

EX3
E624



Charm Cards Set Two



CLEVER BANDIT'S ROOK

Cost: 2m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Seasoned Criminal Method

A master of the sublime, the Lawgiver hooks a mark with her charisma and genuine seeming. When used, this Charm supplements an instill action to make a person believe an object or structure belongs to the Exalt. This Charm cannot force an assertion on someone that directly contradicts what he knows. However, a character who does not know the truth cannot benefit from any Intimacies that would bolster his Resolve against the attempt. A character may not spend Willpower to contradict this belief unless he sees direct evidence to the contrary.

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EX3

Larceny 3, Essence 1

DOOR-EVADING TECHNIQUE

Cost: 10m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Lock-Opening Touch

Some doors are not locked by conventional means; some are sealed by complex sorcery or mechanisms hidden out of sight; still others are bounded by dozens or even hundreds of locks, making it implausible to pick them all. Yet no door may bar the Lawgiver's entrance. The Exalt reaches for the door as if to touch it, and then steps forward. When her foot falls, she is on the other side of the portal. The Solar can use this talent to pass through a locked window, a sewer grate, a dropped portcullis or even an archway that drips lightning. This Charm is based on the Solar's illimitable skill for infiltration; she cannot pass through solid walls or reach into a sealed chest and fish around.

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EX3

Larceny 4, Essence 3

DOUBT-SEALING HEIST

Cost: 5m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Clever Bandit's Rook

Upon successfully robbing a person of something they own, the Exalt may attempt to unwind the owner's memory of attachment to the item. The player rolls a (Manipulation + Larceny) instill action against the target's Resolve. On a success, the Lawgiver convinces the target that the object belongs to her (and always has). The target may not pay Willpower to shake off this belief until (Solar's Essence) minutes have passed.

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EX3

Larceny 4, Essence 2

FATE-SHIFTING SOLAR ARETE

Cost: 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Lightning-Hand Sleight, Unshakable Rogue's Spirit

The Lawgiver adjusts the scales of balance in her favor, and fate is made her accomplice. This Charm enhances any kind of action that is not part of an extended roll. Before rolling, the player chooses a number from 2 to 5. That number is treated like a 10 each time it appears in the subsequent roll. The Solar may use this Charm once per full night's rest.

An Essence 4+ repurchase allows the Solar to change two different numbers from 2 to 5 into 10s.

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EX3

Larceny 5, Essence 3

FLASHING RUSE PRANA

Cost: 10m, 1wp; **Type:** Supplemental
Keywords: Mute
Duration: Instant
Prerequisite Charms: Flawlessly Impenetrable Disguise

With a rending of air, the Solar sweeps away the mask she once wore. This Charm supplements a disguise attempt by reducing the time it takes from five minutes to instant. When used in combination with another Larceny-based disguise Charm, ignore the Willpower cost.

321
EX3

Larceny 5, Essence 3

FLAWLESS PICKPOCKETING TECHNIQUE

Cost: 3m; **Type:** Supplemental
Keywords: Mute
Duration: Instant
Prerequisite Charms: None

With hands quicker than the eye, the Exalt relieves a hapless soul of his material burden. This Charm enhances a normal pickpocketing attempt (see p. 224). Unless contested by magic, this attempt cannot fail; when such a conflict arises, this Charm adds the Solar's Essence in automatic successes. In every other way, this Charm follows the rules of a normal pickpocketing attempt. The character may not steal items that are in use or artifacts that have been attuned. Characters using ordinary senses cannot detect this theft with Awareness. Characters with inhuman sensory acuity, such as a spider feeling vibrations in its web, or those using magic, suffer a -4 dice penalty to spot the theft. This Charm is also completely immune to magic that detects Larceny-based actions, unless the user also knows this Charm. See the full text of this Charm on page 316.

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EX3

Larceny 2, Essence 1

FLAWLESSLY IMPENETRABLE DISGUISE

Cost: 6m; **Type:** Simple
Keywords: None
Duration: Until the Exalt sleeps
Prerequisite Charms: None

This Charm recreates a disguise attempt (see p. 224), but allows the Exalt to make a myriad of extraordinary changes to her appearance. She may change her gender, double her age or halve it, alter her height by ten inches in either direction, change her ethnicity, adjust her voice and alter her accent. She can even change her scent. The Solar gains two automatic successes to her disguise attempt, ignores penalties for adapting a different race or gender, and gains double 9s. This disguise cannot be pierced by mundane senses. Nor can it be thwarted by inhuman sensory acuity. Senses heightened to supernatural levels by Charms have a chance to pierce this deception, but subtract 2 successes from their attempts. Magic which pierces this effect does not reveal the Solar's identity, only that the Exalt is not what she appears to be. See the full text of this Charm on page 317.

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EX3

Larceny 4, Essence 1

IRON WOLVES' GRASP

Cost: 3m, 4i; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Stealing from Plain Sight Spirit, Reversal of Fortune

When used, this Charm alters a disarm gambit (see p. 199) in the following ways: • The cost of the gambit is replaced by the cost of the Charm. • The gambit is considered a reflexive action rather than a combat action. Doing so carries no Defense penalty. • The Lawgiver's Initiative roll gains double 9s. On a success, the Exalt steals her target's weapon. If the stolen weapon is an artifact, it breaks the target's attunement and allows the Exalt to commit motes to instantly attune the weapon. If the Exalt cannot or will not pay these motes, the weapon is merely cast aside as if it were disarmed normally. A Solar who uses whips, lassos, rope darts or other prehensile weaponry may use this Charm at the range of her weapon. See the full text of this Charm on page 320.

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EX3

Larceny 5, Essence 3

LIGHTNING-HAND SLEIGHT

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Swift Gambler's Eye

The Exalt's hands flash out, changing tiles, switching dice results, trading cards out of dealt hands, moving game pieces, etc. The Exalt's cheating goes unnoticed so long as she cheats plausibly, skewing the results of only a single round. This deception cannot be realized by onlookers until (Essence + 1) hours have passed. Each time the Solar uses this Charm in a single game, she lowers that expectation by roughly one hour. At Essence 1, she may not be caught immediately on her third use of the Charm, but while her foes still cannot see her cheating, they can notice the effects of her slick dealing. This Charm doubles as Poison-Hand Sleight, which allows a Lawgiver to lace a target's food or drink with sedatives or poison. It differs in that onlookers will begin to notice the work of a poisoner as soon as people begin to pass out or drop dead. See the full text of this Charm on page 316.

316
EX3

Larceny 4, Essence 1



LIVING SHADOW PREPAREDNESS

Cost: 4m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: None

The Solar becomes the light which swallows the shadow. The player rolls (Wits + Larceny), doubles and banks any successes. Banked successes can be reflexively applied to a single Larceny or Stealth action. This effect lasts until the Exalt sleeps, and can be renewed only once per day.

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EX3

Larceny 3, Essence 2

LOCK-OPENING TOUCH

Cost: 1m or 5m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: None

The Exalt may open a mundane lock simply by touching it and paying five motes. Alternately, she may challenge a sorcerous lock with her picking tools, paying one mote to gain double 9s and (Essence) automatic successes. This version of the Charm guarantees that she successfully picks the lock even if her roll fails, however, a failure constitutes some unwanted occurrence—perhaps she springs a trap, breaks the lock loudly, snaps her lockpick, etc.

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EX3

Larceny 2, Essence 1

MAGPIE'S INVISIBLE TALON

Cost: 1wp; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Stealing from Plain Sight Spirit

The Exalt moves with imperceptible speed, manipulating Essence flows to steal an object out of reach. This Charm supplements a normal attempt to steal or pickpocket, save that it gives the Solar's attempt double 9s and allows her to reach an object (Essence) yards away. She may even steal objects behind glass without disturbing the glass through use of this Charm.

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EX3

Larceny 5, Essence 2

MASTER PLAN MEDITATION

Cost: 6m, 1wp; **Type:** Simple
Keywords: None
Duration: Indefinite
Prerequisite Charms: Unshakable Rogue's Spirit

This Charm is used after a valid action, listed below. Roll (Int + Larceny), each success adds to a pool of points which are spent on features listed below. Valid actions: forging/counterfeiting; preparing an alibi; pursuing information about a person without violence; planning an infiltration; planning to enter and escape a dangerous location; plotting to undermine law enforcement/criminal syndicates. Points costs: Distorting a piece of evidence (5) Destroying a small piece of evidence (3) Erasing a small piece of evidence (7) Raising Resolve by 2 for a scene (5) Raising Guile by 2 for a scene (5) Door-Evading Technique: 5m, 1wp (5) Disguise attempt +1 success (3) Flashing Ruse Prana: free (7) Retroactively leaving one's calling card (1). This Charm cannot be used again until all points are spent. The Exalt may not use this Charm twice for the same action in a single session. See the full text of this Charm on page 318.

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EX3

Larceny 5, Essence 2

NIGHT'S EYE MEDITATION

Cost: 5m; **Type:** Reflexive
Keywords: None
Duration: One turn
Prerequisite Charms: Null Anima Gloves

The Solar is a master of deception, and is aware of any challenge to her position. Each time a character attempts to counter a Larceny based action or disguise with Investigation or Larceny, the Lawgiver may use this Charm to add 10s on her opponents' attempts to her own results for one turn. This retroactively makes her disguises harder to pierce and actively makes her sleight-of-hand and pickpocketing harder to notice.

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EX3

Larceny 5, Essence 5

NULL ANIMA GLOVES

Cost: 12m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Indefinite
Prerequisite Charms: Iron Wolves' Grasp, Proof-Eating Palm, Skillful Reappropriation

Gathering all the speed and skill of her hands into the channel of her Essence, her talent is forced out through her skin, manifesting in a burning corona that coats her hands in the fires of her anima. For a moment, the gloves suffuse her hands and blaze. For the next thirty seconds or two rounds, whichever comes first, no member of a criminal organization nor creature of darkness may Join Battle against the Lawgiver or roll to attack her. During this time, each of her allies gains +3 automatic successes to any attempt to escape the scene. After this effect ends, her hands continue to blaze, though she may turn it invisible with a thought. Should she use her hands to block an attack, land a strike, or steal an object, they will flash and hum back into existence, and remain that way until she banishes them. This Charm conveys 6 powers to the Solar, found on page 321.

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EX3

Larceny 5, Essence 4

PERFECT MIRROR

Cost: —(5m, 1wp); **Type:** Permanent
Keywords: Mute
Duration: Permanent
Prerequisite Charms: Flawlessly Impenetrable Disguise

This Charm upgrades its prerequisite, replacing the cost and allowing the Exalt to disguise herself as a specific person without suffering a penalty for impersonating a specific character, or for changing her body type significantly. In addition to the bonuses associated with Flawlessly Impenetrable Disguise, it also adds (Essence) non-Charms successes to the roll to establish the disguise. It cannot be pierced by mundane or inhuman sensory acuity. Characters are not entitled to attempt to see through the disguise unless the Solar behaves in a grossly inaccurate way. Even so, a witness using magic to penetrate the disguise suffer a -4 dice penalty to do so. Should he fail at this attempt, his next attempt suffers an additional -1 (maximum -5). In addition to these effects, the Exalt may adapt Essence-based visual dynamics not covered by simple makeup or disguise. See the full text of this Charm on page 319.

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EX3

Larceny 5, Essence 2

PREYING ON UNCERTAINTY APPROACH

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Spurious Presence

When the Lawgiver is caught somewhere she doesn't belong, she may use this Charm to immediately become aware of a gap in her inquisitor's knowledge she can exploit. Stopped at a picket, she realizes the soldier questioning her is expecting a messenger he has never seen. She can then claim that messenger's identity. Confronted by a tenant when creeping through the glass towers of Chiaroscuro, she realizes there are vacant rooms and assumes the role of a squatter. Uncertainty of this kind counts as a Minor Intimacy when it is exploited.

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EX3

Larceny 3, Essence 1

PROOF-EATING PALM

Cost: 1m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Lightning-Hand Sleight

The Solar's genius hands can outwit even the sharpest eye. This Charm allows her to hide any object small enough to palm. She may appear to swallow the item, fit it under her tongue, hide it up her sleeve, etc. The object vanishes. It does not go to Elsewhere. It merely ceases to exist until the Exalt needs it again, at which point she may will it into her hand with just a thought. The Exalt may hide no more than five objects, but each object must be hidden in a separate space.

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EX3

Larceny 4, Essence 2



REVERSAL OF FORTUNE

Cost: 4m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Flawless Pickpocketing Technique

Stealing from the Lawgiver is a risky proposition at best. With this Charm, the Exalt gains two automatic successes to an Awareness roll to detect any attempt to pickpocket from her person.

Upon successfully noticing an attempted theft with this Charm, the theft is not only thwarted, but the thief is left open to reprisal. If the thief is close enough to touch, the Lawgiver becomes aware of every object on his person that may be stolen (as per the rules of pickpocketing on page 224) and can attempt to steal one of these objects with all of the same advantages as Flawless Pickpocketing Technique.

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EX3

Larceny 4, Essence 3

SEASONED CRIMINAL METHOD

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: None

This Charm allows the Solar to invoke and discard a number of special distinctions. **Familiarity:** To a member of a criminal organization, she seems familiar—that is, she can play on a Minor Intimacy to make her target believe she is a criminal with whom to be treated. **Dissonance:** Magistrates or other officials seeking to establish her identity suffer a -2 penalty to their Bureaucracy and Investigation actions. **Vulnerability:** The Exalt makes herself seem the best possible target for a type of crime dictated by the player. **Receptivity:** Similar to vulnerability, interested parties perceive the Exalt as a local player. Rather than prey on her directly, she may be identified as a customer or partner. See the full text of this Charm on page 315.

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EX3

Larceny 1, Essence 1

SKILLFUL REAPPROPRIATION

Cost: 6m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Magpie's Invisible Talon

The Exalt can plant evidence on a target's person infallibly. The mechanic modeling this Charm is identical to a pickpocketing attempt enhanced by Flawless Pickpocketing Technique—with the same rules for supernatural detection—save that it hides an object on the target's person. Such an action cannot be noticed for (Essence × 10) minutes, unless circumstances call attention to it. Trying to hide an anchor in an old man's rucksack will have undesired effects.

In addition, as long as the object remains on the target's person, the Exalt can reflexively retrieve the item without contest, so long as she is close enough to touch the target. Though the Lawgiver does this with incredible speed, to all onlookers it will be obvious that she lifted the object from the target.

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EX3

Larceny 5, Essence 3

SPLIT DECEPTION METHOD

Cost: 5m per disguise; **Type:** Reflexive
Keywords: None
Duration: Indefinite
Prerequisite Charms: Perfect Mirror

The Lawgiver walks through the valley of the wicked wearing a thousand faces. This Charm allows the Exalt to place a second disguise over the one she is wearing by attempting a second disguise action per the rules on page 224. This attempt may be supplemented by disguise Charms as usual. When she is seen wearing two or more disguises, the player dictates which disguise each witness sees. The Solar may sustain no more disguises than she has dots of Essence.

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EX3

Larceny 5, Essence 3

SPURIOUS PRESENCE

Cost: 6m; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Seasoned Criminal Method

Even amidst the Imperial Treasury, the Lawgiver projects her right to be there. This Charm makes it nearly impossible to voluntarily question the Exalt's presence. As long as the Solar is dressed and behaving as expected for the present circumstances, she cannot normally be considered suspicious. Characters who do suspect something "off" about her may try to read her intentions, but the Exalt's Guile is at +2 against such attempts. The player may reconstitute the character's Guile using Larceny instead of Socialize; Charms that protect against read intentions actions are explicitly allowed to enhance this effect. Which characters suspect the Lawgiver depends entirely on the dramatic whim of the Storyteller.

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EX3

Larceny 2, Essence 1

STEALING FROM PLAIN SIGHT SPIRIT

Cost: 6m; **Type:** Supplemental
Keywords: Mute
Duration: Instant
Prerequisite Charms: Flawless Pickpocketing Technique

Long ago, the Solars stole the implements of their virtue from beneath the gaze of the gods' own masters. This Charm is similar in all ways to its prerequisite, except that it allows the Solar to steal an object from plain sight. The Exalt might swipe a book from a table or take a sword from a soldier's scabbard. Such a theft cannot be noticed for (Solar's Essence) minutes unless circumstances call attention to it, such as a soldier attempting to draw his stolen blade.

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EX3

Larceny 4, Essence 2

SWIFT GAMBLER'S EYE

Cost: 1m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: None

The Exalt's jaded insights give her a talent for seeing through the gambits of her opponents. This Charm supplements a read intentions action against an opponent in a game of chance or strategy, lowering the target's Guile by two. If successful, it tells the Lawgiver how her opponent feels about his current chances. For example, a target who is acting morose but feels exultant is almost certainly bluffing.

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EX3

Larceny 3, Essence 1

UNBROKEN DARKNESS APPROACH

Cost: —; **Type:** Reflexive
Keywords: Mute
Duration: Instant
Prerequisite Charms: Night's Eye Meditation

In the deepening Age of Sorrows, the Lawgiver shines in the darkness. This Charm allows the Exalt to apply a free full Larceny Excellency to any action once per scene. This Excellency has the mute keyword. This Charm also has the special property of muting any Charm the Exalt uses that same instant, if she so chooses.

322
EX3

Larceny 5, Essence 5

UNSHAKABLE ROGUE'S SPIRIT

Cost: -1 Initiative per success
Type: Reflexive; **Keywords:** None
Duration: Instant
Prerequisite Charms: Living Shadow Preparedness

The Lawgiver can borrow against her own talent to bolster larcenous action. This Charm can be used to aid in protecting the Lawgiver's disguise during a roll off, to pick a lock, to pickpocket, or to establish Stealth. It can also be used to enhance any social action contrived to swindle a target. For every one automatic success the Charm adds to the selected action, the Solar loses one Initiative from her next Join Battle result. The maximum number of successes a Solar can add between battles is half her Join Battle pool, rounded up. This debt is automatically cleared after completing a full night's rest. Unshakable Rogue's Spirit cannot be used in combat.

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EX3

Larceny 4, Essence 2



EXHAUSTED
THIRD EDITION



PHANTOM HOOD TECHNIQUE

Cost: —; **Type:** Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Preying on Uncertainty Approach

The Lawgiver can mask her anima to evade detection. Once per scene, the Exalt can activate this Charm to mute five peripheral motes in an instant, causing them to act as if they were motes spent from her personal mote pool, so long as the magic is aiding her in Larceny-based actions. This Charm is reset by a two point social stunt in which the Lawgiver uses Larceny, or in which she uses subterfuge enhanced by any other social ability in order to aid her in criminal behavior. This reset must occur after the Charm has been used,



Larceny 3, Essence 2



CUP BOILS OVER

Cost: 1m; **Type:** Simple
Keywords: Written-only
Duration: Instant
Prerequisite Charms: Mind-Swallowing Missive, Voice-Caging Calligraphy

The Lawgiver pens a soul-shattering missive, convincing her subject he leads a pointless existence. This Charm can only be directed at a specific target. Roll the Exalt's ([Charisma or Manipulation] + Linguistics), rerolling 6s until 6s fail to appear. If she beats her target's Resolve, his soul falls off and sinks directly into lethe. This Charm only targets characters who have unintelligibly abstruse Intimacies or no Intimacies at all; however, its effect depends on such an unfulfilled soul's yearning for purpose and meaning—characters who are incapable of feeling (such as the soul-eaten victims of the Fair Folk) are not valid targets for this Charm.



Linguistics 5, Essence 3

DISCERNING SAVANT'S EYE

Cost: 1m, 1wp; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Sagacious Reading of Intent

The Exalt can make out the minute traces of writing that was once readable but has now been damaged or erased. Examples include palimpsests, water-soluble inks that have been left in the damp, and stone monuments that have been rendered unreadable by vandalism or the elements. This Charm cannot read the writing on inscriptions that have been crushed into sand or letters that have been burned to ashes. This Charm does not convey the ability to understand a language the Solar cannot normally read, but she may use this Charm in concert with Flawless Brush Discipline to make a perfect, undamaged copy of the original script for later translation.



Linguistics 5, Essence 2

ESSENCE-LADEN MISSIVE

Cost: 1m; **Type:** Supplemental
Keywords: Mute, Psyche, Written-only
Duration: Instant
Prerequisite Charms: Letter-Within-A-Letter Technique

The Exalt can infuse a short statement with Essence, such that the Essence travels through the reader's mind to escape through his tongue. A character who reads such a missive will immediately and unironically repeat the statement he just read without realizing he's doing so. This is not a Charm which simply forces the character to read aloud, but rather causes him to announce the missive. The roll to determine whether the reader blurts out the missive is treated as a ([Charisma or Manipulation] + Linguistics) inspire action with (Essence) automatic successes.



Linguistics 4, Essence 2

EXCELLENT EMISSARY'S TONGUE

Cost: 6m; **Type:** Reflexive
Keywords: None
Duration: Indefinite
Prerequisite Charms: Single Voice Kata, Strange Tongue Understanding

The Exalt may learn to speak and understand a language just by hearing it spoken. The Exalt must spend at least an hour being exposed to a language conversationally. She does not need to be the target of such talk. After an hour, the Exalt may activate this Charm. She can speak and understand her new acquisition perfectly, though she retains a -3 penalty to social influence until she has retained and practiced the language intensely for a week. The Solar's understanding of this language is predicated by her commitment of Essence to the effect. Should she release the motes she has committed to this Charm, her knowledge of the language fades within the hour. However, if she works with an acquired language for a season or more, she learns it permanently and for free, and may safely end her commitment to the effect. See the full text of this Charm on page 328.



Linguistics 5, Essence 3

FLASHING QUILL ATEMI

Cost: 1m; **Type:** Reflexive
Keywords: Written-only
Duration: One minute
Prerequisite Charms: Power-Snaring Image

The Lawgiver strikes a body of text with her fingers, reshaping the language to serve her purposes. With this Charm, the Solar may edit a manuscript, letter, or tome with untraceable precision. Where she draws her fingertips through lines, words lift from pages as if they were never written. Where she draws her fingertips through runes, ink chases itself into the shapes of new words. Through use of this Charm, the Solar can change the targets of written social influence, and can redefine what is intended by any social influence she encounters. Modifying a work encrypted with magic allows her to redirect the targets of that magic. If she wishes to alter magic she is incapable of producing, she must possess Essence 5+ and must use Power-Snaring Image in combination with this Charm. This combination explicitly allows her to alter magic for which she does not meet minimums.



