

EX3  
E3



Charm Cards Set Three



## BARD-LIGHTENING PRANA

**Cost:** 4m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One day  
**Prerequisite Charms:** Whirlwind Horse-Armoring Prana

With an infusion of Essence, the Solar lightens her mount's barding, removing its mobility penalty.

Ride 5, Essence 3



## COURSING FIREBOLT FLASH

**Cost:** 3m or 4m, 1a; **Type:** Supplemental  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Wind-Racing Essence Infusion

This Charm supplements a rush, disengage, or withdraw action (p. 197), or a single interval of a race (p. 197), adding one automatic success and rerolling all 1s until 1s fail to appear. For 4m, the Solar may unfurl a single level of her anima, leaving a trail of fire in her wake. This flame will not consume the scenery, but will burn steadily, for an hour, and does damage identical to a bonfire (p. 230). These flame trails are visible from a mile away, and can be seen by completely sightless characters. When using Coursing Firebolt Flash, and provided she knows Onrush Burst Method (p. 264), the Solar benefits from the latter Charm exactly as if she were using Athletics, save that she must use the gathered motes to power Ride Charms. See the full text of this Charm on page 382.

Ride 5, Essence 2



## ELUSIVE MOUNT TECHNIQUE

**Cost:** 4m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Flashing Thunderbolt Steed

The Solar draws her mount back as quick as the wind and as light as a sparrow. This Charm allows the Exalt to reflexively disengage while mounted.

Ride 3, Essence 1



## FIERCE CHARGER'S PULSE

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Speed-Fury Focus

Feeling her mount's fury piqued at a rival's temerity, the Lawgiver is empowered. For each 10 an opponent rolls in an interval of a race (p. 189) or in a rush or disengage action (p. 197), the Solar gains a mote of Essence which can only be used to fuel Ride Charms. Motes generated in this fashion fade if they are not used on the Exalt's next turn.

Ride 5, Essence 3



## FLASHING THUNDERBOLT STEED

**Cost:** 4m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One hour  
**Prerequisite Charms:** Master Horseman's Techniques

By tapping her own spirit, the Solar can imbue her mount with endless energy. The mount can run at full speed for an hour without becoming fatigued, and gains an automatic success toward all movement and balance-related actions. Furthermore, while this Charm is active the Exalt may use the Athletics Charms Graceful Crane Stance and Monkey Leap Technique (p. 261) while mounted, allowing her mount to keep its footing on the worst terrain and to leap across gaps or over obstacles.

Ride 2, Essence 1



## GRIZZLED CATAPHRACT'S WAY

**Cost:** 1m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Speed-Fury Focus

So long as she sits a saddle, the tireless Lawgiver need not give way to flawed senses or exhaustion. The Exalt may roll Join Battle using the higher of her Ride or Awareness, and by doing so, she eliminates all Awareness penalties to the roll relating to exhaustion.

Ride 5, Essence 3



## HARMONIOUS TACKING TECHNIQUE

**Cost:** 2m to 6m; **Type:** Simple  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Master Horseman's Techniques

Normally, it takes minutes to tack and bard a mount, as described on page 204, but the entire process can be shortened through use of this Charm. Roll the Exalt's (Dexterity + Ride) against a difficulty of 3. On a success, she can tack a mount in a single turn, while failure sees it tacked in two turns. After tacking a mount, the Solar may reuse this Charm to affix its armor. Quickly armoring a steed works the same way—the Lawgiver armors the mount in one or two turns, depending on her success. Finally, the Exalt may use this Charm again to arm a fully tacked and barded steed with as many as three weapons in a single turn upon success, or one per turn if she fails. The steed she prepares with this Charm need not be her own. See the full text of this Charm on page 381.

Ride 3, Essence 2



## HERO RIDES AWAY

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Master Horseman's Techniques

Enduring hardship, pain, and even loneliness, the Lawgiver draws renewing strength from the bond she has with a trusted mount. Each time the Lawgiver ends a combat scene riding, and each time she engages a dangerous situation with the aid of her mount and survives, she gains a number of motes equal to her Essence, and a single point of temporary Willpower. When a scene ends in which the Solar has accomplished a major goal with the help of her mount, subtract a point of Limit as well.

Ride 5, Essence 3



## HORSE-HEALING TECHNIQUE

**Cost:** 4m, 1hl or 4m, 1hl; **Type:** Simple  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Mount Preservation Method

The Lawgiver trades blood and life to sustain her honored companion. With a dramatic action lasting a scene, in which the Exalt cares for her mount, treating its wounds and soothing it with words, she can heal her mount of (Essence) lethal or bashing damage, taking a single lethal or bashing damage in exchange. This Charm can be combined with Survival and Medicine Charms to treat injured mounts.

Ride 5, Essence 2





### HORSE-STEALING LEAP

**Cost:** 3m, 1wp; **Type:** Supplemental  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Saddle-Staying Courses

With a cavalier leap, the Exalt unhorses a rider and takes the reins. This Charm supplements an unhorse gambit. If the Lawgiver has higher Initiative than her target, it also lowers the difficulty of the gambit by 1. Upon success, the Solar leaps onto an enemy mount, knocking the rider from the saddle and taking the reins in one smooth motion. If the Exalt is on foot, this gambit only works from close range. However, if she is already mounted, her steed can throw her an extra range band, allowing her to attempt the gambit from short range. The range of Horse-Stealing Leap can also be enhanced by appropriate Athletics Charms. If the Exalt is trying to steal back her own horse, this Charm automatically succeeds.



Ride 5, Essence 2

### IMMORTAL CHARGER'S GALLOP

**Cost:** 1m; **Type:** Supplemental  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Wind-Racing Essence Infusion

Feeding Essence through her mount's form, the Exalt greatly increases its speed for an instant. Convert the mount's Speed Bonus to automatic successes on a single movement action or one interval of a race. If the mount has a negative Speed Bonus, this Charm reverts it 0. This Charm does not affect the penalty to a mount's mobility that comes from heavy barding.



Ride 4, Essence 2

### IMMORTAL RIDER'S ADVANTAGE

**Cost:** —; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Seasoned Beast-Rider's Approach

The bond between the Exalt and her mount is intrinsic. So long as the Exalt sits in the saddle and they are connected as horse and rider, half of either partner's initiative (rounded up) can be transferred reflexively between them to stave off Initiative crash or to deliver telling **decisive** attacks.



Ride 3, Essence 2

### INEXHAUSTIBLE DESTRIER'S GAIT

**Cost:** 2m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One turn  
**Prerequisite Charms:** Immortal Charger's Gallop

One of the advantages of going mounted is that wound penalties to the rider do not hinder the movement of her steed. Inexhaustible Destrier's Gait also removes the steed's wound penalties and penalties for unsteady footing for one round, making the mount's movements flawless.



Ride 5, Essence 2

### IRON SIMHATA STYLE

**Cost:** 5m; **Type:** Simple  
**Keywords:** None  
**Duration:** One scene  
**Prerequisite Charms:** Resilience of the Chosen Mount

The Lawgiver raises her hands over her mount and draws away the Essence of softer substances, hardening its skin, giving it muscles like granite and turning its coat and mane into a fine mail of steely strands. Add (the Solar's Essence +1) to the mount's soak.



Ride 5, Essence 3

### MASTER HORSEMAN'S TECHNIQUES

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

Purchasing this Charm provides the Solar with three of the listed techniques, and custom techniques are allowed. Additional techniques can be purchased for 2xp or 1 bonus point. **Harmony of Spirits Style:** 1m to reflexively to stop herself from falling off a mount. The Exalt can activate this effect when she is unconscious and will not fall off the mount. Against any dismounting attack, she gains +1 Defense. **Horse-Summoning Whistle:** 1m to reflexively to call a loyal mount. **Master Horseman's Eye:** 1m to evaluate a mount. **Speed Sustaining Technique:** 1m and touch a mount to sustain it for two hours. **Spirit-Steadying Assurances:** The Solar can spend 1m to stop a mount from panicking. **Blood Rider's Toughness:** The Lawgiver and her mount may ride for twice as long without food, water, or rest. See the full text of this Charm on page 380.



Ride 1, Essence 1

### MOUNT PRESERVATION METHOD

**Cost:** 1hl per three successes  
**Type:** Reflexive; **Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Worthy Mount Technique

The Solar feels the thread of her life is intertwined. When her mount suffers a **decisive** attack, the Solar may reduce the damage the mount suffers, trading one of her own health levels for every three successes on the damage roll so neutralized. The Solar must be riding her mount to use this Charm.



Ride 3, Essence 1

### PHANTOM RIDER'S APPROACH

**Cost:** 7m; **Type:** Supplemental  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Untouchable Horseman's Attitude

When using her mount to disengage, horse and rider seem to melt away, their very Essence converging with the scenery in an excess of speed. This Charm supplements a successful disengage, moving the Exalt and her mount two range bands should an enemy approach.



Ride 5, Essence 3

### PHANTOM STEED

**Cost:** 10m, 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One day  
**Prerequisite Charms:** Master Horseman's Techniques

At the Lawgiver's command, the Essence of the world opens to release a phantom steed into her custody. This mount's coat is as black as coal, but its eyes burn with the light of twin suns, and its mane carries all the colors of Solar anima. This Charm creates an exceptional war horse (p. 567) that never tires, hungers, or thirsts, and need not sleep. This horse cannot be intimidated, nor can its loyalty be shaken. Its existence is an extension of the Solar's own.



Ride 5, Essence 3



### RAPID CAVALRY APPROACH

**Cost:** 7m or 12m; **Type:** Simple  
**Keywords:** Perilous  
**Duration:** One scene  
**Prerequisite Charms:** Coursing Firebolt Flash

Infusing her chosen mount with Solar Essence, she lightens its body and magnifies its strength, allowing it to run at tremendous speeds. To activate this Charm, the Exalt must be at extreme range from all opponents. For seven motes, this Charm allows a naturally fast mount such as a horse or a great cat to move three range bands per turn. For twelve motes, it can confer the same effect to a slow or gigantic mount such as an ox or an elephant. Once within long range of any opponents, the Lawgiver's mounted speed is reduced to two bands per turn. This Charm ends if the Exalt or the mount attacks a target, or if the Solar is crashed.



Ride 5, Essence 3

### RESILIENCE OF THE CHOSEN MOUNT

**Cost:** 2m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Woe and Storm Evasion

The Solar blesses her faithful companion with fortifying Essence. The Exalt may pay two motes after a damage roll against her mount to remove a number of successes equal to the 1s and 2s in the roll.



Ride 5, Essence 2

### ROUSING BACKLASH ASSAULT

**Cost:** 5m; **Type:** Reflexive  
**Keywords:** Counterattack, Decisive-only  
**Duration:** Instant  
**Prerequisite Charms:** Worthy Mount Technique

When the Exalt's steed is using Worthy Mount Technique, and has been rolled into battle using Seasoned Beast-Rider's Approach, the mount may unleash a **decisive** counter attack against anyone who directs a close range attack at the Solar or itself.



