break free of the effect. Those who succeed at the roll manage to resist the effect as described in the charm, those who fail suffer a number of Failure Ranks equal to the amount they fail by. Most forms of Backlash may be resisted with any Qualities related to willpower or mental strength. The target number of the Challenge is based on the Rank of the linked Quality in most cases, with related Qualities adding their MOD to the total Target Number.

Anyone who hits Absolute Zero due to these Failure Ranks is helpless to resist the effect of the charm.

The Solar can convince their audience of something, even going so far as to rewrite their memories. These false beliefs can be broken. Shaking off the false belief for a scene causes Backlash but it will reassert itself at the end of the Scene. In order to completely break the false belief the target must resist a number of times equal to the Solar's Essence without Zeroing Out. If a victim hits Absolute Zero they may not resist again unless another character can provide evidence that their memories are false. Characters may receive bonus upshifts to resist the Backlash if the memories clash dramatically with their other memories or are extremely different from their actual life experience (for instance making a man believe they have been a woman all their life).

### **Husband-Seducing Demon Dance**

Cost: 12m

Duration: One Conflict Scene

This charm is used to engage the audience in a Social Conflict Scene with both the Solar and his listeners taking turns acting and reacting (the Solar may always go first at the start of the first Turn). The Solar's 'attacks' may affect anyone who can see or hear the Solar. If the Solar is Zeroed Out then the charm lapses and the Conflict ends. Any targets who Zero Out fall instantly in love with the Solar or with a cause the Solar represents. This grants the target a new Quality at Good [+2] Rank (related to their new love or dedication) and a new Flaw (related to resisting the Solar's desires).

- **Charisma and Presence**

#### **Tier One:**

### **Hypnotic Tongue Technique**

Cost: 12 m

Duration: Days equal to linked Qualities MOD

This charm exerts an unnatural mental influence to create a compulsion on the target of the Solar's attention. The Solar may issue a command of any complexity they wish so long as it is not an unacceptable or impossible order. Resisting the Solar's command inflicts Backlash but it allows the victim to resist for a single day. Once the target hits Absolute Zero they may not resist the command any further.

The target is unaware of the compulsion and the solar does not need to spell out the order explicitly. Remembering and recognizing the compulsion is a Challenge (TN equal to the linked Quality plus the Solar's Essence) based on willpower or intellect.

### **Irresistible Salesmen Spirit**

Cost: 3m

Duration: Instant

This charm enhances any social attack with the linked Quality to make a favorable bargain or encourage a specific course of action. Any mental influence (natural or not) enhanced with this charm inflicts an additional 1d6 Failure Ranks on a successful roll.

#### **Tier Two:**

### **Majestic Radiant Presence\***

Cost: 7m

Duration: One scene.

The Solar ignites with radiance and exudes such majesty and power that they may apply the linked Quality to defense against physical or social attacks (if the Quality applies already then add it's

MOD twice) due to intimidation and fear. An enemy can break the influence of this Charm by resisting Backlash.

### **Terrifying Apparition of Glory\***

Cost: 3 m

Duration: Instant

This charm may be used to enhance otherwise natural mental influence, transforming it into unnatural mental influence.

### **Underling Promoting Touch\***

Cost: 10 m

Duration: One Story

The Charm imbues a target with Solar Essence, such that whenever they believe they are acting or speaking in the Solar's name they may add a number of Boosts equal to the Solar's Essence to rolls related to charisma, presence or persuasion.

### **Authority-Radiating Stance**

Cost: 3m

Duration: One Scene

For the rest of the scene anyone who interacts with the Exalt believes they are someone with authority over them. If the target has a Quality related to willpower, insight or intellect higher than the Exalt's linked Quality then they are immune to the attack however and those who are affected may attempt to break free if they can resist Backlash.

### **Enemy-Castigating Solar Judgment\***

Cost: 2m

Duration: instant

This charm can be used to enhance a physical attack, making the attack Holy (adding the Solar's Essence to Damage Ranks inflicted by the attack). The charm can also enhance social attacks intended to create guilt, shame or fear. These attacks are also considered Holy (adding failure ranks rather than damage ranks).

### **Tier Three:**

### **Worshipful Lackey Acquisition\***

Cost: 15m

Duration: Days equal to the MOD of the linked Quality

This Charm may be used on anyone the Solar could make a social attack against, enforcing an unnatural loyalty on the subject through unnatural mental influence. This charm compels the character to serve the Solar loyally. Resisting the loyalty for a day requires that the victim resist Backlash. Victims who zero out, or do not attempt to resist, remain loyal even once the duration of the charm expires (although they may be convinced to betray the Solar like any other leader). Those who have resisted and not zeroed out automatically throw off the influence at the end of the charm's duration.

- **Endurance and Resistance**

### **Whirlwind Armor-Donning Prana**

Cost: 1m

Duration: Instant

The solar may spend an action to don a suit of armor, and halves the time for donning heavy power armors or warstriders. If the Solar is not currently attuned to the armor then this charm allows the character to attune the armor instantly by spending the appropriate number of motes. If another character is already attuned to the armor, but not wearing it at the moment, then this charm breaks the attunement.

### **Armored Scout's Invigoration**

Cost: 2m per downshift canceled.

Duration: indefinite

Every 2 motes spent reduces the penalty associated with wearing armor heavier than Light. If the penalty is completely negated then the character need never worry about Failure Ranks due to wearing the armor too long. The charm lasts until the armor is removed.

### **Durability of Oak Meditation**

Cost: 2m

Duration: instant

The Solar may ignore the damage from a single physical attack or hazard so long as the damage inflicted is less than the MOD of the linked Quality.

### **Spirit Strengthens The Skin\***

Cost: 1m per damage Rank

Duration: Instant

Each mote spent negates one Wound or Failure Rank from a physical attack or hazard.

### **Iron Kettle Body\***

Cost: 6m

Duration: scene

For the rest of the scene the Solar reduces damage from all physical attacks by 2 and may treat the linked Quality as Armor (+).

### **Essence Gathering Temper**

Cost: 1m

Duration: instant

For every damage rank inflicted by an attack the Solar regains two motes of essence to a maximum of (essence x MOD of the linked Quality) for a single attack. This does not allow the Solar to fill his essence pools higher than their normal maximum and the Solar may not gain more than 20 motes during a single Turn.

### **Battle Fury Focus**

Cost: 5m

Duration: one scene

This charm can only be used in a physical Conflict. For the rest of the scene the Exalt receives a Boost to all combat-related rolls and may ignore up to their Essence in Damage Ranks (these can be used at any time during the round or even be used to negate existing Damage Ranks) but these are inflicted again when the charm ends. While the charm is active the Solar can fight however they wish and differentiate friend from foe but they can only speak in short, clipped sentences, retreat, or perform complex actions other than attacking or moving to engage an enemy. The charm can be ended before the end of the scene but this inflicts 1d6 Failure Ranks (as well as any damage ranks negated during the duration).

### **Unbreakable Warrior's Mastery**

Cost: 3m

Duration: instant

This charm can be used to negate an attack that attempts to inflict Failure Ranks or Downshifts through crippling pain, transformation or injury. It cannot be used to negate Wound Ranks, so if an attack inflicts both Failure Ranks and Wound Ranks then only the Failure Ranks are negated. This requires a Challenge using the linked Quality at a TN of (11+Attacker's Essence).

### **Body Mending Meditation**

Cost: 10m

Duration: one day

While under the influence of this charm the Solar may add the linked Quality to the result of any rolls made to recover damage at the end of a scene. This charm may be activated even when the Solar is zeroed out.

## **Tier Two**

### **Hauberk-Lightning Gesture\***

Cost: 1m

Duration: indefinite

The solar can don a suit of armor that he owns and has worn in battle and the Solar may banish it elsewhere. The armor can be recalled at any time but this takes as much time as it normally would to don (recalling the armor does not count as charm use so Whirlwind armor-donning prana may be used to speed the process). Warstrider armor may also be banished and recalled.

### **Glorious Solar Plate\***

Cost: 10m+

Duration: 1 scene

The Solar armors himself with light and essence, forging armor of any appearance to suit their desires. The armor is always medium or heavy artifact armor which glows with golden light. The armor is normally a Good [+2] Armor (+) Quality (it can be downshifted to negate damage, but otherwise damage cannot be assigned to the armor). Every 3 additional notes spent upgrade the Armor's Quality by one Rank to a maximum of Master [+6]. For an additional note the armor will include a Shield which provides a Boost to any defensive rolls.

### **Adamant Skin Technique\***

Cost: 5m, 1 Failure Rank

Duration: instant

This charm perfectly defends against a single physical attack or hazard that would inflict harm or injury in the form of Failure or Wound Ranks. The damage is reduced to zero but the Solar takes a single Failure Rank, this is considered a perfect defense for the purposes of defeating perfect attacks.

### **Bloodthirsty Sword-Dancer Spirit\***

Cost: 12m

Duration: 1 scene

When under the effects of this charm the character is a deadly berserker. They must Flip Out every action but receive an additional upshift to all combat related rolls and while the combat continues

the character does not record any Damage or Failure Ranks (they are inflicted but do not get assigned until the charm ends). The character cannot speak coherently or retreat. They may only move towards their current target, attack an enemy within range, wait for an attacker to come to you, or choose a new enemy as a target. Once the character can no longer locate an enemy to kill. Anyone who interferes or gets in her way is considered an enemy as is anyone dressed like an enemy or acting suspiciously unless they are close friends or well known associates.

Ending the charm prematurely inflicts a point of Limit and 2d6 + (linked MOD) failure Ranks. If the exalt is attempting to end the trance to avoid injuring a friend or close companion then it only takes 2d6 failure ranks.

### **Immunity to Everything Technique**

Cost: 8m

Duration: one scene

The Solar is immune to poison, sickness or illness for the duration of the charm. The Solar will not be harmed or infected (so during the duration of the charm the solar may be injected with poison and it will not come into effect even after the charm lapses) and they will not act as carriers for any disease although they may still be a hazard if they go around caked in diseased filth or covered in a poisonous film.

- **Wilderness Lore and Survival**

#### **Tier One:**

#### **Friendship with animals approach**

Cost: 3m

Duration: one scene

Natural animals will not attack the Solar unless significantly provoked or driven by unusual pain, fear or magic. The Solar may also communicate with natural animals as though they shared a language but the animal's level of comprehension is not improved. This charm may be activated when Zeroed Out. Prolonged use of this charm can, combined with spending the proper experience points, allows the Exalt to forge a bond with the animal or even enhancing it's intellect (gaining the Familiar Quality)

#### **Hardship-Surviving Mendicant Spirit**

Cost: 10m

Duration: Indefinite

So long as this charm is active the Solar cannot be the target of hazards or attacks made by the environment or natural weather related to thirst, hunger, inclement temperatures, or even poisonous plants and bug bites. This only applies to Failure Ranks. If the environment is deadly enough to inflict Wound Ranks (such as a lava plain or a hailstorm flinging ice the size of fists) then this charm is insufficient.

#### **Food-Gathering exercise**

Cost: 3m

Duration: Instant

The Solar can use this charm to affect a group with a magnitude MOD which doesn't exceed ½ their Essence. The character or group may forage in the wild and find enough food for a small meal each, it takes 5 uses of the charm in a day to feed a group adequately.

### **Trackless Region Navigation**

Cost: 7m

Duration: indefinite

This charm affects the solar or a group she leads with a magnitude Quality MOD no greater than  $\frac{1}{2}$  their Essence (round up). This allows travel of up to 10 miles per day across harsh terrain or twice that through normal wilderness and allows the solar to automatically succeed at any Challenge or action to avoid losing the way (so long as they have enough information to attempt the roll in the first place, the solar must have an idea of where they're trying to go).

### **Tier Two:**

#### **Bestial Traits Technique \***

Cost: 16m

Duration: One week

Animals trained by the Solar can become more loyal and more powerful. This is a training charm requiring at least five hours in a given week. Each week of training the trainer can grant the animal a Rank in a Quality related to courage, strength, perception, physical fitness, size or combat ability. Each rank grants a new Quality at Average [0] Rank or increases an existing Quality by one Rank. This cannot increase the rank above Good [+2] (for Qualities the animal did not previously have) or one higher than the animal's existing Rank. One week of training can also grant the animal the intellect of a human child instead of adding a rank. Familiars increase the training levels by one Rank (so a familiar can get a new Quality as high as Expert or an existing Quality at two ranks above the original level). Granting a Familiar additional Qualities through this charm does not increase the Exalt's Familiar Quality.