Linguistics 5, Essence 3

FLAWLESS BRUSH DISCIPLINE

Cost: 1m; **Type:** Supplemental
Keywords: Written-only
Duration: Instant
Prerequisite Charms: Whirling Brush Method

The Solar concentrates all of her talent into a perfect expression of form. With this Charm, she may perfectly copy any written work down to the finest detail. Her flawless precision makes her script impossible to tell apart from the original, allowing her to create a perfect replica of a work. If the Exalt focuses intently on aesthetic elements, she may even use this Charm to copy them, flawlessly reproducing pictograms, illustrations and even maps. The Exalt may also forge signatures effortlessly, but cannot use this Charm to forge seals or other impressions affixed to a document. It is impossible to pierce this deception through normal means. Magic which can detect the Solar's forgery must overcome a difficulty equal to the Solar's (Linguistics + Essence) score at the time of writing.



Linguistics 3, Essence 1

FLOWING ELEGANT HAND

Cost: 2m; **Type:** Supplemental
Keywords: Mute, Written-only
Duration: Instant
Prerequisite Charms: None

Drawing on the Essence of her formidable mind, the Exalt perfects her arguments and sharpens her words, so that her writing is pristine, flawless and precise. This Charm supplements written Linguistics actions with double 9s.

At Linguistics 5+, Essence 3+, she may repurchase this Charm, learning a three mote version that doubles 8s. This repurchase requires that she know Flawless Brush Discipline.

At Linguistics 5+, Essence 5+, she may purchase this Charm a third time, learning a four mote version that grants double 7s.



Linguistics 3, Essence 1

HEAVEN-DRAWING DISCIPLINE

Cost: 8m, 1wp; **Type:** Supplemental
Keywords: Mute
Duration: Instant
Prerequisite Charms: Mind-Scribing Method

This Charm magnifies the Solar's ability to compose massive volumes of complex information, allowing her to complete difficult manuscripts with increased speed. This Charm supplements an extended roll to produce such work (see p. 221), automatically reducing the interval by one unit, from years to seasons, seasons to months, and months to weeks. While this Charm greatly speeds the Solar's efforts, it does not directly influence the mechanical speed with which she lays down words. The Exalt must use this Charm against each interval she wishes to shorten, and must be able to dedicate the required time and writing instruments to the task. If this Charm is used in combination with its prerequisite, ignore this Charm's Willpower cost. See the full text of this Charm on page 329.



Linguistics 5, Essence 3

LETTER-WITHIN-A-LETTER TECHNIQUE

Cost: 4m; **Type:** Simple
Keywords: Mute, Written-only
Duration: Instant
Prerequisite Charms: None

By carefully injecting allusions, subtle stresses and loaded word choices, the Exalt can imbed a secret message in a document of seemingly innocuous character—a shopping list, a bill of lading or even a quickly dashed note. The Solar must be familiar with the recipient in order for him to see the hidden missive. The hidden message can be no longer (in words) than half the length of the cover document. Magic that can break the Solar's code automatically costs an additional Willpower and must beat a difficulty of the Solar's Linguistics or the highest difficulty of any magical encryption inscribed into the text.



Linguistics 3, Essence 1



MIND-SCRIBING METHOD

Cost: 5m, 1wp; **Type:** Simple
Keywords: Mute
Duration: Instant
Prerequisite Charms: Perfect Recollection Discipline

Even chained in a lightless dungeon, the Lawgiver can write a book that transforms the world. This Charm allows the Solar to engage an extended roll to produce a long work (p. 221) without requiring that she have any writing instruments. The Exalt stores her progress mentally, and may copy it down at her earliest convenience. There is no limit to how many novels, epics, and dogmas the Exalt may store in this fashion. As the Solar is copying her own work, she may use a combination of Whirling Brush Method and Perfect Recollection Discipline to copy a remembered work with tremendous speed. The Solar is explicitly permitted to enhance any writing she composes in her head with other Linguistics Charms, even those with the written-only keyword.

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EX3

Linguistics 5, Essence 3

MIND-SWALLOWING MISSIVE

Cost: 8m, 1wp; **Type:** Supplemental
Keywords: Psyche, Written-only
Duration: Indefinite
Prerequisite Charms: Essence-Laden Missive

This Charm supplements a letter written to a specific target, the Solar rolling (Manipulation + Linguistics) to determine its accuracy. If her target reads the letter, he must roll his (Perception + Linguistics). If he fails, his knowledge of all languages is unbound, causing him to forget every language he's currently able to speak. In addition, the subject develops a completely new language on the spot. This language is both functional and logical, but it is known only to the Charm's victim. An Exalt may break this control by paying (Solar's Essence rating) Willpower, instantly recovering one of his spoken languages and another every hour until his knowledge has been restored. Otherwise, this effect lasts until the Solar lifts the commitment. When this Charm is broken, the subject's new language vanishes from his memory. This Charm does not affect spirits. See the full text of this Charm on page 326.

326
EX3

Linguistics 5, Essence 3

MINGLED TONGUE TECHNIQUE

Cost: 4m, 1wp, plus 3m per language
Type: Reflexive; **Keywords:** None
Duration: One scene
Prerequisite Charms: None

The Exalt can bind together any two languages she knows into a third language which is intuitively understood by those listeners who understand at least one of the base languages. For four motes, one Willpower, she uses her Essence to fuse two such languages together. For each additional three motes committed, she may fuse an additional language into the strain. A Solar who is gifted with knowledge of many languages can become the unifying voice of nations.

324
EX3

Linguistics 5, Essence 1

MOVING THE UNSEEN HAND

Cost: 4m; **Type:** Simple
Keywords: Mute, Written-only
Duration: Instant
Prerequisite Charms: Stolen Voice Technique

The Exalt pens a message that causes the reader to make an automatic assumption as to the writer's identity. Roll (Manipulation + Linguistics) with (Essence) automatic successes versus the target's Resolve. The Exalt must not sign the missive; the unsigned letter invites an assumption. The Exalt may use this technique in 3 different ways: She can make readers believe a message was written by a specific person of whom they're aware. She can make readers assume the letter was written by the person they most want the letter to be from. If the Solar has Bureaucracy 3+, she can make readers assume the letter is from a hierarchical superior. This Charm can always be used in combination with its prerequisite; failure to see through Stolen Voice Technique makes the character automatically subject to Moving the Unseen Hand's deception. See the full text of this Charm on page 325.

325
EX3

Linguistics 5, Essence 2

PERFECT CELESTIAL AUTHOR

Cost: —; **Type:** Permanent
Keywords: Written-only
Duration: Permanent
Prerequisite Charms: Flashing Quill Atemi

While using Flashing Quill Atemi, the Lawgiver can edit a manuscript to combine Simple-type Charms or effects which could otherwise not coexist. Thus, she could use Letter-Within-A-Letter Technique and Cup Boils Over to kill someone with what appears to be a love letter.

329
EX3

Linguistics 5, Essence 4

PERFECT RECOLLECTION DISCIPLINE

Cost: 1m per work; **Type:** Reflexive
Keywords: None
Duration: Indefinite
Prerequisite Charms: Discerning Savant's Eye

A character using this Charm can perfectly memorize such a work in the time it takes to read or study it, activating this Charm to store a mental record of the completed subject. She may then pay one mote to reference any part of the work. As long as she continues to reference the stored work at least once a week, she maintains a perfect memory of any part of it. Once she has maintained such use for a season, the information becomes ingrained and innate, and she may release her mote commitment. If such knowledge fades, the Solar need only pay one mote to revive her memory of the work. Note that this Charm only conveys memories of that which has been recorded through a medium of language. Likewise, memories created in relation to this Charm are not necessarily dependent on magic. See the full text of this Charm on page 328.

328
EX3

Linguistics 5, Essence 3

POETIC EXPRESSION STYLE

Cost: 1m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Strange Tongue Understanding

Through gesture, movement, and carefully shaped facial expressions, the Solar may clearly communicate short, simple sentences through body language and pantomime. This Charm ignores the penalty for such communications, and allows for additional complexity, but does not allow for poesy. Therefore, "Open the gates now, or I will return with an army," is valid, while "Fill your hands with steel and prepare to dance, you devils," is not. As such, all social influence made with this Charm suffers a three success penalty.

324
EX3

Linguistics 4, Essence 1

POWER-SNARING IMAGE

Cost: —(1m, 1wp); **Type:** Permanent
Keywords: Written-only
Duration: Instant
Prerequisite Charms: Stolen Voice Technique

When the Lawgiver is using Flawless Brush Discipline, she may channel this power to perfectly copy any magic encrypted into the document she is copying, so long as she is capable of producing that magic herself. She does not need to pay the costs of any Charms her copy reproduces—those effects are reproduced automatically and perfectly. At Essence 5+, she may reproduce the written magic effects of the Charms of any being, even those who are not Solar Exalted, so long as her traits meet or exceed the magic's minimums.

326
EX3

Linguistics 5, Essence 3

SAGACIOUS READING OF INTENT

Cost: 4m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: None

The Solar's wit is incisive and her mind is canny. By reading a text, she also may read its author. The Solar may invoke this Charm after reading a text but before any social influence is rolled or checked. This allows the Solar to make a ((Wits, Charisma, or Manipulation) + Linguistics) read intentions action that is automatically successful. In that moment, she instantly knows if the writing indicates any of the author's Intimacies, and what those Intimacies are. This may come across as a clear slant or bias in the narrative, or a sense of mood or emotion in the writing which highlights the context of a Tie. This Charm does not reveal the writer's hidden motives behind any work, but it can reveal the absence of any Intimacies in the writing, potentially denoting that the work is a forgery, a copy, or that the author didn't believe what he was writing.

324
EX3

Linguistics 4, Essence 1



SINGLE VOICE KATA

Cost: 5m, 1wp; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Mingled Tongue Technique

There is a point in the infinite distance where purity and entropy touch. That point is both “before” and “after” but the Solar may reach it with a thought, to draw forth perfect language. While this Charm is active, the Solar speaks a language that can be understood by all who hear it. Knowledge of this language is purely instinctual; characters understand the Solar’s words as she shapes them. Her perfect language cannot be learned, as it has no intelligible words, letters or mechanics. Consequently, it cannot be repeated back to the Solar. This Charm allows purely one way communications, imparting no knowledge of languages the Solar has not yet learned. Spirits despise being addressed by a Solar using this Charm, and the Fair Folk feel physical pain to hear it spoken. A Solar should only use this Charm against such beings if she intends to offend. See the full text of this Charm on page 325.

325
EX3

Linguistics 5, Essence 2

STOLEN VOICE TECHNIQUE

Cost: 3m; **Type:** Simple
Keywords: Written-only
Duration: Instant
Prerequisite Charms: Flawless Brush Discipline

The Lawgiver’s keen ear, sharp eye and steady hand makes her an inveterate thief of words. With this Charm, the Solar can adapt the writing voice of another character. The Solar need only have read one manuscript or three smaller examples of the character’s writing in order to perfectly mimic his writing style. This Charm does not mimic the effects of Flawless Brush Discipline, so the Solar may need to use that Charm to make her script all the more deceiving. Like the prerequisite, the difficulty to pierce this deception is the Solar’s (Linguistics + Essence) score at the time of writing. Combining this Charm with its prerequisite raises that difficulty by one. Stolen Voice Technique’s deception is automatically successful unless the target has a reason to scrutinize the writing.

324
EX3

Linguistics 4, Essence 2

STRANGE TONGUE UNDERSTANDING

Cost: 1m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: None

Tuning Essence through her language centers, the Exalt reconciles a character’s vocal tone, inflection, and gestures into a clear statement of intent. This allows her to accurately interpret statements made in languages she doesn’t know. As the Solar’s concentration congeals into a moment of perfect clarity, she must evaluate each statement separately. Each activation of this Charm allows her to understand three or four simple sentences or one long, complex sentence. The Solar may also use this Charm to reflexively lower the Guile of a speaker using abstruse language to conceal an issue or artificially inflate the importance of a topic, reducing his Guile by one.

324
EX3

Linguistics 3, Essence 1

SUBTLE SPEECH METHOD

Cost: 3m; **Type:** Simple
Keywords: Mute
Duration: One idea conveyed
Prerequisite Charms: None

The Solar speaks in a roundabout fashion, stressing particular words, inflections and allusions to convey ideas and concepts that may have nothing to do with what she is saying. Only the intended recipients can understand the true meaning of the Solar’s words; everyone else just hears what the Solar says on the surface. Thus an Exalt using this Charm could appear to discuss the weather while laying out the details of an assassination plot. This Charm does not confer the ability to communicate across language barriers.

323
EX3

Linguistics 3, Essence 1

SWIFT SAGE’S EYE

Cost: 1m; **Type:** Reflexive
Keywords: Mute
Duration: One text
Prerequisite Charms: Perfect Recollection Discipline

Mind quickened by flowing Essence, the Exalt reads at superhuman speed. She can read a scroll as quickly as she can unroll it, and a book as fast as she can turn the pages—approximately three pages per second.

328
EX3

Linguistics 5, Essence 3

TWISTED WORDS TECHNIQUE

Cost: 1m, 1wp; **Type:** Simple
Keywords: Psyche
Duration: Instant
Prerequisite Charms: Flowing Elegant Hand, Letter-Within-A-Letter Technique, Subtle Speech Method

This Charm is a mental attack disguised as social influence, entailing a written or spoken action made with (Manipulation + relevant Social Ability). The Solar must target an Intimacy when using this Charm. Upon success, the target will feel overwhelmingly compelled to act in a way that is the opposite of what she agreed to, as if her Intimacy had been inverted. Persuasion caused by this Charm can’t be resisted with Willpower until another character successfully dissuades the target from a chosen course of action. Upon doing so, the target must pay (Solar’s Essence) Willpower. Intimacies tainted by this Charm are indecipherable from what a character truly believes. While Transcendent Hero’s Meditation can shatter persuasion caused by this Charm, it can’t change the Solar’s Intimacies, though she does realize how she’s been influenced. See the full text of this Charm on page 327.

327
EX3

Linguistics 5, Essence 3

UNBREAKABLE FASCINATION METHOD

Cost: 6m, 1wp; **Type:** Simple
Keywords: Psyche
Duration: Instant
Prerequisite Charms: Twisted Words Technique

Roll the Solar’s (Manipulation + Linguistics) with (Essence) automatic successes, ignoring the penalty for group influence. Intimacies cannot raise or lower Resolve. Those who fail their Resolve checks are entranced by the Solar’s voice and are held enraptured until she ceases speaking for more than a few seconds. Even characters who don’t understand the Solar’s language can succumb to this power. This Charm may also be used to ensnare and captivate a reader: if a character reads so much as a single line of writing reinforced with this Charm, he must engage his Resolve, and if he fails, he must continue reading what the Solar has written in its entirety, though this Charm may only hold a reader rapt for (Essence) minutes. This Charm may not be resisted with Willpower. Attack cancels the Charm, but only direct physical danger disrupts the effect. See the full text of this Charm on page 329.

329
EX3

Linguistics 5, Essence 4

VANISHING IMMERSION STYLE

Cost: 1m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Word-Shield Invocation

The Solar dwells in a temple of words. With this Charm, she may affect a textual absorption so complete that her Guile becomes perfect and unbreakable. So long as she is reading, she cannot be read. This effect lasts for moments after she has finished reading, allowing the Exalt to completely hide her reaction to what she just read. Using this Charm with Perfect Recollection Discipline allows the Solar to phase out completely, evading prying questions and other attempts to gauge her. In this instance, her defense is no longer perfect, and her Guile may be engaged. However, without magic to pierce her deception, characters will only notice that she is extremely preoccupied or distracted.

326
EX3

Linguistics 5, Essence 2

VOICE-CAGING CALLIGRAPHY

Cost: 2m, 1wp; **Type:** Supplemental
Keywords: Mute, Psyche, Written-only
Duration: Instant
Prerequisite Charms: Essence-Laden Missive

The Solar binds her words with Essence, folding language into form so winding and deep that all meaning falls into the abyss. This Charm may be used to supplement the writing of letters or other brief works. The information contained in such writing cannot be repeated. The reader momentarily loses his ability to process or remember the contents of the message if he tries to speak it aloud or write it down. Any attempt by the reader to communicate what he knows is rendered useless unless he sees an action occurring in which a Defining Intimacy is threatened by withholding what he knows. Only then may the reader pay (Solar’s current Essence rating) Willpower to shake off the effects of this Charm.

325
EX3

Linguistics 5, Essence 2



WHIRLING BRUSH METHOD

Cost: 3m; **Type:** Reflexive
Keywords: Mute, Written-only
Duration: Instant
Prerequisite Charms: None

A Solar with this technique writes with superhuman speed. The Exalt pens brief social influence, makes a copy, or short communiqués with incredible speed—she can write a full-page letter in just seconds. This Charm does not allow her to produce new work longer than a few pages, but she may flawlessly copy a written work of any length as she reads it. The Solar can even perfectly transcribe a rapid conversation between multiple parties. The Solar may also quickly copy maps—though this Charm lends nothing to her artistic ability, she is able to convey all the information the original conveys. Writing instruments are consumed at the regular speed. The duration of the dramatic action varies. In a scene where the Solar has used Whirling Brush Method, additional activation costs only one mote. See the full text of this Charm on page 322.



Linguistics 1, Essence 1

WORD-SHIELD INVOCATION

Cost: 2m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Sagacious Reading of Intent

If the Exalt suspects she is about to suffer negative influence, she may use this Charm after using Sagacious Reading of Intent, raising her Resolve by half her Linguistics, rounded up, before her Resolve is compared to the influence's recorded successes.



Linguistics 5, Essence 1



BOTTOMLESS WELLSPRING APPROACH

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Harmonious Academic Methodology

The Solar is a living font of vital knowledge. This Charm enhances rolls to introduce or challenge facts. She can now roll to establish a fact whenever her knowledge of historical events, cultural norms, local myths and rumors, number systems, etc. is challenged. If the topic in question falls into the Solar's Lore expertise—that is, the background reflected by her Lore rating—or any of her Lore specialties, she gains one automatic success on the roll, and any extra successes she generates are doubled. However, the criteria under which Storytellers may veto introduced facts remain unchanged.



Lore 4, Essence 2

CHAOS-REPELLING PATTERN

Cost: 10m, 1wp; **Type:** Simple
Keywords: None
Duration: One hour
Prerequisite Charms: Wyld-Dispelling Prana

By asserting her existence against the ravages of chaos, the Solar makes her person sacrosanct. Through use of this Charm, the Solar protects an area around herself out to short range in every direction. Characters within this area of focus cannot be twisted by the Wyld, nor can their minds be torn asunder by its influence. Chaos-Repelling Pattern also forces the environment within its area of effect to behave with the physical laws of Creation. The ground will not transform beneath the Solar's feet, nor will she suddenly fall into the sky. However, this Charm does nothing to stop creatures of the Wyld from attacking the Solar, nor will it do anything to change their composition. At the end of an hour, if the Exalt chooses to reactivate this Charm, ignore the Willpower cost.



Lore 3, Essence 1

DEMIURGIC SUSPIRATION

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Wyld-Forging Focus

The Solar learns to draw Essence from her nascent world to empower greater acts of Creation. After each successfully-completed phase, roll (Essence + completed phase) dice. Each success restores two motes of Essence. This bonus stacks with Immanent Solar Glory.



Lore 5, Essence 4

ESSENCE FONT TECHNIQUE

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Will-Bolstering Method

The Solar becomes a conduit for tremendous power. This Charm turns the prerequisite and Essence-Lending Method into Reflexive Charms, allowing them to be combined. Furthermore, when they are combined, ignore the three mote cost of Essence-Lending Method and the Willpower cost of Will-Bolstering Method. In addition, each roll in this cascade gains recurring 10s. That is, if a 10 appears, roll another die. Keep rolling dice until no further 10s appear.



Lore 4, Essence 2

ESSENCE-DRAINING TOUCH

Cost: 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Injury-Forcing Technique

The Exalt may draw the Essence from a target with a touch. If the target possesses a mote pool, the Exalt may touch him and pay one Willpower to roll (Wits + Lore) against his Resolve (unmodified by Intimacies), stealing motes equal to the extra successes from his peripheral mote pool (defaulting to personal if their peripheral Essence is depleted). In combat, this is a difficulty 5 gambit executed with a hand-to-hand combat Ability of the Exalt's choice.



Lore 5, Essence 3

ESSENCE-LENDING METHOD

Cost: 3m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: None

The Lawgiver fortifies her allies with actions as surely as with words. Upon touching a target and paying three motes, the Solar may transfer up to (Essence * 3) motes from her mote pool to her target's. In addition, once per scene she may roll Wits + Lore, generating a number of motes equal to her successes and awarding them to her target. If the target cannot accept all the motes transferred by Essence-Lending Method he has until his next action to spend them before they dissipate.



Lore 1, Essence 1

ESSENCE-TWING METHOD

Cost: 6m, 1wp; **Type:** Simple
Keywords: Mute
Duration: Instant
Prerequisite Charms: Essence-Draining Touch

The Exalt may touch a willing target who has an active mote pool, and may use this Charm to switch a number of his motes from peripheral to personal motes and vice versa. Roll a free full (Intelligence + Lore) Excellency with (Essence) automatic non-Charm successes to determine how many motes are converted. The Solar may not use this Charm on herself until Essence 5+, but if Lore is her Supernal Ability, waive this requirement.



Lore 5, Essence 3

FIRST KNOWLEDGE'S GRACE

Cost: 4m; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Harmonious Academic Methodology

Affecting a calm and patient demeanor, the Solar is able to project the light of her knowledge into the darkest of places. While affecting this Charm, the Solar ignores all penalties to teach someone. She can educate a person who is deemed medically incapable of learning, such as someone who is developmentally disabled, or someone who has suffered traumatic injury or privation by the Fair Folk. This Charm does not affect social influence rolls to persuade a character of something.