Ride 4, Essence 2

### SADDLE-STAYING COURSES

**Cost:** 4m, 3i, 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Single Spirit Method

Gripping the reins of her loyal steed, the Solar rides inexorably through the tides of chaos and the uncertain forces that buffet Creation. This Charm allows the Solar to recover from a successful unhorse gambit without falling from the saddle. The Solar is seen to fall from her steed, only to flip in the air or rebound off scenery to reunite with her mount. This Charm is also effective against attacks which would knock the Solar from her mount, but not those which would launch or bodily drag her from the saddle.



Ride 4, Essence 2

### SEASONED BEAST-RIDER'S APPROACH

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

Drawn steadily to the pulse of battle, the Lawgiver and her mount's heart beat as one. Normally, if a rider wishes to let her mount attack, it uses up her attack action for the turn. With this Charm, activated when the player rolls Join Battle, the Exalt's mount gains an Initiative track with a starting value equal to her own, and may make attacks on its own turn. In addition, when the Solar commands her mount to perform a Ride-based movement action, it no longer uses up the Exalt's movement action for the turn.



Ride 2, Essence 1

### SEVEN CYCLONES REARING

**Cost:** 5m, 1wp; **Type:** Reflexive  
**Keywords:** Clash, Decisive-only  
**Duration:** Instant  
**Prerequisite Charms:** Rousing Backlash Assault

Influriated by an attacker's temerity, the Lawgiver's mount strikes an attack aside with one of its own. When the Exalt's steed is using Worthy Mount Technique, and has been rolled into battle using Seasoned Beast-Rider's Approach, the mount may unleash a **decisive** clash attack against any attack directed at the Solar. If the mount is clashing a **withering** attack while its rider is at base or lower Initiative, ignore the Willpower cost of this Charm.



Ride 5, Essence 3

### SINGLE SPIRIT METHOD

**Cost:** 1m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Master Horseman's Techniques

The Lawgiver and her mount are as a single being, nearly indivisible. Should her mount lose its footing, the Solar may use this Charm to allow it to reflexively rise from prone. The Solar will neither be thrown from the saddle in this instance, nor will she be injured by her mount rolling on her.



Ride 3, Essence 1

### SOARING PEGASUS STYLE

**Cost:** 2m, 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Sometimes Horses Fly Approach

Their spirits conjoined, mount and rider streak toward their target with a powerful Essence-infused leap. This Charm allows a Solar using the prerequisite to attempt a rush action on an aerial opponent or target (such as a Haslanti skyship) at any range. If successful, the result is identical to a successful rush; if the target is moving away, the Exalt follows an additional range band. If the Solar pursues a target for more than two turns using the prerequisite, drop the Willpower cost from this Charm.



Ride 5, Essence 3

### SOMETIMES HORSES FLY APPROACH

**Cost:** 1m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One turn  
**Prerequisite Charms:** Coursing Firebolt Flash

The Solar touches her mount with a mote of purefic power, opening its mind and teaching it the trick of running on air. The horse can gallop on water, clouds, and even an open gap across a chasm, allowing the Solar to take mounted movement actions across gulfs that would otherwise be impossible to cross.



Ride 5, Essence 3





### SPEED-FURY FOCUS

**Cost:** —(3m); **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Immortal Charger's Gallop

Feeling her mount's agitation and its intense need to run, trample, and win, the Solar uses her Essence to focus its aggression into a wild burst of speed. This Charm permanently upgrades its prerequisite, allowing its effect to be used in a Join Battle roll for three motes.



Ride 5, Essence 2

### SUPERNAL LASH DISCIPLINE

**Cost:** 5m; **Type:** Reflexive  
**Keywords:** Perilous  
**Duration:** One scene  
**Prerequisite Charms:** Immortal Charger's Gallop

The Lawgiver holds the reins of Heaven and rides with the skill of divinity. Her skill allows her to draw supernatural levels of performance from her chosen steed, doubling its Speed for the scene. If this Charm is used without Flashing Thunderbolt Steed, mortal mounts will almost surely perish at the end of the scene. Used in conjunction with this Charm, the mount will still be tired and need to rest at the scene's end. This Charm ends if the Solar is crashed.



Ride 5, Essence 2

### UNTOUCHABLE HORSEMAN'S ATTITUDE

**Cost:** 3m, 2i, 1wp; **Type:** Reflexive  
**Keywords:** Perilous  
**Duration:** Instant  
**Prerequisite Charms:** Elusive Mount Technique

The Lawgiver may use her skill to flawlessly evade an oncoming threat, automatically succeeding at a disengage action, so long as there is no more than one opponent at close range.



Ride 4, Essence 2

### UNTOUCHABLE SOLAR STEED

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Immortal Rider's Advantage

So long as she sits atop her horse, the Lawgiver knows its life is threatened. Through intense training of evasive maneuvers, the Solar learns to transfer the effects of attack-evasive Dodge Charms through her mount, allowing her to use them on her steed's behalf.



Ride 5, Essence 3

### WHIRLWIND HORSE-ARMORING PRANA

**Cost:** 1m to 3m or 5m, 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Harmonious Tacking Technique

The Lawgiver may draw her horse's tack, armor, and weapons from conceptual Elsewhere, causing them to leap onto her mount's body over the course of 3 rounds. She pays 1m for each set of gear—first tack, then barding, then up to 3 weapons. If the Solar is riding when she activates this Charm, she need not dismount. She may also pay 3m to instantly send her mount's panoply Elsewhere. At Essence 4+, she may pay 5m, 1wp to instantly clad her mount in the entirety of its gear. This Charm is explicitly compatible with the Resistance Charm Glorious Solar Plate (p. 378). After using this Charm, she may use Glorious Solar Plate reflexively on the same instant to apply the armor's effects to her steed's barding for only 5m. See the full text of this Charm on page 385.



Ride 5, Essence 3

### WIND-RACING ESSENCE INFUSION

**Cost:** 2m, 1wp or 4m, 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Flashing Thunderbolt Steed

This Charm lasts one hour, but the motes are not committed. If the prerequisite is active, it costs only 2m, 1wp to activate, otherwise the mote cost is 4. It adds (Essence or three, whichever is greater) successes to any Ride-based commands, and to each interval of a race (see p. 197). Also, when she succeeds at a mounted rush (see p. 197), she gains two points of Initiative. If her mount is rolled into combat, it gains two points of Initiative as well. Outside of combat, the Solar can travel at dramatic speeds. In narrative time, a distance that would take her mount an hour to cover can be cleared in ten minutes. What would take her a day can be covered in a handful of hours, and what would take a week can be covered in a single day. At the end of the hour, if the Solar chooses to renew Wind-Racing Essence Infusion, ignore the Willpower cost. See the full text of this Charm on page 380.



Ride 3, Essence 1

### WOE AND STORM EVASION

**Cost:** 4m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Worthy Mount Technique

Snapping the reins and drawing her mount back from an attack, the Lawgiver salvages her companion's precious life. A **withering** attack that would have crashed her mount instead leaves it with 1 Initiative. A **decisive** attack that would have slain her mount leaves it with a single health level. This Charm cannot be used to stop a **withering** attack if the mount already sits at 1 Initiative, nor can it save the steed from a **decisive** attack if the steed has only one health level left.



Ride 4, Essence 2

### WORTHY MOUNT TECHNIQUE

**Cost:** —(1i); **Type:** Reflexive  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Seasoned Beast-Rider's Approach

The Solar is one with her mount. Through her skill and the bond they share, the mount can take reflexive defend other actions to defend the Solar, paying one from its Initiative to prevent attacks which would harm her. These defend other actions increase the mount's Parry and Evasion by 1, but cannot raise them past 5. In addition, while it is in a position to guard the Solar, its damage totals gain a number of dice equal to the Solar's Essence.



Ride 3, Essence 1

### WRATHFUL MOUNT INVIGORATION

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Immortal Rider's Advantage

The Lawgiver's mount brooks no challenge to its authority, for it carries the sun on its back. After using Seasoned Beast-Rider's Approach to Join Battle, the Solar's mount gains one Initiative per turn. In addition, when the mount succeeds at a Ride-based movement action or gains more successes than its opponent in an interval of a race, the mount gains Initiative equal to the Solar's Essence.

At Essence 4+, the mount's base Initiative value is set to 4 or its Stamina, whichever is higher, to a maximum of 6.



Ride 4, Essence 3



## BLACK FATHOMS BLESSED

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

**Keywords:** None

**Duration:** One scene

**Prerequisite Charms:** Any ten Sail Charms

The Exalt taps deeply of her Essence, merging ship, sea and self into one form. For the rest of the scene, as long as she is on her ship, add the vessel's Speed as automatic successes to her movement actions, and the ship's Maneuverability to her defenses. Any magic which increases these values cannot increase the bonus to these traits by more than +1 each. In addition, regardless of whether she is aboard her ship, she may speak in an ancient maritime tongue that is instinctually understood by oceanic spirits, aquatic raksha, the Lintha family and members of the Niobraran League. She may drink salt water as if it were fresh, and though she can be incapacitated by drowning, she can never die by being submerged, neither from running out of oxygen or by the crushing weight of the depths.

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Sail 5, Essence 3

## BLOOD AND SALT BONDAGE

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

**Keywords:** None

**Duration:** Indefinite

**Prerequisite Charms:** Hull-Taming Transfusion

Drawing on ancient wards and pacts between the Essence of sea and sky, the Solar awakens the anima of her ship. Over the course of the next month, the Solar and her crew experience an increase in vitality, as the ship's Essence feeds and strengthens their flesh. Each member of the crew, including the Exalt, gains a number of health levels identical to the ship's hull rating. These health levels remain in place even if the Solar or her crewmates disembark; only characters who are off the ship for a month or more lose this benefit, bonus health levels fading as their bond with the ship diminishes. If the ship should suffer hull damage while this Charm is active, the bonus levels are summarily stricken from the Solar and her crew. Such indirect damage does not generate wound penalties, however—simply discard bonus health levels until the ship's hull is repaired.

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Sail 5, Essence 3

## BURNING ANIMA SAILS

**Cost:** 6m, 1wp, 3a; **Type:** Reflexive

**Keywords:** None

**Duration:** One scene

**Prerequisite Charms:** Blood and Salt Bondage, Ship-Sustaining Spirit

The Exalt's anima must be at the bonfire level to use this Charm. If the sails are still flying, her anima ignites them that can be seen for (Essence \* 5) miles. If the sails are gone, the Lawgiver restores the ship's sail-based speed. While the this Charm is active, the ship is supernaturally terrifying to creatures of darkness. All naval maneuvers attempted by such creatures suffer a dice penalty equal to half the Lawgiver's Essence, rounded up. In addition, any creatures of darkness who board the Solar's ship suffer a -1 penalty to all actions. Using this Charm drops the Solar to the dim anima level. When the Charm ends, the ship's fabric sails perfectly restored, even if they were completely destroyed. See the full text of this Charm on page 392.

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## CHAOS-CUTTING GALLEY

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

**Keywords:** None

**Duration:** One day

**Prerequisite Charms:** Hull-Preserving Technique

The Wyld often lures ships into unstable waters where the crew becomes monstrous and the ship transforms into something that can no longer float. A Lawgiver who knows this Charm will automatically sense the Wyld approaching her ship at least one round before passing into it. She may activate this Charm, thinning her anima into a crackling, stabilizing field that crawls over the deck, mast, and surrounding atmosphere, making it immune to the Wyld's shaping influence before fading out of view. This protection extends to the ship's crew as long as they remain aboard the ship. The Solar may activate this Charm even while she is asleep.