#### **Element-Resisting Prana**

Cost: --

Duration: permanent

This charm enhances Hardship-Surviving Mendicant Spirit, allowing the Solar to ignore any environmental Hazard or attack so long as it's merely a function of the wilderness rather than the direct actions of another character.

#### **Unshakable Bloodhound Technique**

Cost: 10m

Duration: instant

The Solar automatically succeeds on any roll to track or pursue a target by a margin of success equal to the Solar's Essence. If the target is using a charm or other magic to conceal themselves the Solar must make a roll as normal but receives a number of Boosts equal to the Solar's Essence.

#### **Traceless Passage**

Cost: 8m

Duration: instant

The Solar can use this charm to conceal his tracks and the tracks of a group with a Magnitude MOD no higher than  $\frac{1}{2}$  the Solar's essence (round up). Any rolls made to track the Solar (by any mundane means, including scent) fail automatically unless enhanced by magic or charms. When in conflict with another charm this charm adds a number of Boosts to the roll equal to the Solar's Essence.

#### **Eye-Deceiving Camouflage**

Cost: 6m



Duration: indefinite

The Solar may use this on himself or a person or object, taking an hour to conceal the subject. Ordinary senses simply cannot detect the subject of the charm, but inhumanly keen senses (supernatural beings or charms for instance) can try and break the effects of the charm with a normal opposed Challenge. Ordinary searchers can attempt a long-term, inch-by-inch search to locate the subject which is a Challenge with the TN based on the Rank of the Linked Quality plus the Solar's Essence. If the subject of the charm moves or makes other actions to draw attention to himself then the effect of the charm is broken.

### **Tier Three:**

#### **City-Moving Secrets**

Cost: --

Duration: permanent

This charm modifies any other charms for the linked Quality which affect a large group of at least Average [0] Magnitude. The allowed Magnitude is increased by one Rank. This charm may be taken more than once.

#### **Eternal Elemental Harmony**

Cost: --

Duration: permanent

Enhances Hardship Surviving Mendicant Spirit, reducing the cost to five motes and allows the solar to activate it while Zeroed Out. At Essence 6 or higher the cost is reduced to one mote.

## **Twilight**

- **Craftsmanship and Construction**

### **Tier One:**

#### **Object-Strengthening Touch**

Cost: 5m

Duration: one scene

This charm makes an object more difficult to break or damage, adding the Solar's linked Quality to any rolls made by the object to resist physical damage.

#### **Durability Enhancing Technique**

Cost: 3m

Duration: instant

This charm permanently increases an object's Durability rating by one Rank, permanently. This charm cannot be used to add more Ranks than ½ the character's Essence.

#### **Chaos-Resistance Preparation**

Cost: 5m

Duration: indefinite

The object becomes immune to the effects of the Wyld or other destructive Shaping techniques so long as the essence is committed. Even after the charm is allowed to lapse the object always has an

upshift to resist the effects of the Wyld.

## **Tier Two:**

### **Crack-Mending Technique**

Cost: 10m

Duration: instant

This Charm can be used to repair an object with nothing but Essence and will. These repairs are performed at (Essence x3) times the normal rate and since the Solar uses pure essence they can repair objects that would normally be impossible to reconstruct (such as recreating a gemstone crushed to dust or restoring a letter burned to ashes) although these tasks may have a particularly high TN and time requirements. This Charm can repair but not replace parts of the object. If half of a broken sword is missing then it cannot be fixed without additional raw materials.

### **Shattering Grasp**

Cost: 5m

Duration: One Scene

This charm can be used to take apart or destroy an object or structure. Objects can be targeted and destroyed with a successful Challenge in a matter of minutes or even seconds for delicate objects. Each round the Exalt can make an attack using the Linked Quality in addition to any relevant Qualities and doubling damage.

For large structures like buildings or even whole villages the Solar can take them apart piece by piece. This is a Conflict against the structures, each “Turn” taking about 30 minutes. Damage is not doubled against Structures.

### **Craftsman Needs No Tools**

Cost: 10m

Duration: Instant

This Charm can be used with any construction or craft roll. The action may be performed without tools, needing only raw materials and speeds up the project by a factor of (Essence x3).

- **Investigation**

## **Tier One:**

### **Crafty Observation Method**

Cost: 5m

Duration: Instant

This charm is an investigative Challenge where the character studies evidence or a scene. This charm takes several seconds and provides all the benefits of a thorough search and fifteen minutes of examination with just a glance.

### **Evidence Discerning Method**

Cost: 8m

Duration: One Story

The charm may make an investigation-based Challenge to gain a thorough understanding a subjects personality. The Solar does not need to interact with the subject but must have some way to examine the target's personality (such as examining their home or speaking with friends). If the roll succeeds then the Solar can learn personality-based Qualities or Flaws the target possesses (but not

their Rank), and while the essence remains committed the Solar receives Boosts equal to the Solar's Essence on social actions against the target.

### **Judge's Ear Technique**

Cost: 3m

Duration: one scene

The Solar may recognize all deliberate lies or half-truths, unless contested by another charm (although in this case the Solar receives Boosts to any Challenge equal to their Essence).

### **Irresistible Questioning Technique\***

Cost: 4m

Duration: One Scene

For any interrogation scene the Solar may engage the target in a Conflict, inflicting Failure Ranks in an attempt to break the target's resistance (whether this is through intimidation, torture, or friendly persuasion is up to the Solar). If the target is Zeroed Out they are forced to answer the Solar's questions with absolute honesty, not even able to hold anything back or even refusing to answer. If the target successfully defeats the Solar in the Conflict the Solar must use the charm again, starting a new Conflict Scene. However, each repeated use on the same target each story grants a cumulative upshift to all rolls within the conflict to the target.

### **Courtier's Eye Technique**

Cost: 3m

Duration: Instant

This charm can be used to determine the status or wealth of another individual. With a successful Challenge roll the Solar gets a rough idea of the character's personal wealth and influence. The charm also lets the Solar know who, if anyone, the individual considers an ally in the immediate vicinity. Although the charm gives the Solar an idea of the rank the individual holds within various groups or organizations the Solar cannot discern what groups in particular (For example, the solar could tell a merchant is a low ranking member in a small, secret group but unless he happened to see the merchant at a meeting or interacting with another known member he could not tell that the merchant is secretly part of the Deadly Flowers Assassins).

### **Consumer-Evaluating Glance**

Cost: 2m

Duration: Instant

The Exalt can use this charm and a successful Challenge to determine the target's intentions or desires for their interaction with the exalt.

## **Tier Two:**

### **Know The Soul's Price**

Cost: 8m

Duration: Instant

If the Solar uses this charm after an interaction with the target. With a successful Challenge the Solar can determine the target's price and if the Solar can meet that price then the Charm creates a compulsion of loyalty to the Exalt and will suffer an attack (using the linked Quality and any Qualities that would inspire loyalty), inflicting Failure Ranks, if they act in a disloyal fashion (enduring the attack allows the target to act for a scene). This compulsion is broken if the Solar betrays the bargain or once they have suffered 10 'bouts' of disloyalty.

- **Lore and knowledge**

**Tier One:**

**Essence-Lending Method\***

Cost: 3m

Duration: Instant

The Solar may transfer up to her Essence x3 motes to another character. This transfer does not count as spending motes and fills personal essence first then peripheral essence. This cannot increase the targets' essence past their normal maximums.

**Tier Two:**

**Harmonious Academic Methodology\***

Cost: 15 m

Duration: One Week

This charm can be used to train an individual or organized social group such as a class or guild. This requires five hours a week at minimum. Each week of training can be used to grant a Rank of a Quality related to discipline, understanding, loyalty (to a specific group or organization), perception, intellect, craftsmanship, knowledge, language, performance, politics or just about any other academic, intellectual or social ability. Each Rank can be used to grant a new Quality at Average [0] Rank or increase an existing Quality by one Rank to a maximum of Expert [+4]. The Solar may not train any Quality higher than a similar Quality that he himself has (for example a Solar teacher cannot provide a course in ancient languages unless he himself has a relevant Quality).

**Legendary Scholar Curriculum**

Cost: --

Duration: One Week

This charm enhances Harmonious Academic Methodology or similar custom charms. The charm can be used to train abilities above Expert [+4] (mortals can never exceed Elite [+8] but exalts, gods or other essence users can be trained as high as Epic [+10]). The exalt can also spend a week to add a technique to any academic or social qualities the target already possesses.

**Chaos-Repelling Pattern\***

Cost: 8m

Duration: one hour

The Solar may use this charm to create a pattern of Essence in an area as large as their Essence in yards. Even within the Wyld, Malfeas or the Labyrinth or similar places follow the laws of Creation.

**Wyld-Shaping Technique\***

Cost: 22m

Duration: Instant

This charm can be used to conquer the Wyld and expand Creation. Wyld Shaping Technique can be used to transform the Wyld using the Linked Quality and any other relevant Qualities in a Challenge (TN 11 for pure Chaos, TN 13 for the Deep Wyld, TN 15 for the Middlemarches and TN 19 for the Bordermarches). Each roll requires 5 hours and for the Solar to spend the motes on the charm each time. Every Rank by which the Challenge succeeds grants one 'creation point' which can be used to shape the land. This is considered a Shaping effect.

**Demesne:** To create a Demesne the Solar must first shape the landscape, each creation point after that can be used to grant the land a Demesne Quality (starting at Average Rank for one point, each point beyond that increases the Quality by one Rank).

**Land:** Each point invested creates one acre of landscape, which is by default bare and unimpressive (bare rock, empty ocean, dry grassland) but each additional point grants the land a Quality at Average [0] Rank or improves an existing Quality by one Rank (so for 3 points the Solar could make an acre of grassland with the Quality of Good [+2] Fertility). Attempting to reshape existing land counts as the Middlemarches in terms of difficulty. The Solar cannot invest more than Essence x2 points.

**Magical Objects:** Creating Manses or artifacts is possible. The Solar can make a roll using any qualities related to craftsmanship with an upshift for each creation point spent. In order to successfully create it the object must be completed with a single roll, otherwise all that is produced is a mound of useless material.

**People:** Each point spent can be used to create people. One point creates a group of Average [0] Magnitude which may be increased by one Rank per point spent. Additional points can be spent to add Qualities just like creating landscape. An extra point is required if this charm is used to create a coherent government, society, or military group.

Important individual characters (non-extras) can be created. One point gives them a single Good [+2] Quality with each additional point granting a new Quality at Average [0] Rank or increasing an existing Quality by one Rank.

The Solar can spend only Essence x2 points for this at once.

**Wealth:** The Solar can create raw wealth as well, each point creating one Rank of valuable material. (maximum of Essence x2 points).

Anything made by the charm are not truly real and they only remain stable so long as they interact with the Exalted or Creation itself. If an object fails to interact with creation significantly then they suffer an 'attack' by the Wyld with a Rank based on the level of wyld chaos in the region (Expert [+4] at the bordermarches, Master [+6] At the Middlemarches, Elite [+8] in the Deep Wyld, and Epic [+10] in pure chaos) defended by the Solar's Linked Quality (this is downshifted one rank if the region does not interact with the real world at all during the story). Damage inflicted by this decay can only be recovered through another use of Wyld-Shaping Technique (removing one Damage Rank for each creation point).

### **Power-Awarding Prana**

Cost: 18m

duration: Indefinite

This charm can grant Essence to an Essence 1 mortal. The Charm increases the target's permanent Essence to 2 and grants him a pool of 18 motes and the ability to respire essence as a Solar. The character may also learn Solar charms with the normal training time. This charm lasts only so long as the motes are committed by the Solar.

### **Tier Two:**

#### **Wyld Cauldron Technology**

Cost: --

Duration: Instant

This charm enhances Wyld-shaping techniques allowing the Solar to make creations immune to the Wyld's decay.

**Land/wealth:** By sacrificing resources (in jade) of equal value to the land, wealth or objects the Solar may create permanent objects. Alternatively the Solar may use this charm to attain a new Quality

by using the appropriate amount of Training Points.

**Magical Things:** Manses or Artifacts created by the charm are permanent if the raw materials are taken from creation. They must still be attuned normally to gain their benefits.

**People:** The Solar can use Wyld Shaping to change an existing group of individuals. This is a shaping Attack using the Solar's linked Quality and an upshift for each Creation point spent for that purpose and resisted by qualities related to willpower or mental fortitude. If the individual or group is zeroed out they may name a short condition which the Solar cannot bypass "do not make me a traitor" "don't make me hideous", if the target hits Absolute Zero then the Solar may do whatever they wish. Each additional creation point spent can be used to remove a rank from a Quality (Qualities reduced to Average [0] are removed) or create or increase Qualities.