Lore 3, Essence 1

FLOWING ESSENCE CONVERSION

Cost: 10m, 3a; **Type:** Reflexive
Keywords: Mute
Duration: Instant
Prerequisite Charms: Immanent Solar Glory

At the iconic anima level, the Solar may draw in her anima, internalizing it and then pushing it outward in a surge of Essence. Doing so returns her anima to the dim level, and resets the once-per-scene effect of Essence-Lending Method. This Charm's cost never generates anima display.



Lore 5, Essence 3



FLOWING MIND PRANA

Cost: 1xp+; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: First Knowledge's Grace

The Solar commits a number of experience from her unspent experience. She may confer this experience to another character via a lesson, allowing her to train a character's Attributes or Abilities up to 5. For every 3 experience given, the character benefitting must adopt a Minor Intimacy of the Solar's choice that she holds. Optionally, the increase the Intimacy one level, so long as she holds that Intimacy at that level herself. Intimacies conferred this way cannot be decayed until the character has performed a task equal to that Intimacy's level (p. 215). The Solar chooses who is able to receive the experience. At the end of each story, the Solar rolls a dice pool equal to the experience committed, regaining experience equal to the successes, up to the amount committed. The Solar cannot benefit from any other experience-granting training Charm in the same story in which she uses it to benefit someone else. See the full text of this Charm on page 331.



Lore 5, Essence 1

FORCE-DRAINING WHISPER

Cost: 10m, 1wp; **Type:** Reflexive
Keywords: Clash, Decisive-only
Duration: Instant
Prerequisite Charms: Essence-Draining Touch

The Solar's knowledge of the world's secrets allows her to gainsay any force that would strike her down. As she is struck with a **decisive** attack, the Solar glances into the underpinnings of the universe, and utters a cipher she sees there. Roll the Exalt's (Wits + Lore). Each success removes a single die of damage from the attack and converts it to a point of Initiative granted to the Lawgiver. Solars have been seen to walk unharmed through direct hits from offensive sorcery through use of this Charm. Force-Draining Whisper may be used once per scene, but is reset if the Solar or any of her allies reaches their last undamaged health level. At Essence 4+, the Solar may use this Charm to protect an ally at up to long range.



Lore 5, Essence 3

GOD-KING'S SHRIKE

Cost: 30m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Prophet of Seventeen Cycles + any three Lore Charms

The Solar must spend a full week contemplating and researching a region's history, climate, geography, etc. before using this Charm. Through this Charm she reaches realization of a certain calamity. Roll the Solar's (Intelligence + Lore) against difficulty 5. A basic success predicts a natural disaster that has relatively damning effects: flash floods, a drought, and so on. 2-4 extra successes results in a more devastating cataclysm: a tsunami; a series of earthquakes; a volcanic eruption, etc. 5+ extra successes equates to the Solar predicting the annihilation of a region. The Solar decides what region to research and pronounce doom upon, but the Storyteller decides the nature of the doom itself. The Solar may cancel anytime before the calamity. The motes spent activating it are committed for one week. This Charm may be used once per year, or once a season for 12 experience per use.



Lore 5, Essence 5

HARMONIOUS ACADEMIC METHODOLOGY

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: None

The Solar's mind covers a spectrum of mastered topics. With this Charm, add the Solar's Essence in non-Charm automatic successes to any Lore roll that involves a Lore specialty. In addition, the player may add an additional Lore specialty to her list of Lore topics at the end of each story. The Storyteller may veto any particular topic, in which case the player is allowed to choose another specialty that's more acceptable. Finally, at any point in which the Solar succeeds at a moderately or extremely difficult roll to introduce or challenge a fact (p. 237), the player may request to add a related topic to the Solar's library of known topics. As with all other topics, this is allowable only at the Storyteller's discretion.



Lore 3, Essence 1

HEAVEN-TURNING CALCULATIONS

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Truth-Rendering Gaze + Any two Lore Charms

This Charm is special, in that it requires the Solar's Lore rating to reflect a background of intense mathematic study. With this Charm, the Exalt's study of number theory and proofs unlocks her ability to approach complex problems mathematically. Add (Essence) non-Charm bonus dice to her Craft, spell effects, and speculative Bureaucracy rolls, to Lore rolls which require logic or mathematics, and to any use of Wyld-Shaping Technique.



Lore 5, Essence 3

HERO-INDUCTION METHOD

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Wyld-Shaping Technique

The Solar can teach the land to hone its masters. With use of this Charm, each time the Exalt uses Wyld-Shaping Technique to build a place of trade, practice, or service, her creation will also produce a specialist to work there. This works through a system of conceptual graduation: if she shapes forest lands, the people who rise from her working will be forest people. If she creates a blacksmith's forge, one of the arisen mortals will be a blacksmith with an appropriately high Craft score. If she creates a hunting lodge, her working will produce hunters. If she creates a medicine hut, her land will produce a shaman-healer, and so on.



Lore 5, Essence 3

HIDDEN WISDOM BESTOWAL

Cost: 10m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Flowing Mind Prana

A Solar is not safe to pass on her knowledge. This Charm supplements an effort to train characters with the prerequisite, disguising subversive or dangerous lessons as something they're not. The Lawgiver might appear to be giving a lesson on Immaculate catechisms while actually training itinerants to resist the Realm; a lesson on eroticism might hide insights into demonology. Only the targets of the Solar's training can understand the true meaning of her lesson.



Lore 5, Essence 2

IMMANENT SOLAR GLORY

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Essence Font Technique

The Solar draws strength from her own recurring Essence. Any time the Solar rolls a 10 for any Lore-based roll, or any Lore Charm, she gains a mote of Essence.



Lore 5, Essence 3

INCALCULABLE FLOWING MIND

Cost: 7m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Seal of Infinite Wisdom

Once per story, the Solar may use this Charm to channel an inner wellspring of restorative knowledge. This Charm awards three points of temporary Willpower to the Solar, and may increase her current Willpower past her permanent rating.



Lore 5, Essence 5



INJURY-FORCING TECHNIQUE

Cost: 5m per health level, 1wp
Type: Permanent; **Keywords:** Decisive-only
Duration: Instant
Prerequisite Charms: Wound-Accepting Technique

This Charm functions as its prerequisite, but in reverse: the Solar can force up to (Essence) damaged health levels onto a target, healing her own health levels in turn. When done in combat, this is a difficulty 5 gambit done with the Solar's chosen hand-to-hand combat Ability.



Lore 5, Essence 3

LEGENDARY SCHOLAR'S CURRICULUM

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Flowing Mind Prana

This Charm upgrades the prerequisite, allowing the Solar to offer the committed experience points to (Essence) different characters, vastly reducing her cost to train multiple specialists. She may also offer half the amount (rounded down) to (Essence * 5) additional characters. Bear in mind that the Lawgiver still has to commit sufficient time to training all of these characters, or the experience points cannot be spent to improve their traits. With this Charm, the Solar can confer Intimacies she does not personally hold.



Lore 5, Essence 3

LORE-INDUCING CONCENTRATION

Cost: 3m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Bottomless Well-spring Approach

The Solar draws the legend of Creation from deep within her consciousness. This Charm supplements an attempt to introduce or challenge a fact (p. 237), awarding one automatic success and rerolling 6s until 6s no longer appear. If the Exalt has learned Immanent Solar Glory (p. 334), the Solar may always roll to establish her knowledge, even if the Storyteller determines she succeeds without a roll.



Lore 5, Essence 2

MANSE-RAISING METHOD

Cost: 10m, 1wp, 10xp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Wyld-Called Weapon

Similar to the prerequisite, the Exalt may raise a manse from chaos. In order to do this, the Solar must be on at least phase four of Wyld-Shaping Technique in which she has created land with at least three major demesnes. She may then use this Charm, consuming three major demesnes back into the Wyld and raising an exceptional manse in their place.



Lore 5, Essence 4

ORDER-AFFIRMING BLOW

Cost: 15m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: None

The Solar can shatter the twisting effects of magic and the Wyld, restoring a target to his natural state. If the target does not want to be touched, this can be executed socially with a successful Larceny vs. Awareness contest to clandestinely touch the target, or the Solar may attempt to seduce him in order to deliver the touch. In combat, this Charm is a difficulty 5 gambit made with the Solar's chosen hand-to-hand combat Ability. Fair Folk touched by this Charm are not undone, but experience a temporary transformation lasting (Solar's Essence) scenes, whose severity is based on an Intimacy the Fair Folk has for the Solar, as well as its context. If the Fair Folk has no Intimacy for the Solar, the Storyteller decides. The Fair Folk's player may also veto any changes to their character that makes him virtually unplayable or helpless. See the full text of this Charm on page 334.



Lore 5, Essence 3

POWER BEYOND REASON

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Sevenfold Savant Mantle

The Solar may call upon her vast stores of knowledge to greatly enhance Wyld-Shaping Technique at phase three or beyond, aiding her roll with double 8s. She may call upon this power during one phase per attempt. A repurchase at Essence 5+ allows her to call on this power during an additional phase, aiding it instead with double 7s.



Lore 5, Essence 4

POWER-AWARDING PRANA

Cost: 5m +1m per 1xp; **Type:** Simple
Keywords: Mute, Stackable
Duration: Indefinite
Prerequisite Charms: Essence Font Technique, Selfsame Master Instructor

The Solar can target a Lawgiver, granting the target a Solar Charm he qualifies for, even if the initiating Exalt does not know the Charm. If the initiating Solar has a higher Essence rating than her target, or has Lore as her Supernal Ability, the recipient may learn Charms at one Essence higher than his current rating. To use this Charm, the Solar commits 5m plus a number of motes equal to the experience points of the Charm. The initiating Solar may end commitment to this effect at any time, removing access to the Charm. This Charm can never be forcefully ended. At Essence 5+ or Lore Supernal, the Solar can use this Charm on herself. If the target is Essence 5+, this Charm does not allow the training of Charms at higher Essence ratings than the character's current maximum. Sorcery cannot be granted with this Charm. See the full text of this Charm on page 338.



Lore 5, Essence 4

POWER-RESTORING INVOCATION

Cost: 2i, 3a; **Type:** Simple
Keywords: Perilous
Duration: Instant
Prerequisite Charms: Flowing Essence Conversion

When her anima is blazing, the Solar sees the flows of power clearly. While in combat, she may use this Charm to release her iconic anima. The blazing tendrils of her power race in every direction, striking her allies and drawing new power to them. The range of this effect is unlimited, within the same scene. Roll the Solar's (Perception + Lore) with (Essence) automatic successes. Convert generated successes into motes of Essence and divide the awards amongst applicable allies. Using this Charm returns the Solar's anima to the dim level. At Essence 5+, remove the Perilous keyword, allowing her to spend Initiative into the negatives.



Lore 5, Essence 3

PROPHET OF SEVENTEEN CYCLES

Cost: 12m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Truth-Rendering Gaze

To use this Charm, the Exalt must spend a day studying a subject from an authoritative or definitive source. Her player may then make a pronouncement against an ongoing project based on knowledge her studies reveal, creating bonuses for those who act in accordance with her accurate predictions, and penalties for those who go against them. Once the Solar has made a prediction, it may not be canceled with a conflicting use of this or similar Charms, though it may be counteracted with Sidereal Astrology or similar powerful fate-bending magic. Though this Charm has an instant duration, the motes spent activating it are committed until the Exalt has had a full night's rest. See the full text of this Charm on page 339.



Lore 5, Essence 4



SACRED RELIC UNDERSTANDING

Cost: 4m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Truth-Rendering Gaze

By examining a relic of the past, the Lawgiver can unlock the secret of how to use it. Using this Charm requires that the Solar touch an artifact whose purpose or use is unknown, rolling (Intelligence + Lore) against a difficulty of the artifact's rating. If successful, the Exalt gains a vision that reveals how to activate or employ the artifact. If the object or structure's rating is N/A, the difficulty is 8-10, and rather than revealing exactly how the construct functions, the Solar only learns a fact about it which brings her closer to understanding it. This latter use can only be employed once per story.

Lore 5, Essence 3



SAVANT OF NINE GLORIES

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Demiurgic Suspension

The Solar is forever transformed by the knowledge that has awakened inside her. This Charm permanently lowers the mote cost of Wyld-Shaping Technique by five motes.

Lore 5, Essence 5



SEAL OF INFINITE WISDOM

Cost: —; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Surging Essence Flow

The Lawgiver unbinds a lost vision of glory and rises to greater power. The next time the Exalt stands to benefit from Immanent Solar Glory, that Charm now counts 8s, 9s and 10s for the purposes of restoring essence. Also upon using this Charm, the Solar's anima automatically increases by one level, an effect which cannot be muted by any means. This Charm may be used once per scene, but can be reset by a two point stunt which may include the activation of this Charm. At Essence 5+, this Charm becomes Reflexive and may be used during phases of Wyld-Shaping Technique.

Lore 5, Essence 4



SELFSAME MASTER INSTRUCTOR

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Legendary Scholar's Curriculum

This Charm upgrades Flowing Mind Prana, allowing the Solar to use her experience points to teach a single character any spell or Charm she knows, so long as the character qualifies for that spell or Charm. The Lawgiver may not teach Sidereal Martial Arts.

Lore 5, Essence 3



SEVENFOLD SAVANT MANTLE

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Wyld Cauldron Mastery

The Solar is a force of living lore that compels the Wyld into shape. Once per attempted Wyld-Shaping Technique, the Exalt may ignore the Willpower cost of the Charm, and apply a free full Lore Excellency to the phase.

Lore 5, Essence 4



SURGING ESSENCE FLOW

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Flowing Essence Conversion

The Solar's mastery of Essence flows allows her to guide the movements of pure spirit force. This Charm enhances Essence-Lending Method and Will-Bolstering Method permanently, allowing both Charms to be used on targets at short range, without having to touch them. This Charm also lowers the cost of its prerequisite to eight motes.

Lore 5, Essence 3



SURGING INNER FIRE

Cost: —; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Power-Restoring Invocation

The stresses of mental violence draw power from the recesses of the Solar's mind. Once per scene, the Solar may use this Charm to restore a number of motes based on her current temporary Willpower. For each permanent Willpower dot she possesses above her current temporary Willpower score, she gains two motes of Essence. When used in combat, this Charm adds an extra mote to the Solar's per-round regeneration, upping it from five to six. This effect lasts until she is struck with an attack that does successful **withering** damage. This Charm is reset by earning three or more points of temporary Willpower through stunts, Charms, and so on.

Lore 5, Essence 4



TIRELESS LEARNER METHOD

Cost: 1xp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Flowing Mind Prana

In a flash of insight, the student becomes the master. As per Flowing Mind Prana, when the Solar rolls to regain experience points at the end of the story, she may pay one experience point to activate this Charm, reflecting on her student's progress. This allows her to reroll all non-successes on the roll to regain experience a single time. This Charm explicitly allows the Solar to gain back more experience points than she invested in training. If this occurs, "overflow" experience does not count toward progress to raise the character's Essence.

Lore 5, Essence 2



TOME-REARING GESTURE

Cost: 5m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Wyld-Shaping Technique, Mind-Scribing Method

With this Charm the Lawgiver may instantly shape from chaos a single copy of a book she has mentally written with Mind-Scribing Method. This can be done without a roll to create a tome with an average cover and simple font, though a (Wits + Lore) roll against a Storyteller-defined difficulty can change the cover's material and design, give the book multiple lingual translations and a striking font, illustrations, color-edged pages and so on. This Charm does not require an activation of Wyld-Shaping Technique—the Solar is simply powerful enough to unleash the story in her mind upon the Wyld and shape it page by page. This does however require that she be in at least the bordermarches of chaos.

Lore 5, Linguistics 5, Essence 3





TRUTH-RENDERING GAZE

Cost: 6m; **Type:** Simple
Keywords: Mute
Duration: Instant
Prerequisite Charms: Lore-Inducing Concentration

By focusing intently on a subject, the Solar can produce a sudden insight. This Charm is a ([Mental Attribute] + Lore) based read intentions action against a difficulty based on whether the subject of this examination falls into the Solar's area of expertise. This read intentions action can be used on an object to reveal its purpose and function, such as with a mysterious artifact, though it does not reveal how to use it. It can also be used on geography which the Solar has studied, to give the Lawgiver or the person she is advising (Solar's Essence) non-Charm bonus dice for Survival or War rolls for the rest of the scene. See the full text of this Charm on page 332.



Lore 5, Essence 2

UNSTOPPABLE MAGNUS APPROACH

Cost: 5m, 10i; **Type:** Reflexive
Keywords: Perilous
Duration: Instant
Prerequisite Charms: Incalculable Flowing Mind, Surging Inner Fire

With mental skill beyond comparison, the Solar deftly converts the flow of combat into restorative power. In combat, the Lawgiver may use this Charm to gain one point of temporary Willpower.



Lore 5, Essence 5

WAKE THE SLEEPER

Cost: 15m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Sacred Relic Understanding + Any two Lore Charms

Grasping an artifact to which she is attuned, and which is capable of Evocations, the Lawgiver merges its spirit with her own. Roll the Solar's ([Intelligence or Wits] + Lore) against a difficulty of (the object's rating + 2), or 10 if it's N/A. If the roll gains at least one success, the Solar automatically unlocks one of the artifact's Evocations without spending experience points. If the Solar rolls successes in excess of the difficulty, she unlocks half the extra successes (rounded down) in Evocations. This Charm may be used once per story, and may not be used again on the same artifact until an amount of experience has been invested in it equal to the cost of the Evocations that were unlocked for free. The Exalt may not use this Charm to aid another character in awakening Evocations until she is Essence 5+. Waive this requirement if Lore is her Supernal Ability. See the full text of this Charm on page 333.



Lore 5, Essence 3

WILL-BOLSTERING METHOD

Cost: 5m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Essence-Lending Method

With this Charm, the Lawgiver may bolster the mind and spirit of her charge, lifting him up with inner strength. Upon paying this Charm's cost, the Exalt may transfer up to her Essence in temporary Willpower to another character. In addition, roll a single die and add any successes to the recipient's Willpower. The Exalt must always transfer at least one point of Willpower from herself to her target when using this Charm. Will-Bolstering Method can explicitly increase a character past his maximum Willpower, and even past a rating of ten.



Lore 2, Essence 1

WILL-SHATTERING ILLUSION

Cost: 10m; **Type:** Simple
Keywords: Mute
Duration: Instant
Prerequisite Charms: Chaos-Repelling Pattern, Force-Draining Whisper

Drawing from the deepest well of her existence, the Solar conjures forth a riddle or apparition from her ancient Essence and channels it against a single target. Roll the Solar's (Wits + Lore) with (Essence) bonus dice. The successes on this roll create the difficulty of the riddle or illusion posed to her target. The character must answer this effect with his own ([Intelligence or Wits] + Lore). If he fails the roll, his mind is momentarily shattered, and he loses two points of temporary Willpower. When done in combat, the target also loses four Initiative, awarded to the Solar. If the target has equal or greater Essence than the Exalt, the Solar also gains a point of Willpower. This Charm may be used once per scene.



Lore 5, Essence 4

WOUND-ACCEPTING TECHNIQUE

Cost: 3m per health level, 1wp
Type: Simple; **Keywords:** None
Duration: Instant
Prerequisite Charms: Will-Bolstering Method

The Lawgiver can channel her very life-force into another. The Solar must touch her target to use this technique, healing up to (Essence) damaged health levels in her target and taking a like amount of damage herself. It is possible for an Exalt to kill herself with this Charm.



Lore 4, Essence 2

WYLD CAULDRON MASTERY

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Wyld-Shaping Technique

The Lawgiver's greater understanding increases her power to more easily shape the Wyld. This Charm grants (Essence) automatic successes to each phase of Wyld-Shaping Technique.



Lore 5, Essence 3

WYLD-CALLED WEAPON

Cost: 7m, 1wp, 8xp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Wyld-Shaping Technique

In order to shape a daiklave or other Artifact weapon from the Wyld, the Solar must be capable of a greater refinement of Wyld-Shaping Technique. This Charm models Solars who have mastered one such refinement. In order to create an Artifact four weapon with one active Evocation, the Exalt must reach phase four and use this Charm before the roll is made. To draw forth a greater weapon such as a Thousand-Year Daiklave, the Solar must proceed to phase five, while a Ten-Thousand Year Daiklave can only be made at phase six. All weapons created in this manner possess one active Evocation. If the Solar intends to shape such a weapon, each phase is spent creating a narrative vector through which the weapon can be materialized. The form this description takes is entirely up to the player.



Lore 5, Essence 3

WYLD-DISPELLING PRANA

Cost: 5m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Varies
Prerequisite Charms: None

Through use of this Charm, the Exalt may fix her notice on any object, structure, or character (including herself) at the moment it is first affected by the twisting power of the Wyld. In addition, roll ([the Solar's Mental Attribute] + Lore) with (Essence) non-Charm bonus dice, with a difficulty based on the source of the warping, with the bordermarches being 3 and the deep Wyld being 5. Any extra successes on this roll equates to a number of turns (in combat) or minutes (out of combat) for which the target of this Charm becomes immune to further twisting. This Charm may affect a character at up to medium range, and requires multiple uses to protect objects or structures larger than a horse. **Special activation rules:** After using this Charm once in a scene, the Solar does not need to pay to use it again unless she fails the subsequent Lore roll. See the full text of this Charm on page 330.



Lore 2, Essence 1



WYLD-FORGING FOCUS

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Wyld-Shaping Technique

With this Charm, the Lawgiver is capable of greater works of Wyld Shaping. Each time she uses the prerequisite on a new shaping attempt, she starts at phase two.



Lore 5, Essence 3

WYLD-SHAPING TECHNIQUE

Cost: 15m, 1wp, 2xp; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Chaos-Repelling Pattern, Order-Affirming Blow, Truth-Rendering Gaze

Through the use of this Charm, the Solar can fashion the raw forces of chaos into practically anything — so long as her mind is able to conceptualize the reality of her desire and force it to take shape. This Charm occurs in and depends on phases to accomplish such a feat. This Charm consists of a dramatic action lasting about a minute, in which the Solar forces her will upon the Wyld, pays the cost of the Charm, and makes an (Intelligence + Lore) roll against a specified difficulty. Each time she succeeds at this roll, a Phase is completed. Some things can be shaped in a single phase. Others require that the Solar continue to use Wyld-Shaping Technique, phase after phase, in order to reach an appropriate phase on which to accomplish her goal. See the full text of this Charm on page 335.