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Sail 5, Essence 3

## CURRENT-CUTTING TECHNIQUE

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

**Keywords:** None

**Duration:** One hour

**Prerequisite Charms:** Wind-Defying Course Technique

With an infusion of Essence, the Solar breaks the water's grip on her vessel. The Exalt may sail against a current, reducing penalties to the ship's speed by two. This Charm also helps the ship resist violent suction such as that employed by certain sea monsters, subtracting two successes from rolls to pull the ship through the water by means of a vacuum, whirlpool, or other suction.

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Sail 5, Essence 2

## DEADLY ICHNEUMON ASSAULT

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

**Keywords:** Pilot

**Duration:** Instant

**Prerequisite Charms:** Ship Breaker Method

The overwhelming Essence of the Solar guides her ship on the attack, maximizing its momentum. When she succeeds at a ram maneuver, she may trigger this Charm to enact an automatically successful shock and board action (p. 246).

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Sail 5, Essence 2

## DECK-SWEEPING FUSILLADE

**Cost:** Varies; **Type:** Supplemental

**Keywords:** Pilot

**Duration:** Instant

**Prerequisite Charms:** Legendary Captain's Signature

The Solar's commands ignite a desire for victory in her crew, steeling their senses and honing their training into an awesome ballistic onslaught. This Charm supplements a broadside maneuver (p. 245), adding bonus dice to the naval maneuver roll, and treating the result as if it were (Essence) successes higher than it really is. The bonus dice on this Charm are equal to the Solar's Essence, but the price changes based on her permanent Essence. From Essence 1-4, the cost of this Charm is two motes. At Essence 5+, it costs three motes, and at Essence 8+ it costs four.

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## FATHOMS-FED SPIRIT

**Cost:** —; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Salty Dog Method

The Lawgiver's resolve is steeled by a life spent on the deck of a ship, rocked to sleep by the hand of death. This Charm permanently enhances the Exalt's Willpower. So long as she started the day by waking up shipboard, on the water, she may ignore the Willpower cost to resist one instance of social influence per day. Note that this power is discretionary: the Exalt may always allow herself to be persuaded by mental influence, so that the player can husband this Charm's potential against more dangerous persuasion.

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## HULL-PRESERVING TECHNIQUE

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

**Keywords:** None

**Duration:** One turn

**Prerequisite Charms:** Ship-Claiming Stance

By bracing herself against the ship and channeling Essence through it at the moment of impact, the Solar can cause her anima to absorb the damage, leaving the ship unharmed. The Exalt triggers this effect at the moment of impact, negating all damage to the ship's hull and masts. The Solar may only protect an area of the ship within (Essence \* 20) feet of her current position. Some hazards, such as coral reefs or hidden rocks may cause continuous damage to the ship, forcing the Lawgiver to trigger this effect repeatedly. If so, ignore the Willpower cost for repeated consecutive uses.

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### HULL-TAMING TRANSFUSION

**Cost:** 2m, 3hls per 1hul; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Hull-Preserving Technique

In a desperate effort, the Solar conjoins her Essence to that of the ship's, trading life for life. By paying two motes at the moment of impact, the Solar opens a channel between body and hull, transferring damage from ship to self at a rate of three health levels per one level of hull damage ablated.

390  
EX3

Sail 5, Essence 2

### IMMORTAL MARINER'S ADVANTAGE

**Cost:** 1 or 2m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** None

Talents honed by lifetimes of effort and sacrifice, the Exalt channels her experience into perfected motions of hand and sail, cunning naval attack plans, and decisive marine gambits. For one mote, the Exalt may use this Charm after any Sail-based roll, allowing her to either apply the double 9s rule or to reroll 1s until 1s fail to appear. For two motes, she may do both.

387  
EX3

Sail 5, Essence 1

### IMPLACABLE SEA WOLF SPIRIT

**Cost:** 4m; **Type:** Reflexive  
**Keywords:** Pilot  
**Duration:** One scene  
**Prerequisite Charms:** Legendary Captain's Signature

Steering into combat, the Solar's ship devours her enemies. This Charm lowers the momentum cost of naval maneuvers by two for the rest of the scene.

390  
EX3

Sail 5, Essence 2

### INDOMITABLE VOYAGER'S PERSEVERANCE

**Cost:** 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Immortal Mariner's Advantage or Salty Dog Method

Sensing a fault in her actions, the Solar's indefatigable spirit sets a new course of action. With this Charm, the Exalt can reroll any Sail-based action, keeping successes and rerolling non-successes, activating additional Charms on the reroll if she chooses to do so.

390  
EX3

Sail 5, Essence 2

### INVINCIBLE ADMIRAL METHOD

**Cost:** 10m, 1wp; **Type:** Simple  
**Keywords:** None  
**Duration:** One scene  
**Prerequisite Charms:** Legendary Captain's Signature

The Solar is master of the sea and all that sail upon it. Her actions ignite fervor in her followers, impelling them toward emulation of her perfect form. Through use of mirrors, flags, and other signaling devices, the Exalt signals orders to ships in her fleet, preparing them for a series of naval maneuvers to combat their enemies. Roll the Lawgiver's ([Charisma or Intelligence] + Sail); all allied ships that can see the Exalt's orders add a number of dice to their naval maneuvers equal to half the successes, rounded up. This bonus also applies to the Solar's own ship. While this Charm is active, the Solar must make this roll each round, renewing her orders to her fleet. Because of the mobile nature of combat, the same ships probably won't always be able to see the Solar's orders, and if the Exalt's own ship falls under attack, she may be unable to signal for rounds at a time.

392  
EX3

Sail 5, Essence 3

### LEGENDARY CAPTAIN'S SIGNATURE

**Cost:** 3m; **Type:** Supplemental  
**Keywords:** Pilot  
**Duration:** Instant  
**Prerequisite Charms:** Immortal Mariner's Advantage

The Exalt fashions her skill into a perfect Essence-fueled maneuver. The Solar's naval skill is such that she can overcome a ship's design flaws. Even a trash barge moves like a sleek pirate cutter in her capable hands. This Charm supplements a naval maneuver, doubling the ship's maneuverability rating and increasing its speed by one. If the ship's rating is zero or less, its rating increases to one.

388  
EX3

Sail 5, Essence 1

### OCEAN-CONQUERING AVATAR

**Cost:** 1m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One turn  
**Prerequisite Charms:** Indomitable Voyager's Perseverance

Channeling deeply from her unending Essence, the Solar realizes her true potential. Eyes and Caste Mark blazing white, her nautical prowess expands tremendously. This Charm grants the Exalt one automatic success and applies a full free Sail Excellency (-2 dice to account for the automatic success) to her next Sail roll. This Charm may only be used once per scene.

390  
EX3

Sail 5, Essence 2

### ORICALCUM LETTERS OF MARQUE

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Ship-Claiming Stance

This Charm upgrades the prerequisite, allowing the Solar to welcome creatures of darkness to the crew of her ship. While engaged in the operation of the Solar's ship, such characters no longer count as creatures of darkness when targeted by social influence that would exploit this condition. In addition, they are not driven to dematerialize, nor do they suffer any automatic damage from the Exalt's iconic displays or area-affecting magic which would harm all creatures of darkness in the vicinity. The Lawgiver may revoke this boon at any time. While her crew may be protected from social magic, this Charm provides no defense against attacks which harm cursed spirits and benighted creatures. See the full text of this Charm on page 387.

387  
EX3

Sail 5, Essence 1

### RAIL-STORMING FERVOR

**Cost:** 2m; **Type:** Supplemental  
**Keywords:** Pilot  
**Duration:** Instant  
**Prerequisite Charms:** Deadly Ichneumon Assault

Capitalizing on a perfect moment to strike, the Solar rallies her crew into a precision assault. This Charm supplements a Join Battle roll, adding three bonus dice to the Join Battle rolls of herself and her crew. Bonus dice from this Charm do not count as dice added by a Charm. Rail-Storming Fervor is expressly allowed to be combined with Join Battle-enhancing Charms of other abilities.

391  
EX3

Sail 5, Essence 2



## SAFE BEARING TECHNIQUE

**Cost:** 4m; **Type:** Simple  
**Keywords:** None  
**Duration:** Until the hazard has passed  
**Prerequisite Charms:** Salty Dog Method

Through skill and resolve, the Solar conquers the darkest dominions of the sea. This Charm starts an ongoing dramatic action in which the Solar navigates a ship through a hazard such as a coral reef, the living sargassum around Bluehaven, the hidden rocks in a storm-tossed bay, and so on. The Exalt gains two bonus dice to navigate dangerous features she's unfamiliar with, or two automatic successes to clear a hazard she's navigated flawlessly in the past. Flawlessly means without taking hull damage and without using Charms or other magic to negate hull damage. Bonuses from this Charm are applied to each roll to evade the hazard. These bonuses do not count as dice added by a Charm.

386  
EX3

Sail 3, Essence 1

## SALTY DOG METHOD

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

The Solar is the consummate mariner, seasoned by hard-ships, tried by adversity and proven true. This Charm gives the Exalt the following advantages: •Reroll any 6s in the result of a Sail roll until 6s no longer appear. •Fear effects caused by monsters, behemoths, demons, Yozi, and other existentially terrifying beings have less of an effect. Add half the Exalt's Sail (rounded up) to her Resolve against such influence. •If she fails a balance check on land or sea, she still falls down, but then she immediately falls up, landing on her feet. In addition, she can never fall from a ship. •By land or by sea, the Exalt knows the exact distance and route to anywhere she's been before.

386  
EX3

Sail 3, Essence 1

## SEA AMBUSH TECHNIQUE

**Cost:** 2m; **Type:** Supplemental  
**Keywords:** Pilot  
**Duration:** Instant  
**Prerequisite Charms:** Legendary Captain's Signature

Sight of the Lawgiver's ship strikes dread into the heart of her enemies. Its sudden disappearance is a presage to disaster. This Charm supplements a concealment action in which the Exalt's ship quickly vanishes behind a piece of scenery, adding the ship's speed as bonus dice to the roll.

388  
EX3

Sail 5, Essence 1

## SEA DEVIL TRAINING TECHNIQUE

**Cost:** 10m, 1wp; **Type:** Simple  
**Keywords:** None  
**Duration:** Indefinite  
**Prerequisite Charms:** Invincible Admiral Method

This Charm is an enhanced training regimen. With this Charm, she can invest her crew with one of the following skills after a training period of one month:

- Sail 4.
- Soldier-level combat prowess described on pgs. 496-497
- Two Integrity specialties: one to resist supernatural horror, the other to resist hypnotic magic.
- Larceny, Resistance, or Survival up to the Solar's rating -1.
- Willpower 6.

See the full text of this Charm on page 392.

392  
EX3

Sail 5, Essence 3

## SEA SERPENT FLASH

**Cost:** 5m; **Type:** Supplemental  
**Keywords:** Pilot  
**Duration:** Instant  
**Prerequisite Charms:** Superior Positioning Technique

The Lawgiver sees the course an enemy vessel will take outlined in a flow of Essence and moves her ship into a near perfect attack position. This Charm supplements a positioning maneuver, doubling momentum gained from extra successes on the roll.