### **Order-Affirming Blow**

Cost: 18m

Duration: Instant

The Solar can use this charm to shatter any shaping effect on the target including Wyld mutation and sidereal astrology and immunizes them against shaping effects for the remainder of the scene.

- **Medicine**

### **Tier One**

#### **Touch of Blissful Release**

Cost: 3m

Duration: Solar's Essence in hours.

Creates a blissful feeling of euphoria which erases pain and suffering in anyone the Solar touches. This charm removes a number of Damage and Failure Ranks received in a physical conflict equal to the Solar's Essence. These ranks are not removed entirely instead they are added back once the duration of the charm expires, although they can be recovered like normal at the end of a scene.

#### **Contagion-Curing Touch**

Cost: 2m

Duration: Instant

This supplements treatment of a patient, requiring the normal amount of treatment time, but otherwise requires no tools and ignores any penalty due to conditions or lack of medicine.

#### **Wound-Mending Care Technique**

Cost: 10m

Duration: One Scene

This charm supplements a scene spent treating and tending a patient (usually at least one hour). At the end of the scene the patient recovers Damage Ranks as normal plus additional Damage Ranks equal to (MOD of the linked Quality + Solar's Essence). This can be used on a single patient only once per day. If used on a character who is Zeroed Out by physical damage the Solar may add their Essence to the target's to determine how many ranks can be recovered.

#### **Anointment of Miraculous Health\***

Cost: 10m

Duration: indefinite

This Charm allows the Solar to increase a character's endurance. For each point of the Solar's essence the target gets the equivalent of one Average [0], unnamed Quality which can be used only to

absorb damage. Once the Solar stops committing essence the additional Qualities fade away and any damage assigned to them fades as well.

### **Flawless Diagnosis Technique**

Cost: 1m

Duration: Instant

This charm lets the Solar automatically diagnose a patient successfully identifying the condition, its source and potential symptoms (even if they haven't yet manifested).

### **Ailment-Rectifying Method**

Cost:--

Duration: Instant

Solar exalted with this charm can cure any illness or ailment, halving the length of the illness and ensuring that the target will recover. When treating ordinarily incurable diseases like the Great Contagion it requires 5 motes and a TN 17 medical roll. The subject of the healing cannot be reinfected by the same disease for at least one week.

### **Body-Purifying Admonitions**

Cost:--

Duration: Permanent

The Solar may cure poisons and toxins. With a successful medical roll equal to the TN of the venom's Rank the poison can be treated and will inflict no further damage. By spending 5 motes and making a Challenge roll based on the Rank of the disease or poison even normally incurable effects may be wiped away. This normally takes at least 20 minutes unless sped by the effects of another charm.

### **Instant Treatment Methodology**

Cost: 7m

Duration: instant

This charm can be used to speed up the treatment of illness or injury, allowing hours of work to take place in seconds. This does not accelerate the normal rest and convalescence time, just the time for treatment.

### **Tier Two:**

#### **Wholeness-Restoring Meditation\***

Cost:-

Duration: Permanent

The Exalted can treat crippling injuries or permanent damage. By spending 5 motes and normally at least one hour and a Challenge roll (depending on the severity of the injury) to fix the patient.

#### **Wound-Cleansing Methodology\***

Cost: 10m

Duration: Instant

This charm modifies a normal Recovery Scene, taking at least an hour, and allows the Solar to transform up to twice the linked MOD of Wound Ranks into Failure Ranks which will be removed at the end of the Scene.

- **Occultism and Sorcery**

### **Tier One:**

#### **Sorcery**

Each level of Sorcery is a charm that must be learned before the Solar can purchase any spells. Terrestrial Circle Sorcery is Tier Two, Celestial is Tier Three, and Solar is Tier Four. However, unlike other charms they require no lower-tier charms or the Solar Excellency (although each higher Sorcery Charm requires access to the lower tier Sorcery Charm).

#### **Spirit-Detecting Glance**

Cost: 3m

Duration: One Scene

This charm allows the Solar to detect immaterial demons, ghosts and gods with their normal senses. Spirits may still attempt to hide normally, this charm provides no benefit against mundane or charm enhanced attempts at stealth.

#### **Spirit-Cutting Attack\***

Cost: 1m

Duration: instant

Allows a single physical attack to target a dematerialized spirit, inflicting additional damage equal to the Exalt's Essence on a successful attack roll.

#### **Spirit-Repelling Diagram\***

Cost: 10m

Duration: One Scene

This charm creates a circle of white light that affects all dematerialized creatures Near the Solar, compelling them to leave the circle or not to enter. Those spirits who attempt to resist this compulsion suffer a Failure Rank attack every round they force themselves into the circle using the Solar's Linked Quality and resisted by Qualities related to the spirit's willpower.

#### **All-Encompassing Sorcerer's Sight**

Cost: 6m

Duration: One Scene

The character can perceive patterns of essence, seeing motes, essence-fueled effects, powers and invisible but magical creatures and forces. The character can automatically perceive the use of any charms or sorcery, dematerialized but invisible creatures and they can recognize artifacts, manes and demesnes. They can also automatically recognize any creatures of Essence 4 or higher as supernatural even if they aren't currently using charms and the Solar receives a number of Boosts equal to the target's essence to overcome any stealth attempts.

This charm allows the Solar to analyze magical effects and objects with a successful Challenge (TN 13 to gauge the level of an artifact, manse or an individual's Essence is, TN 17 to identify the effects or purpose of an unknown charm or artifact.)

### **Tier Two**

#### **Ghost-Eating Technique\***

Cost: 2m

Duration: Instant



This can be used after making an attack that damage or dissipates a spirit, in addition to the normal damage the attack drains a number of motes equal to (Solar's Essencex2) and transfers them to the Solar. If this attack hits Absolute Zero the spirit the spirit is killed permanently.

### **Tier Three:**

#### **Sorcerer's Burning Chakra Charm\***

Cost:--

Duration: varies

This charm functions as all-encompassing sorcerer's sight but has no cost, the benefits are automatic once her anima banner is higher than 6 motes and the sorcerer may commit one mote to automatically flare her banner to this level to gain the benefits.

## ***Night***

- **Athletics, fitness, strength**

#### **Graceful Crane Stance**

Cost: 3m

Duration: one scene

This charm allows the Exalt to automatically succeed on any Athletics roll to keep their balance on any surface even something as thin as a human hair, treating it as a ledge at least three feet wide and capable of supporting up to 1000 pounds.

#### **Monkey Leap Technique**

Cost: 3m

Duration: One Scene

For the rest of the scene the character can make amazing leaps. This provides an upshift to any rolls made to close distances and allows single leaps of up to Near distance without a roll (including straight up).

#### **Soaring Crane Leap\***

Cost: 2m

Duration: Instant

The character may make a single incredible leap. Make a normal movement Challenge roll with the linked Quality with a number of Boosts equal to the character's Essence, but the entire movement is considered one leap, without touching down until the character lands (unless they wish to). These leaps can be straight up as well but increase the TN by one rank.

#### **Foe Vaulting Method \***

Cost: 1m

Duration: One Scene

The Solar moves faster than the eye can follow. This allows the Solar to make an athletic or speed based Combat Challenge against the opponent's perception-based Quality on their action. A successful roll means that the Solar may immediately make an attack that one of their opponent's cannot see coming (limiting their options for defense) or they may break away or alter the conditions of the Conflict by escaping or fleeing (with nothing more than a regular success).

### **Thunderbolt Attack Prana\***

Cost: 3m

Duration: Instant

This charm allows the Solar to make a leaping or sprinting attack, using their athletic ability to their advantage. This adds one Boost per Rank in the Linked Attribute to a hand-to-hand attack and adds the Linked Quality's MOD in damage if the attack is successful.

### **Lightning Speed**

Cost: 3m

Duration: one scene

This Charm enhances the running speed of the Exalt, granting a number of boosts equal to the Exalt's Essence to any rolls made to close distance or in racing or speed based Conflicts. This also treats the Exalt's speed as "Inhuman" rather than "Mortal" allowing them all the benefits of such.

### **Spider-Foot Style\***

Cost: 4m

Duration: one scene

This charm allows the character to run (not simply walk or stand) across any surface, including horizontal surfaces or even ceilings, but if the Solar stops running on any surface she couldn't normally stand on, she falls.

At Essence 4 or higher the Solar may spend one mote a round to remain standing in a position that normally would require her to fall.

### **Increasing Strength Exercise**

Cost: 5m+

Duration: One Scene

This charm temporarily increases the Solar's strength to super-human levels. This does not actually increase the Solar's strength-related MOD (he's stronger but no more skilled in using his strength) but it does increase their strength to "inhuman" rather than "mortal" levels. When the Solar reaches Essence 3 or higher he may spend 10 motes to increase their strength to "Monstrous" levels, and at Essence 5 he can increase it to "titanic".

### **Tier Two:**

#### **Racing Hare Method\***

Cost: 7m

Duration: Instant

This charm allows the character to sprint at incredible speeds, traveling (linked MOD +Essence) x10 miles per hour for up to one hour. So long as the character does not interrupt their run this charm costs only 5m for each additional hour. This can only be used for long-term travel scenes not within the scale of something like personal or mass combat.

#### **Feather-Foot Style\***

Cost: 4m

Duration: One Scene

The Solar may run or walk on surfaces that would normally be unstable or impossible to provide support (the surface of water, quicksand, or even a thrown knife in mid flight).

## **Tier Three:**

### **Hill-Hurling Might\***

Cost: 3m

Duration: Instant

This charm enhances the Solar's ability to lift and hurl large objects. For purposes of lifting an object to throw it the Solar is treated as though they had Monstrous strength and they suffer no penalties for awkward or cumbersome improvised weaponry. The object may be thrown like it was hurled by a siege engine (up to Too Far Range, going up to Extreme with a range penalty). Large projectiles inflict additional damage (providing an upshift for objects the size of a barrel, adding 1d6 for objects as large as a horse, or 2d6 for objects as large as a wagon or bigger) and can be used to attack entire structures (similar to a siege engine).

### **Mountain Crossing Leap Technique\*\***

Cost: 12m

Duration: Instant

This allows the Solar to leap castles in a single bound, traveling up to Essence x5 miles in one jump (this takes about 5 minutes to land). Should something manage to interrupt the leap or if the solar takes any action during the leap they will land normally, but they're forced to contend with a falling Hazard. The leap is simply too great to use within normal hand-to-hand combat, it's impossible to use this charm to leap less than ¼ of a mile in a jump.

### **Eagle-Wing Style\***

Cost: 6m

Duration: One Scene

The Solar may rise off the ground with the power of their essence, leaping up and not coming down. Her flight is equivalent to any speed or swiftness based Qualities the Solar possesses but automatically gains an upshift to any rolls based on speed. The Solar cannot stay higher than (MOD + Essence) x3 yards of a solid surface (the ground, a wall, or a cliff).

## ● **Perception and Keen Senses**

### **Tier One**

#### **Keen (sense) Technique**

Cost: 3m

Duration: One Scene

This is actually three charms, one for sight, one that heightens hearing and touch, and one that heightens smell and taste. This charm provides two upshifts on a relevant perception or awareness roll and the Solar may engage in Challenges normally impossible for human senses.

**Sight:** The character can see for incredible distances and detail and with the slightest light. With an incredible (TN 19 or higher) he can spot a flea jumping off a dog from across an entire block.

**Hearing and Touch:** The character can ignore up two downshifts for blindness or invisible forces. He can hear conversations several rooms away. With an incredible success he can read by touch or hear a mouse's heartbeat.

**Smell and Taste:** The character can recognize an individual by smell, track by scent or analyze their recent activities. The character can identify foreign ingredients in food or drink by taste. With an incredible success the character can identify something as bland as a drop of water in a glass of wine.

## **Surprise Anticipation Method**

Cost: 1m

Duration: Instant

This charm can be used for any reaction involving immediate mortal danger that the Exalt is normally unaware of. This charm allows the Solar to automatically detect a surprise attack that they have a chance of noticing at all. If the Solar is forced to make a roll and fails it this charm activates itself automatically (if the Solar has a combo involving this charm then he may choose to activate the combo along with the charm).

The charm does not activate itself if the Solar has already used all his charms this turn, if the character has used all their essence, if the character is unable to act, if the character cannot normally attempt an appropriate roll.

## **Tier Two**

### **Unsurpassed (Sense) Discipline**

Cost: 2m

Duration: instant

This charm doubles the rolled result of a roll related to the sense that the charm is linked to (this is actually three charms just like Keen (Sense) Technique) before applying any bonuses or penalties to the roll.