Lore 5, Essence 3



AILMENT-RECTIFYING METHOD

Cost: 3m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: None

Disease and pestilence cannot stand against the Solar Exalted. This Charm represents an hour spent treating a patient for an illness the Exalt has properly diagnosed. Roll the Exalt's (Intelligence + Medicine) against the disease's morbidity (p. 233) and add half the extra successes to the patient's Resistance roll at the next interval. Through this Charm, the Solar can weaken or even cure supernatural maladies such as the Great Contagion. However, the target must remain in bed, and must be bathed, fed, and otherwise given care for the duration of the next interval. These ministrations can be performed by the Solar's assistants. The Exalt may use this Charm to treat her own diseases, though some may require a stunt or special instruments to treat.



Medicine 1, Essence 1

ANODYNE OF CELESTIAL DREAMING

Cost: 7m, 1wp; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Touch of Blissful Release

The Exalt can completely banish a target's pain with but a touch. When she uses this Charm, her subject is suffused with Essence that flows through his nerve endings, transforming pain signals into those of euphoria. This prevents a character from feeling pain, removing all wound penalties. However, it also puts stress on the Solar. Should her target engage in strenuous activity such as combat, the Solar takes a -1 penalty to all actions as long as she keeps the Charm committed. This penalty stacks; if the Exalt supports multiple characters in this way, then her penalty mounts.



Medicine 5, Essence 3

ANOINTMENT OF MIRACULOUS HEALTH

Cost: 10m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Instant Treatment Methodology

Where the Exalt's Essence-charged hands go, shattered bones are made whole and torn flesh is instantly mended. With each use of this Charm, the Solar can convert (Essence) aggravated damage to bashing or lethal, or she can cure the same number of lethal or bashing health levels. This Charm can be used once per scene, but can be reset by a two point stunt to treat a patient, so long as it does not involve Anointment of Miraculous Health.



Medicine 5, Essence 2

BENISON OF CELESTIAL HEALING

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Master Surgeon Meditation

Once per scene, the Solar may use one Simple-type Medicine Charm without paying motes or Willpower. This Charm can be reset by saving a dying character (one whose Incapacitated health level has been checked off) through medical care.



Medicine 5, Essence 4

BODY-PURIFYING ADMONITIONS

Cost: 4m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Touch of Blissful Release

The Solar can draw the most vicious and noxious of poisons from her victim's body—even those that are supernatural in nature. Roll the Exalt's (Wits + Medicine) against the toxin's duration. If the Solar fully succeeds in lowering the duration, venoms and intoxicants seep from their point of entry, while poisons boil to the surface wherever the Solar touches her patient. This Charm does not completely remove all traces from a target's system—the Exalt may still need to treat residual effects, and the patient may experience one final attack to his health levels. But it does ensure that the toxin fully leaves the body after its next interval. If the Solar strikes a supernatural poison from her target's body in one attempt, she gains a point of Willpower.



Medicine 5, Essence 2

BODY-SCULPTING ESSENCE METHOD

Cost: 10m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Anointment of Miraculous Health

This Charm functions as Instant Treatment Methodology, but also lowers the convalescence of the Solar's patient to just seconds, allowing her to rebuild a ruined body and stand it upright in the time it takes to lace on boots. This Charm may be used once per scene, but can be reset by a two point Medicine-based stunt that does not involve Body-Sculpting Essence Method.



Medicine 5, Essence 3

CONTAGION-CURING TOUCH

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Plague-Banishing Incitation

The Solar permanently gains (Essence) successes to treat forms of disease, even if she does not have the proper tools or medicine to do so. Her efforts still must be efficacious and logical, but even if she lacks the most ideal instruments, she can still attempt to cure a plague or other sickness. Once a patient has been treated by the Solar, if he recovers, he gains four automatic non-Charm successes to resist disease virulence for the rest of the season.



Medicine 4, Essence 2

FEIT OF IMPARTED NATURE

Cost: 10m; **Type:** Simple
Keywords: None
Duration: Indefinite
Prerequisite Charms: Touch of Blissful Release

Striking her patient's anima with Essence-laden fingers, the Solar imparts a surge of new life. This Charm grants the target a number of -0 health levels equal to the Solar's Essence. These -0 levels are the first to be checked off when the character is injured, and fade immediately when the Solar releases her commitment, taking any damage with them. This Charm can be used to staunch wounds and stop the flow of blood.



Medicine 4, Essence 2

FLAWLESS DIAGNOSIS TECHNIQUE

Cost: 1m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: None

By examining a patient closely and hearing about his symptoms, the Exalt can flawlessly diagnose his illness. This Charm supplements a (Perception + Medicine) attempt to generate a formal diagnosis, preventing the Solar from making any error in her analysis. Note that this Charm does not provide the Exalt with a vast storehouse of medical knowledge, but is based on her Lore and Medicine ratings. If the character encounters an unfamiliar disease, she is able to determine its general type and whether it is magical in nature. Though she may not know what she is looking at, this Charm guarantees she will never misdiagnose. Lastly, if she encounters a disease which she specializes in treating, or which she has flawlessly diagnosed more than five times in a season, then she gains one mote each time she diagnoses it through the use of this Charm. See the full text of this Charm on page 342.



Medicine 3, Essence 1



HEALER'S UNERRING HANDS

Cost: 5m, 1wp; **Type:** Reflexive
Keywords: Mute
Duration: Instant
Prerequisite Charms: Life-Sculpting Hands Technique

While repairing damage or treating illness, the Lawgiver can correct even the tiniest mistake before it is made. This Charm allows the Exalt to reroll all non-successes on a Medicine action. If she eliminates half or more of her non-successes, she gains a point of Willpower.



Medicine 5, Essence 4

HEALING TRANCE MEDITATION

Cost: —; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Contagion-Curing Touch, Wholeness-Restoring Meditation

The Solar invokes the power of the unhealed other, her Solar Essence flaring. Roll (Wits + Medicine) and add the successes to the Exalt's mote pool, even if this would temporarily increase the size of her pool. In addition, add any 10s she rolls to her temporary Willpower, even if this would increase her Willpower past 10. Finally, for the duration of the scene, every 10 the Exalt rolls on a Medicine action restores a mote of Essence, until she fails to roll at least one 10. If she knows Healer's Unerring Hands, she may avoid breaking her trance through use of that Charm. The majority of the motes and Willpower generated by this Charm must be used on Medicine actions. Healing Trance Meditation can be used once per story, but may be reset by paying three experience points.



Medicine 5, Essence 3

IMMACULATE SOLAR PHYSICIAN

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Healer's Unerring Hands

When she needs it most, the Solar physician can infuse her actions with limitless Essence, making her every movement and action flawless. Once per day, the Solar may double the successes on any Medicine roll.



Medicine 5, Essence 5

INSTANT TREATMENT METHODOLOGY

Cost: 5m, 1wp or 5i, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Wound-Cleansing Meditation

This Charm allows the Solar to complete up to an hour of medical treatment in a handful of seconds. Using this Charm lowers the treatment time required for one Simple-type Medicine Charm. The Solar still requires the proper medicines and surgical tools, but may eliminate the need for such with a properly medical stunt, such as tapping her patient's pressure points to increase the flow of Essence or massaging a person's heart until it starts beating.



Medicine 4, Essence 2

LIFE-EXCHANGING PRANA

Cost: 1lh per 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Feit of Imparted Nature

With this Charm, the Exalt may trade her very vital energies for Essence to fuel Medicine Charms. Motes gained in this manner dissipate if the Solar attempts to use them on any other form of magic. This Charm may not target temporary health levels created by other Charms.



Medicine 5, Essence 3

LIFE-SCULPTING HANDS TECHNIQUE

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Benison of Celestial Healing

Once per scene, the Exalt may use a free full Medicine Excellency.



Medicine 5, Essence 4

MASTER CHIRURGEON MEDITATION

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Any Medicine Charm

The Exalt hones her Essence through her medical knowledge to save lives. Through practice and meditation, internal vows and moments of celestial focus, she calibrates her spirit. This Charm permanently lowers the cost of the Medicine Excellency to one mote per two dice.



Medicine 5, Essence 4

PERFECT CELESTIAL CHIRURGEON

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Healer's Unerring Hands

When pressed to the utmost, the Lawgiver may draw on her vast stores of medical knowledge, condensing them down into a single surge of Essence. Once per story, the Solar may apply double 7s to a single Medicine action.



Medicine 5, Essence 5

PLAGUE-BANISHING INCITATION

Cost: 2m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Ailment-Rectifying Method

If the Lawgiver generates at least double her patient's Stamina or Resistance (whichever is greater) in successes through the use of the prerequisite, she may use this Charm to demand that a malaise leave her patient's body. This causes the disease's interval to conclude immediately, and allows the patient the benefit of all rather than half the Solar's extra successes from Ailment-Rectifying Method. If successful, the pestilence immediately vacates the host, and the patient begins to recover over the course of a day. If the Solar saves a character from death's doorstep through the use of this Charm, she gains one point of temporary Willpower.



Medicine 3, Essence 1



TOUCH OF BLISSFUL RELEASE

Cost: 5m; **Type:** Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Flawless Diagnosis Technique

With just a touch, the Solar can alleviate the suffering of a sick or wounded individual. The patient feels a narcotic surge as the pain of his symptoms dulls away almost completely. This allows the Solar to ease the pains of child-birth, surgery, or invasive illnesses and other injury for up to (Essence) hours. This Charm removes up to -3 in wound or illness penalties. This effect wears off if the patient engages in any activity that would require him to leave bed for more than a handful of minutes.



Medicine 3, Essence 2

WHOLENESS-RESTORING MEDITATION

Cost: 10m, 1wp; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Anointment of Miraculous Health

Through repeated treatment, the Lawgiver can heal all but Derangements fully. For some forms of blindness and deafness, roll (Intelligence + Medicine) against difficulty 5 to heal such conditions in as little as an hour. For more serious conditions, the Storyteller should decide if it is Minor, Major, or Defining. Defining would include paralysis, lost limbs, missing eyes, complete lunacy, and mutations that renders a normal life impossible. Four hours a month is the minimum to treat such conditions. Roll an extended roll with a goal of 20, an interval of 1 month and a difficulty of 5. Reduce the level by 1 every time the goal is met. Once met at the Minor level, a condition is healed. Derangements remain at the Minor level. See the full text of this Charm on page 344.



Medicine 5, Essence 3

WOUND-BANISHING STRIKE

Cost: 5m; **Type:** Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Instant Treatment Methodology

The Solar medician may strike at a temporary wound in order to instantly heal it. In combat, the Solar may counter the temporary crippling effects of certain Charms and magic through the use of a difficulty 3 Medicine-based gambit directed at her patient. The difficulty of the Medicine "attack" roll is equal to the temporary penalty she wishes to remove; extra successes on this roll add bonus dice to the Initiative roll of the gambit. In addition, any 10s on the Initiative roll grant the Solar an equal number of Initiative if the gambit succeeds. The Exalt performs this treatment instantly and may stunt to forego the use of conventional medical instruments. So long as the crippling is temporary, the Solar can instantly heal it. See the full text of this Charm on page 343.



Medicine 5, Essence 2

WOUND-CLEANSING MEDITATION

Cost: 10m; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Wound-Mending Care Technique

The Solar's advanced medical techniques allow her to draw the poison from unnatural wounds. With this Charm, the Solar spends an hour cleaning and wrapping wounds, disinfecting and draining injuries and preparing the patient for more complex internal treatment. At the end of the treatment, convert the patient's aggravated damage to lethal damage. This allows the Solar to treat damaged tissue and to attempt to reattach severed limbs with Wound-Mending Care Technique. This Charm does not allow the regrowth of lost tissue.



Medicine 3, Essence 1

WOUND-MENDING CARE TECHNIQUE

Cost: 5m, 1wp; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

Through mastery of Essence flows and a keen understanding of the body, the Solar can repair even the most ruinous damage at an incredible pace. The Solar spends fifteen minutes to an hour doctoring the patient, depending on the severity of the wounds. She still requires the normal medicines, bandages, and any tools that might be needed for more complex operations, but her results are nonetheless miraculous. Roll (Intelligence + Medicine) with double 9s at the end of the treatment. This is the number of bashing or lethal health levels that will be restored if the patient remains in bed for the rest of the day. In addition, if the Solar's treatment would raise her patient two or more wound levels, she gains a point of Willpower.



Medicine 3, Essence 1



AGILE DRAGONFLY BLADE

Cost: —(3m); **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: One Weapon, Two Blows

Once per scene, the Lawgiver may use this Charm to enhance the prerequisite. This Charm treats the Exalt's Initiative as being three higher than it really is for the purposes of triggering One Weapon, Two Blows.



Melee 5, Essence 2

BLAZING SOLAR BOLT

Cost: 5m, 2i, 1wp; **Type:** Simple
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Corona of Radiance

This attack is made with the Solar's (Dexterity + Melee), and does lethal **decisive** damage with a base damage of (Essence + extra successes on the attack). Blazing Solar Bolt can strike an opponent from short range, ignores hardness, and cannot be dodged or blocked without a Charm. Also, the Charm's range can be increased by spending anima levels at a rate of one level per increase, up to four range bands away. Against creatures of darkness, this Charm gains the Aggravated keyword. Damage done by this attack does not include the Solar's Initiative and does not return her to base Initiative. **Special activation rules:** Blazing Solar Bolt can only be used once per combat, but can be reset by landing a decisive attack with 7+ Initiative and then building Initiative to 12+. See the full text of this Charm on page 353.



Melee 5, Essence 3

BULWARK STANCE

Cost: 5m; **Type:** Reflexive
Keywords: None
Duration: Until next turn
Prerequisite Charms: Dipping Swallow Defense

The Solar's mastery of defensive Essence flows guides her weapon to intercept all blows. Until her next turn, the Lawgiver ignores all penalties to her Parry Defense. The Chosen's definitive guard dampens her foes' strikes. Any damage roll made against the Solar takes a -1 penalty for each 1 rolled on the attack roll, up to a maximum of the Solar's Essence rating.



Melee 3, Essence 1

CALL THE BLADE

Cost: 1m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: None

Extending her hand, the Solar may summon her weapon with but a thought. This Charm can reach a weapon within short range. Roll (Wits + Melee) at difficulty 4. On a success, the weapon flashes to hand instantly, without traversing the space between. On a failure, the weapon leaps to the Solar's hand, overcoming friction and gravity to do so. However, it is unable to defeat doors, chains, or other similar obstacles, and even if the path is unobstructed, the weapon does not return until the Solar's next turn. The Exalt cannot use this power to steal weapons, only to call her own weapon to hand.



Melee 1, Essence 1

CALM AND READY FOCUS

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: War Lion Stance

The Unconquered Sun sent the Lawgivers to take Creation back from the hands of the wicked. They protect their charges with growing clarity—a natural sense of understanding that is theirs—allowing them to unleash havoc on the heads of their foes. If the Exalt successfully parries an attack while using the defend other action, she gains one Initiative.



Melee 4, Essence 2

CIRCLE OF BRIGHT REAVING

Cost: 6m, 1a, 2i; **Type:** Reflexive
Keywords: Withering-only, Perilous
Duration: Instant
Prerequisite Charms: Heaven Sword Flash

If the Lawgiver slays even one foe with Heaven Sword Flash, she may instantly unleash Circle of Bright Reaving, striking opponents on all sides within close range with a single **withering** attack. The Solar gains full Initiative reward from only the most damaging dice roll, and no more than three Initiative for each additional roll that does successful damage. If she manages to crash even a single opponent with this Charm, she has the option to unleash Heaven Sword Flash reflexively.



Melee 5, Essence 5

CORONA OF RADIANCE

Cost: 5m, 1wp; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Edge of Morning Sunlight

The Lawgiver draws her weapon through the air, focusing Essence through her aggression. Her flesh coruscates with Solar energy which gathers around her hand and her weapon when she parries. For the rest of the scene, her parry Defense is raised by one against creatures of the night, the Abyssal Exalted, demons and the impure residents of Creation's underways. In addition, if such creatures strike her without a weapon, they must contend with decisive damage dice equal to the Solar's Essence. This damage ignores hardness.



Melee 5, Essence 3

DIPPING SWALLOW DEFENSE

Cost: 2m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: None

With speed and grace, the Exalt flashes to her own defense. Even when she is beleaguered she strikes away blows with preternatural accuracy. The Solar can ignore all penalties to parry an attack with her full Defense. In addition, any attack she successfully parries with Dipping Swallow Defense grants her one point of Initiative. This Charm cannot by itself remove the penalties from a surprise attack.



Melee 1, Essence 1

EDGE OF MORNING SUNLIGHT

Cost: 2m; **Type:** Reflexive
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Sandstorm-Wind Attack

The Lawgiver concentrates on manifesting her Essence through the medium of her weapon. Investing her attack with Solar power, she strikes a vicious blow against demons, undead, and other creatures of darkness. On an attack that accrues at least one success on the damage roll, she may activate this Charm. Her weapon glints at the point of impact, slicing her foe's corpus with purifying Essence. Roll (Essence) damage dice against her target's health track. This damage roll ignores hardness.



Melee 4, Essence 2



EXCELLENT STRIKE

Cost: 3m; **Type:** Supplemental
Keywords: Uniform
Duration: Instant
Prerequisite Charms: None

The Exalt channels Essence through skill, honing her accuracy in order to strike true. Her attack gains one automatic success. Additionally, all 1s are rerolled until 1s no longer appear.

346
EX3

Melee 2, Essence 1

FERVENT BLOW

Cost: 1m, 1wp; **Type:** Reflexive
Keywords: Clash, Decisive-only
Duration: Instant
Prerequisite Charms: Flashing Edge of Dawn

The Lawgiver moves with the speed of a striking hawk to intercept a blow with one of her own. This Charm allows the Solar to make a reflexive Melee clash attack against an attack directed at her, regardless of her place in the Initiative order. This does not count as the Solar's combat action. The rules for clash attacks can be found on page 202.

352
EX3

Melee 5, Essence 3

FIRE AND STONES STRIKE

Cost: 1m per die or success;
Type: Supplemental; **Keywords:** Dual
Duration: Instant
Prerequisite Charms: Excellent Strike

The Solar strikes with telling force, burning Essence surging into the body of her target and shattering it from within. On a **withering** attack, the Exalt spends up to her (Strength) score in motes before making the attack. If the attack hits, each mote spent adds a single die to the post-soak damage of the attack. This strike has the potential to increase minimum damage (p. 184).

On a **decisive** attack, the Exalt may spend up to (Essence or three, whichever is greater) motes before making the attack to transfer an equal number of extra successes from her attack roll into the raw damage of the blow.

346
EX3

Melee 3, Essence 1

FIVEFOLD BULWARK STANCE

Cost: 5m, 1wp; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Bulwark Stance

Accepting no form of defeat, the Solar gazes along the edge of her blade and sees what it would see. The ebb and flow of battle becomes clear to her; she sees the arcs of incoming attacks as glowing trails of Essence, and moves with impossible, fluid speed to strike the path of all harm. For a full scene, the Exalt may ignore certain penalties to her Parry Defense and reduce the cost to use Bulwark Stance by two motes and Dipping Swallow Defense by one. In addition, when she uses Dipping Swallow Defense, it raises her Parry Defense by one.

348
EX3

Melee 5, Essence 2

FLASHING EDGE OF DAWN

Cost: 4m, 1wp; **Type:** Reflexive
Keywords: Counterattack, Withering-only
Duration: Instant
Prerequisite Charms: One Weapon, Two Blows, Solar Counterattack

The Solar moves her blade with the speed of her scorn, cutting through her foe in the moment he chooses to strike. The Exalt may use this Charm in response to any attack she attempts to parry, creating a Melee counterattack that occurs after the opponent's attack result, but before damage has been rolled. This attack acts as a special **withering** attack, with successes on the damage roll reducing the target's Initiative. However, rather than being added to the Solar's Initiative, these points are converted immediately to **decisive** damage dice and rolled against the target's health track, ignoring hardness. This damage occurs independently of the Solar's current Initiative and does not return her to base. Flashing Edge of Dawn does not count as the Exalt's combat action and cannot be used in response to another counterattack.

351
EX3

Melee 5, Essence 3

FOE-CLEAVING FOCUS

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Rising Sun Slash

The Solar's existence is one of violence; she leads a life poised on the blade's edge. Given that her life is one of strife and war, she must draw peace and clarity between swings of her blade. This Charm is triggered each time the Exalt uses Rising Sun Slash, awarding a mote for every 10 in the attack roll.

350
EX3

Melee 5, Essence 3

GLORIOUS SOLAR SABER

Cost: 5m, 1wp; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Summoning the Loyal Steel

This Charm creates a weapon with stats identical to a daiklave, described on page 595. The weapon is made of solidified Essence and glows like a torch. Repurchases allow players to add custom Evocations. In addition, this Charm has the following power: **Molten Sun Blade:** For 1m, 1wp, the weapon becomes superheated and drips molten flame. The Solar's next attack will destroy any mortal equipment used to parry it. The Solar may use a blade to melt through stone walls at a rate of two feet per turn. If Molten Sun Blade is used in combination with a clash attack against a battle group, and the clash succeeds, the Solar cleaves through the weapons of foes on all sides. The battle group may not attack her again until it has succeeded at a rally action. See the full text of this Charm on page 350.

350
EX3

Melee 3, Essence 2

GUARD-BREAKING TECHNIQUE

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: War Lion Stance

The Solar makes a spectacular feint attack that opens her enemy's guard to an ally's blow. When using defend other, the Exalt may use this Charm to use a distract gambit (p. 200) to benefit her charge, with double 7s on the Initiative roll. In addition, when her distraction is successful, her charge's next attack gains (Solar's Essence or three, whichever is greater) bonus dice.

347
EX3

Melee 5, Essence 1

HAIL-SHATTERING PRACTICE

Cost: 1m per success; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Dipping Swallow Defense

The Solar can see the flaws in any strike, and use them to turn aside even the surest smite. The Exalt may pay one mote per 1 or 2 in the attacker's dice result to remove up to (Essence) successes from the attack. This Charm can be activated after the attack roll is made.