391  
EX3

Sail 5, Essence 2

## SHIP-BREAKER METHOD

**Cost:** 3m; **Type:** Supplemental  
**Keywords:** Pilot  
**Duration:** Instant  
**Prerequisite Charms:** Legendary Captain's Signature

Infusing the prow and ram of her ship with hardening Essence, the Solar empowers her ship to cut through the enemy's hull like a spear. This Charm supplements a ram maneuver, causing the attack to do one extra level of damage. In addition, this Charm automatically defeats a broadside maneuver, damaging the enemy ship and canceling the broadside attack completely. To avoid transparency, the player should not declare this Charm aloud, but should write it on a piece of paper and keep it face down until the dice have been rolled.

389  
EX3

Sail 5, Essence 1

## SHIP-CLAIMING STANCE

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

The Essence of a ship knows its master. This Charm claims a ship. If it was not owned by one of the Exalted, the ship disregards its former master. Those who do not bear the Exalt's remit suffer a -1 penalty to all actions taken on the Solar's ship until she has formally welcomed them aboard. The Exalt may renounce her welcome at any time, restoring this penalty at her pleasure. In addition, if the Lawgiver's positive intimacy toward the ship achieves Major or Defining status, the Exalt may draw up to five motes from her bond with the ship, once per day, but she must be shipboard to do so. Drawing motes from more than one ship or familiar in a day causes all motes past five to dissipate at the end of the round.

387  
EX3

Sail 3, Essence 1

## SHIP-IMPERILED VIGOR

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

The Lawgiver has weathered storms and faced many crises on the open sea. With this Charm, the Exalt is quickened by peril and reacts to disaster with unhesitating action. When the vessel she is aboard has taken hull damage, the Exalt gains a number of bonus dice equal to the hull penalty. For example, if the hull penalty is -1, the Solar gains +1 to certain actions. These bonus dice can be applied to any action in defense of the ship or its crew, from combat to social influence to rolls to repair damage to the ship and stop its sinking. These bonus dice cannot be applied to Naval Maneuvers or pursuit rolls, although they do apply to Sail rolls to avoid hazards and navigate to a destination.

389  
EX3

Sail 4, Essence 2

## SHIP-LEAVENING MEDITATION

**Cost:** 5m; **Type:** Simple  
**Keywords:** None  
**Duration:** One scene  
**Prerequisite Charms:** Hull-Preserving Technique

Concentrating on damage to the hull, mast, or rigging, the Exalt sends her Essence lancing into the ship's wounds, suffusing them to strengthen timbers, tighten bolts and gaps, and hold frayed gear and sails together. This Charm negates the ship's hull penalty, and must be dropped and renewed each time that penalty increases.

390  
EX3

Sail 5, Essence 2





### SHIP-RAZING RENEWAL

**Cost:** —; **Type:** Permanent  
**Keywords:** Pilot  
**Duration:** Permanent  
**Prerequisite Charms:** Ship-Rolling Juggernaut Method

The Solar is invigorated by the annihilation of her seafaring foes. Upon successfully incapacitating an enemy ship with a naval maneuver, roll a free full Sail Excellency. Successes on this roll restore an equal number of motes to the Solar's Essence pool, to a limit of motes she has spent on Sail Charms in the scene. In addition, the Solar may trade four of these motes for a single point of willpower, but may gain no more than a single point of willpower for the defeat of a single enemy ship.



Sail 5, Essence 3

### SHIP-ROLLING JUGGERNAUT METHOD

**Cost:** 3m; **Type:** Reflexive  
**Keywords:** Pilot  
**Duration:** Instant  
**Prerequisite Charms:** Implacable Sea Wolf Spirit

Normally when a ship changes targets during naval combat, it loses all of its momentum. The Solar's ship only builds a greater head of steam. Upon launching a naval maneuver which incapacitates an enemy vessel, the Solar may use this Charm to keep all of her ship's momentum, and adds an additional momentum bonus equal to the enemy captain's Essence.



Sail 5, Essence 3

### SHIP-SLEEKING TECHNIQUE

**Cost:** 4m; **Type:** Simple  
**Keywords:** None  
**Duration:** Indefinite  
**Prerequisite Charms:** Ship-Claiming Stance

The Solar channels her Essence through the ship's hull, smoothing the timbers with a thin layer of frictionless anima and causing it to glide more easily through or over the water. This Charm increases the ship's speed by one for its duration.



Sail 3, Essence 1

### SHIP-SUSTAINING SPIRIT

**Cost:** 4m; **Type:** Reflexive  
**Keywords:** Stackable  
**Duration:** Indefinite  
**Prerequisite Charms:** Ship-Leavening Meditation

With binding Essence, the Lawgiver makes her ship as tireless and unstoppable as she is. This Charm is triggered in response to an attack or impact that would destroy her vessel. Ship-Sustaining Spirit holds the ship together as long as the Solar remains on board and keeps the Essence committed. If the ship takes even one level of damage, it will fall apart, although the Exalt may continue to send her Essence spearing through the ship's frame to hold it together, maintaining multiple commitments to the Charm.



Sail 5, Essence 3

### SHIPWRECK-SURVIVING STAMINA

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

Hardened by cruel elements and biting privation, the Solar has given her blood to the sea and been blessed by its life-giving forces. The Solar's Stamina is considered two higher than its true rating when resisting suffocation, dehydration, and starvation. The rules for surviving without oxygen, water, and food can be found on page 232.



Sail 3, Essence 1

### STORM-WEATHERING ESSENCE INFUSION

**Cost:** 6m, 1wp; **Type:** Simple  
**Keywords:** Pilot  
**Duration:** One hour  
**Prerequisite Charms:** Current-Cutting Technique

Much like hazards described on page 387, storms represent a major source of damage to ships. Storms can snap masts and oars, capsize ships or smash them beneath vast swells. While this Charm is active, the Solar can protect a ship no larger than a trireme, adding (Essence) automatic successes to each Sail roll to evade storm damage.



Sail 5, Essence 3

### SUPERIOR POSITIONING TECHNIQUE

**Cost:** 2m; **Type:** Supplemental  
**Keywords:** Pilot  
**Duration:** Instant  
**Prerequisite Charms:** Legendary Captain's Signature

The Solar guides her ship along a flow of Essence in opposition to an enemy vessel. This Charm supplements a positioning maneuver (p. 245), treating the opponent's 1s as 10s on the Solar's roll. In addition, this Charm automatically evades a ram maneuver, even if the opponent's roll succeeds. To avoid transparency, the player should not declare this Charm aloud, but should write it on a piece of paper for the Storyteller to keep face down until the dice have been rolled.



Sail 5, Essence 1

### TIDE-CARRIED OMENS

**Cost:** 7m; **Type:** Simple  
**Keywords:** None  
**Duration:** Indefinite  
**Prerequisite Charms:** Weather-Anticipating Intuition

The Solar sails upon the merciless tides, far from the comforts of hearth and temple, and so her eyes are keen to omens that will guide her to safety. The Solar can foresee danger in the wheeling of gulls, the pattern of the clouds, the rush of currents, the contents of the fishing net and the gavotte of stars. She becomes aware of danger to ship, self, or crew (Essence) minutes before it arrives, gripped by an increasing sense of foreboding, though she does not know what the danger is. While shipboard, the character gains (Essence) bonus dice to Awareness rolls to detect danger, such as ambushes, rogue waves or poisoned meals. This Charm does not allow the Exalt to detect threats it would be impossible for mortal senses to notice, but it will aid Awareness Charms that can detect such dangers.



Sail 5, Essence 3

### TIDE-CUTTING ESSENCE INFUSION

**Cost:** 5m, 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One day  
**Prerequisite Charms:** Ship-Sleeking Technique

The Solar's anima enshrouds the ship, concentrating around the bow and waterline and causing it to cut through the water more effectively. The ship's speed is increased by one for the Charm's duration. This Charm is incompatible with Wave-Riding Discipline.



Sail 4, Essence 2



### WAVE-RIDING DISCIPLINE

**Cost:** 5m, 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One day  
**Prerequisite Charms:** Ship-Sleeking Technique

The Solar's Essence suffuses the hull, mast and sails, lightening the ship until it rises out of the water and planes over the top of the waves. While this Charm is active, the ship's sails are more effective, doubling the ship's sail-derived speed bonus. The ship also gains an additional point of speed for favorable currents. However, the ship's speed bonus for having oarsmen (if it has any) falls to one (if it is higher), and the ship may not benefit from being pulled by a sea monster or other beast which would drag the hull back down into the waves. This Charm is incompatible with Tide-Cutting Essence Infusion.

Sail 4, Essence 2



### WEATHER-ANTICIPATING INTUITION

**Cost:** 5m; **Type:** Simple  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Safe Bearing Technique

The Solar's Essence is tied to the waves. Through this bond, the water speaks. By touching a body of water, the Solar can see through its eyes, and may predict the weather along her course of travel for the next (Essence \* 10) hours. The only thing that will cause this forecast to err is the influence of powerful weather changing magic. The Exalt may foresee even freak squalls and unexpected fogs.

Sail 4, Essence 2



### WIND-DEFYING COURSE TECHNIQUE

**Cost:** 3m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One hour  
**Prerequisite Charms:** Immortal Mariner's Advantage or Salty Dog Method

The Solar charges her ship and sails with wind-slicing Essence. Fueled by her defiance, the ship may sail almost directly into the wind. This Charm cuts wind-based penalties to the ship's speed and maneuverability, reducing such penalties by three.

Sail 5, Essence 2





## ASP BITES ITS TAIL

**Cost:** 4m; **Type:** Reflexive  
**Keywords:** Counterattack, Mute  
**Duration:** Instant  
**Prerequisite Charms:** Aspersions Cast Aside, Effective Counterargument

When the Solar's name is impugned, she may turn those claims back on her accuser. When the Solar witnesses another character attempting a social action intended to harm the Solar's reputation or convince others to take action against her, she may invoke this Charm, rolling ([Charisma or Manipulation] + Socialize). If this roll gains more successes than the aggressor's, then the aggressor's claim is turned back against himself. If he were using an instill action to convince someone that the Solar is untrustworthy, the target would be instilled with an Intimacy of distrust for him instead. If he were trying to persuade the prince to have the Exalt taken into custody, he himself would be arrested. This consequence always follows in a way that make sense in the context of the scene, i.e. the target's accusations come off as suspicious, or he accidentally incriminates himself while trying to incriminate the Solar.

398  
EX3

Socialize 5, Essence 3

## ASPERSIONS CAST ASIDE

**Cost:** 5m; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** Unimpeachable Discourse Technique

The Lawgiver is ever blameless. With this Charm she can cast aside all 1s and 2s after making a Socialize roll, forcing them onto a target within five feet. This target must then make a (Wits + Socialize) roll with a difficulty of the Solar's Essence to keep his composure, with foisted 2s replacing the lowest successes (typically 7s) and 1s replacing the next digit up (usually 8s). The Solar gains these successes to her initial roll, while her target appears to be the one who said something ridiculous, upset his wine cup into the gravy bowl, or so on. The Solar may use his Charm in response to another Solar using Aspersions Cast Aside, but may not direct the impending botch back at the initiate.