## **Tier Three**

### **Eye of the Unconquered Sun\***

Cost: 15m

Duration: One Scene

The Solar can detect everything that has been deliberately concealed within the normal range of their vision, automatically defeating any attempts at stealth or camouflage, this also completely immunizes the solar against effects that conceal or deceive (the Solar is aware of these, but can automatically ignore them if he chooses). If another charm contests this then the Solar receives a number of Boosts equal to their permanent Essence.

This charm also causes the Solar's anima to flare at the 16+ mote level.

- **Dodge or Evasion**

## **Tier One:**

### **Shadow Over Water**

Cost: 1m

Duration: Instant

The exalt may make a defensive roll based on evasion (as opposed to attempting to block or redirect the attack) and ignore all penalties that might apply to the roll.

### **Reflex Sidestep Technique**

Cost: 1m

Duration: Instant

The exalt can use this charm to attempt to evade an attack that would normally be unexpected or unseen.

### **Leaping Dodge Method**

Cost: 3m

Duration: Instant

As part of an evasion-based defense the character may make an immediate movement Challenge to attempt to move further from the attacker, even if they have already attempted to move within the turn. If the attacker has not yet moved themselves they may make a Challenge as well to attempt to close the distance (typically to continue their action if they are taking multiple attacks).

### **Tier Two:**

#### **Seven Shadow Evasion\***

Cost: 3m, 1 Failure Rank

Duration: Instant

The Solar may automatically evade an attack that they are aware of, automatically defeating attacks that normally could not be evaded. Using this charm inflicts a single Failure Rank on the Solar when it's used, and is treated like a perfect attack.

#### **Flow Like Blood\***

Cost: 5m

Duration: One Scene

For the remainder of the scene opponents who combine or coordinate their attacks fail to receive any bonus against the Solar and Mass Combat units receive no Boosts to attack the solar regardless of the difference in Magnitude.

- **Larceny and Theft**

### **Tier One:**

#### **Flawless Impenetrable Disguise**

Cost: 7m

Duration: Until the character sleeps

This charm can be used when creating a disguise, modifying a Challenge to create a successful deception. This charm can be used to change hair, eye and skin color, disguise his age, gender, and even moderate adjustments to height (by as much as 10%). Voice, accent, stance and even scent are changed to match. Ordinary attempts to see through the disguise are simply impossible by humans, but beings with extraordinary senses can attempt to see through the disguise but the Solar may add three Ranks to the TN of the Challenge.

The disguise is not exact enough to perfectly duplicate a specific individual, treat these attempts normally but even if the observer sees through the disguise they will believe that the Solar is simply an impostor who looks almost exactly like the subject of the character's impersonation. Once the magic ends the disguise becomes mundane, using only the makeup and costumes that the Exalt created himself.

#### **Flawless Pickpocketing Technique**

Cost: 3m

Duration: instant

This charm enhances any valid attempt to steal something from the target (anything the Solar can both reach and carry on another's person. The object cannot be in active use, such as a sword being

wielded or clothes worn or any artifact with motes committed, unless the target is an extra).

This charm ensures success on the Challenge roll unless it is opposed by another charm then the character may add a number of Boosts equal to their essence to the relevant Challenge roll. In addition no-one using ordinary senses can spot the theft, and those with exceptional senses have to beat the Exalt's Challenge roll to notice.

### **Stealing From Plain Sight Spirit**

Cost: 5m

Duration: Essence in Rounds (combat time)

The character may attempt to steal any object in plain sight within (Essence) yards. The Exalt cannot steal objects in active use and must be able to carry to object. The theft attempt is automatically successful and impossible to notice (just like Flawless Pickpocket Technique), and the theft will automatically go unnoticed while the charm lasts unless something acts to draw attention to it's absence (such as someone attempting to use the item).

If attempting to steal something that would normally be impossible (an object in a glass case, outside the character's cell, or beyond reach) costs an additional 5m.

### **Lock-Opening Touch**

Cost: 3m

Duration: instant

This charm allows the character to pick a lock even if he has no appropriate tools (although this is considered Obvious). If the effect is opposed by another Charm, an artifact or other magical effect the character must roll but adds a number of Boosts equal to their Essence.

## **Tier Two**

### **Perfect Mirror**

Cost: 12m

Duration: one hour

The Solar can create a disguise that functions just like the flawlessly impenetrable disguise with a few additional functions:

\*The character can change his apparent Essence to as little as one half or as high as double his normal Essence Rating (this is still only apparent to those who can perceive such things). This charm can also duplicate natural mystical traits with minor mechanical effects (such as glowing auras, moving shadows, writhing hair or the illusion of floating)

\*The character can disguise someone as someone else they are familiar with (within the normal limits of the charm) and perfectly imitate the person, automatically defeating any mundane, human attempts to pierce the disguise (treat super-humanly keen attempts to pierce the disguise just like Flawlessly Impenetrable Disguise). This includes all mannerisms, accent, scent and other unique traits of the target but he does not gain access to any hidden knowledge the target possesses (being unable to provide such information never breaks the disguise's perfection however.)

## **Tier Three:**

### **Door-Evading Technique\***

Cost: 12m

Duration: instant

This charm allows a character to move through a single closed door or portal as though it wasn't there. This charm only allows you to move through doorways and portals: objects intentionally

designed for people, animals or spirits to pass through them. You cannot walk through walls, go through a window without breaking it, or enter a locked dresser).

- **Stealth**

**Tier One:**

**Easily Overlooked Presence Method**

Cost: 3m

Duration: One Scene

This charm makes the character difficult to notice. He is not invisible but he does not stand out in any way, causing him to be completely ignored in most circumstances. Challenges made to notice the Solar automatically fail unless the Solar is currently engaged in combat (that is presenting an active, obvious threat to someone) or if the observer would normally receive more than one upshift due to circumstances (the solar is standing around naked, the solar is leaping and shouting to draw attention to themselves, the solar is covered in bright red paint, etc).

**Mental Invisibility Technique**

Cost: 7m

Those observing the character are affected by a compulsion to ignore the Solar. Anyone who would normally be able to detect the Solar's presence automatically ignores him. Attempting to break this compulsion causes Backlash, with additional Failure Ranks inflicted equal to the Solar's Essence.

**Invisible Statue Spirit**

Cost: 5m

Duration: Indefinite

The Solar is impossible to detect with any sense except for touch, so long as the solar does not attempt to move or present an active threat. If someone does notice the Solar through touch the charm fades automatically.

**Tier Two:**

**Vanishing From Mind's Eye Method**

Cost: 12m

Duration: Indefinite

The Solar can use this charm to apply their stealth abilities retroactively. Roll a stealth-related challenge with a number of boosts equal to their Essence. The result of this Challenge becomes the TN for an intellect or memory based Challenge. The first time each day that someone attempts to remember an event involving the character or attempts to recognize him the character must defeat the TN of the charm in a Challenge. If he fails the character does not remember or recognize the Solar at all.

**Eclipse Caste**

- **Bureaucracy, business and administration**

**Tier One**

### **Frugal Merchant Method**

Cost: 1m

Duration: Instant

This charm enhances an attempt to estimate the value and price of an object, such as the quality of a gemstone or the purity of a silver coin. The Exalt has perfect awareness of the object's worth. This grants a boost in a bargaining situation if the other party is being honest, or an upshift if the target is attempting to be dishonest.

### **Insightful Buyer Technique**

Cost: 3m

Duration: Instant

This charm provides information on market values. So long as the Solar understands what the object is ("the contents of this box" does not qualify, but 500 pounds of fresh fruit do) and to the extent that he understands the relevant markets (the solar can only learn about an object's black market value if he's aware there's a black market in the first place) this charm gives the Solar a perfect knowledge of its value in those markets. This knowledge allows a number of Boosts equal to the Solar's Essence which can be applied to Challenges and Conflicts of a mercantile nature.

### **Speed The Wheels**

Cost: 8m

Duration: Indefinite

The Solar can use this charm to smooth the progress of a bureaucracy. This charm can be used to speed the time needed to start any kind of project or otherwise run something through official channels by (Essence +1), with a maximum time of one season. In a Conflict situation where the Solar is opposed by anyone attempting to obstruct or delay a project of the solar, this charm grants a number of additional 'attacks' each round equal to  $\frac{1}{2}$  the Solar's essence.

### **Indolent Official Charm**

Cost: 4m

Duration: Indefinite

This charm allows the Solar to slow or hinder progress on a project. The Solar must be able to communicate with those handling the project (or be directly involved in the procedure himself). This is a Challenge roll with the TN based on the level of organization and efficiency of the organization. On a success the time the project takes (or the time it takes to make a roll in a Conflict) is multiplied by (Solar's Essence +1) and it always takes at least (Essence) hours. If the project is already underway then this charm inflicts a number of downshifts equal to ( $\frac{1}{2}$  Solar's Essence) to the project's attempts to make progress.

### **Tier Two:**

#### **Immanent Solar Glory**

Cost: --

Duration: Indefinite

The Solar may draw power through his connection to society and command. Every hour spent inspiring subjects or performing administrative duty recovers motes equal to the MOD of the unit's Magnitude. In addition each purchase of this charm increases the character's peripheral essence pool by 10 motes which may not be committed to an artifact. These extra motes can only be regained through the use of this charm or essence recovery charms. The Exalt may purchase this charm a number of times equal to their Essence.



### **Bureau-Rectifying Method**

Cost: 10m

Duration: Instant

This charm improves any organizational effort the Solar leads by a bureaucratic, mercantile or government organization. This grants a number of Boosts equal to the Solar's essence to the attempt and reduces any downshifts suffered due to internal corruption or inefficiency by one, as the least useful members of the organization are purged or shuffled into dead end positions.

### **Foul Air of Argument Technique**

Cost: 6m

Duration: Instant

This charm can be used in a Challenge or Conflict to sabotage an organization's operation. If the Solar succeeds at the Challenge or Conflict (depending on the level of complexity and importance of the organization) then it suffers a permanent increase in corruption and inefficiency that acts as a new Flaw for the organization. Repeated uses of this charm can add additional Flaws (for instance, the first use might add a Flaw like Sloppy Filing, the second Easily Bribed, and so on).

- **Language, wordcraft and art**

### **Whirling Brush Method**

Cost: 4m

Duration: instant

This charm allows the character to write (or draw/paint/etc for artistic variations) at Essence x10 times her normal speed. Most simple tasks (less than a page of work) can be sped to no longer than the course of a single combat action.

### **Letter-Within-A-Letter Technique**

Cost: 6m

Duration: Instant

This charm can be used to hide a message within another written work or piece of art. Only the intended target for the message can perceive it.

The concealed message can be used for persuasion (including unnatural mental influence if comboed with another Charm) and he can add the MOD of the linked quality to any other Qualities relevant to the persuasion attempt.

### **Discerning Savant's Eye**

Cost: 8m

Duration: One Scene

This charm lets the Solar understand encoded, obscured and hidden communications as if they were clear. This could be due to physical erosion, cyphers, drunk slurred speech, or even bad handwriting. The charm can oppose effects like Letter-Within-A-Letter technique to conceal information magically.

### **Sagacious Reading of Intent**

Cost: 3m

Duration: Instant

This charm allows the Exalt to understand the motives of a given statement the exalt can see or hear, or to understand the message (if any) of a work of art, no matter how abstract. Essentially a one-

sentence summary of what the person making the statement hopes to gain. If this charm is used against a persuasion based Challenge or attack whose purpose is fundamentally hostile to the Exalt or the Exalt's motivation then the charm automatically negates it.

### **Poetic Expression Style**

Cost: 3m

Duration: One Scene

The solar can express themselves without the need for language. The Exalt can easily express themselves through gestures, facial expressions or simple drawings. The exalt suffers no penalties to attempts to communicate or instruct due to a language barrier (not to social or military actions however).

### **Tier Two:**

### **Flawless Brush Discipline**

Cost: 8m

Duration: Instant

This charm makes every brush stroke perfect and ideal, adding a number of Boosts equal to the Solar's Essence to determine the beauty of the writing or art and allows the words or images to exude a supernatural attraction. Anyone reading the message or viewing the art is overcome with admiration or even love for the Exalt. This is a Failure Rank attack using the Linked Quality and any other relevant Qualities and in addition 1d6 additional Failure Ranks are inflicted if the attack proves successful. If the target hits Absolute Zero due to the attack then they become enthralled by the exalt, gaining a new Flaw related to their emotional attachment. If they attempt to act against this feeling they suffer a Backlash (to which the new Flaw applies) using the original Qualities relevant to the first attack. Once affected (successfully or not) then the target cannot be affected by the Exalts Flawless Brush Discipline again for one full year.