349
EX3

Melee 3, Essence 2



HEAVEN SWORD FLASH

Cost: 7m, 1wp; **Type:** Simple
Keywords: Decisive-only, Perilous
Duration: Instant
Prerequisite Charms: Invincible Fury of the Dawn

With limitless speed and inexorable spirit, the Solar's weapon flashes in an arc, striking opponents on all sides. This Charm allows the Solar to roll a single **decisive** attack against all opponents at close range, using half her current Initiative value (rounded up) as the base damage for every attack. Against minor opponents, use the Solar's full Initiative for the base damage of each attack and ignore hardness.

At Essence 5+, the cost of this Charm is reduced by one mote.



Melee 5, Essence 4

HEAVENLY GUARDIAN DEFENSE

Cost: 1i per success +4m or 4m or 4m, 1wp;
Type: Reflexive
Keywords: Perilous, Decisive-only
Duration: Instant
Prerequisite Charms: Bulwark Stance

When struck with a decisive attack, the Solar retroactively channels her Initiative to strike away harm—burning away successes on the damage roll at a rate of one success per one point of Initiative. Any successes she is unable or unwilling to strike away still register as injuries, removing an equal number of levels from her health track. An attack which is completely nullified by this Charm seems to strike the Solar at first, but is revealed to be parried. This Charm allows also the Solar to guard against damage deemed impossible to parry for just 4m. This Charm may also be invoked in or out of combat for 4m, 1wp, to strike away uncountable recurring damage without using the Solar's Initiative. Use of this Charm causes no harm to the Exalt's weapon. See the full text of this Charm on page 349.



Melee 5, Essence 2

HUNGRY TIGER TECHNIQUE

Cost: 3m, 2i; **Type:** Supplemental
Keywords: Dual, Perilous
Duration: Instant
Prerequisite Charms: Rising Sun Slash

The Solar charges her body and weapon with Essence, unifying the two to unleash a brutal strike that rends her opponent. This Charm can only be used on a crashed target. On a **withering** attack, extra successes are doubled after the attack roll for the purpose of determining raw damage. On a **decisive** attack, extra successes from the attack roll are added to the damage roll. If used in conjunction with Fire and Stones Strike, the Exalt simply duplicates up to (Essence or three) extra successes when paying for damage dice.



Melee 5, Essence 3

IMMORTAL BLADE TRIUMPHANT

Cost: 10m, 1wp; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Glorious Solar Saber

The Solar may only use this Charm when her anima is at the bonfire level. Her anima crawls over her weapon, suffusing it. While this Charm is active, her weapon cannot be disarmed or destroyed. Stunt bonuses to her attacks are also added to her damage rolls, and if she is at the bonfire anima level, (Essence) damage dice are converted into automatic successes. Additionally, she may releasing the Essence committed, ending this Charm, to make a single devastating **decisive** attack. Doing so adds (Essence) automatic successes to the damage roll instead of converting (Essence) dice to automatic successes, and ignores hardness. This attack can only be made at the bonfire anima level. This resets the Solar's anima banner to the dim level. See the full text of this Charm on page 352.



Melee 5, Essence 3

INVINCIBLE FURY OF THE DAWN

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Iron Whirlwind Attack

Drawing in Solar Essence, the Lawgiver is possessed by the soul of combat and moves across the battlefield like a killing wind. This Charm enhances its prerequisite: the Solar may make up to (the highest of her Strength, Dexterity, or Stamina) attacks, and may move a single range band to make each attack. In addition, when she activates Iron Whirlwind Attack, she gains an amount of Initiative to spread between her attacks equal to the number of attacks she intends to make. This extra Initiative vanishes after the attack is completed.



Melee 5, Essence 3

IRON RAPTOR TECHNIQUE

Cost: 7m; **Type:** Simple
Keywords: Mute, Uniform
Duration: Instant
Prerequisite Charms: Call the Blade, Excellent Strike

The Solar hurls her weapon across the sky to seek her foe like a bird of prey. This Charm allows the Exalt to make a **withering** or **decisive attack** at medium range without aiming. In addition, if Iron Raptor Technique is used to crash an opponent, the Exalt gains one point of temporary Willpower. Usually the weapon returns to the Solar's hand on the same tick she makes the attack. However, if the attack roll is a botch, the Lawgiver's weapon becomes embedded in scenery at close range to the defending target.



Melee 4, Essence 2

IRON WHIRLWIND ATTACK

Cost: 5m, 1wp; **Type:** Simple
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Peony Blossom Technique

This Charm splits the Exalt's Initiative to make (lower of Strength, Dexterity, or Stamina) **decisive** attacks. These attacks may target any number of foes. The player divides the Solar's Initiative between the attacks, for the purpose of determining the damage of each. Each attack must have at least 1i allocated to it, and the Solar does not return to base Initiative until the final attack is resolved, and only loses Initiative for missed attacks if all of her attacks miss. In this case, the Exalt loses 2i per attack. **Special activation rules:** Attack-enhancing Charms need only be paid for once to enhance every attack in this sequence, but the Melee Excellency must be paid per attack. Iron Whirlwind Attack can be activated directly after using Peony Blossom Technique. See the full text of this Charm on page 347.



Melee 5, Essence 2

ONE WEAPON, TWO BLOWS

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Excellent Strike

Sensing an opening, the Solar strikes with surpassing speed. Immediately after making a **withering** attack which lowers an opponent's current Initiative from a value greater to a value less than the Solar's own, she may use this Charm to unleash a second attack against that opponent. This second attack may be **withering** or **decisive**.



Melee 2, Essence 1

OVER-AND-UNDER METHOD

Cost: —(7m, 1wp); **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Fervent Blow

This Charm allows the Solar to use Flashing Edge of Dawn in the same instant that she uses Fervent Blow. If the clash is successful, resolve the counterattack's attack and add the damage (if any) to that of Fervent Blow for a single damage roll. Over-and-Under Method's cost replaces that of Flashing Edge of Dawn and Fervent Blow.



Melee 5, Essence 3



PEONY BLOSSOM TECHNIQUE

Cost: 1m, 1wp, 3a; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: One Weapon, Two Blows

Drawing her raging anima inward, the Solar's offense is renewed in a sudden burst of flashing, streaking fire. When the Exalt's anima is at bonfire, she may use this Charm to make an additional attack, even if she's already attacked that turn. The Exalt moves like ice on hot metal, expelling her anima with her attack and returning her to the dim level.

346
EX3

Melee 3, Essence 1

PERFECT STRIKE DISCIPLINE

Cost: 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Dipping Swallow Defense, Excellent Strike

Tuning her understanding of martial Essence through her dedicated weapon-mastery, the Solar can momentarily achieve flawless combat efficiency. Once per scene, the Exalt may use a full Melee Excellency, paying only a single willpower to activate the Charm. Perfect Strike Discipline can be reset by incapacitating an opponent with a Melee attack.

351
EX3

Melee 5, Essence 3

PROTECTION OF CELESTIAL BLISS

Cost: —(4m, 1wp); **Type:** Permanent
Keywords: Decisive-only
Duration: Permanent
Prerequisite Charms: Heavenly Guardian Defense

When the Solar successfully parries **decisive** damage using Heavenly Guardian Defense, she gathers an amount of bonus Initiative equal to the 1s and 2s on the damage roll. This Initiative is not transferred to her current Initiative, but is instead recorded and set aside. She may gather up to (Essence) Initiative, and spend it only on Heavenly Guardian Defense. Also, she may pay 4m, 1wp to double the bonus Initiative gathered for one tick. This Charm allows the Solar to use Heavenly Guardian Defense in crash, up to her gathered (or double gathered) bonus Initiative. This bonus Initiative may not be used on the instance of Heavenly Guardian Defense from which it was gathered. See the full text of this Charm on page 353.

353
EX3

Melee 5, Essence 5

READY IN EIGHT DIRECTIONS STANCE

Cost: 5m; **Type:** Simple
Keywords: Counterattack, Decisive-only
Duration: Until next turn
Prerequisite Charms: Solar Counterattack

Like lightning spilled from the cup of a storm god, the Solar strikes in all directions. Until her next turn, the Solar may counter all incoming attacks exactly as if she were using Solar Counterattack, save for one major difference—should any of her counterattacks do damage, her Initiative will not return to its base value until the next round begins. If she does not successfully counter an opponent in the first round, this Charm fades when the second round begins.

349
EX3

Melee 5, Essence 2

RISING SUN SLASH

Cost: 1m; **Type:** Reflexive
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Fire and Stones Strike

At the apex of her strike, the Solar channels an inexorable flow of offensive Essence through her weapon, increasing the speed and ferocity of her attack. This Charm is activated after an attack roll has been made, before a defense has been applied, and only when the Exalt uses a full Melee Excellency. If the attack's result contains at least one 7, 8, 9, and 10, add one non-Charm automatic success and roll (Essence) non-Charm dice.

347
EX3

Melee 4, Essence 2

SANDSTORM-WIND ATTACK

Cost: 5m, 2i; **Type:** Simple
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Call the Blade, Excellent Strike

Channeling power into her weapon, the Solar strikes a blow against a distant foe. A colorless ribbon of concentrated force leaps from her blade and arcs toward her target. This Charm allows the Solar to launch a **decisive** attack against opponents at short range. This attack ignores hardness, and does (Essence) automatic successes in damage to scenery, passing through objects it destroys to strike targets behind cover. Furthermore, if the Exalt withholds her attack in order to clash (p. 202), she may launch this attack reflexively in order to clash a ranged opponent's attack.

350
EX3

Melee 4, Essence 2

SHARP LIGHT OF JUDGMENT STANCE

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Corona of Radiance

This Charm permanently enhances Corona of Radiance, Sandstorm-Wind Attack, and Blazing Solar Bolt. Attacks made against creatures of darkness during Corona of Radiance have their minimum damage increased by the Solar's Essence, while the other two Charms gain a bonus to raw damage equal to (Solar's Essence). Also, she may use Edge of Morning Sunlight, plus the listed Charms, against characters for whom she holds negative Major and Defining Intimacies, treating them as creatures of darkness. Attacks against a Major foe adds 1wp to the cost, while attacking a Defining foe adds 1m. Attacks against a hated foe receiving the minimum damage bonus of Corona of Radiance costs 2m. All benefits, and thus costs, against hated enemies are optional. See the full text of this Charm on page 352.

352
EX3

Melee 5, Essence 3

SOLAR COUNTERATTACK

Cost: 3m; **Type:** Reflexive
Keywords: Counterattack, Decisive-only
Duration: Instant
Prerequisite Charms: Dipping Swallow Defense

The Exalt draws focus from her foe's temerity. To strike her is to invite death. The Exalt may use this Charm in response to any attack she attempts to parry, creating a Melee counterattack that occurs after the opponent's attack result, but before damage has been rolled. This attack functions as a regular **decisive** attack. Solar Counterattack does not count as the Exalt's combat action and cannot be used in response to another counterattack.

347
EX3

Melee 4, Essence 1

SUMMONING THE LOYAL STEEL

Cost: 1m; **Type:** Simple
Keywords: None
Duration: Indefinite
Prerequisite Charms: Call the Blade

With a moment of concentration, the Solar may banish a weapon Elsewhere. She may reflexively lift commitment to this Charm, summoning her weapon to hand in a flash of Essence.

347
EX3

Melee 3, Essence 1



UNASSAILABLE GUARDIAN POSTURE

Cost: 1m, 1wp; **Type:** Reflexive

Keywords: None

Duration: One turn

Prerequisite Charms: War Lion Stance

When the Lawgiver draws her blade in defense of another, her charge becomes nigh untouchable. When using War Lion Stance to defend another, the Exalt may use this Charm to make her charge an inapplicable target. All incoming attacks must target her until her next turn. During this time, if her defense is penetrated, her charge cannot be attacked. At Essence 3+, the Exalt may even defend her charge from sufficiently large sources of damage such as explosions with a stunt.

Melee 5, Essence 2



WAR LION STANCE

Cost: 2m; **Type:** Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Dipping Swallow Defense

The Solar learns to defend others upon learning to defend herself. Like a pacing lion, she represents a formidable obstacle. The Exalt may take a reflexive defend other action to protect an ally within close range. This effect lasts a full scene, but only applies while the Solar and her charge are close to one another, and is cancelled if she moves out of close range. The Solar must drop commitment to this Charm to defend a different character.

Melee 4, Essence 1





ALL SOULS BENEDICTION

Cost: 16m, 1wp; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Material Exegesis Prana

The Lawgiver speaks her authority into the world, and her words work through the moorings and bindings of Creation to bring forth spirits. Every spirit or immaterial being within six range bands must succeed at a (Wits + Dodge) check at a difficulty of ([the Solar's current temporary Willpower] + Essence). Beings who fail this check are forced to materialize, though without paying the cost of materializing magic. Ghosts struck with All Souls Benediction have the option to go immediately into lethe to avoid facing the Lawgiver's wrath. Creatures struck with All Souls Benediction may not dematerialize until the Lawgiver permits it, or until the scene ends.

358
EX3

Occult 5, Essence 3

ALL-ENCOMPASSING SORCERER'S SIGHT

Cost: 4m; **Type:** Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Spirit-Detecting Glance

For a few seconds after activating this Charm, the Solar can see Essence flowing through the world. She can perceive immaterial spirits, but moreover, she can see the workings of spirit energies around her. If a character is using a shaping action or Evocation, the Solar may make an Intelligence + Occult roll at a difficulty of the effect's Essence minimum to determine how the power works. This Charm may also be used to identify the presence of ongoing sorcerous effects, revealing not only the presence of magic, but how it functions. This power also allows the Exalt to see places where Creation is thin—the borders of shadowlands and the Wyld appear as hazy, gauzy distortions of light. The Solar may also detect the entrance to spirit sanctums within her range of vision. This Charm does not reveal the working of the Charms of the Exalted. See the full text of this Charm on page 356.

356
EX3

Occult 5, Essence 2

ANCIENT TONGUE UNDERSTANDING

Cost: 6m; **Type:** Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: None

The Exalt expands her knowledge of the realm of spirits to all corners of her mind, shunning knowledge that binds her understanding. While this Charm is in effect, the Lawgiver automatically speaks and understands Old Realm, even if it is not a language she has learned, but loses her ability to comprehend any other language. In addition, the Solar also naturally comprehends other spirit languages as old and strange as Old Realm, languages for which there exists little to no record. While this Charm is in effect, the Solar gains (half her Essence, rounded down, minimum one) automatic successes to all Occult rolls and shaping actions.

356
EX3

Occult 3, Essence 1

BREATH-DRINKER METHOD

Cost: 4i; **Type:** Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Spirit-Draining Stance

The Solar's understanding of corporeal Essence allows her to channel her forces to rend spirits at the point of impact. Breath-Drinker Method supplements a **decisive** attack, allowing the Solar to steal a number of motes from a spirit equal to the number of health levels damaged by the attack. The Exalt may not steal more than (Essence x2) motes on a single attack.

356
EX3

Occult 4, Essence 2

BURNING EXORCISM TECHNIQUE

Cost: 3m, 1wp; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Carnal Spirit Rending

Sometimes those who are physically ill or mentally weak become prey to spiritual possession or another malaise of the soul. The Lawgiver may draw the malevolence from such a victim, rolling (Wits + Occult) against the Resolve of the possessing spirit, or the morbidity of a spiritual malaise. If she succeeds, the Solar draws a malaise or a spirit of equal or lower Essence into her anima, neutralizing it until she wishes its release. If the spirit is of a greater Essence than the Solar, then it is automatically forced out of the host, and may not return to the victim's body for a season, but it is otherwise free. The Exalt may not capture more spirits than she has points of permanent Essence.

356
EX3

Occult 5, Essence 2

BURNING EYE OF THE DELIVERER

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: All-Encompassing Sorcerer's Sight

The Solar's keen eyes burn through deception. This Charm enhances All-Encompassing Sorcerer's Sight, aiding the Solar in an attempt to see through magical disguises, shapeshifting, or any other magic which allows a character—even another Exalt—to appear to be something or someone other than who he is. This Charm makes it possible to notice such effects with Awareness, adding the Solar's Essence in automatic successes to the attempt. For the difficulty of seeing through disguises, see page 224. Unless stated otherwise, seeing through all other kinds of magical identity-deceptions is a difficulty 5 feat.

358
EX3

Occult 5, Essence 3

CARNAL SPIRIT RENDING

Cost: 5m, 1wp; **Type:** Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Ghost-Eating Technique

Upon destroying a spirit with Ghost-Eating Technique, the Solar may activate this Charm to draw the rent and torn Essence of the spirit into her limbs and through her chakras, embodying it. For the rest of the scene, the Exalt gains (Essence) powers or traits based on the Charms and themes of the destroyed spirit, to be decided by the Storyteller. This power explicitly allows the Solar to utilize magic effects that cannot be learned through the Eclipse anima power, but the Exalt may not take powers with a prerequisite higher than ([Solar's Essence] + 2).

356
EX3

Occult 5, Essence 2

CELESTIAL CIRCLE SORCERY

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Terrestrial Circle Sorcery

The Solar ascends to the Second Circle and becomes an avatar bearing aspects of Heaven and Hell in her mind. In all the world, there are only a handful of sorcerers at this level of power. Upon learning this Charm, the Exalt gains the ability to cast spells from the Celestial Circle of sorcery. In addition, the Solar learns one shaping ritual and one Celestial spell for free. The spell selected acts as an additional control. Celestial Circle Sorcery may not be learned prior to Essence 3 by selecting Occult as a Supernal Ability.

361
EX3

Occult 4, Essence 3

DARK-MINDER'S OBSERVANCES

Cost: —; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Ancient Tongue Understanding

Walking the haunted roads of Creation, the Lawgiver learns to hear the Essence of the world. These sounds govern her understanding of everything that is not said. With this Charm, the Solar may learn up to (Essence) thaumaturgic rituals without paying experience points.

357
EX3

Occult 4, Essence 2



DEMON-COMPELLING NOOSE

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Spirit-Draining Mudra

The Lawgiver's binding pattern stifles the will of her captive, weakening its Resolve. When using non-Occult based social influence on a target bound with Spirit-Caging Mandala, the Solar gains one automatic success to her influence, while the trapped spirit is at -1 Resolve until it escapes. If the captive is a creature of darkness, the Solar gains two automatic successes while the creature's Resolve is reduced by -2.

358
EX3

Occult 5, Essence 3

EPHEMERAL INDUCTION TECHNIQUE

Cost: 20m, 1wp; **Type:** Simple
Keywords: Mute
Duration: Instant
Prerequisite Charms: Carnal Spirit Rending, Gloaming Eye Understanding, Wyld-Binding Prana

This Charm allows the Solar to induct a single spirit into the world. The spirit begins the game with the Solar's Essence rating and half her total experience, but uses basic spirit Charms until the Storyteller has had sufficient time to approve the spirit's stats. This spirit is bound to the Solar as a familiar. This lasts for a season, when the Solar must choose to keep or free the spirit. This happens every season. Freeing the current spirit allows for another induction. The spirit gains experience points as any character would. Alternately, the Solar may also induct a Fair Folk into the world. In the Wyld, this Charm usually entails the creation of a raksha, but in Creation, where many denizens of the Wyld were bound into place by the elemental fusion of the Poles, the result is bound to be more unpredictable. See the full text of this Charm on page 360.

360
EX3

Occult 5, Essence 5

GHOST-EATING TECHNIQUE

Cost: 3m; **Type:** Supplemental
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Spirit-Cutting Attack

This Charm is the technique by which the Solars slew the enemies of the gods, and spirits hate and fear it. This Charm may supplement attacks made by other Abilities. An attack supplemented by this Charm does aggravated damage against spirits, and draws a number of motes from the spirit equal to the highest wound penalty inflicted by the attack. For example, striking off a number of -1 health levels would give the Solar one mote. Striking off a number of -2 health levels and a -4 would give the Solar four motes. If a spirit is slain by this attack, it is destroyed permanently, and the pattern of its Essence is subsumed by the Solar's anima. Destroying a spirit with this Charm grants the Exalt (Solar's Essence + spirit's Essence) motes.

354
EX3

Occult 3, Essence 1

GLOAMING EYE UNDERSTANDING

Cost: 3m per Charm; **Type:** Reflexive
Keywords: Stackable
Duration: Indefinite
Prerequisite Charms: Dark-Minder's Observances

The Solar channels her Essence into a perfect medium. At the center of day and night, she may be taught up to (Essence) spirit Charms that are applicable to the Eclipse anima power. She need not pay experience points to learn these Charms; she maintains the power to perform such magic as long as she keeps motes committed to the effect. Releasing these motes causes knowledge of the Charm to fade. In order to learn these Charms, the Exalt must meet the trait requirements for the Charm, but does not need to have learned the Charm's prerequisites.

359
EX3

Occult 5, Essence 3

IMMORTAL SOUL VIGIL

Cost: —(7m); **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Soul Projection Method

The Solar uses the prerequisite to enter the dream or memory of a subject, and may interact with the world of her subject's mind using Awareness, Investigation and Occult Charms to look for signs of spiritual predation. Though she cannot change his memory's e, she can use what she discovers as a basis for further action. Furthermore, if she is able to confirm spirit interference in her subject's past, she may also commit 7m to create a doorway which opens in her mind when her subject is effected by the spirit. When she steps through, the Exalt falls into a trance dematerializes, which allows her to enter the scene through the dreamscape of her subject. She may confront the spirit directly. If the spirit materializes, Charms that effect dematerialized beings will effect it. The Solar may not interact with any other physical beings in this state. See the full text of this Charm on page 359.

359
EX3

Occult 5, Essence 4

KEEN UNNATURAL EYE

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Uncanny Perception Technique

Immersion into the occult opens the Lawgiver's eyes to evidence of spirit actions. She more readily and easily sees the handiwork of ghosts and demons, and can more skillfully detect the footsteps of spirits. When using Survival or Investigation to track a spirit or uncover evidence of its actions, the Exalt gains (Essence or three, whichever is greater) bonus dice to the attempt.