398  
EX3

Socialize 5, Essence 3

## AT YOUR SERVICE

**Cost:** 10m 1wp; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** Draw the Curtain, Knowing the Soul's Price

The Solar may reflexively transform into an all new persona. If he needed a pirate captain, she might imbue herself with Sail, Larceny and relevant Intimacies toward anarchy and a love of plunder. The Solar creates this new persona by taking from the traits and Charms of personas created by Heart-Eclipsing Shroud. The persona she devises must have an equal number of traits and Charms as her strongest persona—one which has been enhanced by Draw the Curtain—but may borrow aspects from her true character sheet. If the Solar uses any Larceny Charms to change her appearance at the moment she activates this Charm, her subject is completely incapable of perceiving this change. He may wonder vaguely why that person vanished so suddenly, but will be more concerned with the new figure standing before him. See the full text of this Charm on page 402.

402  
EX3

Socialize 5, Essence 5

## CULTURE HERO APPROACH

**Cost:** 3m; **Type:** Simple  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Mastery of Small Manners

This Charm allows the Solar to make a special read intentions action while observing an unfamiliar ritual to discern its purpose. This action has a difficulty of the obscurity of the ritual, and can be lowered by a relevant Lore rating. For example, an expert on the Skullstone Archipelago could interpret the ritual of bone and ivory more easily than someone who has never visited Onyx. This Charm can also pick up ritual subtexts: an expert in cults might recognize a demon-worshipping dance disguised as a harvest ritual. Basic success on this roll tells the Solar the meaning of the ritual. For every two additional successes, she understands an additional one sentence fact about the ritual. If she is expected to perform the ritual, each fact she uncovers in this manner amounts to a single automatic success on a Performance roll to participate.

394  
EX3

Socialize 4, Essence 2

## CUNNING INSIGHT TECHNIQUE

**Cost:** 3m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Unimpeachable Discourse Technique

Any time a Lawgiver witnesses another character dispute or reject a claim—typically a successful application of Resolve against a social influence action—she may activate this Charm, allowing the player to speculate on one of the character's attached Intimacies. For example, a Solar who witnesses a magistrate refusing to take a bribe might guess that he values justice. The Storyteller then must truthfully affirm or deny the accuracy of the player's speculation. This Charm does not guarantee success, but allows the Solar to piece together a clearer picture of a target by association or at least elimination. Intimacies guessed correctly become known to the Solar without a doubt.

397  
EX3

Socialize 5, Essence 3

## DAUNTLESS ASSAYER METHOD

**Cost:** 5m; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** Motive-Discerning Technique

Upon failing a read intentions action, the Solar may use this Charm to reset her attempt, allowing her to try again. If the player describes a stunt in which the Solar re-engages her target—perhaps by spilling a drink on him, or posing lost beside a road as his carriage rolls up—then the cost of this Charm is reduced by a number of motes equal to the stunt level.

395  
EX3

Socialize 5, Essence 2

## DEEP-EYED SOUL GAZING

**Cost:** 3m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Intent-Tracing Stare

After successfully defending herself through an application of Guile, the Solar's next read intentions action against the initiate gains (Essence) dice and one automatic success. This advantage vanishes at the end of the scene.

396  
EX3

Socialize 5, Essence 2

## DISCRETIONARY GESTURE

**Cost:** 3m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Intent-Tracing Stare

Through a sharp movement, a pointed glance, a whisper or a command to silence, the Lawgiver can raise the Guile of another. When the Solar perceives an ally being targeted by a Guile-piercing effect, she may use this Charm to reflexively raise his Guile. This Charm is facilitated by the urgency of the Lawgiver's stunt: if she glares or makes a cutting gesture, her ally's Guile is raised by a single point. If she distracts him from speaking through means both dubious and clever, his Guile is raised by two. If she slaps him full on in the face, his Guile is raised by three.

396  
EX3

Socialize 5, Essence 2

## DOUBT-SOWING CONTENTION METHOD

**Cost:** 6m, 1wp; **Type:** Simple  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Cunning Insight Technique

When she suspects a character intends to make a social influence roll she disagrees with, the Solar may use this Charm to prevent her target from making a social influence roll. Roll a (Manipulation + Socialize) persuade action, adding (Essence) automatic successes. If successful, the target's intended social action is treated as if it has failed and must be reset (p. 223). This Charm is capable of defining influence without employing an Intimacy, but does not lower a target's Resolve on its own. This influence costs 3wp to resist in a Decision Point and requires a Defining Intimacy to reject. Once effected, if he successfully resets his social action or he pays to resist, this Charm no longer prevents that social influence. The Solar may prevent other social actions through continued use. All uses of this Charm are reset when a new story begins. See the full text of this Charm on page 397.

397  
EX3

Socialize 5, Essence 3



## DRAW THE CURTAIN

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

The Solar's inner self rises closer to the surface. This Charm can be purchased to upgrade one of the personas enhanced by Legend Mask Methodology, granting it an additional 25% of the Solar's experience points and increasing its experience gain to two for every three the Solar earns. However, purchasing this Charm grants the persona a new Limit Trigger in addition to the Solar's own. Draw the Curtain can be repurchased once for each persona the Solar wishes to enhance.

402  
EX3

Socialize 5, Essence 4

## EASILY-DISCARDED PRESENCE METHOD

**Cost:** 3m, 1wp; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** Shadow Over Day

When the Exalt defends herself against a read intentions action, she may activate this Charm to make the initiate believe he saw through her Guile. Instead of seeing the Exalt's true motives, he sees cluelessness, failure, or pursuit of vice, and disregards her for the rest of the scene.

396  
EX3

Socialize 5, Essence 2

## WISE COUNSEL (FLASHING SOUL REFORM)

**Cost:** 1wp; **Type:** Simple  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Effective Counterargument

The words of the Lawgiver turn the wheels of the world. When the Solar advises another character on social etiquette or group or cultural policy, roll ([Charisma or Manipulation] + Socialize) dice and add her successes as bonus dice that the target may use to enhance a Socialize roll, or to increase his Guile or Resolve for a single tick at a rate of two successes per point. The target of this assistance may spread this bonus out over the course of several scenes and multiple actions, or he may choose to use all of the dice at once. If the target applies any part of this bonus to an action, any positive Intimacy he has for the Lawgiver is increased in intensity and if one does not exist he gains one automatically.

398  
EX3

Socialize 5, Essence 3

## ELUSIVE DREAM DEFENSE

**Cost:** 1m, 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One scene  
**Prerequisite Charms:** Even-Touched Prophet

Like day that turns to night, the Solar sinks into herself and becomes a perfect cipher. Once per story, the Solar may use this Charm to add her Resolve to her Guile, or her Guile to her Resolve. While this Charm is active, exploiting her Intimacies does not lower her Resolve, nor may she call upon an Intimacy to raise her Resolve.

402  
EX3

Socialize 5, Essence 4

## ENDLESS OBSESSION FEINT

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Wise Counsel (Flashing Soul Reform)

This Charm is triggered by a Solar's success in a social scene, where through social influence she achieves a significant objective. Any objective success she attains at the expense of another social actor in the scene leaves that character in a state of obsession. The Lawgiver is an enigma, and though he can't remember the substance of her arguments, her casual wit haunts his dreams. For (Essence) days the character suffers a -2 dice penalty to all Bureaucracy, Craft, Investigation, Linguistics, Lore, Occult, Performance and Socialize rolls, with 1s on these rolls each counting as -1 success. When this obsession wears off, the target automatically develops a positive or negative Intimacy for the Solar, depending on how the days went. This effect may apply to multiple characters in the same scene. See the full text of this Charm on page 398.

398  
EX3

Socialize 5, Essence 3

## EVEN-TOUCHED PROPHET

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

The Lawgiver speaks from wisdom granted to her by the very fabric of the world. Once per scene she may use this Charm to apply the double 8s rule to a single Socialize-based action. This Charm may be reset by overturning social influence made against another character on the Defining level.

402  
EX3

Socialize 5, Essence 4

## FACE-CHARMING PRANA

**Cost:** 6m; **Type:** Simple  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Seen and Seeing Method

The Solar bares her soul to another, inviting him to read her intentions. This Charm is a special Socialize-based persuade action made as if it were exploiting a Defining Intimacy. Success causes the target to attempt a read intentions action on the Solar. Resisting this influence in a Decision Point costs the target two Willpower.

399  
EX3

Socialize 5, Essence 3

## FETE-WATCHER STANCE

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Wise-Eyed Courtier Method

The Lawgiver is the guardian of the peace. With this Charm she empowers herself to grant pre-emptive powers to her allies and subordinates. Any time the Exalt uses read intentions to notice hostile intentions which might result in violence, she gains three non-Charm dice to her Awareness for detecting a trap or assassination attempt, as well as three non-Charm dice to her next Join Battle roll. She may also confer this bonus to her allies through discreet warning at least one round before any hostile action occurs.

398  
EX3

Socialize 5, Essence 3

## FRIEND OF A FRIEND APPROACH

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Any four Essence 3+ Socialize Charms

The Solar is a world-walker of some renown, and her good standing precedes her. Upon encountering a perfect stranger who has a positive Major or Defining Tie to a character who has a positive Defining Tie to the Solar, the stranger gains an automatic Minor Tie of respect for the Lawgiver. This automatic Intimacy is contingent on the stranger's awareness of his friend's Defining Tie to the Solar, as well as his recognition that the Lawgiver is who she claims to be. This automatic Minor Tie is fragile and can be destroyed instantly upon meeting if the Solar is offensive or demanding.

402  
EX3

Socialize 5, Essence 3





## FUGUE-EMPOWERED OTHER

**Cost:** 1 Limit; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Draw the Curtain

With this Charm, the Exalt can draw deeply from her psyche to uplift the Essence of one of her inner selves. Activating this Charm allows the Lawgiver to borrow the Ability rating of one of her personas for a single tick, and she may activate any Charms from that Ability which her persona has learned. Limit Break suffered as a result of Fugue-Empowered Other gives the Solar access to the full Charms and Abilities of her persona for the rest of the scene, but when her Virtue Flaw concludes, she will be genuinely confused as to who she is, without immediately realizing it. The Storyteller should represent this by randomly shuffling the Intimacies of the Solar and her persona.

403  
EX3

Socialize 5, Essence 5

## GUARDED THOUGHTS MEDITATION

**Cost:** 4m; **Type:** Simple

**Keywords:** None

**Duration:** Indefinite

**Prerequisite Charms:** Shadow Over Day

The Exalt shrouds her mind, concealing her inner thoughts behind fivefold walls. This Charm indefinitely raises her Guile by three points.

396  
EX3

Socialize 5, Essence 2

## HEART-ECLIPSING SHROUD

**Cost:** —(10m, 1wp); **Type:** Permanent

**Keywords:** Mute

**Duration:** Permanent

**Prerequisite Charms:** Inverted Ego Mask

The Exalt creates a new persona with a set of false Intimacies. The Solar must activate them by taking a dramatic action lasting 4 or more hours. Upon entering her new persona, she switches Intimacies sets, and gains the following: While this Charm is active, the Solar can act against her true Intimacies without erosion or Limit gain. Her true Intimacies cannot be targeted. The Solar may use her persona's Intimacies to void social influence against her, but doing so causes the targeted Intimacies to carry over into the next Intimacy set. This Charm can be purchased (Essence) times. Reverting to her true Intimacies or changing to another persona requires that she use the Charm again. Special rules: The player can invest personas with as any number of Ties, but the number of Principles equal to the number of Principles held by the Solar. See the full text of this Charm on page 400.