### **Excellent Emissary's Tongue**

Cost: --

Duration: varies

This allows the Solar to communicate and understand basic concepts in a language that the Solar does not speak but has some familiarity with. Becoming familiar with a language requires a successful language-related Challenge (TN 17 if the solar has spent several days studying or listening to the language, TN 19 for a scene, TN 21 for hearing or reading only a few words), this is not part of the charm itself so excellencies may be used as normal.

### **Twisted Words Technique**

Cost: 8m

Duration: Instant

This charm can be used in a written or artistic attempt to compel or deceive others, making the persuasion attempt unnatural mental influence. This engages the target in a Conflict using the linked Quality and any relevant Qualities against the target's. If the Solar is zeroed out by this conflict the target has managed to ignore the compulsions of the Charm, and if they are zeroed out they become committed to the intention or belief the Solar wishes to instill, gaining a new Flaw related to the commitment which lasts until the target can break the commitment (usually requiring a number of successful persuasion-related Challenges or Conflicts equal to the Solar's essence).

Repeated use of this charm during the same story weakens it's effects, granting the victim an upshift to all defensive rolls every time the Exalt uses the charm against them in a story.

## **Tier Three**

### **Unbreakable Fascination Method\***

Cost: 12m

Duration: Instant

This enhances a public speaking action or a personal display of the Solar's artistic abilities, causing the Solar's anima to flare to it's 16+ level. This charm affects all who witness or hear the solar, compelling them to listen raptly. This is a Conflict action which the audience cannot disengage from. The only way to break off or alter the conflict is to be immune to the compulsion or to resist it with a Charm (even then it's an opposed Challenge with the Solar). In addition any who do not manage to break the compulsion cannot do anything but listen, meaning they can only perform defensive reactions in the conflict, and then only those that do not require any active involvement. If the audience hits Absolute Zero they must fall to their knees in awe, weep with rapture, or otherwise react as appropriate to the presence of a divine being, effectively becoming unable to oppose the Exalt in any way (physically or otherwise) for the remainder of the scene.

- **Horsemanship and Riding**

## **Tier One:**

### **Master Horseman's Techniques**

Cost: --

Duration: Instant

This charm permanently grants the Exalt the following abilities:

- **Harmony of Spirits Style:** The Exalt may spend a mote to stop himself from falling off his horse, even when unconscious or otherwise helpless and he will never fall off during normal travel due to being inactive (he can literally sleep in the saddle).
- **Horse Summoning Whistle:** The Solar can spend a mote to call a mount loyal to him to his side. The mount will attempt to reach him as best circumstances allow.
- **Master Horseman's Eye:** The Solar can spend one mote to recognize all the strengths and Flaws of a potential mount (understanding all Qualities and flaws it possesses).
- **Speed-Sustaining Technique:** The Solar can spend one mote to touch a mount to sustain it for two hours. Effort during that time does not exhaust the creature and it does not sustain harmful random incidents (effectively immunizes it against hazards or attacks based on travel-weariness and exhaustion).
- **Spirit Steadying Assurance:** The solar can spend 3 motes to prevent a mount from panicking, this also negates any attacks or hazards based on fear or intimidation targeted at the mount.

## **Tier Two**

### **Worthy Mount Technique**

Cost: --

Duration: Permanent

The solar lets a character use his charms to assist a loyal animal he is riding rather than himself. This counts as the character using the charm but adds one mote to the cost.

### **Unity of the Saddle Stance**

Cost: 8m

Duration: One Scene

For the remainder of the scene, so long as the solar is riding a loyal animal, he treats himself and the animal as a single character, sharing all the Qualities of both the mount and rider. When the Solar/Mount suffers any Damage or Failure Ranks the player may assign these ranks as he wishes between these combined Qualities. Once the charm ends both are treated as separate characters again and any damage or failure ranks assigned to Qualities remain where they are. If one of the Qualities is zeroed out while the charm is in effect then it immediately ends (this may leave one of the two characters still active, depending on how Ranks have been assigned).

### **Phantom Steed\***

Cost: 12m

Duration: One Day

The Solar creates a horse out of pure essence. The charm creates a mount who is tireless and needs neither food nor water, in addition to the following Qualities:

Good [+2] War Trained, Good [+2] Orichalcum Hooves, Master [+6] Running, Good [+2] Incredible Beauty, Good [+2] Fierce Loyalty

### **Flashing Thunderbolt Steed**

Cost: 7m

Duration: One Day

This grants the mount the ability to run all out without problems, granting infinite energy. The horse becomes immune to Hazards or Conflicts based on exhaustion and receives an upshift on any rolls to successfully jump an obstacle or keep it's footing. While this charm is active the rider can reliably cover (relevant MOD x10) miles per hour.

### **Wind Racing Essence Infusion\***

Cost: --

Duration: Permanent

This charm enhances Flashing Thunderbolt Steed technique allowing the mount to add the Solar's essence to the MOD of the most relevant Quality before determining it's overland speed, effectively giving the horse Monstrous Speed. In contests where speed is important but not the only factor (obstacle courses, navigating through the wilderness) the Solar adds a number of Boosts equal to his Essence to relevant rolls.

## **Tier Three**

### **Sometimes Horses Fly Approach\***

Cost: 7m

Duration: One hour

This charm allows a horse to fly, running on water, clouds, or simply air for the duration of the charm. This charm's cost is reduced to 5 motes when used on a steed summoned with Phantom Steed or sorcery.

- **Sailing**

## **Tier One:**

### **Salty Dog Method**

Cost: 3m

Duration: One Scene

This charm removes a number of downshifts equal to the Solar's essence to penalties related to sailing. These can be penalties to sailing-based rolls (such as fog, hidden reefs, etc) or penalties inflicted on the character himself due to the naval environment (the rolling ship, storm winds, etc).

### **Invincible Admiral Method**

Cost: 15 m

Duration: One Scene

This charm extends the benefits of Salty Dog method to others, extending the benefit to all individuals or units within Essence x10 miles that are actively following the character's lead.

### **Perfect Reckoning Technique**

Cost: 4m

Duration: instant

The Solar can use this charm to guide the ship towards its destination. The solar must be on board and authorized to navigate the ship. This charm causes the ship to travel on course at its maximum speed until something distracts the character and causes him to take another action. This allows the Solar to automatically succeed at any sailing Challenge or Conflict roll for the character to find her way around known hazards to a given destination.

### **Storm-Weathering Essence Infusion**

Cost: 8m

Duration: One Scene

To use this charm the Solar must be on board and authorized to direct the crew. This charm grants the Solar and the crew receive two upshifts to any roll on every action that directly serves the survival of the ship, whether combat to save the ship, patching the ship's side, or moving around or through a hazard.

### **Tier Two:**

#### **Ship Claiming Stance**

Cost: 7m

Duration: Instant

This charm can be used to claim a ship that cannot already be owned by another essence channeler. This charm causes the Exalt to own the ship. Any other character suffers a downshift to all rolls while on board unless the Exalt formally welcomes them aboard (and resumes if the Exalt renounces them). This is enforced by the ship's little god, so any welcoming or rejection must occur within earshot of the ship, in the language of the Old Realm.

#### **Hull-Preserving Technique\***

Cost: 8m

Duration: Instant

The character can invoke this charm in response to any physical attack on their ship (which she must be on at the time). This charm perfectly negates the attack, reducing all damage to zero. This charm costs the character a Failure Rank and is considered a perfect defense for purposes of defeating a perfect attack.

### **Shipwreck-Surviving Stamina\***

Cost: 3m

Duration: Indefinite

The character can invoke this charm in response to any attack that would sink or destroy her ship. This charm holds the ship together no matter how much damage it is suffering so long as the character keeps the essence committed. Any further damage will destroy the ship unless the character invokes this charm (or other defensive charms) again.

### **Sea Ambush Technique**

Cost: 12m

Duration: instant

This charm allows the character to conceal naval forces under his command, using the linked Quality to avoid detection and granting a number of Boosts equal to the Solar's Essence to attempts at stealth. Naval units do not require cover or concealment to attempt to hide.

- **Socialization or courtly skills**

### **Tier One**

#### **Wise Eyed Courtier Method**

Cost: 5m

Duration: Instant

The Solar can be used against a social group (such as a court, kingdom, or secret society) to cause them to believe something. The character engages in a social Conflict with the group and he must spend at least several hours over the course of the last year attempting to persuade members of the group to accept the belief and the charm must be invoked within the presence of a member of the group (this conflict is purely retroactive, it requires no in-game time). If the Exalt is zeroed out by the Conflict then they must spend another year if they want to try again but if the Exalt successfully defeats the group then they accept a belief the Exalt declares, usually gaining a new Flaw of the Exalt's choice to represent this.

This charm has no effect on individuals, only social groups.

#### **Wild Revelry Approach**

Cost: 5m

Duration: instant

The Solar can encourage a group or society to release their tensions in a huge burst of emotion. This charm functions exactly like the Wise-Eyed Courtier Method, except the effect creates intense emotions rather than beliefs and it only requires a season of effort.

#### **Taboo Inflicting Diatribe**

Cost: 5m

Duration: Instant

The Solar can use this charm for against some behavior, encouraging society to accept or reject it. This charm allows the Exalt to engage in a retroactive social Conflict within a social group which requires that they have spent several hours within the last month encouraging the desired attitude within this group and the charm must be invoked within the presence of at least one member of the group. If the character succeeds the social group adopts the taboo or fad of the character's choice.

### **Master of Small Manners**

Cost: 1m

Duration: Until next action

The Solar's responses to social situations are perfect and natural. This provides a Boost to all social rolls and reduces the effective magnitude of a social opponent by one Rank (to a minimum of Poor). This charm also ensures that the character has a basic understanding of the motives of everyone involved in a scene.

### **Tier Two:**

#### **Venomous Whispers Technique**

Cost: 12m

Duration: instant

The solar convinces a society to reject a group or individual. The Solar must touch the individual or interact with the targeted group. This charm is a Conflict to degrade the target's reputation or position. If the character succeeds then the target puts his or its worst foot forward in every social situation. This functions much like a normal attempt to destroy the target's reputation but it's much faster (each turn represents about an hour of game time) and requires the Solar take no direct actions themselves.

#### **Understanding the Court**

Cost: 22m

Duration: Instant

This Charm is part of an attempt to survey the power relationships in a social group. The character can get an accurate profile of the people and relationships involved. This is a challenge using the character's linked MOD and any relevant Qualities. If the character succeeds then each Rank by which the character succeeds grants a Boost to any social rolls to manipulate the social group within the environment (to a maximum number of Boosts equal to the Solar's Essence).

The Exalt can have only one profile at a given time, and the bonus lasts only as long as essence remains committed to the charm. The Solar cannot attempt to create a new profile unless the story ends or a new major piece of evidence surfaces about the group's structure.

#### **Gathering The Congregation**

Cost: 12m

Duration: One Week

The Solar attempts to persuade everyone who can hear him to organize in his service. This is a Conflict which allows the solar to organize a group into a social unit under his direction if he successfully Zeros Out the group. The unit dissolves if the Exalt abandons it for more than a day.

### **Martial Arts**

Martial Arts Qualities are a special, specific Qualities, each Quality representing a specific style of martial arts. Mundane martial arts are treated as normal combat Qualities. Supernatural Martial Arts can be taken as Qualities as well with a few major differences.

\*The costs for Charms for Supernatural Martial Arts can vary. Dragon-blooded pay the normal experience cost for Terrestrial Martial Arts, and with the appropriate charms they may purchase Charms for a Celestial Martial Art form at an additional cost of 2 xp per charm. Solars pay the normal cost for

Celestial Martial Arts and receive a discount of 2 experience for Terrestrial martial arts charms, if they receive the proper training they may purchase Sidereal Martial Arts charms at a 2 xp price increase (lunars are the same, but cannot learn Sidereal Martial Arts) Sidereals pay the normal cost for Sidereal Martial Arts charms, a 1 xp discount on Celestial Martial Arts, and a 3 xp discount on Terrestrial Martial Arts.

\*Multiple Martial Arts Qualities can be taken to represent mastery of different styles. Characters pay the normal xp cost to raise their highest Ranked Martial Arts Quality (or to exceed any other Martial Arts Qualities they have in the case of a raise) but to purchase a new Quality or raise any Quality that does not already equal their greatest Martial Arts Quality they pay only half price. (so a character with Expert [+4] Snake Style, Expert [+4] Fire Dragon Style, and Good [+2] Solar Hero Style pays the normal cost to raise either Snake or Fire Dragon to Master, but only half price to raise Solar Hero to Expert, or to purchase a new Martial Arts Quality at Good [+2] Rank.