354
EX3

Occult 3, Essence 1

MATERIAL EXEGESIS PRANA

Cost: 3m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Spirit-Manifesting Word

With a greater expenditure of control, the Exalt may rend the veil with word and voice, giving physical form to a number of immaterial spirit allies. Roll the Solar's (Wits + Occult). Each success materializes a single sorcerously-bound demon or familiar spirit. If the Exalt rolls three sixes—no more, no less—all of her spirit allies materialize at once, regardless of the number of successes, and she gains two points of temporary Willpower.

357
EX3

Occult 4, Essence 2

NINE SPECTERS BAN

Cost: 4m, 1wp; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Spirit-Repelling Diagram, Uncanny Shroud Defense

The divine flame of the Solar's Essence marks her as the greatest power in Heaven. Though she is made of mortal substance, her Essence is materially inviolate. When she uses this Charm, an immaterial being must struggle to strike her. Any attack made against her by such a being costs an additional point of Willpower.

357
EX3

Occult 4, Essence 2

PHANTOM-SEIZING STRIKE

Cost: 1m, 1wp; **Type:** Reflexive
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Ghost-Eating Technique

The Exalt suffuses her target's body with Solar Essence. An immaterial opponent struck by this technique becomes material for two turns. The Solar may activate this Charm after landing an attack with Spirit-Cutting Attack. So long as the damage roll generates at least one success, she may trigger this Charm.

355
EX3

Occult 4, Essence 1



SOLAR CIRCLE SORCERY

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Celestial Circle Sorcery

The Solar rises to the Third and final Circle of sorcery and becomes a herald of untold power. Spells of the Solar Circle are the most powerful sorceries ever imagined. Only the Solar Exalted have the power necessary to master spells of this magnitude. Learning this Charm grants the ability to cast spells from the Solar Circle of sorcery. In addition, the Solar learns one shaping ritual and one Solar spell for free. The spell selected acts as an additional control. Solar Circle Sorcery may not be learned prior to Essence 5 by selecting Occult as a Supernal Ability.

361
EX3

Occult 5, Essence 5

SORCERER'S BURNING CHAKRA

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Burning Eye of the Deliverer

The Solar sees all things truly. When she is at the iconic anima level, she automatically gains the effects of All-Encompassing Sorcerer's Sight for free. Furthermore, using Spirit-Detecting Glance in combination with All-Encompassing Sorcerer's Sight allows the Exalt to discern the nature and Essence rating of a spirit if she succeeds at an Occult roll with a difficulty of the spirit's Essence.

359
EX3

Occult 5, Essence 4

SOUL PROJECTION METHOD

Cost: 6m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Burning Exorcism Technique

The Solar steps forward and touches her target, enacting a (Wits + Occult) battle against the character's Resolve, in which Intimacies do apply. Upon success, both the Exalt and the target become completely entranced, as the Solar casts her spirit into the body of her target. The exact effect of this dramatic action is up to the Storyteller—the Lawgiver may use this to enter a raksha to retrieve the soul of an eaten loved one, or she might enter the body of her Lunar mate to do battle with a Derangement created by a past incarnation. More specifically, the Exalt may use this to cast a spirit into her target, forcing a possession of that character, or infecting him with a spiritual malaise if he fails a Resistance check against the virulence of the attack. This attack requires the Exalt to have previously captured such a spirit or disease using this Charm's prerequisite. See the full text of this Charm on page 358.

358
EX3

Occult 5, Essence 3

SPIRIT-CAGING MANDALA

Cost: 10m, 1wp; **Type:** Simple
Keywords: None
Duration: Varies
Prerequisite Charms: Spirit-Repelling Diagram

The Solar creates an Essence diagram around a target up to two range bands from the Solar. Roll the Solar's (Wits + Occult) against a difficulty of the spirit's Essence. If successful, the spirit is bound for (extra successes + 1) turns, upon which the Solar must roll (Wits + Occult) against the spirit's Essence to maintain the cage. Success binds as above, but the difficulty increases by 1 every attempt. If she moves more than two range bands away from the spirit, the spirit is freed. Trapped spirits can be seen and affected by anyone. The spirit can only effect others if someone attacks it first, and the spirit has a ranged attack or the target is in close range. See the full text of this Charm on page 357.

357
EX3

Occult 4, Essence 2

SPIRIT-CUTTING ATTACK

Cost: 1m; **Type:** Supplemental
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Spirit-Detecting Glance

The Solar infuses her attack with the emotive force of her anima, to strike an immaterial spirit. This Charm supplements a single attack to strike a spirit which has not materialized. If the Solar is not using the prerequisite or another similar magic, this attack is made at -3 dice. Spirit-Cutting Attack may be used in combination with the Charms of other Abilities.

354
EX3

Occult 2, Essence 1

SPIRIT-DETECTING GLANCE

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: None

The Solar can look through the pall of reality to glimpse the realm of spirits beneath. With this Charm, the Solar can see (but not touch) immaterial spirits.

354
EX3

Occult 1, Essence 1

SPIRIT-DRAINING MUDRA

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Spirit-Caging Mandala

The Solar may draw on the Essence of a creature she has bound into the Spirit-Caging Mandala to power her Occult magic. Until the bound character is free, the cost of the Exalt's Occult Charms are reduced by the Essence score of the trapped entity. These motes are taken from the bound character to fuel the Solar's Charms. The Solar may also invoke this power each time she takes a shaping action in order to cast a spell.

358
EX3

Occult 5, Essence 3

SPIRIT-DRAINING STANCE

Cost: 5m; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Spirit-Cutting Attack

The Lawgiver has the power to draw cold entropy and ethereal power from ghosts and spirits, adding swiftness and surety to her attacks. While this Charm is active, the Solar's successful **withering** attacks against spirit opponents generate one automatic level of **withering** damage. At Occult 4+, Essence 2+, the Exalt can choose to drain a mote instead of a point of Initiative.

354
EX3

Occult 3, Essence 1

SPIRIT-DRAWING OCULUS

Cost: 1wp, 3a; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Sorcerer's Burning Chakra

While her anima is iconic, the Exalt perceives the flows of Essence around her. Even as she recognizes the inherent genius of cosmic design, she sees its flaws—loose or wasted motes, cast off from expelled Charms or sorcery, or flowing from fissures in the dragon tracks. For one Willpower, she may cast off her anima, shedding it to the dim level. It dissipates, flowing out across the world in all directions, and every loose mote it passes is drawn back to the Solar. Roll a free full Occult Excellency of the Solar's (Perception + Occult); successes on this roll determine how many motes the Solar is able to gather. These motes may only be used to power Charms from Craft, Investigation, Medicine, Lore, and Occult, or added to the mote total of a shaping action by the Solar. Spirit-Drawing Oculus may only be used once per day. See the full text of this Charm on page 359.

359
EX3

Occult 5, Essence 5



SPIRIT-MANIFESTING WORD

Cost: 1m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: None

The Solar speaks an unutterable word that pulls one spirit familiar or sorcerously-bound demon into the physical world. This Charm allows a spirit ally to materialize without having to pay a cost or use its own magic.

Occult 2, Essence 1



SPIRIT-REPELLING DIAGRAM

Cost: 6m; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Spirit-Cutting Attack

Striking at an unseen movement, the Exalt draws a form-less pattern from the depths of the universe. A blazing white-gold Essence diagram extends in a circle around the Lawgiver, spreading out to short range. Spirits with Essence ratings equal to or lower than the Exalt's must materialize or leave the circle. Spirits with a higher Essence rating than the Exalt must apply their Resolve against the Solar's (Wits + Occult) in order to resist, with the Solar's influence gaining (Essence) dice against normal spirits or (Essence) automatic successes against demons and other cursed spirits. This mandala stays fixed on the location the Solar is standing for one scene, and vanishes if she leaves the circle. Spirits of equal or lower Essence than the Solar cannot attack characters inside the circle while standing outside it, and spirits forced to leave the diagram may not attack characters within it.

Occult 3, Essence 2



SPIRIT-SHREDDING EXORCISM

Cost: 7m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Spirit-Draining Mudra

After capturing a being within the Spirit-Caging Mandala, the Lawgiver strikes apart the pattern, inverting the mandala to rend apart the being's Essence. Roll the Solar's (Intelligence + Occult) against the target's Resolve. This attack can neither be enhanced nor defended against through an application of Intimacies—nor can it be resisted with Willpower. If successful, the target's permanent Essence is reduced by one until it escapes the pattern, and if the difficulty of binding the target has increased due to a number of successful (Wits + Occult) rolls (as per the rules of Spirit-Caging Mandala), then the difficulty returns to its base number, the spirit's Essence -1. Spirit-Shredding Exorcism may not be applied more than once to a single target. If this Charm reduces a being's Essence to 0, it's unable to act until it escapes the mandala.

Occult 5, Essence 4



SPIRIT-SLAYING STANCE

Cost: 3m; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Phantom-Seizure Strike

The Lawgiver may expertly hunt the things which slink and slide through cracks in the world. When this Charm is active, the Exalt gains (Essence) dice to her attacks against spirits.

Occult 5, Essence 1



SUPERNAL CONTROL METHOD

Cost: —; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Ancient Tongue Understanding

The Exalt directs the flow of her Essence out of the world and draws it in, bringing back a quickening breath of realms beyond. Once per scene, the Solar may enact a free full Occult Excellency. This Charm may be reset by raising the Exalt's anima to iconic and shedding it back to the dim level.

Occult 5, Essence 1



TERRESTRIAL CIRCLE SORCERY

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: None

The Solar steps through the First Circle and is forever transformed. Upon learning this Charm, the Exalt gains the ability to learn and cast spells from the Terrestrial Circle of sorcery. In addition, the Solar learns one shaping ritual (p. 466) and one Terrestrial spell for free. The spell selected becomes the sorcerer's "control spell," and may feature in the anima iconography and be referenced in the mechanics of certain Charms.

Occult 3, Essence 1



UNCANNY PERCEPTION TECHNIQUE

Cost: —; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Spirit-Detecting Glance

The Solar's senses are preternaturally attuned to the movements of spirits and other uncanny beings. Whenever a spirit or Fair Folk is within the range of the Exalt's senses, she experiences a strange sensory phenomena; she might hear bells tinkling, smell a particularly strong or unusual scent, or taste something resonant. The Solar gains half her Occult (rounded up) in successes to an Awareness-based attempt to notice such a being. The warning signaled by this Charm occurs even when a spirit is immaterial, allowing the Solar to use Spirit-Detecting Glance.

Occult 2, Essence 1



UNCANNY SHROUD DEFENSE

Cost: 6m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Spirit-Cutting Attack

On the verge of death, the Exalt draws uncanny Essence around her like a shroud, stepping between worlds. When struck with any kind of damage or attack that would remove her last health level, the Exalt may use this Charm to stop the final level of damage. This Charm cannot be used if the Solar is currently on her last uninjured health level.

Occult 3, Essence 1



WYLD-BINDING PRANA

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Spirit-Caging Mandala

The Exalt infuses the Essence pattern of the Spirit-Caging Mandala with gossamer and iron, allowing it to trap formless denizens of the Wyld, temporarily forcing them to manifest a form as substantial as a materialized spirit.

Occult 5, Essence 3





BATTLE ANTHEM (OF THE SOLAR EXALTED)

Cost: 1m; **Type:** Simple
Keywords: None
Duration: One song
Prerequisite Charms: Mood-Inducing Music

The Lawgiver draws down the Essence of battle and manifests it through the medium of her instrument. While playing this song in combat, the Solar and her allies each automatically gain one Initiative per round, and their successful **withering** attacks each award an additional point of bonus Initiative. Allied battle groups who can hear the Solar's music enjoy (Solar's Essence) bonus dice to their attacks. While using this Charm, the Solar can't take any non-Reflexive actions. This song does not stack with itself when played by more than one ally. Under the effects of Soul Voice, allies automatically gain two Initiative per round, and battle groups gain (Solar's Essence) automatic successes to their attacks.

365
EX3

Performance 5, Essence 2

BATTLE-DANCER METHOD

Cost: 1m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Graceful Reed Dancing

When dancing, add half the Exalt's Performance, rounded down, to her Parry or Evasion. If she is dancing by herself, this Charm can also raise her Resolve.

367
EX3

Performance 4, Essence 1

CELESTIAL BLISS TRICK

Cost: 3m, 1wp; **Type:** Simple
Keywords: Mute
Duration: Instant
Prerequisite Charms: Thousand Courtesan Ways

The Exalt performs the body-mudra of sighs and whispers upon a lover, unleashing a torrent of unimaginable ecstasy. This intense love-making lasts at least three minutes, inducing a world-shaking climax in her partner. In the afterglow, the Exalt becomes the object of a temporary Defining Tie of lust that lasts for (Essence) weeks, and gains (Essence) automatic successes to social influence actions targeting her lover for the rest of the scene.

368
EX3

Performance 4, Essence 1

CUNNING MIMICRY TECHNIQUE

Cost: 1m; **Type:** Supplemental
Keywords: Mute
Duration: Instant
Prerequisite Charms: Masterful Performance Exercise

The Solar's unerring ear and perfectly tuned voice allows her to flawlessly mimic the normal speaking voice of someone she is familiar with. For this mimicry to be flawless, she must spend at least an hour memorizing the speech patterns and vocal inflections of the character whose voice she wishes to copy. This Charm supplements a single social influence action or regular dialogue lasting no more than ten seconds.

368
EX3

Performance 3, Essence 1

DEMON WRACKING SHOUT

Cost: 10m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: ???

Upon perceiving this Charm, the player pays 8 or 10 experience points as normal, and may go into debt if she lacks the available points. The Charm is learned instantly (at the normal price), and may be unleashed by paying its cost. This Charm unleashes a sonic blast that is terrifying to most creatures, but constitutes a non-physical (Charisma + Performance) decisive attack on all demons and spiritual creatures of darkness within long range of the Solar, with (Essence) automatic successes. The attack cannot be dodged, only parried, and adds ten dice to the Solar's Initiative for determining base damage. This attack strikes dematerialized demons as easily as the material. This Charm may only be used once per fight. See the full text of this Charm on page 363.

363
EX3

Performance 5, Essence 3

DOGMATIC CONTAGION DISCIPLINE

Cost: 1m, 1wp; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Fury Inciting Speech

The Solar's arguments and invocations resonate with her audience so profoundly that they're filled with her fiery passion. When the Solar uses oration to inspire a crowd, she may supplement the roll with this Charm. Extra successes on the roll are passed as bonus dice to those characters who she's able to successfully influence, for the express purpose of passing on the Solar's influence. Such characters will retain these bonus dice for (Essence) days. Anyone they are able to successfully influence with the Solar's arguments gain the same bonus to do so to others, although not the impetus. If this Charm is used with any other that requires an expenditure of Willpower, ignore this Charm's Willpower cost.

364
EX3

Performance 5, Essence 2

FURY INCITING SPEECH

Cost: 5m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Impassioned Orator Technique

The Lawgiver speaks out against injustice, and a spirit of divine wrath falls over her audience. The Exalt harangues a crowd for at least ten minutes, exposing an injustice that has been done—typically playing on those specific principles of faith, tradition, or morality that are popular with her audience. This acts as a ([Charisma or Manipulation] + Performance) inspire action against the average Resolve of the crowd. If successful, the speech ignites anger at a specific cause, but leaves the mob as a disorganized, riotous mass. However, for every three extra successes on the roll, the Solar's player can direct the mob at a single target linked to the crowd's anger. For example, with nine extra successes, the Solar could lead a mob in Nexus to attack the Guild Hall, set fire to the docks as a distraction, and free the slaves on auction row.

364
EX3

Performance 4, Essence 2

GRACEFUL REED DANCING

Cost: 1m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Masterful Performance Exercise

The Exalt moves and sways with the Essence of the world, affecting a perfect rhythm. This Charm supplements a dance, granting double 9s.

366
EX3

Performance 3, Essence 1

HEART-COMPELLING METHOD

Cost: 5m, 1wp; **Type:** Simple
Keywords: Mute
Duration: Instant
Prerequisite Charms: Perfect Harmony Technique

This Charm creates a inspire action in which the Solar performs a song with instrument, voice, or both. Her song must continue for at least one minute before it affects anyone—roll ([Charisma or Manipulation] + Performance) against the target's Resolve. If her song is meant to convey sadness, it will automatically target an Intimacy in her target that reflects sorrow or regret, and may even revive a long-forgotten hurt to do so. The Solar's player may define the character's intent with the song, but on a success, the Storyteller gets to determine the exact Intimacy that is targeted and what behavior will manifest. As the Solar continues to play her most sorrowful tune, a prince might endlessly mourn his dead husband. With an aria that inspires hope, she might cause the prince to open his husband's private gardens to the city's children, in honor of an old wish. See the full text of this Charm on page 366.

366
EX3

Performance 4, Essence 2



HEROISM-ENCOURAGING BALLAD

Cost: 6m, 1wp; **Type:** Simple
Keywords: None
Duration: One song
Prerequisite Charms: Battle Anthem (of the Solar Exalted)

The Lawgiver's music is a benison against fear. While playing this song, the Lawgiver is immune to terror, and may target another character who can hear her song, making him completely immune to fear-based effects as well. Alternately, the Solar can inspire heroism in multiple allies, doubling Intimacy-derived Resolve bonuses from any applicable Tie or Principle: so long as there is a reason to be brave, her allies are emboldened against threaten actions and supernatural fear-based effects. Lastly, when the Lawgiver plays this song on the battlefield, allied battle groups gain (Solar's Essence) automatic successes to rally for numbers (p. 210). While using this Charm, the Solar can't take any non-Reflexive actions. Bonuses from this Charm count as dice added by a Charm.



Performance 5, Essence 3

IMPASSIONED ORATOR TECHNIQUE

Cost: 1m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Masterful Performance Exercise

The Solar speaks with the voice of Heaven, magnifying her authority. This Charm supplements a Performance-based speech, granting it double 9s.



Performance 3, Essence 1

INFECTIOUS ZEALOTRY APPROACH

Cost: 1m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Dogmatic Contagion Discipline

The Lawgiver distills all the power and passion of an entire speech into a single statement, striking her target with an all-consuming fiery ambition. When the Solar perceives a character who is about to put off making a social influence attempt that the Solar believes should be attempted now, she may use this Charm, rolling a ([Charisma or Manipulation] + Performance) based action against her target's Resolve. The Solar inveighs against inaction and scorns all dereliction. If successful, her feverish contagion of will causes the target to forget all other concerns, goals, and ambitions, focusing socially on a single social objective for the rest of the scene. This effect can be resisted by paying one Willpower, but the affected character may only pay this Willpower if confronted by some circumstance that would force him to abandon a Defining Intimacy in order to carry out his social influence action.



Performance 5, Essence 3

MASTER THESPIAN STYLE

Cost: 1m; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Masterful Performance Exercise

The greatest actors have the talent of making their audience forget. The Solar spends five minutes getting into character, psyching herself up, tuning her voice, repeating lines or otherwise practicing dance moves or musical movements. As long as she stays in character, this Charm raises the Exalt's Guile by one for the rest of the scene. Characters who fail to read her intentions while this Charm is active will pick up on false Intimacies or motivations that align with the role the Lawgiver is playing, and be convinced they are real. If the Exalt enters a scene with a dramatic stunt befitting the role she wishes to play, she may activate this Charm reflexively. This Charm is expressly permitted to be combined with Flawlessly Impenetrable Disguise (p. 317).



Performance 4, Essence 2

MASTERFUL PERFORMANCE EXERCISE

Cost: 2m; **Type:** Supplemental
Keywords: Mute
Duration: Instant
Prerequisite Charms: None

The Solar's talent is not free or instinctual, but rather the hard-won excellence that comes from a lifetime of practice. This Charm supplements a Performance-based action, granting one automatic success and rerolling 1s until 1s fail to appear. This Charm also makes the Exalt's 1s unavailable to magic that might interfere with her performance.



Performance 3, Essence 1

MEMORY-REWEAVING DISCIPLINE

Cost: 10m, 1wp; **Type:** Simple
Keywords: Psyche
Duration: Instant
Prerequisite Charms: Any five Essence 2+ Performance Charms

The Solar instills a narrative for at least a minute. Roll ([Charisma or Manipulation] + Performance) against the group's Resolve, subtracting successes instead of dice (p. 188) for outrageous claims. Success instills belief in the facts presented to them. Extra successes add a Resolve bonus equal to half the extra successes, rounded up, to defending their new belief. To break this belief, a character must present direct evidence to the contrary and defeat the character's boosted Resolve. Failing makes the believer immune to attempts for a day, but reduces Resolve by 2. Once this Charm effects someone, it cannot effect them again until the belief is broken. The Solar can self target, but gains 1 Limit. See the full text of this Charm on page 363.



Performance 4, Essence 2

MONK-SEDUCING DEMON DANCE

Cost: 3m, 1wp; **Type:** Simple
Keywords: Mute
Duration: Instant
Prerequisite Charms: Thousand Courtesan Ways, Winding Sinuous Motion

The Solar moves sensually through the eight steps of silken ecstasy, provoking her spellbound audience. This is dance lasting three minutes, ending in an (Appearance + Performance) roll with (Essence) bonus dice against the group's Resolve. If successful, it inspires intense lust for the Exalt. Success guarantees that characters who are sexually attracted to the Lawgiver will attempt to seduce her. Characters who are not sexually compatible with the Solar instead experience strong admiration for her, and will be inspired to speak with her at least once.



Performance 5, Essence 3

MOOD-INDUCING MUSIC

Cost: 1m; **Type:** Simple
Keywords: None
Duration: One song
Prerequisite Charms: Perfect Harmony Technique

Taking up a musical instrument, the Exalt pours her Essence through her fingers as she plays, evoking the soul of a composition. This Charm supports social influence being employed by other characters in the scene. The player names a mood which the song should induce, with an intended effect. It can be a calming song to prevent hostility, a market song to induce trade, a romantic song to aid in seduction, and so on. After the player has named the effect of the song, the Storyteller can decide how it affects the scene, adding or subtracting bonus dice equal to the Solar's Essence. For example, a song with a calming influence will penalize social influence that attempts to provoke anger, while romantic music enhances sexual persuasion. This Charm enhances and penalizes the social influence of anyone who can hear it. The Solar's music can also instead be tailored to enhance a dance or a song sung by a specific character.