400  
EX3

Socialize 5, Essence 3

## HUMBLE SERVANT APPROACH

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

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Motive-Discerning Technique

When taking a read intentions action to discover what a target wants from her, the Solar may reflexively activate this Charm, applying a -2 penalty to the target's Guile. In order to use this Charm, the Solar needs to have already succeeded at a read intentions action against the target in the scene, reading his intentions while he was interacting with someone other than the Solar.

394  
EX3

Socialize 4, Essence 1

## HUNDRED-FACED STRANGER

**Cost:** —; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Heart-Eclipsing Shroud

This Charm permanently upgrades personas. Assign Abilities and specialties to each persona with the following rules: 10 favored Abilities. Count the Solar's dots in Integrity or Presence, Bureaucracy or Linguistics, Ride or Sail, Socialize, and one Dawn Caste Ability. This is the Ability dot total to spend. Special restrictions apply. Halve the Solar's total experience (round down) and grant this as bonus experience to the persona. This experience cannot be used to change the persona's Attributes, increase her Willpower or purchase Charms or Merits. Personas that meet the requirements automatically know Charms the Solar already knows. With the exception of Craft, Lore, and Occult it may also learn Abilities the Exalt does not herself know. Assign specialties: three that line up with the persona's concept. Additional specialties cost 3 experience each. See the full text of this Charm on page 400.

401  
EX3

Socialize 5, Essence 3

## INDECENT PROPOSAL METHOD

**Cost:** 4m; **Type:** Supplemental

**Keywords:** Mute

**Duration:** Instant

**Prerequisite Charms:** Unimpeachable Discourse Technique

The silver-tongued charisma of the Solar Exalted allows them to say things others would normally suffer to speak. This Charm supplements an instill, persuade, or bargain action. It does not aid the Solar's persuasion in gaining acceptance, but it does guarantee that her offer will sound delightful, charming, or at least a necessary evil coming from her lips. This prevents any Intimacy toward her from being decreased as a result of her persuasion. This Charm affects everyone who witnesses the social action, even if they were not the targets. Characters must pay a point of temporary Willpower in order to take offense.

395  
EX3

Socialize 5, Essence 2

## INTENT-TRACING STARE

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

**Keywords:** Mute

**Duration:** Instant

**Prerequisite Charms:** Motive-Discerning Technique, Shadow Over Day

The Solar becomes preternaturally aware of the social scene, able to read invisible subtexts and sense the intensifying focus of another's scrutiny. Each time the Solar or a character within five feet is the target of a read intentions action, the Exalt feels a tingle at the base of her skull telling her to activate this Charm. Upon doing so, she can discern not only who the target of the action is, but who is watching them. The Solar must be aware of the initiate to notice him—this Charm does not grant the ability to spot hidden characters, though it does allow the Exalt to reflexively apply a (Perception + Awareness) check to try to notice hidden initiates.

394  
EX3

Socialize 5, Essence 1

## INVERTED EGO MASK

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

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Penumbra Self Meditation

The Solar may invoke this Charm when a character pierces her Guile, supplying a false purpose for her true motives. If the initiate inquires as to one of her Intimacies, and manages to uncover one, she may also use this Charm to misdirect his interpretation, changing the context of a Tie or the wording of a Principle to mislead him. This causes the initiate to make incorrect assumptions about the Solar's loyalties, interests or objectives, causing his social influence against her to be less effective or completely implausible. Though this Charm is paid instantly, the Solar's false Intimacy lingers until the end of the story. She is not compelled by this Intimacy and may freely act against it, nor is her Resolve lowered through its exploitation. However, should she experience Limit Break before the end of the story, the Intimacy becomes real until the story ends. See the full text of this Charm on page 397.

397  
EX3

Socialize 5, Essence 2

## KNOWING THE SOUL'S PRICE

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

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Seen and Seeing Method, Wise-Eyed Courtier Method

With a glance the Solar discerns those passions that sit hidden in the soul of her subject, desires for which he'd take great personal risks or engage in behavior he would normally resist. This Charm is a read intentions action with (Essence) automatic successes, rerolling 5s and 6s until 5s and 6s fail to appear. If successful, the Solar learns her target's price—that is, what will motivate him to undertake some specific task. The subject's price might be the recovery of a lost possession, sex with an unachievable object of desire, aid in a personal endeavor, simple flattery and so on. If the Exalt knows Cunning Insight Technique, she may activate it in an attempt to confirm up to (Essence) Intimacies suggested by the subject's price.

399  
EX3

Socialize 5, Essence 3



## LEGEND MASK METHODOLOGY

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Hundred-Faced Stranger

This Charm permanently upgrades all personas. The player can now purchase Charms for each persona. The persona may learn Solar Charms the Exalt does not know. While in the guise of a persona, each time the Solar vents a point of Limit through a defense of one of her persona's Principles or Ties, the corresponding Intimacy is copied to her true Intimacies, temporarily voiding the strongest opposing Intimacy or Intimacy which is antithetical to her persona's character concept. The voided Intimacy cannot be restored until the transferred Intimacy has been eroded away. Special activation rules: This Charm retroactively lowers the cost of Lawlessly Impenetrable Disguise to 3m when it is activated during the 4 hour dramatic action described in Heart-Eclipsing Shroud. If Perfect Mirror is used during that time, ignore that Charm's Willpower cost. See the full text of this Charm on page 400.

401  
EX3

Socialize 5, Essence 3

## MASTERY OF SMALL MANNERS

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

The Solar attunes herself to the patterns of social interaction, allowing Essence to guide her responses. While this Charm is active, the Exalt adapts to the expectations of a host culture, and is able to instinctively and reflexively follow its customs, behaving appropriately for the situation at hand. This Charm does not grant the Exalt perfect understanding of a society, but covers greetings, eating and gift customs, and flirtation mores. This Charm eliminates all penalties incurred by unfamiliarity with cultural expectations and group dynamics, and prevents a character from committing any major faux pas. In addition, those who hold positive Intimacies for the culture the Solar has attuned herself to gain a temporary positive Minor Tie of respect or admiration for the Solar, while those who hold negative Intimacies for foreigners or outsiders have that Intimacy temporarily lowered by one level of intensity.

393  
EX3

Socialize 3, Essence 1

## MOTIVE-DISCERNING TECHNIQUE

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

This Charm supplements a read intentions action (p. 218), applying the double 9s rule to the Solar's roll. In addition, the Exalt may substitute Wits for Perception when she is reading the intentions of a person with whom she is speaking. A Socialize 4+ repurchase enhances this Charm's performance. When the Solar discerns the intentions of her target, the player may speculate on the existence of one of the target's related Intimacies. If the player is correct, the Solar becomes aware of that Intimacy as per Cunning Insight Technique. A Socialize 5 repurchase enhances this Charm when it is used to speculate about a target's Intimacy; if the player's first speculation is incorrect, the player may inquire about the existence of a second Intimacy.

393  
EX3

Socialize 3, Essence 1

## NIGHT PASSES OVER

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

The Solar may reflexively ignore all penalties to her Guile from fatigue, surprise or other emotional states. This Charm does not remove penalties incurred through physical injury or from being observed by hidden characters.

394  
EX3

Socialize 4, Essence 1

## PENUMBRA SELF MEDITATION

**Cost:** 3m per Intimacy; **Type:** Simple  
**Keywords:** Stackable  
**Duration:** Indefinite  
**Prerequisite Charms:** Guarded Thoughts Meditation

Through concentration and practice, the Solar sheds a piece of her soul into the lightless blaze of her anima, dimming it. From that point onward, no read intentions action can uncover it. The Solar must meditate for an hour in order to bury a single Intimacy in this fashion. The Solar may eclipse as many Intimacies as she can afford to hide. Note that this Charm does not make it impossible to notice a Solar's overt tendencies—her Intimacies can still be revealed through her own actions.

397  
EX3

Socialize 5, Essence 2

## PREEMINENT GALA KNIFE

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

The Lawgiver is a master of social theatre, drawing strength from her success like prayer from the cup of the gods. Each time she succeeds at a read intentions action, defends her Guile, or succeeds at a Socialize action with a difficulty of 0 or higher, she gains two motes of Essence. The Solar may not gain more motes of Essence than she has used activating Socialize Charms in the scene.

395  
EX3

Socialize 5, Essence 2

## QUICKSILVER FALCON'S EYE

**Cost:** 1m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One turn  
**Prerequisite Charms:** Motive-Discerning Technique

With a supernaturally keen sense for social interaction, the Lawgiver can gauge a character's response to any social influence. She can even tell conspirators from rivals at a glance. With this Charm the Solar can intuit when a character applies Resolve or Guile against social influence actions and when he doesn't. When she makes an argument she believes her target will readily accept, but he applies his Resolve, she senses his hesitation. When he applies his Guile to occlude his intentions, she knows he's hiding something. When characters engaged in an argument seem to disagree yet she sees no application of Resolve, this is a clear sign of a sham performance.

394  
EX3

Socialize 3, Essence 1

## SEEN AND SEEING METHOD

**Cost:** 2m, 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Deep-Eyed Soul Gazing

When the Exalt successfully defends her motives or Intimacies through Guile, she may reflexively make a read intentions action against the initiate, and if successful, she gains 1wp. The Solar may only use this Charm to respond to actions she is aware of. The Solar may use this Charm against a character even if she has already failed to read his intentions in the scene. A repurchase of this Charm allows the Exalt to notice a read intentions action from a source she is unaware of, ignoring the -2 penalty and noticing the general direction from which the action is being made. She may even attempt to discern the motives of a character she cannot perceive but will only pick up the surface emotions of a character she can't actually see. An Essence 4+ repurchase allows the Solar to respond to a read intentions action, even if the target pierces her Guile. See the full text of this Charm on page 399.

399  
EX3

Socialize 5, Essence 3

## SELFSAME MASTER PROCURER

**Cost:** 4m, 1wp; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** Easily-Discarded Presence Method

Similar to its prerequisite, this Charm compels the initiate to a certain belief upon failing a read intentions action. Instead of seeing the Lawgiver's true motives, the target sees her as a route through which he can achieve his goal for the scene. This Charm allows the Solar to gain the confidence of her mark. By acting as a facilitator she may be privy to a number of secrets her target would otherwise not disclose.

399  
EX3

Socialize 5, Essence 3



## SHADOW OVER DAY

**Cost:** 1m or 2m; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** None

The Solar flenses herself of emotion and expression, shedding her façade to become inscrutable. The Solar may reflexively raise her Guile by one point. At Essence 2+, the Solar may pay two motes for two points of Guile.

394  
EX3

Socialize 3, Essence 1

## SOUL REPRISAL

**Cost:** 16m, 1wp, 20xp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Fugue-Empowered Other

Upon being struck down, she sheds her entire current set of Intimacies, Abilities and Charms, inheriting the traits, Charms and Intimacies of one of her personas. This Charm is activated the moment her last health box is checked off: her anima blazes to iconic one last time, and then is vented back to dim. When it goes, roll (Stamina) dice with one automatic success, restoring an equal number of health levels. From that moment onward the Solar is a new person, and remembers her last incarnation as if it were a persona created by Heart-Eclipsing Shroud. This Charm can only be invoked once per story. Using it changes the Solar's iconic anima manifestation permanently. This Charm's anima display cannot be muted by any means. See the full text of this Charm on page 403.