\*Martial Arts do not use the normal Tier Structure. Instead martial arts have *Basic* charms which represent the building blocks of the style. For all Terrestrial Martial Arts Basic Charms require only Essence 1, for Celestial it requires Essence 2 and Sidereal it requires Essence 4. They do not require the Solar Excellency Charm. You must possess the Martial Arts Quality at at least Good [+2] Rank.

The next step is the *Form* charm which has the same Essence requirement as the Basic charms. The Form Charm requires you to be at least Expert [+4] Rank and know at least 2 Basic charms.

Beyond the Form charm are *Advanced* charms which require at least Master [+6] Rank and to know the Form charm. They also require Essence one level higher. Custom charms added to forms like Solar Hero and similar styles may have increased Essence or Rank requirements.

- **Snake Style**

### **Striking Cobra Technique**

Cost: 1m

Duration: Instant

The character can strike swiftly, adding a number of Boosts equal to the linked MOD to initiative rolls in Conflicts.

### **Serpentine Evasion**

Cost: 3m

Duration: Instant

This charm adds a number of Boosts equal to the martial artist's linked MOD to an attempt to defend through evasion or blocking.

### **Snake Form**

Cost: 5m

Duration: One Scene

For the rest of the scene the martial artist adds an upshift to rolls to resist physical damage due to his essence-hardened skin and each turn he receives a number of Boosts equal to his Essence which can be used to aid in defensive maneuvers against opponents who can see his hypnotic movements.

Each character may only have one Form charm active at a time, in order to use a second Form charm the first must be allowed to lapse.

### **Advanced Charms:**



### **Essence Fangs and Scales Technique**

Cost: 6m

Duration One Scene

The Solar's unarmed attacks inflict Damage Ranks rather than Failure Ranks and armor cannot be used to reduce damage from these attacks (either from automatic damage reduction or by downshifting to absorb damage).

### **Armor-Penetrating Fang Strike**

Cost: 6m

Duration: Instant

This charm allows the character to ignore the MOD of the defender's armor (or similar Qualities such as thick skin or essence fields) and prevents any reduction in damage due to armor. Qualities based on inherent toughness (and charms that enhance it) still apply.

### **Snake Strikes The Heel**

Cost: 4m

Duration: Instant

The Exalt can use this charm when hit by an attack but before assigning Damage Ranks are applied. This charm gives the Exalt a martial arts counterattack using the Exalt's relevant MODs plus an additional Boost for each point by which the attacker exceeded the martial arts defensive roll.

### **Uncoiling Serpent Prana**

Obvious

Cost: 3m

Duration: Instant

The martial artist may strike with raw essence, attacking with his anima or shadow, allowing it to strike opponents at a Near range.

### **Striking Serpent Speed**

Cost: 6m

Duration: Instant

The martial artist makes a Challenge roll with an MOD equal to the Exalt's (Essence x2) against a TN of 13. This charm allows multiple actions in a round equal half the Exalt's margin of success (rounded down). These additional actions do not need to be attacks, but none should take more than a turn to perform individually.

### **Essence Venom Strike**

Cost: 10m

Duration: Instant

This charm inflicts terrifying damage with Essence. Qualities based on resisting, enduring, or absorbing damage (such as toughness or armor) do not apply for defenses against attacks, and neither do Charms linked to these Qualities (except perfect defenses). In addition the Exalt inflicts additional Damage Ranks equal to his Essence on a successful attack.

- **Solar Hero Style**

### **Fists of Iron Technique**

Cost: 1m

Duration: Instant

This charm can be used to enhance an unarmed attack, adding a Boost to the attack and treating it as though it were made with a heavy weapon (inflicting damage ranks instead of failure ranks, and inflicting an additional damage rank on a successful attack).

### **Sledgehammer Fist Punch**

Obvious

Cost: 3m

Duration: Instant

This charm can be used for a martial arts attack against an object, doubling the number of Damage Ranks inflicted.

### **Dragon Coil Technique**

Cost: 3m

Duration: Until the next action

Grappling or wrestling maneuvers performed by the Solar inflict Damage Ranks rather than Failure Ranks and inflict additional damage ranks equal to the Solar's Essence. In addition the Solar receive a number of Boosts equal to his Essence to rolls made to grab, maintain or gain control of a clinch or grappling situation.

### **Solar Hero Form\***

Cost: 6m

Duration: One Scene

The Solar may spend one mote when she successfully makes an attack, inflicting additional damage on the attack equal to the MOD of the Solar Hero Quality.

### Advanced Charms:

#### **Heaven Thunder Hammer**

Cost: 3m

Duration: Instant

This charm can be used to send an opponent flying on a successful blow (one that defeats an opponent's defensive roll, even if it inflicts no damage). They're flung up to Far distance and should they strike a hard object in flight, consider it a Hazard with a TN based on the Solar's Martial Arts Quality.

#### **Knockout Blow**

Cost: 8m

Duration: Instant

This charm enhances a single, potent blow. So long as the attack succeeds and inflicts damage then multiply the margin of success by the Exalt's Essence and apply these as Failure Ranks to the opponent. If these Failure Ranks are enough to force them to hit Absolute Zero they are knocked unconscious for the remainder of the scene (effectively unable to participate but they are explicitly not *mostly dead* and these 'false' Failure Ranks disappear instantly at the end of the scene). If this would not cause the character to hit Absolute Zero then they instead suffer no additional effect from the charm.

#### **Crashing Wave Throw**

Cost: 3m

Duration: Instant

This charm can be used on any action after the solar has successfully pinned or grabbed a target (assuming the Solar has not yet let go and the target has not escaped). The Solar can hurl the target upwards or horizontally. If hurled straight up the victim takes damage like a fall, those who are flung horizontally may simply be hurled to fling them away or smashed into an object. This is an attack using the Solar's Martial Art's Quality plus any relevant Qualities with 1d6 bonus damage on a successful attack.

### **Ox-Stunning Blow**

Cost: 1m per Rank

Duration: Instant

The Solar can spend motes up to twice (Solar's Martial Art's MOD plus any strength related MODs) before making a martial arts attack. This attack inflicts only Failure Ranks (even if it would normally inflict Damage Ranks) and on a successful attack it inflicts an additional failure rank for each mote spent. Due to the nature of this charm armor cannot reduce the damage (or be downshifted to absorb it).

### **Hammer On Iron Technique**

Cost: 5m

Duration: Instant

This charm allows the solar to make multiple martial arts attacks, up to (Essence +1) without penalty. All attacks must be against the same target.

### **Shockwave Technique\***

Cost: 3m

Duration: Instant

The Solar's blow sends one opponent flying into another. This attack is unblockable and if it hits it can hurl the victim anywhere up to Far range, making an attack against a second opponent (also unblockable) using the Solar's Martial Arts Quality and any other relevant MODs. This second attack targets both the original opponent and the second opponent with a single roll.

## **Sorcery**

Spells are purchased as charms using linked Qualities related to occult lore. Using Sorcery is much more complex and time consuming than other charms. Many spells require hours to cast and even those that may be cast within a single combat scene take a significant amount of time. While casting a spell the sorcerer may not take any other actions, use any charms or take actions such as speech or movement Challenges and is limited to reactions that require no movement or participation on the part of the sorcerer. The sorcerer may activate his anima and does still benefit from continuing charms.

Sorcery is always Obvious unless the spell specifies otherwise, although the exact purpose of the spell isn't necessarily clear but it's impossible to mistake for anything but Sorcery.

If something distracts a character while shaping sorcery they must make a Challenge roll using their linked Quality as well as any other Qualities related to resisting pain or mental focus with a TN of 11 plus any Damage Ranks inflicted by the distraction. The effect of an unraveled spell is up to the GM but is usually a Hazard with a TN of (11+Sorcerer's Essence).

Using sorcery is exhausting and the caster suffers 2 Failure Ranks for each Circle of the spell (2 for Terrestrial, 4 for Celestial, 6 for Solar)

- **Terrestrial Circle Sorcery**

### **Death Of Obsidian Butterflies**

Cost: 15m

This spell fills an area of up to Far range in front of the caster with razor-winged obsidian butterflies. This is an attack against each character in the area using his linked MOD with a number of Boosts equal to the caster's Essence. After the attack is made the butterflies fall to the ground, many of them shattering into razor-sharp shards.

### **Demon of the First Circle**

Cost: 20+m

This spell may be cast at sundown, ending at midnight, calling a demon of the First Circle to Creation. Once the demon is summoned the sorcerer and the Demon engage in a Conflict of willpower and dominance. Each participant uses Qualities related to force of will, mental strength, and spiritual potency, adding in a number of Boosts equal to their Essence (these rolls cannot be enhanced with Charms). Every 10 motes spent by the sorcerer forces the demon to suffer a downshift to all their rolls. While this conflict continues the demon is not fully manifested and cannot be engaged in any other form of Conflict. The conflict will only end when one participant or the other hits Absolute Zero, or the demon is banished by the sorcerer. At any time during the contest the sorcerer may use his turn to attempt a Challenge to banish the demon using his Linked Quality (TN 15).

If the sorcerer wins the conflict the spell binds the demon to loyal servitude for a year and a day or the sorcerer must name a task which the demon will dedicate itself to until the task is complete. Once the term of servitude ends the demon immediately returns to Malfeas.

If the sorcerer is zeroed out the demon is free to act in Creation (this effectively ends the scene, restoring both participant's Failure Ranks).

The spell normally involves a great deal of ritual paraphernalia and protective sigils. If this is dispensed with then the Sorcerer suffers a downshift to his rolls on the first turn of the Conflict and the TN to banish the demon becomes 19.

### **Emerald Countermagic**

Cost: 10m or 20m

This spell may be used as a defense against magic. This costs 10m and from the point when the sorcerer casts the spell to the end of their next turn any spell attempting to affect the sorcerer that he does not wish will shatter. Alternatively by spending 20m the sorcerer can attempt to shatter any terrestrial circle spell within Far range. Shattering a spell causes random, trivial magical effects (usually equivalent to an Average [0] Hazard) though the exact effects are determined by the GM.

### **Impenetrable Frost Barrier**

Cost: 20m

This spell creates a thin, cold mist within Near range of the caster. These mists swirl about any incoming missile attacks, coating them with ice. Most weapons are dragged off course or have their flight slowed and cushioned. For the rest of the scene all such attacks suffer a number of downshifts equal to the Sorcerer's Essence, although missiles weighing more than 30 pounds ignore this effect.

### **Infallible Messenger**

Cost: 10m

The sorcerer creates a minor spirit from raw essence. The sorcerer whispers a message, of no more than five minutes in length, into the spirit's ear (this may be single Social Attack if the Sorcerer wishes). The sorcerer then names and describes the target for the message. The spirit may travel anywhere within creation or yu-shan nearly instantly, traveling hundreds of miles an hour. Unless the location of the target is mystically obscured the spirit will find him and deliver the message to his ear then dissolve. Instant duration charms can be used to enhance this message.

### **Invulnerable Skin of Bronze**

Cost: 20m

Until the sun next crosses the horizon the caster's skin hardens into shining bronze. This grants the caster the Quality Expert [+4] Skin of Bronze which functions as an Armor (+) Quality. Damage may be assigned to this bonus Quality like normal, and once the duration ends it (and any damage ranks or downshifts assigned to it) disappears. In addition the caster's unarmed attacks are considered heavy weapons and inflict Damage Ranks instead of failure ranks. While the spell does not impede or slow the caster he does weigh an extra 100 lbs or so thus he can sink easily and fragile surfaces may break.

### **Stormwind Rider**

Cost: 15m

The sorcerer can use a tornado like vortex to travel at great speeds. The dust devil flies low but it can jump obstacles as high as 30 feet or survive falls of 30 feet or more with no ill effects. Longer falls cause the vortex to dissipate but the fall is considered 60 feet shorter for purposes of damage.

The dust devil carries the sorcerer and (Essence x200) pounds of passengers or cargo at speeds of roughly 100 miles per hour. The spell ends immediately when the character sets foot on the ground.

While flying in the vortex characters can see out, but it requires concentration to fly and maneuver. This imposes a downshift to all the character's rolls when having to focus on the flight. The high winds also impose two downshifts on missile attacks into or out of the vortex as well as sense based rolls to hear through the winds.

If the sorcerer increases the casting time to 2 minutes the sorcerer can expand this spell to transport a unit with a Magnitude MOD of no higher than the caster's Essence along with Essence x200 lbs of well-packed supplies.

### **Summon Elemental**

Cost: 10+m

This spell functions identically to Demon of the first circle except for the following:

\*It summons an elemental rather than a demon

\*it can be cast at any time with a four hour ritual.