Performance 4, Essence 1

MOST EXCELLENT MOCKINGBIRD

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Cunning Mimicry Technique

Clearing away her senses, the Solar attunes herself to a single mimicry. For one scene, the Exalt can perfectly mimic a single person whom she could perfectly copy with the prerequisite. While this Charm is active she may still choose to speak with her own voice, and may use Cunning Mimicry Technique to mimic the voices of other characters.



Performance 5, Essence 1



PENULTIMATE UNITY OF FORM

Cost: 2m, 1wp; **Type:** Reflexive

Keywords: None

Duration: One Performance Action

Prerequisite Charms: Trance of Fugue Vision

Channeling Essence through her mastery of Performance, the Exalt can momentarily meld all performance styles into a single action. This Charm allows the Exalt to switch methods between oration, dancing, singing, and playing an instrument. What she could previously only accomplish with oration, she can now accomplish with a dance. Strumming her sanxian, she could start a riot, activating Fury Inciting Speech without ever saying a word. This does not change the definitions of supplemental Charms; the Exalt can perform Shining Expression Style by singing instead of dancing, but can't use Graceful Reed Dancing to enhance her voice. If the Exalt's influence is successful against her primary target, be it a group or a specific individual, she gains a point of temporary Willpower.

Performance 5, Essence 3



PERFECT HARMONY TECHNIQUE

Cost: 1m; **Type:** Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Masterful Performance Exercise

The Solar can shape her voice, or the voice of her instrument, into a perfect harmony of sound. This Charm supplements musical performances, granting them double 9s.

Performance 3, Essence 1



PHANTOM-CONJURING PERFORMANCE

Cost: —(1m); **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Masterful Performance Exercise, Respect-Commanding Attitude

While under the effect of at least one of the prerequisites, the Exalt may pay one mote, conjuring phantom images from the Essence of her surroundings. These phantoms coalesce within short range of the Solar, and aid in illustrating her narrative. Apparitions might appear as small animals, person-sized characters, and allusions of scenery in a chiaroscuro.

At Performance 5, Essence 3+, the Lawgiver's apparitions grow larger and more robust. She can depict larger beasts and monsters and more substantial scenery. Phantoms may appear to curl from the smoke of her breath, the light of her eyes, or her very anima.

Performance 4, Essence 2



PIVOTAL ENCORE PERFORMANCE

Cost: 1wp, 1 hl; **Type:** Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Soul Voice

Once per day, the Solar may reach down deep, buffeting her spirit with renewed power. Using this Charm resets Unmatched Showmanship Style and Soul Voice.

Performance 5, Essence 5



PLECTRAL HARBINGER'S APPROACH

Cost: 3m, 1wp; **Type:** Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Mood-Inducing Music

At any point during a song played with the prerequisite, the Lawgiver may channel and focus the song on a particular character, intensifying the mood of the music into that character's social influence. Roll the Solar's ([Charisma or Manipulation] + Performance) with (Essence) automatic successes against the Resolve of the beneficiary's target. If the Solar is enhancing a Presence or Socialize action, this is typically the Resolve of a single character, but it can be the group's Resolve if the Solar is enhancing another character's performance with her own music. If successful, convert the Solar's extra successes into non-Charm bonus dice on the beneficiary's social influence. If the beneficiary is successful on a roll so enhanced, the Lawgiver regains a point of Willpower, though this does not confer any knowledge of that success to the Exalt.

Performance 5, Essence 2



RESPECT-COMMANDING ATTITUDE

Cost: 5m; **Type:** Supplemental

Keywords: None

Duration: One Performance action

Prerequisite Charms: None

The return of the Solars is a miracle never before seen. The universe inclines to hear their voices once again. When this Charm supplements a Performance action of any length, characters are inclined to stop and listen. This does not guarantee that the Lawgiver is persuasive in her arguments, but it does guarantee that her audience listens respectfully to her entire performance. Characters may pay one Willpower to leave the performance, but if they wish to interrupt or attack the Lawgiver, they must pay two Willpower, and may only approach her by blending into her demonstration, capping the actions of each affected character by their individual (Charisma + Performance) ratings until one of them is able to successfully stop her act. This Charm does not function after combat has started, but if activated beforehand, it remains active after Join Battle has been rolled, up until the Solar is forced to stop her performance.

Performance 2, Essence 1



SHINING EXPRESSION STYLE

Cost: 2m, 1wp; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Graceful Reed Dancing

The Solar must dance for at least two minutes to use this Charm, rolling (Charisma + Performance) with (Essence) automatic successes against the group's Resolve. If successful, the group is struck with an emotion conveyed by the dance, each member becoming aware of one Tie he has which inspires that emotion in him. If characters do not possess such an Intimacy, the Storyteller may assign one. Affected characters will feel inclined to discuss or act upon their feelings until they are affected by emotional influence that inspires a different mood. Characters who reveal an Intimacy in this fashion lower their Guile to 0 for the purposes of detecting that specific Intimacy. For all her dancing, the Solar is never seen as the deliberate source of the target's thoughts. Not even All-Encompassing Sorcerous Sight can reveal the power of this Charm. See the full text of this Charm on page 367.

Performance 4, Essence 1



SOUL VOICE

Cost: 1wp; **Type:** Reflexive

Keywords: None

Duration: One Performance action

Prerequisite Charms: Unmatched Showmanship Style

Calling upon the divine other, the Solar dwells in the temple of her body like a burning icon. Activating this Charm reduces the cost of all the Lawgiver's Performance Charms to zero motes for one performance. This Charm may be used once per day, but may be reset when the Storyteller introduces a major element to the scene that changes a scene for the worse, such as the sudden arrival of Immaculate monks mid-performance.

Performance 5, Essence 5



SOUL-BRACING MOMENTOUS POWER

Cost: Varies; **Type:** Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Penultimate Unity of Form

The Exalt reaches into the core of her being, tapping a primal harmony of Essence that makes her nearly impossible to resist. Before taking a social influence action, roll the Exalt's Willpower, rerolling non-successes once. Remaining non-successes determine the Charm's activation cost in Willpower points. Successes act as non-Charm successes on the Exalt's next social influence attempt. In addition, if this influence is successful, the affected character must pay three Willpower on (Solar's Essence) different days before he can overcome the influence, and may only do so if confronted with how his actions might be damaging to his Major or Defining Intimacies.

Performance 5, Essence 3





SOUL-FIRING PERFORMANCE

Cost: 1m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Masterful Performance Exercise

With revelatory ardor and revolutionary sound, the Solar's performance sends a shock through her audience. This Charm's timing differs through various mediums: oratory requires a speech of at least six minutes in length, whereas a piece of music need only be three minutes long and dance need only be two. Roll (Charisma + Performance) with (Essence) automatic successes against the group's Resolve. If successful, the group is struck with an emotion conveyed by the performance, and each affected target reconsiders a decision he made in his past, connected to that emotion. The Storyteller chooses what each character is forced to reconsider, putting each affected character into a Decision Point based on past influence. This Charm may only be used once per story.

361
EX3

Performance 5, Essence 1

SOUL-STIRRING CANTATA

Cost: 1m; **Type:** Simple
Keywords: None
Duration: One song
Prerequisite Charms: Heart-Compelling Method

The Solar draws a song from deep within her soul, and frees it with her flawless voice. While the Exalt sings, the Solar and each ally who can hear her gain a single additional mote of Essence per turn in combat, if applicable, or one mote for every two minutes of song out of combat. Outside combat, Soul-Stirring Cantata can only be used once per day. While using this Charm, the Solar can't take any non-Reflexive actions. Singing Soul-Stirring Cantata is guaranteed to draw the attention of local spirits, and members of the Wyld Hunt are trained to listen for the sounds this song produces. This song does not stack with itself when sung by more than one ally. Under the effect of Soul Voice, this Charm grants two motes per turn or per minute.

366
EX3

Performance 5, Essence 2

SPLENDID MAGPIE APPROACH

Cost: 1m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Masterful Performance Exercise

The Lawgiver's genius voice is capable of fascinating mimicry. This Charm supplements an attempt to mimic the calls, songs, or sounds of a small to medium animal or insect. She need only hear the sound once to perfectly copy it. This Charm delights and amazes audiences and may aid in wilderness survival, by attracting food or a potential familiar.

368
EX3

Performance 4, Essence 1

STILLNESS-DRAWING MEDITATION

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Masterful Performance Exercise

The Solar draws power from the spirit of her audience. Whenever she successfully influences a large group with a Performance-based action, she regains (Essence) motes.

361
EX3

Performance 4, Essence 2

THOUSAND COURTESAN WAYS

Cost: 5m; **Type:** Reflexive
Keywords: None
Duration: Indefinite
Prerequisite Charms: Masterful Performance Exercise

The Solar suffuses her form with Essence, intensifying her every angle and motion. This Charm raises her Appearance by one for the rest of the scene, even if this increases it past five. An erotic vision made manifest, she may attempt and succeed at seductive persuade actions without targeting an Intimacy. In addition, she may make her movements and words effortlessly erotic, subtly or overtly sensualizing her social influence actions. She might be using a read intentions action to draw out someone's opinion on a social issue while subtly enticing him with an instill action, or she might play a song to remind a prince of his homeland while using an inspire action to stir a fire in the belly of his wife. In such cases, her social influence is made with a single roll, each different action sharing the roll's results.

368
EX3

Performance 3, Essence 1

TRANCE OF FUGUE VISION

Cost: 5m, 1wp; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Stillness-Drawing Meditation

In the throes of a harrowing performance, the Solar is wracked with the zeal-fired allusions of a revival. The Solar may activate this Charm when she has 10+ motes committed to sustaining other scene-length Charms. While this Charm is active, every time she attempts a social influence action of any kind, she gains a mote of Essence. In addition, for every two minutes she spends in performance, she gains a mote. Finally, the Exalt gains a mote of Essence for every 10 she rolls on a Performance action against a difficulty of at least 4, to a maximum of three 10-derived motes per action.

362
EX3

Performance 5, Essence 3

UNMATCHED SHOWMANSHIP STYLE

Cost: —; **Type:** Permanent
Keywords: Mute
Duration: Permanent
Prerequisite Charms: Trance of Fugue Vision

Filled with the power of the ages, the Solar's divine Essence pours out through the fulcrum of her performance. Once per scene, as a mute effect, the Exalt may use a free full Performance Excellency. This effect may be reset by using Performance to achieve one of the Solar's defining goals.

362
EX3

Performance 5, Essence 4

VOICE-HURLING METHOD

Cost: 2m; **Type:** Supplemental
Keywords: Mute
Duration: Instant
Prerequisite Charms: Masterful Performance Exercise

With skill to humble a master ventriloquist, the Exalt throws her voice. With this Charm, the Solar can cast her voice out to short range, making it appear to come from particular objects, locations, people or animals. Voice-Hurling Method supplements a single social influence action or regular dialogue lasting no longer than ten seconds. When the character is concealed, she may use it to speak without giving away her position, penalizing her opponent's Awareness by two successes in the process.

368
EX3

Performance 4, Essence 1

WINDING SINOUS MOTION

Cost: 4m; **Type:** Simple
Keywords: Mute
Duration: Instant
Prerequisite Charms: Shining Expression Style

The Solar channels Essence into her steps and motions, insinuating herself into the minds of her audience. The Solar winds through the motions of a dance. Roll ([Manipulation or Appearance] + Performance) with one automatic success against the target's Resolve. If successful, the target's Resolve or Guile is lowered by two against the Exalt's next social influence attempt.

367
EX3

Performance 5, Essence 2



AUTHORITY-RADIATING STANCE

Cost: 5m, 1wp; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Majestic Radiant Presence

The Lawgiver exudes rightful authority. This Charm prevents every ally within medium range from succumbing completely to fear. As long as they can see the Solar or hear her voice, they suffer no fear-based penalties to their actions. The Exalt's rally rolls (p. 210) are also enhanced, gaining one automatic success. This Charm does not protect characters from supernatural terror or from being threatened by a Dawn Caste.



Presence 5, Essence 3

AWAKENED CARNAL DEMIURGE

Cost: 5m, 1wp; **Type:** Simple
Keywords: None
Duration: Indefinite
Prerequisite Charms: Threefold Magnetic Ardor

Through intense preparation, the Lawgiver magnifies her own appearance, increasing the magnitude of her presence. The Solar enacts a simple dramatic action lasting five minutes, in which she verbally induces her inner greatness to external form. For as long as she commits Essence, the Solar's Appearance is increased by one, even if this raises her Appearance above five. In addition, any seduction attempt she makes treats her target as if he had one less Resolve, both lowering his resistance and increasing the effectiveness of her Appearance rating.



Presence 5, Essence 2

BLAZING GLORIOUS ICON

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Majestic Radiant Presence

The Solar's glory burns like the very sun in the sky. When her anima is at the glowing or burning level, her Presence-based attempts to threaten, persuade, or instill gain one non-Charm automatic success. When she is at bonfire, these actions gain an additional extra non-Charm die as well. The Solar is glorious and terrible; this power does not aid seduction attempts unless the Exalt channels her glory into amplifying her magnificence with a stunt, using her Appearance on the roll. This Charm never aids a bargain action.



Presence 5, Essence 3

COUNTENANCE OF VAST WRATH

Cost: 6m, 3a; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Terrifying Apparition of Glory

While under the effects of the prerequisite, the Solar draws in her anima, shedding it completely. As she ends the Charm's commitment, she draws her power inward, channeling it into a new and more terrifying form. This Charm adds (Essence) dice to the Lawgiver's single-target threaten actions, and allows her to terrorize even those creatures who are incapable of fear. In combat, opponents suffer the loss of a single point of Initiative on each round in which they do not direct an attack at her. At Essence 5+, when the character returns to bonfire, she resumes the effects of Terrifying Apparition of Glory automatically and for free. Characters who fail their Resolve checks must pay additional Willpower and Initiative to remain in battle. This Charm cannot be muted with the Night Caste anima or other magic.



Presence 5, Essence 4

CROWNED KING OF ETERNITY

Cost: —; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Authority-Radiating Stance, Fulminating Word

The Lawgiver sits at the cycle of events, shining with a spirit that casts all others in relief. Once per scene, she may use this Charm to enact a free full Presence, Performance, or Socialize Excellency.



Presence 5, Essence 4

EMPOWERING SHOUT

Cost: 3m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Impassioned Discourse Technique

Even bound in chains, the Lawgiver can inspire a subject to the heights of prowess. This Charm is a simple turn-length action in which the Solar exhorts a character to his true greatness. Such a character gains a +1 non-Charm bonus to one Attribute and Ability until his next turn. The Solar might call upon a strongman to lift rubble from a trapped family, increasing his Strength and Athletics by one each, or empower her guardian to strike swift and true, increasing his Dexterity and Melee, and so on. The Solar may also choose instead to raise her charge's Defense by one, but if this raises it past seven it counts as dice added by a Charm. Empowering Shout does not stack. At Essence 4+, the Exalt can use this Charm to grant +2 to one Attribute and Ability or +2 to a Defense.



Presence 5, Essence 2

ENEMY-CASTIGATING SOLAR JUDGMENT

Cost: 3m, 1wp; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Impassioned Discourse Technique, Majestic Radiant Presence

The Exalt sears her target with the caustic force of her judgment. This Charm supplements a social influence roll or an attack against a creature of darkness, lowering its Resolve or its Defense by one. If the attack is **decisive**, the damage is aggravated. If the influence is successful, it costs an additional Willpower to resist. In addition, if this Charm is combined with other Charms or magic which harm creatures of darkness, then the Solar may use this Charm against characters or ideas for whom she has a Defining Tie of hatred, even if they are not creatures of darkness. This makes those targets susceptible to the effects of all such Charms for one instant.



Presence 5, Essence 3

EXCELLENT FRIEND APPROACH

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Harmonious Presence Meditation, Listener-Swaying Argument

The Lawgiver inspires tremendous devotion. A Solar with this Charm is held high in the esteem of her allies. Anyone who holds a positive Defining Tie to the Solar can be persuaded to do inconvenient tasks (p. 216) without a roll.



Presence 5, Essence 1

FAVOR-CONFERRING PRANA

Cost: 5m, 1wp; **Type:** Simple
Keywords: None
Duration: Indefinite
Prerequisite Charms: Empowering Shout, Underling-Promoting Touch

This Charm copies the effect of Empowering Shout, but allows the Solar to empower an ally indefinitely. The subject's Attribute and Ability ratings may not be increased past five with this Charm, nor may he begin to learn Charms or magic he doesn't truly qualify for. Because this is a different Charm than its prerequisite, it may be used in conjunction with Empowering Shout.



Presence 5, Essence 4



FULMINATING WORD

Cost: 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Impassioned Discourse Technique

When the Lawgiver argues from one of her defining principles, it is nearly impossible to disagree. Her words sow dissent within a target's soul. Upon successfully beating a target's Resolve with a bargain, threaten or persuade action, but before a Decision Point has been entered, she may activate this Charm to magnify the impact of her argument. Doing so raises the cost of the Decision Point to two Willpower. If the target acquiesces to the Solar's demands, then the Exalt gains a point of temporary Willpower when she realizes her success.



Presence 5, Essence 3

HARMONIOUS PRESENCE MEDITATION

Cost: 5m or 7m; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: None

The Lawgiver embodies virility, magnetism and grace, empowering her forces of persuasion. For five motes, this Charm grants three bonus dice to all forms of social influence from all Abilities except Stealth. In addition, the cost of all social influence Charms are reduced by one mote, to a minimum of one. The seven mote version of this Charm extends the duration to indefinite.



Presence 2, Essence 1

HYPNOTIC TONGUE TECHNIQUE

Cost: 10m, 1wp; **Type:** Simple
Keywords: Psyche, Mute
Duration: Indefinite
Prerequisite Charms: Mind-Wiping Gaze, Fulminating Word

Roll ([Charisma or Manipulation] + Presence) against the target's Resolve. Intimacies cannot be used to raise or lower Resolve. If successful, the target goes catatonic for a moment, allowing the Solar to program him with instructions delivered via (threshold successes +1) short sentences. These instructions may be complicated as the Solar is able, but all must be carried out at the same time. If the Solar does designate when the target should act, he will carry it out immediately. Characters who complete given tasks do not remember why they did such things. A character may spend three Willpower to reject the Solar's programming, but this also results in his completely forgetting the Solar's attempt. Characters who resist this Charm by any means cannot be confronted with it again for (target's Integrity) days. See the full text of this Charm on page 372.



Presence 5, Essence 3

IMPASSIONED DISCOURSE TECHNIQUE

Cost: 3m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Listener-Swaying Argument

The Solar argues from her beliefs, persuading listeners with the depth of her emotion. This Charm supplements a persuade action, granting the Solar one automatic success. In addition, when the Solar argues from a Principle she holds, she gains two, three, or four bonus dice, based on the intensity of the Principle. In essence, this Charm persuades a character to act as the Solar would act. She might argue from her own compassionate principles to convince her target to be merciful or generous, or principles reflecting temperance, to convince the target to abstain from debauchery, vice, dereliction or iniquity. Likewise she might invoke valorous Intimacies to urge courageous action, or she might sell a course of action with the force of her conviction.



Presence 4, Essence 2

LISTENER-SWAYING ARGUMENT

Cost: 3m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: None

The Solar's passionate appeals can soften even the stoniest of hearts. This Charm supplements an instill or persuade action, granting the Solar one automatic success and additionally granting one non-Charm bonus die for every two points the target's Resolve is boosted by any means. The Solar cannot gain more than three bonus dice in this fashion.



Presence 3, Essence 1

MAJESTIC RADIANT PRESENCE

Cost: 6m; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Harmonious Presence Meditation

Her incandescent spirit magnifies the Lawgiver with aspects of glory and terror. While this Charm is active, characters must pay a point of temporary Willpower to speak against her or attack her. Her enemies need only pay this price once per scene. In addition, all threaten actions against her suffer a penalty equal to her Essence.



Presence 4, Essence 2

MIND-WIPING GAZE

Cost: 1m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Blazing Glorious Icon

The Solar sheds the entire force of her presence out through her eyes. Her intense stare penetrates the soul of her target, momentarily blanking out his memories. When the Exalt perceives a character who is about to make a social influence attempt she disagrees with (or wishes to stifle for whatever reason), she may use this Charm, rolling a ([Charisma or Appearance] + Presence) action against her target's Resolve to extinguish the candle of his mind. If successful, her target forgets his social objective for the rest of the scene, and may only remember it if reminded and then by paying one Willpower. The Solar may only use this Charm on a given target once per scene. If her target spends a Willpower to resist, the Solar regains the Willpower she spent activating the Charm. Mind-Wiping Gaze may be enhanced by Presence Charms that enhance persuade and threaten actions.



Presence 5, Essence 3

PROPHET-AMPLIFYING EVOCATION

Cost: 4m, 1wp, 2xp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Underling-Promoting Touch

With a gesture, the Solar uplifts a favored follower and grants him true power. This Charm permanently empowers a character under the effect of Underling-Promoting Touch, granting him a personal Essence pool of four motes plus up to five more, provided by the Solar upon using this Charm. The character becomes inured to supernatural terror, and may resist it with a +2 bonus to his Resolve. In addition, if the character has Integrity 3+, then he's granted a Charm called Unhesitating Dedication. This Charm allows the prophet to defend a Defining Principle from being decayed by reflexively paying three motes. The Lawgiver may have (Essence x2) prophets. If a prophet is slain, the Solar recovers experience points spent in the Charm's cost.



Presence 5, Essence 3

ROSE-LIPPED SEDUCTION STYLE

Cost: 2m, 1wp; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Awakened Carnal Demiurge

With a provocative word and gesture, the Exalt amplifies her form with Essence, treating the target of such intensity to the fullness of her desires. This Charm supplements a persuade action to seduce a target, granting double 9s. The Solar may even seduce a character for whom such influence is unacceptable.