403  
EX3

Socialize 5, Essence 5

## SOUL-VOID KATA

**Cost:** 4m, 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Face-Charming Prana, Inverted Ego Mask

Upon defending her Intimacies or her motives with an application of Guile, the Solar may activate this Charm. Doing so convinces the target he has seen into the Solar's motives for a moment, but when his gaze returns he finds himself staring into an empty, indescribable gulf of mist and lights. This leaves the target character completely hypnotized and inert. During this time he cannot be socially influenced, and will remain in this hypnotic state for the rest of the scene, unless harshly shaken or worse.

399  
EX3

Socialize 5, Essence 3

## UMBRAL EYES FOCUS

**Cost:** 2m; **Type:** Supplemental  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** Quicksilver Falcon's Eye

At a glance, the Exalt can tell when an Intimacy she has created or modified with an instill action has changed in intensity. This Charm supplements a read intentions action to discern the intensity of all such Intimacies, supplying one automatic success and two bonus dice.

394  
EX3

Socialize 5, Essence 1

## UNBOUND SOCIAL MASTERY

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

When driven to action, the Solar brings the experience of timeless ages. Her wisdom is the torch that lights the world. Once per scene the Solar may invoke a free full Socialize Excellency. This power may be reset by achieving a legendary social goal such that she vents a point of Limit.

400  
EX3

Socialize 5, Essence 3

## UNDERSTANDING THE COURT

**Cost:** 20m, 1wp; **Type:** Simple  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Culture Hero Approach, Knowing the Soul's Price

The Solar must spend (10 - Essence) days in the court observing its members before activating the Charm. The Exalt gains a mind-map of the relations between the court's subjects. She discerns the strongest Tie each holds for the next, and the chief Principle relevant to each's purpose for attending court. In addition, she perfectly recalls any customary roles or procedures performed by members of the court. Overall, she is able to predict the movement, placement, mores and usual attitudes of her subjects perfectly, and has a strong understanding of their values and goals. This Charm also reveals the influences, Principles, and Ties of absent major players. See the full text of this Charm on page 400.

400  
EX3

Socialize 5, Essence 3

## UNIMPEACHABLE DISCOURSE TECHNIQUE

**Cost:** 3m; **Type:** Supplemental  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Mastery of Small Manners

The Solar is the guardian of her thoughts. If she's in a situation where Mastery of Small Manners would apply, she may use this Charm to supplement a persuade or instill action that speaks to group policy, changing cultural attitudes or steering future courses. This Charm ensures that her arguments are logical and extremely well thought out: reroll all 1s until 1s fail to appear, and deny the benefits of the Solar's 1s to the magic of her enemies.

395  
EX3

Socialize 5, Essence 2

## VENOMOUS RUMORS TECHNIQUE

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

The Solar speaks against a group member for whom she holds at least a Minor negative Intimacy. The player rolls a single ([Charisma or Manipulation] + Socialize) instill action against the Resolve of all present group members, ignoring the penalty for group persuasion. To characters whose Resolve is beaten by this roll, the Lawgiver's claim appears to be true. The target's social actions are penalized by 2x (Solar's Essence). Affected characters may pay 1wp to resist this influence, but that still does not end it. The target must either present evidence with a successful persuade action to each member, or leave the group for (Solar's Essence) days—when he returns he'll no longer suffer the Charm's penalty, but will still suffer the effects of the group turned against him. This Charm can only be used on a character once per story. See the full text of this Charm on page 402.

402  
EX3

Socialize 5, Essence 4

## WISE-EYED COURTIER METHOD

**Cost:** 6m; **Type:** Simple  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Humble Servant Approach

The Solar makes a read intentions action with (Essence) automatic successes, applying a single roll against the Guile of all targets in the scene of whom she is aware. Success reveals surface attitudes, ("She is nervous and impatient about something"), emotions ("He is angry at her"), and Ties ("Those two are besotted with one another"), revealing this information at a glance. The Solar can also discern what her targets want from one another. This Charm does not read minds—rather, it models the skill of a Lawgiver who can read the thousandfold nuances of social interaction with breathtaking ease. Failing to read a target's intentions with this Charm does not count as failing a read intentions action for the purposes of a reset. The Solar may only use this Charm once per scene, but she may reuse it if the scene changes significantly in some way. See the full text of this Charm on page 395.

395  
EX3

Socialize 5, Essence 2



EXHAUSTED  
THIRD EDITION



## EFFECTIVE COUNTERARGUMENT

**Cost:** 6m, 1wp; **Type:** Reflexive

**Keywords:** Counterattack

**Duration:** Instant

**Prerequisite Charms:** Unimpeachable  
Discourse Technique

Once per scene, the Solar may intercede in a persuade action she is witnessing in order to change the target's mind. After the initiate has rolled his persuasion but before Resolve is applied, the Solar may make a (Wits + Socialize) roll to persuade the subject to reject the initiate's influence. For every two successes she gains on this roll, the target's Resolve is boosted by one.



*Socialize 5, Essence 3*





## BLINDING BATTLE FEINT

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

The Solar leaps in and out of battle with nigh untraceable speed. The Exalt may use her (Dexterity + Stealth) to Join Battle. Her Join Battle result also acts as an attempt to enter Stealth. If she beats her opponent's Awareness-based Join Battle roll, she is automatically concealed, so long as there is a viable place to hide. If her foe uses a Join Battle roll modified to use any other Ability than Awareness, then he must make an Awareness roll to spot her, suffering a penalty equal to the difference in their Initiative, even if he rolled higher. If he fails the Awareness check, the Solar still vanishes from view.

404  
EX3

Stealth 3, Essence 1

## BLURRED FORM STYLE

**Cost:** 7m, 1wp; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Indefinite  
**Prerequisite Charms:** Invisible Statue Spirit

The Solar sinks into the colorless field of her Essence, joining with the form of nothingness. This Charm allows the Exalt to make a Stealth attempt even if there is no cover available—so long as the Solar is standing still or moving slowly, she blends perfectly into her surroundings. While this Charm is in effect, her Stealth attempts garner (Essence) automatic successes.

Extreme movement renders her temporarily visible. Any time she attacks or changes range bands, she can be seen and targeted by opponents until her next turn in which she doesn't. If she is struck by a **withering** or **decisive** attack, the Charm ends.

405  
EX3

Stealth 4, Essence 2

## DARK SENTINEL'S WAY

**Cost:** 1m; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** Guardian Fog Approach

While using a defend other action on a subject, a hidden Solar may use this Charm to conceal her defense of that subject. Upon parrying an incoming attack, the Solar flickers briefly into view, then vanishes, returning her to concealment as if she had never left it. The Solar must be within close range of her subject or otherwise using Charms which allow her to apply defend other benefits from beyond close range.

406  
EX3

Stealth 4, Essence 2

## EASILY-OVERLOOKED PRESENCE METHOD

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

A Solar with this Charm is able to drift unnoticed through crowds or alone. This Charm models her talent for blending in and remaining unobtrusive. When active, characters cannot notice her unless she takes overt action. Join Battle always counts as an overt action. This skill does not work against alert guards or those who intend to stop everyone (as with a checkpoint), but can be overcome by magic only if the user has a Minor or greater Intimacy to the Solar or a Major or Defining Intimacy to a cause the Exalt's presence directly threatens. Certain Charms may aid in detecting the Exalt. Roll the Lawgiver's ([Wits or Dexterity] + Stealth) against her opponent's relevant (Attribute + Ability) or Resolve, if the attacking Charm is based on the opponent's Integrity. See the full text of this Charm on page 403.

407  
EX3

Stealth 3, Essence 1

## FALSE IMAGE FEINT

**Cost:** 7m, 1wp; **Type:** Reflexive  
**Keywords:** Perilous, Mute  
**Duration:** Instant  
**Prerequisite Charms:** Hidden Snake Recoil, Vanishing From Mind's Eye Method

When hit with a decisive attack, the Solar may use this Charm if the attacker rolls a combined total of six 1s and 2s across her attack and damage rolls. Roll the Solar's (Dexterity + Stealth) against her attacker's (Perception + Awareness). If she succeeds, she slips into concealment, evading the attack as if she had dodged it. If she succeeds with at least one 10 in her result, her opponent strikes an afterimage, returning her opponent to base Initiative. The Solar may leave an object concealed within her anima to receive the strike, reducing the Charm cost by 1m – 2m if the player makes a clever substitution. At Essence 5+, forcing an attacker down to base Initiative with this Charm nets the Solar 1wp. See the full text of this Charm on page 408.

408  
EX3

Stealth 5, Essence 4

## FIVEFOLD SHADOW BURIAL

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Sound and Scent Banishing Attitude

The Solar is a master of stealth deception, capable of defeating each of the five senses. This Charm represents the Solar's mastery of stealth by subtracting 2 successes for every 1 rolled in any Perception- or Awareness-based attempt to spot her. This penalty does not stack with the penalized is affected by Ten Whispers Silence Meditation.

408  
EX3

Stealth 5, Essence 4

## FLASH-EYED KILLER'S INSIGHT

**Cost:** 2m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Shadow Victor's Repose

Triumphant, the Lawgiver's eyes flash upon hidden places, showing her the way to victory. Upon incapacitating an opponent, the Lawgiver may trigger this Charm. If she has already used Shadow Victor's Repose in the scene, she may reuse it.

405  
EX3

Stealth 5, Essence 2

## FLASHING NOCTURNE PRANA

**Cost:** 10m, 1wp; **Type:** Reflexive  
**Keywords:** Perilous, Mute  
**Duration:** Indefinite  
**Prerequisite Charms:** Shadow-Crossing Leap Technique

The deadliest Solars use this legendary stealth technique to evade discovery. When in a place of concealment, the Exalt may use this Charm to anchor the thread of her Essence to the spot. Should she relinquish her commitment to the Charm, so long as she is within three range bands of her hiding place, she is carried there instantly on wings of anima. She does not travel the space between. This counts as an automatically successful Stealth attempt. After the Solar flashes back to her anchor point, others may not attempt to detect her for two rounds.

409  
EX3

Stealth 5, Essence 4

## GUARDIAN FOG APPROACH

**Cost:** 3m; **Type:** Simple  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** Blinding Battle Feint

Through quick action, the Solar may obscure someone with her own efforts to remain hidden. The Solar must be touching the one she wishes to hide, and must herself attempt a Stealth action at the same time. The Solar works to obscure her charge, covering him with her body, shrouding him with her cloak, or guiding him into a cleverly concealed niche. Add half the Solar's successes (rounded up) and any stunt bonuses on this action as dice to her charge's own Stealth roll.

405  
EX3

Stealth 3, Essence 1



## HIDDEN SNAKE RECOIL

**Cost:** 1wp or 2i; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Stalking Wolf Attitude

Like a flashing viper, the Exalt strikes and is gone. Upon incapacitating a target, the Solar may reflexively attempt concealment by rolling (Dexterity + Stealth), adding (Essence) automatic successes. This Charm contributes four motes total to the cost of any Stealth Charms the Solar uses to aid in this attempt.