\*The difficulty to banish the elemental is TN 11.

\*The elemental will not serve for more than a lunar month or it can be set to a task lasting a year and a day.

### **Wood Dragon's Claw**

Cost: 10m

Until the caster wishes to terminate the spell her hands warp into huge gnarled claws of wood. These claws grant the caster an Expert [+4] Wood Dragon Claws Quality. The claws are considered a Power Attack in addition to inflicting Damage Ranks on a successful attack. Damage or Failure Ranks may be taken to this Quality just like any other, and when the spell ends and the Quality is removed so is any damage taken to the Quality. While the spell is in effect the character also has a temporary Flaw Giant Gnarled Claws, due to the complications caused by having a huge pair of oak claws instead of

hands.

- **Celestial Circle**

### **Blood of Boiling Oil**

Cost: 30m

Once the spell is completed the sorcerer's hands are left covered with glowing arcane characters. If the sorcerer touches another living being the power flows into the victim, transforming their blood to boiling oil. First the sorcerer must make a successful barehanded attack against the victim which may be simply a touch or part of an attack (even one enhanced with charms or combos).

This spell activates when the sorcerer successfully strikes a target. When it activates the sorcerer must make a Challenge roll using the linked Quality (TN 11) and inflicting his Essence in Damage Ranks to the victim for each point by which he beats the TN.

Magical creatures are resistant to the transmutation, adding their Essence to the TN of the sorcerer's Challenge and the spell has no effect on nonliving creatures or anything which has no blood. This spell can remain in effect, 'on hold' for a number of minutes equal to the sorcerer's essence or until the sorcerer strikes a target. Although the spell can accidentally target unintended victims it will never target the sorcerer himself.

### **Demon of the Second Circle**

Cost: 30+m

This spell is just like Demon of the First Circle with the following exceptions:

\*It summons a demon of the second circle.

\*This spell can only be cast on the night the new moon or during Calibration. The spell begins at sundown and ends at midnight.

\*The cost to inflict downshifts on the demon is 15 motes not 10.

### **Dolorous Reflection**

Cost: 20m

The character creates hundreds of bands of energy that swirl around him, fading in a few seconds. The effect of the spell continues until the character takes a movement or attack action plus a number of minutes equal to twice the caster's Essence.

Until the spell ends any physical ranged attack on the character swirls around the character and is hurled back at the attacker. This is a counterattack using the caster's Linked MOD and including any special abilities or features of the weapon used. In addition if the attack is successful the sorcerer may add his Essence to the damage inflicted by the attack. This spell has no effect on hand-to-hand attacks or those consisting entirely of essence.

This spell can also be used on a military unit, taking 3 minutes to cast and protecting a unit of with a Magnitude MOD no greater than the caster's Essence. This increases the duration to twice the sorcerer's Essence in hours.

### **Incomparable Body Arsenal**

Cost: 30m

For a number of hours equal to the caster's Essence the character transforms her body into a automaton of rusty black iron. While under this effect the caster needs no air, is immune to poison or toxins and suffers no ill effect from normal extremes of temperature.

This grants the character the following Qualities: Master [+6] Body of Iron and Expert [+4] Body Arsenal. Body of Iron is an Armor (+) Quality and Body Arsenal allows the character to extend weapons from every point on their body at will even allowing ranged attacks (ranged like throwing

attacks). If the caster has any Qualities related to strength or endurance they increase by one Rank for the duration of the spell, or the caster gains a new Quality for each at Good [+2] Rank.

Weapons and armor worn or carried vanish Elsewhere for the duration of the spell (Qualities related to such equipment are retained but their MOD cannot be applied for the duration of the spell). The character can move at their normal speed and weighs no more than usual, but they cannot swim.

### **Sapphire Countermagic**

Cost: 15m or 20m

Functionally identical to Emerald Countermagic but it affects Sapphire and Emerald Circle spells. Emerald circle spells vanish harmlessly but Sapphire spells shattered release dramatic effects (usually equivalent to a TN 15 Hazard).

### **Travel Without Distance**

Cost: 25m

This spell allows instantaneous transportation. This spell can transport the character to any location he has seen before (in person or through magic) so long as it is within 10 miles per point of the character's Essence. If the target of the spell is unsafe the spell makes sure that the caster appears on the nearest stable open space with solid footing and no environmental damage.

This spell can be extended by increasing the casting time to three minutes and transport a unit of Magnitude MOD no greater than the Exalt's Essence score.

- **Solar Circle**

### **Adamant Countermagic**

Cost: 20m or 25m

Identical to the emerald version except it can affect all magic. First and second circle spells are completely snuffed out but Third circle spells produce tremendous explosions of essence (at least equivalent to a TN 21 Hazard, if not greater).

### **Demon of the Third Circle**

Cost: 40+m

Identical to demon of the second circle but it must be cast during Calibration and summons a demon of the third circle.

### **Rain of Doom**

Cost: 60m

This spell calls down a vast supernatural storm, and a rain of corrosive venom and green lightning. The spell must be cast just as the sun touches the horizon in the evening. The sorcerer must cast the spell then immediately begin traveling. He can walk run or ride but he cannot fly or use transportation which does not touch the ground. The caster must be able to completely circumnavigate the desired area of effect within the hour between the sun touching the horizon and complete sunset. From that point the storm begins and lasts throughout the night until dawn the next day.

\*The spell blights the land, causing nothing but scrub to grow for years or even decades afterwards.

\*The spell is a poison-based hazard, every round a character remains in the open they accumulate one dose of poison. Each turn they must resist a Hazard (TN 11+number of doses inflicted) until they can strip off their wet clothes and scrub any affected areas clean. Runoff from the rain is also lethal and depending on the amount of exposure the GM determines how many doses the character is affected by.

\*Mortals who suffer damage from the Challenge suffer a painful convulsive death over the next several hours, automatically going to Absolute Zero.

While outdoors during the storm have a 1 in 6 chance of being struck by lightning (an Elite [+10] attack). This spell may only be cast after the sun touches the horizon and the sorcerer must travel completely around the target area. He has about one hour to successfully complete the area. The storm starts an hour after nightfall and until the sun rises.

## **Combos**

A combo is a technique that an Exalt can develop to combine their charms into a single technique of immense power. A combo is made up of two or more specific charms, allowing the Exalt to use them as though they were a single charm (allowing them to modify the same action and to count as only a single action for purposes of what they can affect). For example a combo with Peony Blossom Attack, Iron Raptor Technique, and the Solar Excellency allows the Exalt to create a flurry of multiple attacks at a great distance *and* enhance all these attacks with additional upshifts.

### **Developing Combos**

Characters can develop combos in play by spending the appropriate amount of experience but each Combo is an arduous process of training or exercise. The Solar might need special conditions or education to develop their potent new move. Combos might be developed spontaneously in play with a truly exceptional stunt however.

### **Combo Guidelines**

There is no limit to the number of charms which may be 'bound' together into a combo but it's the GM's call whether a particular charm is appropriate for combining into a Combo. It's also important to remember that most instant-duration charms modify only a single roll at a time so if a charm is being used to modify more than one roll then the cost in essence must be paid for each 'repeat' use of the charm.

*Example:* with the previous example combo (peony blossom attack, Solar Excellency, and Iron Raptor Technique) the Solar must pay the cost for Solar Excellency and Iron Raptor Technique separately for each additional attack provided by Peony Blossom Attack.

Most Combos are extremely Obvious and distinctive for that particular combo. Once anyone has seen the Exalt use the combo once he will always recognize that particular set of moves in the future. However, social charms and similar effects will only produce dramatic Essence displays if they contain an Obvious charm.

### **Using a Combo**

The immense power of a Combo makes them difficult to use easily. The character must pay the normal cost of the charms within the combo and if she cannot pay for at least one use of all the charms involved in the combo then the combo may not be used.

In addition to the essence cost the character suffers a single Failure Rank for each charm in the combo and even if the character may use additional charms in the Turn they may only use a single Combo in a turn.



## <Chapter 7: Artifacts and Equipment>

### **Wealth In Creation**

In general Exalted and PDQ treat wealth as an abstract quantity. It can take many forms and often comes and goes freely.

### **Wealth as Qualities**

Qualities related to wealth or resources represent the character's ability to make purchases or obtain goods. Wealth-related Qualities might be related to raw material possessions (such as Treasure Hoard or Family Allowance) or they might represent valuable properties or positions that the character may use to draw on their wealth (such as Landowner, Lord of The Blue Kingdom, or Owns a Gem Mine). Wealth-related Qualities are often helpful in social situations and for making financial Challenges (see pg. XX). Wealth-based Qualities should typically always represent some renewable or theoretically inexhaustible supply of resources. A Quality like Bag of Jade simply wouldn't last long enough to be significant as a Quality but it might be a Prop (see below).

If a wealth-related Quality is temporarily reduced through a financial Challenge (see pg XX) then it will not recover until the character has had a chance to tap into their wealth once more (this might involve getting in touch with their Wealthy Relatives, returning to their Kingdom to dip into the treasury or going back to their Manse to dip into their Secret Hoard). Alternatively sacrificing a Temporary Wealth Prop of the same Rank or higher as their original Rank will restore the wealth to

normal. Unless a character has a Flaw like Poor or Beggar then all characters are assumed to be able to scrounge or earn a certain minimum amount of cash in their spare time and they can recover any wealth-reduction at the end of the Story.

### Temporary Wealth

Temporary Wealth represents smaller, more portable sums of money such as a bag of copper coins or a jade Obol. Temporary Wealth is typically easy to come by and is considered a *Prop* rather than a Quality (see below) but they should be given a Rank based on value. For example, if a character raided a merchant's home he might gain an Expert [+4] Jewels and Trinkets prop representing the value of his haul. Wealth-related props that represent easily divisible sums like a bag or coins (as opposed to a large gemstone) can be split apart into smaller Ranked Props. Using a wealth-related prop in a wealth Challenge will remove it from play.

### Equipment and Weaponry

Unless a piece of gear or equipment is taken specifically as a Quality by a character then it is generally a piece of the background or otherwise a minor feature of the character. These pieces of equipment are referred to as Props. Props have no overall importance to the story except insofar as they allow the character to use their own Qualities within the course of the game. Props have no real story protection and may be broken, stolen, lost or exhausted easily.

### Shadow Props

During character creation a character receives any reasonable equipment essential to the use of his Qualities. A Solar with the Quality Good [+2] Hunter would likely begin play with a bow, spear, hunting knife or whatever other equipment would be appropriate for a hunter from the Solar's homeland. Likewise a character with Swordsman will certainly have a sword, a character with Good [+2] Locks and Traps will have a set of lock picks and similar tools. These are referred to as *Shadow Props* (which also include things like a character's clothing and personal effects as well as Quality-related gear). This should be limited

### Weapons and Armor

By default PDQ assumes that weapons or armor are simply trappings with no ultimate in-game effect unless they are taken as a Quality (such as an Artifact). Unarmed punches or kicks usually inflict Failure Ranks rather than Wound Ranks but overall a Good [+2] Martial Artist is just as deadly as a Good [+2] Blade-Master.

However you may want to represent mundane equipment with a bit more detail then you can use the following guidelines:

*Weapons:* In addition to the normal damage from an attack weapons add additional damage. For each of the following traits of a weapon add 1 to the final damage of the attack. *Big* (requiring two hands to wield effectively), *Heavy* (with enough weight to break or shatter bone), and *Sharp* (capable of slicing through flesh or stabbing. For the purpose of this rule all bows and crossbows are considered Big, and the larger versions are considered Heavy (such as longbows). Extremely large and heavy “weapons” are typically difficult to use (imposing a downshift to any attack or defensive rolls) but add 1d6 to damage (this covers things like warstrider scale weapons, pillars, or trees as improvised weapons). Flame pieces add 2 to damage, firewands add 3.

*Armor* acts to reduce damage from a successful attack and comes in several types. Light armor like a breastplate or chain mail reduces damage by one from all physical attacks. Medium armor reduces damage by 2 ranks but inflicts a downshift to all rolls related to mobility or that would be penalized by excess weight. Heavy Armor reduces damage by 3 ranks but inflicts 2 downshifts. Super-heavy armor reduces damage by 3 and provides a Boost to all defensive rolls but it inflicts 3 downshifts to any rolls for mobility. Shields add a single Boost each turn to a defensive reaction. See below for rules for artifact armor. Putting on armor isn't instantaneous, requiring 1d6 rounds or so for light armor. For heavier armor it takes 5 minutes per downshift it inflicts.

by what is reasonable, a character's Architect Quality does not mean that he's somehow carrying around thirty tons of stone and mortar should he need to build a bridge. Shadow Props are average mundane equipment and are usually unexceptional.