Presence 5, Essence 3



SHEDDING INFINITE RADIANCE

Cost: 5m; **Type:** Simple
Keywords: Stackable
Duration: Indefinite
Prerequisite Charms: Prophet-Uplifting Evocation

With this Charm, the Solar prepares a follower for some great task. This is a simple dramatic action in which she invokes a Principle which she has instilled upon her target. This is not a social influence action, merely framing. For as long as she commits Essence, her charge gains 3 automatic non-Charm successes to apply to action taken on behalf of a Principle granted by the Solar. The character may use these successes all on one roll, or may spread them out. Once all the successes have been spent, the Solar senses it, as commitment to the Charm ends. The character may not invoke more successes on a single target more than the lower of (Ability or 3). This Charm is stackable, but the Solar may not stack it on a single target more than (Essence) times. The Solar may enhance as many characters with this Charm as she has motes to pay the cost. See the full text of this Charm on page 373.



Presence 5, Essence 3

TERRIFYING APPARITION OF GLORY

Cost: 7m, 1wp; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Majestic Radiant Presence

The Solar activates this Charm when her anima is at bonfire. This Charm inflicts supernatural terror upon all who see the Solar. This is modeled as a threaten action, but requires no words, and suffers no penalty from being unspoken or without specific gesture; the Solar is simply terrifying to behold. This effect also ignores the penalty for group influence. Trivial opponents and most animals, even attack animals, will simply flee the Solar's presence. Those who fail their Resolve checks also flee. In combat, this effect can be perceived out to long distance, recurs every round without the need of a flurry, and may be resisted for the rest of the scene by paying one Willpower and five Initiative. Finally, a terrorized battle group suffers a loss of three dice from its rout checks (p. 208) when faced with the Solar's immense and terrifying spiritual force. See the full text of this Charm on page 371.



Presence 5, Essence 3

THREEFOLD MAGNETIC ARDOR

Cost: 4m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Harmonious Presence Meditation, Listener-Swaying Argument

The Solar's intense sexuality magnifies her powers of persuasion, making any instill or persuade actions made with Presence, Performance or Socialize more compelling. Normally when a character has higher Appearance than her target's Resolve, she enjoys a non-Charm dice bonus equal to the difference of the two values. This Charm converts the difference into automatic successes. This bonus counts as dice added by a Charm. Note that this Charm still works if the character has the Hideous merit, as the amplification of her horrifying Appearance has an equally profound effect on persuasion. In this case, Threefold Magnetic Ardor also supplements threaten actions.



Presence 4, Essence 2

TIGER'S DREAD SYMMETRY

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: None

The Lawgiver is a singular and terrifying being, awesome to behold. Learning this Charm grants one bonus die to all Presence rolls and allows the Exalt to reroll (Essence or three, whichever is greater) non-successes on rolls to intimidate. In addition, if the Solar has activated Majestic Radiant Presence, a character must resist an automatic intimidate attempt before he's able to attempt an ambush attack. This effect does not make the Solar aware of her attacker—it simply means that, as her assassin draws a bead on her from the shadows, her fierce look and deadly grace emanates forth to cow him. The intimidate action may only be supported by Charms that are ongoing or otherwise can be used unconsciously.



Presence 3, Essence 1

UNDERLING-PROMOTING TOUCH

Cost: 7m, 1wp; **Type:** Simple
Keywords: None
Duration: Indefinite
Prerequisite Charms: Majestic Radiant Presence

With a touch, the Exalt raises a servant to the role of a champion. By using this Charm and touching a person who serves or follows her, the Lawgiver temporarily makes her subject the beneficiary of respect and admiration usually reserved for the Solar. Characters who have ties of loyalty, respect or admiration to the Solar now also feel the same way toward her charge. Additionally, the character also inherits any social station or role it is within the Solar's right to grant, and all characters who are subject to that station instantly recognize that they are subject to the promoted one's authority.



Presence 5, Essence 2

WORSHIPFUL LACKEY ACQUISITION

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Underling-Promoting Touch

As the sun rises in prominence, shadows grow long upon the earth. Whenever the Solar achieves a goal through lecture, prophecy, oration, or other forms of performance, those who conspire against her are twisted against themselves. Enemies who witness her success must roll (Wits + Integrity) with a penalty of the Solar's Essence, against a difficulty of the Solar's strongest Social Attribute. Those who fail become enthralled with the Solar's wisdom and greatness and are inclined to follow her and do as she commands as if they had a Principle defining them as one of her acolytes. The character does not stop hating the Solar, but must grovel, cloy and defer to her for (Essence) days. Occasionally when this effect ends, if the character was treated well by the Solar, his negative Intimacies for her are diminished or destroyed and he becomes one of her true allies.



Presence 5, Essence 3



ADAMANT SKIN TECHNIQUE

Cost: 8m; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Diamond-Body Prana, Iron Kettle Body

Driven by purpose, the Solar refuses to be defeated. Channeling Essence through her Resistance, she may apply her full (Stamina + armor soak) to a **decisive** attack. As this Charm is a counter to **decisive** attacks, the weapon's overwhelming damage does not apply without a Charm. This effect is incompatible with Charms that increase soak except for Diamond-Body Prana, and Adamant Skin Technique can't be invoked against an ambush attack; however, it grants total immunity to scenery-based uncountable damage, allowing the Solar to escape seemingly-impossible recurring damage, like that of an explosion or a collapse, or falling from a great height. Such impacts still daze the Solar, knocking the wind from her, and giving her a -3 penalty for (7 - Stamina, minimum of 1) turns. Invoking Adamant Skin Technique sets the Solar's hardness to 0 for one instant.

377
EX3

Resistance 5, Essence 2

AEGIS OF INVINCIBLE MIGHT

Cost: —; **Type:** Permanent
Keywords: Dual, Perilous
Duration: Permanent
Prerequisite Charms: Adamant Skin Technique

When her life is threatened, the Solar channels her fury to make herself nigh invulnerable. After using Adamant Skin Technique, the Solar's hardness is raised to 20, and her **withering** soak is raised by her (Stamina + Resistance), while also cancelling (Stamina) post soak damage. This massive increase in toughness is based on a surge of Essence through the Solar's body. In order to maintain it, the Solar must either unleash a **decisive** attack each round on her turn, or pay 8+ motes on offensive Charms. This effect ends if the Solar is crashed or fails to take continuous combat actions.

380
EX3

Resistance 5, Essence 5

ARMORED SCOUT'S INVIGORATION

Cost: 4m or 6m; **Type:** Reflexive
Keywords: None
Duration: Indefinite
Prerequisite Charms: Whirlwind Armor-Donning Prana

The Solar slides into her armor like it was second skin, Essence smoothing the way. The Exalt invokes this Charm when she equips her armor. So long as she wears her armor, its mobility is treated as if it were 0, removing the penalty to her movement, Stealth actions, and Evasion. If the Exalt is wearing light or medium armor, this Charm costs four motes. If she is wearing heavy armor, it costs six motes. If her armor's mobility is already 0, she can reroll a single non-successful die on her Join Battle roll.

376
EX3

Resistance 3, Essence 1

BATTLE FURY FOCUS

Cost: 5m; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Willpower-Enhancing Spirit

For the duration of the scene, the Exalt has +1 die to all pools related to combat and subtracts -1 from all wound penalties. However, the Exalt must be engaged in combat, or attempting to engage in combat, to become enraged. Intimacies that compel her to fight, negative or positive, are more powerful, increased by one in their intensities, with Defining Intimacies representing a +5 or -4 rating instead of the usual +4 or -3. However, the Solar is unable to use social influence for commands unrelated to combat or persuasion more complicated than "Give up or die." Battle Fury Focus does not make the Solar inelegant or stupid. The Exalt can make tactical disengage actions in order to kill someone or change targets, even gaining the +1 bonus to do so, but she must end the Charm in order to take a withdraw action. See the full text of this Charm on page 378.

378
EX3

Resistance 5, Essence 2

BLOODTHIRSTY SWORD-DANCER SPIRIT

Cost: 10m, 1wp; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Battle Fury Focus

This Charm is activated while channeling Battle Fury Focus. The Solar gains an additional +2 dice to all of her combat actions, ignores all wound penalties, and generates one mote per turn, which must be spent each turn on combat-related actions. In this state the Solar cannot be safely dissuaded from combat. Should allies try to stop her, she will use any force necessary to remove them from the way of her real targets. She cannot end her assault until her targets are dead or fled, and if she drops her commitment to this Charm, she will go into Initiative crash. If she crashes herself in this fashion, her Initiative is set to -3. Ending this Charm while already crashed does not change the Solar's Initiative value. While this Charm is active, each time she empties a battle group's Magnitude track, she may roll Join Battle. See the full text of this Charm on page 379.

379
EX3

Resistance 5, Essence 3

BODY-MENDING MEDITATION

Cost: 10m; **Type:** Simple
Keywords: Mute
Duration: Instant
Prerequisite Charms: Ox-Body Technique

Even when unconscious, the Solar's body and Essence work in unison to knit wounds and mend broken bones. Roll the Solar's (Stamina + Resistance) to speed her natural healing by a factor of (Essence x successes). Alternately, successes on this roll can be added directly to the successes of Wound-Mending Care Technique on page 342. The Solar must spend an hour at rest for this power to take effect, but the boosted healing lasts for one day, so long as the Solar remains at rest.

375
EX3

Resistance 2, Essence 1

DIAMOND-BODY PRANA

Cost: 5m; **Type:** Simple
Keywords: Dual
Duration: One scene
Prerequisite Charms: Iron Skin Concentration

For the rest of the scene, basic scenery damage, such as crashing through a window, running through a bramble, or stepping through a burning corridor (flames of less intensity than 4L per turn) does her no harm. The Solar can't be hurt by light contact with normally damaging edges. Her skin is tough enough for the claws of a tiger to skid off harmlessly, so long as the tiger isn't actually striking her. **Withering** attacks: When activated, the Solar rolls (Stamina + Resistance) dice with (Essence or three, whichever is higher) automatic successes and adds the successes to her soak for the rest of the scene. This roll cannot be enhanced by other magic. **Decisive** attacks: This Charm provides (Stamina) hardness, and can stack with Durability of Oak Meditation, reducing that Charm's hardness bonus to +2. This Charm is incompatible with armor. See the full text of this Charm on page 376.

376
EX3

Resistance 4, Essence 2

DURABILITY OF OAK MEDITATION

Cost: 3m; **Type:** Reflexive
Keywords: Dual
Duration: One tick
Prerequisite Charms: None

A child cannot cleave a tree with a dull knife, nor can a foe hope to strike down the Solar with his petty blade. Against a **withering** or **decisive** attack, this Charm reduces raw damage by two. Against a **decisive** attack it also grants the Exalt four hardness. Note that the hardness bonus cannot be applied during crash.

374
EX3

Resistance 2, Essence 1

ESSENCE-GATHERING TEMPER

Cost: 1i; **Type:** Reflexive
Keywords: Perilous, Withering-only
Duration: Instant
Prerequisite Charms: None

The Exalt is resistant to all forms of damage, and empowered by them. When an attack makes it through her defense, she may pay one Initiative to draw Essence from deep within the core of her body. The Exalt gains a number of motes equal to half the damage (round up) of the attack before soak, but may gain no more than (Stamina) motes in a single round. Once the Solar has used this Charm, she may not use it until it has been reset by soaking a **withering** attack of 10+ raw damage without suffering Initiative loss. At Resistance 5, Essence 3+, the total number of motes the Solar may gain per round increases to (Stamina x2).

376
EX3

Resistance 3, Essence 1



FRONT-LINE WARRIOR'S STAMINA

Cost: 4m; **Type:** Simple
Keywords: Perilous
Duration: Instant
Prerequisite Charms: Ox-Body Technique

Once per day, the Exalt can draw from the deep well of her vitality to restore her momentum. Roll half the Solar's total health levels, rounded up, and add successes to her Initiative score. Do not include temporary health levels created by Iron Skin Concentration, Living Bonds Unburdened, or similar Charms. This Charm is reset when the Solar awakens from a full night's rest.

Once per scene at Essence 3+, the Solar may pay an additional 1wp to remove the Perilous keyword from this Charm for an instant.

376
EX3

Resistance 3, Essence 1

FURY-FED ARDOR

Cost: 3m, 1wp; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Willpower-Enhancing Spirit

When struck, the Solar can absorb the force from a **decisive** attack, increasing her combat momentum with empowering wrath. This Charm may be activated before a damage roll, converting half its non-successes before rerolls (rounded up) to Initiative and awarding it to the Solar.

379
EX3

Resistance 5, Essence 3

GLORIOUS SOLAR PLATE

Cost: 10m, 1wp; **Type:** Simple
Keywords: None
Duration: Indefinite
Prerequisite Charms: Hauberk-Summoning Gesture

This creates armor with stats identical to artifact heavy armor (page 599), and if the Exalt has mastered the Armored Scout's Invigoration, Glorious Solar Plate activates its effects for free. Glorious Solar Plate may graft itself over a suit of armor. This upgrades the armor's traits if they are lesser than that of Glorious Solar Plate, and adds the armor-enhancing powers of this Charm. If the Solar's current armor is attuned, this Charm replaces the commitment cost. Additional purchases grant custom Evocations. In addition, this Charm conveys 3 powers to the Solar, found on page 379. **Special activation rules:** Glorious Solar Plate is allowed to be used in combination with Whirlwind Armor-Donning Prana, so that armor can be donned and enhanced by this Charm's effects simultaneously. Used on its own, Glorious Solar Plate appears already-equipped. See the full text of this Charm on page 378.

378
EX3

Resistance 4, Essence 3

HAUBERK-SUMMONING GESTURE

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Whirlwind Armor-Donning Prana

The Solar can call her armor from conceptual Elsewhere—defined categorically as a point somewhere in existence that is “not here”—allowing her to don each piece of armor as if she were putting it on normally. If the Solar owns a shield, she may call it to hand as well. The Lawgiver can also send her armor Elsewhere through use of this Charm.

377
EX3

Resistance 3, Essence 2

ILLNESS-RESISTING MEDITATION

Cost: 4m; **Type:** Reflexive
Keywords: None
Duration: One day
Prerequisite Charms: Poison-Resisting Meditation

The Lawgiver's immune system is fortified by inexorable spirit energies that purge her body of malaise. This Charm adds (Essence +1) automatic successes to the Exalt's attempt to resist a disease's virulence, as well as its morbidity. If the Exalt wishes to get sick, she can choose to apply this Charm's effects solely to the morbidity roll.

377
EX3

Resistance 4, Essence 2

IMMUNITY TO EVERYTHING TECHNIQUE

Cost: 6m, 1wp; **Type:** Reflexive
Keywords: None
Duration: One day
Prerequisite Charms: Illness-Resisting Meditation

Through exposure and resistance, the Solar trains her anima to eat toxins and neutralize sicknesses. When activated, this Charm makes the Solar invulnerable to any toxin or illness she has ever been exposed to previously. She cannot be injured by familiar venom and cannot contract prior illnesses. She can sprinkle poison on her food as a condiment or walk hand-in-hand with a plague victim and be unaffected—so long as she has had exposure to these maladies. This Charm also assists the Solar in fighting toxins and disease she is unfamiliar with. When exposed to new toxins, the expected duration is reduced by one. When exposed to a new disease, the morbidity rating is lowered by one. In addition, if the Solar's Stamina is at least 3, she encounters incurable and irresistible diseases as if they had a morbidity of 5.

379
EX3

Resistance 5, Essence 3

IRON KETTLE BODY

Cost: 5m; **Type:** Simple
Keywords: Dual
Duration: One scene
Prerequisite Charms: Iron Skin Concentration

For the rest of the scene, basic scenery damage, such as crashing through a window, running through a bramble, or stepping through a burning corridor (flames of less intensity than 4L per turn) does her no harm. The Solar can't be hurt by light contact with normally damaging edges. Her skin is tough enough for the claws of a tiger to skid off harmlessly, so long as the tiger isn't actually striking her. Withering attacks: When activated, the Solar rolls (Stamina + Resistance) dice with (Essence or three, whichever is higher) automatic successes and adds the successes to her soak for the rest of the scene. This roll cannot be enhanced by other magic. Decisive attacks: This Charm provides (Stamina) hardness, and can stack with Durability of Oak Meditation, reducing that Charm's hardness bonus to +2. This Charm is incompatible with armor. See the full text of this Charm on page 376.

376
EX3

Resistance 4, Essence 2

IRON SKIN CONCENTRATION

Cost: 2m or 6m; **Type:** Reflexive
Keywords: Dual
Duration: Instant or Indefinite
Prerequisite Charms: Spirit Strengthens the Skin

Withering: Pay 2m to apply her Stamina as soak against unsoakable damage as an instant effect. **Decisive:** Pay 6m after damage has been rolled to create (Stamina) -0 health levels, which take damage first. The bonus health levels must all be filled before your normal health levels are affected. The Solar keeps her commitment to this Charm for as long as she remains injured; after combat ends, the health levels convert from -0 to -1 wounds. These health levels are the first healed by any kind of rest or magical healing. Healing these levels is the only way to end the Charm. Undamaged health levels vanish at the end of the scene. Increase the wound penalty by -1 per day. See the full text of this Charm on page 374.

374
EX3

Resistance 3, Essence 1

OX-BODY TECHNIQUE

Cost: —; **Type:** Permanent
Keywords: Stackable
Duration: Permanent
Prerequisite Charms: None

The bodies of the Exalted are much more durable than those of mere mortals. To help simulate this, an Exalt may buy extra health levels with this Charm. The purchasing choices are based on the character's Stamina rating:

At Stamina 1 and 2: One -1 and one -2 health level.

3 and 4: One -1 and two -2 health levels.

5: One -0, one -1, and one -2 health level.

The Solar may purchase Ox-Body Technique (Resistance) times. If she increases her Stamina after purchasing Ox-Body Technique, her health levels automatically change to reflect the new rating.

375
EX3

Resistance 1, Essence 1



POISON-RESISTING MEDITATION

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: None

The Exalt's metabolism is strengthened by Essence, allowing her to easily endure the effects of toxins. The Solar gains one automatic success and three bonus dice when rolling (Stamina + Resistance) against a toxin's duration (p. 232). The Solar can also use this Charm at the toxin's interval, to reduce or change the anticipated symptoms of a poison or venom. For example, damaged health levels might be converted instead to a dice penalty until the venom runs its course, or poison-induced blindness might be bled out in viscous tears or a gout of sickly black Essence.



Resistance 3, Essence 1

RUIN-ABASING SHRUG

Cost: 4m; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Adamant Skin Technique

Flesh imbued with impenetrable Essence, the Solar turns aside harm with forceful derision. After damage is rolled, the Solar may use this Charm to force the attacking player to reroll, keeping their non-successes, rerolling only successful dice. Damage on this reroll cannot exceed that of the initial roll. This Charm can be used once per scene, but may be reset by taking no **withering** or **decisive** damage on three separate damage rolls.



Resistance 5, Essence 3

SPIRIT STRENGTHENS THE SKIN

Cost: 1m per damage die removed
Type: Reflexive; **Keywords:** Withering-only
Duration: Instant
Prerequisite Charms: Durability of Oak Meditation

The Solar channels Essence through her enduring toughness, hardening her skin and muscles beyond their mortal limits. After an attack hits her, but before damage is rolled, she may increase her soak at a rate of one mote per point. She may no more than double her natural soak in this fashion. This effect is incompatible with any magic that allows the Exalt to soak a **decisive** attack with withering-only magic.

At Resistance 5+, Essence 3+, the Solar may use this Charm to remove successful dice of **withering** damage after damage has been rolled, at a rate of two motes per success. This use costs one point of Willpower, two points of Initiative, and has the Perilous keyword.



Resistance 2, Essence 1

TIGER WARRIOR'S ENDURANCE

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Body-Mending Meditation, Front-Line Warrior's Stamina

The Exalt's resilient anima encompasses her every cell and fiber, rejuvenating her at the brink of death. When the Exalt recovers from Initiative crash, she automatically heals two health levels, starting with -2s and continuing to her -1 and then her -0 health levels. This Charm does not heal wounds with penalties greater than -2, but will heal wounds even when the Solar is at -4—a Solar using this Charm with a "gap" in her damage track continues to suffer from her highest wound penalty but takes new wounds in the first available health box. This power may be invoked once per fight, and the player may dictate when this effect triggers, choosing to save it for a later crash. Once it has been used, Tiger Warrior's Endurance can be reset by gaining 20+ Initiative.



Resistance 5, Essence 2

UNBREAKABLE WARRIOR'S MASTERY

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Wound-Knitting Exercise

Through the course of lifetimes, the Solar has felt a rain of blows that would shatter any mortal. Through this Charm, she knows all harm at once, and yet the greater truth is that she still exists, unbowed and unbroken. When struck with a crippling attack, the Solar may use this Charm to trade irreparable or permanent harm for a lesser effect of a shorter duration. Instead of her eye being gouged out, it is closed by a glancing blow; instead of her arm being shattered, it simply hangs limp. Halve the penalty (round down) associated with a successful crippling attack, and eliminate it after (7 - Stamina) turns.



Resistance 5, Essence 3

WHIRLWIND ARMOR-DONNING PRANA

Cost: 2m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: None

Through the practiced motions of a master, the Lawgiver dons her armor with supernatural speed. With this Charm, it takes a character ([armor's mobility penalty] + 1) turns to don or remove a suit of armor.



Resistance 2, Essence 1

WILLPOWER-ENHANCING SPIRIT

Cost: 2i; **Type:** Reflexive
Keywords: Perilous, Decisive-only
Duration: Instant
Prerequisite Charms: Essence-Gathering Temper

The Exalt remembers past lives and past failures, and knows that her death is the death of the world. Once per scene, the Exalt may pay two Initiative when struck with a **decisive** attack, instantly regaining a point of temporary Willpower. This Charm is reset by surviving a **decisive** attack of 10+ raw damage without taking a single health level of damage.



Resistance 4, Essence 2

WOUND-KNITTING EXERCISE

Cost: 1m per -0 health level; **Type:** Simple
Keywords: None
Duration: Until fully healed
Prerequisite Charms: Tiger Warrior's Endurance

The Lawgiver shuns lesser forms of harm, fighting through injuries as though they never happened. This Charm slowly compensates for greater wounds by healing -0 health levels. The Exalt must pay the full cost of the Charm upon activation, paying one mote for every damaged -0 health level she wishes to heal. This Charm heals one -0 health level every (7 - Stamina) rounds. This Charm works even if the Solar has taken damage to her -1 or greater health levels.



Resistance 5, Essence 3