### **Unranked Props**

The majority of Props are unranked and provide no bonus or penalty to rolls when using the Prop. If such props must be assigned a TN or otherwise must be assigned a Rank temporarily then they can be considered Average (although in some situations the prop might use the owner's most appropriate Quality). Most weapons, equipment or tools are unranked. *Exceptional Props* might be extremely finely made or even enhanced through thaumaturgy. Typically such props provide a Boost when used. Inferior tools or equipment might provide a downshift, and attempting an action with no appropriate Prop (such as attempting to jimmy a lock without tools or providing medical aid without appropriate medicines or tools) usually inflicts two or more downshifts (if it's even possible at all).

### **Ranked Props**

Some Props might have their own Rank which can be used like a Quality by the character using the Prop (although it is not treated as a Quality for the purposes of charms or absorbing damage). This is typical of exceptional or one-use props like thaumaturgical remedies, single-use artifacts, or talismans. Although they are assigned a Rank these Qualities are still usually ultimately not vital to the story.

## **Artifacts**

Artifacts are wonders created through the power of the Exalted's mastery of Essence and mystic technology. Artifacts come in many form from weapons, armor or even immensely powerful tools of war. Before an Exalt can use an artifact it must be attuned to the Exalt's own unique Essence. Attuning an artifact requires the Exalt to purchase the artifact as a Quality. The strength of the Artifact determines the Rank of the Quality needed to attune it. Good [+2] Artifacts are potent but utilitarian tools while Artifacts of Master [+6] or higher Rank are powerful beyond most mortals' wildest dreams. In addition to attuning an artifact the Exalt usually must commit a certain amount of Essence to the artifact. Most artifacts require a number of motes to be committed equal to the MOD of the artifact x2.

### **Minor Artifacts**

While most powerful artifacts require a great deal of essence and an attunement process to use some are simpler. For example hearthstone amulets and jewelry are minor Artifacts which require only one mote committed to provide the benefits of a hearthstone to the character wearing the amulet with the commitment of just one mote. Likewise single use artifact's may require only a small amount of essence to be expended to use them.

### **Artifact Weapons**

Artifact weapons are typically exceptionally large and potent examples of more mundane weapons. Artifact Weapon Qualities apply their MOD to most any action or reaction made involving the weapon in addition to the benefits of the magical material the weapon is constructed from. In addition to their abilities as impressive weapons most artifacts have additional features depending on their Rank.

- Good [+2] Artifacts have some additional feature, usually granting bonuses (either Boosts or upshifts) in specific situations, applying their MOD to some situations outside simple attack and defense or simply serving as an exceptionally deadly weapon (adding 1d6 Damage Ranks to a

successful attack. *Good Artifacts are similar to three dot artifacts. Some good examples of the above suggestions are Black Depths Foretold, the gauntlet of distant claws, or huge artifact weapons like Grand Diaklaves or Goremauls.*

- Expert [+4] Artifacts typically have potent abilities in addition to their functions in combat, providing benefits similar to a Tier 3 or so charm or significant bonuses outside of combat. *Expert [+4] Artifacts are typically similar to high three dot artifacts or mid to low four dot artifacts.*
- Master [+6] Artifacts are those like the Diaklave of Conquest or an elemental-dragon-in-a-box. Not only do they serve as truly impressive weapons but they also serve as far more than just a weapon. *Death at the Root is a great example of a Master [+6] weapon or the Eye of the Fire*

### The Magical Materials:

Each of the Magical materials has the own benefits which make them more or less desirable for certain projects. For most miscellaneous artifacts the magical material chosen is integral to the design of the artifact. For weapons and armor they provide specific benefits.

**Orichalcum:** Orichalcum weapons receive a Boost to any rolls made to fight with the weapon (whether for defense or offense). Orichalcum armor adds it's MOD to the amount of damage reduced when it soaks an attack.

**Moonsilver:** Moonsilver weapons receive an upshift to all damage inflicted by the weapon. Moonsilver armor never suffers penalties due to mobility and the armor will change shape with the wearer if he wishes.

**Starmetal:** Starmetal weapons are deadly tools of fate: on a successful attack starmetal weapons add an additional Damage Rank for each “6” rolled during the attack (even counting rolls not kept). Starmetal armor always reduces damage from attacks by 1.

**Jade:** Jade weapons and armor are lighter and can channel essence efficiently, allowing them to be committed for 2 motes less.

**Soulsteel:** Soulsteel weapons drain the life and energy from it's victims, draining motes equal to the attacker's permanent Essence when it inflicts at least one Damage Rank (against mortals or those without an essence pool it inflicts additional Damage Ranks equal to ½ the Essence of the attacker). Soulsteel armor is identical to orichalcum armor.

*Dragon.*

### Artifact Armor

Artifact armor is nearly invulnerable to most harm and provide defenses against attacks that would crush mundane armor. Artifact armor of less than Super-heavy size is light and flexible enough that it inflicts no penalties due to movement or weight. Super-heavy artifact armors reduce all damage by 2 (by 4 when soaking) but

### Armor (+) Qualities

These Qualities represent exceptionally potent defenses. For Exalts and other mortals the only source of Armor (+) Qualities is an artifact or charm however exceptionally powerful or durable monsters or spirits may possess such Qualities naturally to represent nearly impenetrable skin. Qualities like Magnitude can also be used to used in a manner similar to Armor (+) Qualities.

In addition to adding to defensive reactions against physical damage Armor (+) Qualities may be reduced one Rank for the duration of the Scene in order to reduce damage from a single attack. This is called 'soaking' damage and it reduces damage by a number of Ranks equal to three times the original MOD of the Armor (+) Quality.

they do inflict a downshift on any rolls to move freely. This is in addition to the bonuses from the magical material the armor is constructed from.

- Good [+2] Artifact Armor typically work as Armor (+) Qualities, allowing them to be downshifted to “soak” damage. Subtler armor forged from essence or silken armor may not provide the benefits of an Armor (+) Quality in exchange for increased subtlety.
- Expert [+4] armor typically provides some additional features such as aquatic mobility, limited flight, or similar benefits in addition to the benefits of an Armor (+) Quality or increased subtlety.
- Master [+6] armor may include built in weapons or even slews of additional features or benefits (although typically with additional motes or even a hearthstone required to fuel it).

## Warstrider Templates

### Common Warstriders:

- Good [+2] Warstrider Armor
- Good [+2] Immense Strength
- Average [0] Long Stride
- Good [+2] Huge Size
- Flaw: Huge and Bulky

*Warstrider Armor:* Is an Armor (+) Quality which also reduces any damage from attacks by 2.

*Immense Strength:* The warstrider's strength is considered Monstrous and the sheer size and strength means all attacks by warstrider scale weapons (or fists) inflict an additional 1d6 damage.

*Long Stride:* Although warstriders are clumsy and bulky their long legs and strength provide Inhuman speed.

*Huge Size:* The size of a warstrider is immense enough that they can take on an army easily. Treat this Quality as identical to a Mass Combat Unit's Magnitude Quality.

Noble Warstriders: Increase Immense Strength and Warstrider Armor to Expert [+4] Rank and raise Long Stride to Good [+2] Rank.

Colossus Warstriders: Colossus striders increase Warstrider Armor to Master [+6], Immense Strength to Master [+6] (and consider such strength is Titanic). Huge Size is raised to Expert [+4] and reduce Long Stride to Poor.

Royal warstriders: identical to Nobles but raise Warstrider Armor and Immense Strength to Master [+6] and the Warstrider gains an Average [0] Animating Intelligence Quality.

## Artifact Vehicles

Artifact vehicles range from jade horses to flying platforms of enormous scale. Like an Ally or a Familiar an Artifact Vehicle serves almost like a second character, with it's own Quality Ranks. Flying vehicles receives a number of Ranks equal to the MOD of the Quality +1. Vehicles limited to land or sea get a number of Ranks equal to the MOD x2. These Qualities may be built-in artifacts, heavy armor (functioning as an Armor-like Quality). They require motes committed equal to the MOD x4 (these rules are for most personal artifact vehicles for large scale vehicles and major first age transports they should also be powered by a Hearthstone).

## Warstriders

Warstriders fall somewhere between artifact armor and an artifact vehicles. They have their own Qualities but when they are worn by a character who has attuned the armor and committed MOD x3 Motes to the armor they treat the armor's Qualities as though they were the character's own (including for purposes of assigning Damage Ranks). Once attunement is broken any Failure Ranks assigned to the warstrider disappear but any Wound Ranks remain unless a scene is spent repairing the Warstrider (recovering a number of Ranks equal to the MOD of the relevant Quality for every day 6 hours of work).

The Warstrider takes five minutes to get in and out of and within that time the character may commit the motes to power it. If the character does not also plug in a Hearthstone into warstrider (which will cease to provide additional benefits) then they must pay 5 motes for every Turn they are active as well as one Failure Rank each Turn. The

warstrider's form is also immensely bulky and clumsy compared to a humans. Actions requiring fine manipulation or stealth are effectively impossible and any actions calling for rapid, precise movements or flexibility suffer 4 downshifts (3 for Royal or Noble Warstriders, and they are simply impossible in a colossus).

A Good [+2] Quality grants a common warstrider 'package' (see the sidebar for their Qualities), a Noble strider is Expert [+4] while a Colossus or Royal warstrider is at least Master [+6]. If you purchase a weaker model with a higher Rank (for instance using an Expert [+4] Quality to purchase a Common warstrider) then the warstrider receives 2 additional Quality Ranks which can be used to represent built in artifact weapons, ancillary systems or other unique features.

## Sample Artifacts:

### Good [+2] Artifacts

- **Diaklaves and artifact weapons:** For the purpose of PDQ a diaklave is a diaklave is a diaklave. There's no mechanical distinction between standard, reaver, reaper wavecleaver or short Diaklaves. These 'standard' Diaklave typically have additional features.
- **Grand Artifact Weapons:** While even a Good [+2] Diaklave usually has at least some additional feature to it, Grand Weapons are those whose focus is purely on inflicting maximum damage. As such they add 1d6 damage on a successful attack. Grand Artifact Weapons always require two hands to wield.
- **Powerbows:** Powerbows may shoot up to Too Far range and may shoot up to Extreme range by accepting a downshift to the attack.
- **Thrown Weapons:** Artifact throwing weapons may attack anyone within Far Range and may attack those who are Too Far by accepting a downshift. In addition when thrown by someone attuned to the artifact it will automatically return to the thrower.
- **Lightning Torment Hatchet:** These hatchets come in pairs in addition to the benefits of other artifact throwing weapons when a hatchet hits a target and inflicts damage then the target suffers an additional 1d6 Failure Ranks as they are wracked with pain from crackling sparks that crawl over their body. If both hatchets hit the target in the same Turn then the target suffers an additional 1d6 Failure Ranks (for a total of 3d6, 1d6 for each hatchet, then an additional bonus). However, due to their combined construction the hatchets do not benefit from a magical materials bonus.

### Expert [+4] Artifacts

- **Singing Staff:** If the user plants the end of the staff on the ground and plays it with a rosin bow it can cause the land around to respond to the music. This costs one mote per Turn (separate from the attunement cost) and for every Turn spent 'playing' the staff the owner may reshape 100 cubic feet of earth, sand or clay or 20 cubic feet of stone within Far range. Using the staff involves a Challenge with Qualities related to musical talent in addition to the staff's own Quality MOD against a Target Number set by the GM. More simply the staff may be used to attack structures in Conflicts using the above Qualities for offense and adding the wielder's Essence to damage inflicted. The staff is capable of much more than that, it's uses range from creating structures, objects of art, altering geography or geomancy in drastic ways. The staff is also effective if used as a weapon, adding the artifact's MOD to relevant rolls.

### Master [+6] Artifacts

- **Daiklave of Conquest:** In addition to being a deadly blade the diaklave glows with a bright,

unearthly light when used in combat. As long as it's unsheathed all enemies hostile to the Exalt within Near range must resist a fear-based Hazard (TN 17 plus the MOD of any of the wielder's Qualities related to bravery, intimidation or courage) and inflicting Failure Ranks. This hazard only occurs the first time an opponent approaches that close to the Solar. In addition the bearer's allies may add the MOD of the weapon to all rolls related to enduring fear or bad morale and they receive an upshift to all combat related rolls while opponent's suffers a downshift to all combat related rolls or rolls to resist fear or intimidation (including the hazard effect of the diaklave itself) This affects all within one mile of the Exalt wielding the weapon.