Stealth 5, Essence 2



## INVISIBLE STATUE SPIRIT

**Cost:** 5m; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Indefinite  
**Prerequisite Charms:** Perfect Shadow Stillness

Assuming perfect stillness, the Solar fades from sight. A Solar with this Charm can affect true invisibility. However, the Exalt cannot move, nor can she take violent action without breaking this deception. Characters using Invisible Statue Spirit are not immaterial and can still be detected by touch, scent, taste, or hearing.

Stealth 3, Essence 1



## MENTAL INVISIBILITY TECHNIQUE

**Cost:** 5m, 1wp; **Type:** Simple  
**Keywords:** Mute  
**Duration:** One scene  
**Prerequisite Charms:** Easily-Overlooked Presence Method

The surreptitious Exalt may even hide in the spaces between thoughts. Roll the Exalt's (Dexterity + Stealth) against her subject's Resolve. On a success, she vanishes from her subject's notice, and cannot be perceived. This effect applies to every witness whose Resolve is surpassed by the Solar's skill. Not even overt action can reveal the Exalt to those affected by Mental Invisibility Technique. The Lawgiver may step out of her coat in a snowstorm or leap to the rooftops from the street without being noticed. However, rolling Join Battle or taking violent action ends this Charm's effects. Additionally, subjects may spend one Willpower to break free of the Solar's deception if the Exalt's presence is pointed out to him, the Solar intentionally reveals herself to him, or the Exalt attempts to harm or steal something he values at the level of a Major or Defining Intimacy.

Stealth 4, Essence 2



## MIND SHROUD MEDITATION

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Flash-Eyed Killer's Insight

Meditating on future combat, the Exalt speaks a design into her soul that erases her from combat's flow. This Charm permanently upgrades Shadow Victor's Repose. When the Exalt uses it to reroll Join Battle, she also momentarily vanishes (Essence) rounds from the short term memories of all opponents, allowing her next unexpected attack to act as an ambush provided it occurs within that period.

Stealth 5, Essence 3



## PERFECT SHADOW STILLNESS

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

The Lawgiver's stealth technique is honed until it's flawless. Perfect Shadow Stillness allows a reroll of any Stealth-based action, preserving the 10s from those results and rerolling the remaining dice. At Stealth 5, succeeding at a stealth attempt with this Charm awards the Solar one point of temporary Willpower.

Stealth 2, Essence 1



## SHADOW REPLACEMENT TECHNIQUE

**Cost:** 8m; **Type:** Reflexive  
**Keywords:** Perilous, Mute  
**Duration:** Indefinite  
**Prerequisite Charms:** Dark Sentinel's Way

This technique requires control of a grapple, then a successful execution of a (Dexterity + Stealth) roll versus her target's Resolve, with bonus automatic successes equal to the Exalt's Essence and a number of bonus dice equal to half the remaining rounds of clinch control, rounded down. If successful, the Solar appears to step into her target's shadow and takes possession of her target's senses and motor functions, and can make her victim act against a negative Intimacy or act against a positive Minor Intimacy without contest. If the Solar attempts to make her host act against a Major or Defining Intimacy, use the social influence system as normal, though resisting such influence ends the Charm. See the full text of this Charm on page 408.

Stealth 5, Essence 3



## SHADOW VICTOR'S REPOSE

**Cost:** 3m, 1wp; **Type:** Simple  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** Blinding Battle Feint

Standing unseen in the midst of her enemies, the Exalt revels in her control of battle's flow. Once per scene, while concealed during combat, the Exalt may roll Join Battle and add her result to her current Initiative, so long as she has landed at least one **decisive** attack. Any Charms the Exalt uses to enhance her roll are automatically muted.

Stealth 4, Essence 2



## SHADOW-CROSSING LEAP TECHNIQUE

**Cost:** 5m, 1wp; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** Smoke and Shadow Cover

While concealed, Exalt may move up to one range band, from one place of cover to an equal place of cover, without penalty. There must be a path for the Solar to make this leap. This transition is instantaneous. This Charm is incompatible with Blurred Form Style. At Essence 4+, the Solar can move by passing through structures that are transparent or partially opaque. At Essence 5+, the Solar may use this Charm even when she is not concealed. If she is not concealed and not actively trying to stay concealed, this Charm no longer costs 1wp to use. At Essence 6+, when concealed, pay 1wp to move one range band per turn using this Charm, and an additional range band using her normal movement. See the full text of this Charm on page 408.

Stealth 5, Essence 3



## SMOKE AND SHADOW COVER

**Cost:** 3m; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** Dark Sentinel's Way

While this Charm is active, the Solar treats concealment as cover. Mild concealment is treated as light cover, while heavy concealment is treated as heavy cover. Completely pitch-black, lightless environments count as full cover. Using concealment as cover requires a take cover combat action (see p. 198) replacing Dodge with Stealth unless the character is already concealed. In that case, her hiding place counts as cover until she moves out of it or something happens to obviate it. Furthermore, this Charm also penalizes non-ranged attacks by one success in addition to any dice penalties the attack might accrue from fighting in low visibility conditions. See the full text of this Charm on page 406.

Stealth 5, Essence 2





### SOUND AND SCENT BANISHING ATTITUDE

**Cost:** 6m; **Type:** Reflexive  
**Keywords:** Mute, Stackable  
**Duration:** One hour  
**Prerequisite Charms:** Blurred Form Style, Vanishing From Mind's Eye Method

The Solar enacts a technique allowing her to defeat one sense, rendering her undetectable to it. She can defeat the senses of hearing, smell, touch, and taste. However, she cannot use this Charm to overcome a target's sight. This Charm may be stacked twice, allowing the Solar to banish up to two senses. If the player stunts the Charm description in such a way that it explains the nature of sensory muting as an extension of her skills, the cost of the Charm is reduced by two motes. See the full text of this Charm on page 407.



Stealth 5, Essence 3

### STALKING WOLF ATTITUDE

**Cost:** 5m; **Type:** Simple  
**Keywords:** Mute  
**Duration:** Indefinite  
**Prerequisite Charms:** Blinding Battle Feint

The Solar ignores the -3 penalty to Stealth rolls for moving while concealed. On each round in which she succeeds at the contested roll to evade detection by her mark, she gains an amount of Initiative equal to her extra successes on the roll. She may then leap from concealment to unleash a decisive attack, as long as she's been hidden by this Charm for at least a round. For each round that she remains under the effects of this Charm, the Solar gains a mounting -1 penalty to her Stealth rolls, and if she is discovered or if she voluntarily leaves concealment or terminates the Charm without making a decisive attack, she loses all of the Initiative she gained through her most recent activation of the Charm. See the full text of this Charm on page 404.



Stealth 4, Essence 1

### SUN SWALLOWING PRACTICE

**Cost:** 2m per anima level; **Type:** Reflexive  
**Keywords:** Mute, Stackable  
**Duration:** Indefinite  
**Prerequisite Charms:** Blurred Form Style

Taking a single short breath, the Solar drinks in her anima to restore the shadows. This Charm costs two motes per anima level the Exalt wishes to consume. Releasing this Charm causes the Solar's anima to leap into view. At Essence 5+, if the Solar has swallowed four or more levels of anima, she can release her commitment to this Charm by spitting her hidden anima into the air, creating a massive heatless flare that can be seen up to ten miles away. This method of release sheds her anima completely, and inflicts a (number of anima levels expelled + 3) penalty to the Awareness rolls of all characters within long range of the Solar until the next round. A Solar using Eye of the Unconquered Sun is immune to this effect.



Stealth 5, Essence 2

### TEN WHISPERS SILENCE MEDITATION

**Cost:** 3m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One scene  
**Prerequisite Charms:** Sound and Scent Banishing Attitude

The Lawgiver whispers the ten koans of utter stillness, each quieter than the next. When she is finished, her concentration is improved, allowing her to swallow even the tiniest sounds. For the duration of this Charm, any Awareness attempt to detect her by hearing alone loses one success for every 1 and 2 the opponent rolls.



Stealth 5, Essence 3

### VANISHING FROM MIND'S EYE METHOD

**Cost:** 10m, 1wp; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Indefinite  
**Prerequisite Charms:** Mental Invisibility Technique

One of the greatest of all deceptions—the Solar vanishes from memory. Roll the Exalt's (Dexterity + Stealth) and add her Essence in automatic successes to the result. Record the result. The Exalt slips out of the thoughts and memories of everyone who has ever known her, hiding in their minds. Upon meeting, she is unrecognizable to those who should know her.

Once per day, individuals affected by this Charm may attempt to recognize the Exalt or remember her involvement in a past event. Roll the subject's (Wits + Lore) against a difficulty equal to the Exalt's result. If the roll does not succeed, he does not recognize the Solar, and the Exalt remains a nameless, shadowy distortion in his memories.



Stealth 5, Essence 3



## AMBUSH PREDATOR STYLE

**Cost:** 3m; **Type:** Reflexive

**Keywords:** Mute

**Duration:** Instant

**Prerequisite Charms:** Familiar-Honing Instruction

Following the pulse of Essence that forms at the moment of battle, the Solar guides her familiar on the attack. This Charm enhances a familiar's Join Battle roll, allowing it to use the Solar's (Wits + Survival) dice pool for the roll, and granting it (Exalt's Essence) non-Charm successes. Furthermore, if the Solar has used Familiar-Honing Instruction to order the familiar into battle, thereby enhancing this roll, each bonus die creates a cascading reroll—for each of these dice that turns up a success, reroll another die until the cascade fails to produce any successes.



Survival 3, Essence 2

## BEAST-MASTERING BEHAVIOR

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

**Keywords:** None

**Duration:** One week

**Prerequisite Charms:** Spirit-Tied Pet

With this Charm she can train an animal, familiar or otherwise, to follow her commands. Through exercise and repeated practice, she can also train the beast to use special abilities that are latent, or techniques designed by the player or the Storyteller which are appropriate to the animal. A Solar with Beast-Mastering Behavior gains (Essence) automatic successes to training rolls, and shortens the interval of the roll to one week. Using this Charm exempts her from the specialty requirements of normal training, while the Charm Friendship with Animals Approach may eliminate the penalty associated with wild or hostile animals. See the full text of this Charm on page 410.



Survival 4, Essence 2

## BESTIAL TRAITS TECHNIQUE

**Cost:** 10m, 1wp, 2xp; **Type:** Supplemental

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Spirit-Tied Pet

This Charm supplements a normal beast-training roll, rerolling all 1s until 1s fail to appear. In addition to teaching her charge a new command, she can also increase one of the following traits upon the success. • Strength, Dexterity, Stamina, or Perception +1. This may not be repurchased for the same Attribute more than once, and may not give a familiar an Attribute rated higher than 10. • Athletics, Brawl, Larceny, Martial Arts, Performance, Resistance, Stealth, or Survival, by one dot, to a maximum of the Exalt's rating in that Ability. • Steeliness (Merit): This special merit permanently raises the familiar's Resolve against fear inducing effects by 1. This may only be purchased once. See the full text of this Charm on page 410.



Survival 4, Essence 2

## CRIMSON TALON VIGOR

**Cost:** —; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Force-Building Predator Style

The Lawgiver and her familiar fight as one. With this Charm, the familiar learns to read the Exalt's momentum, flowing with her attacks as if it were part of the Solar's Essence. For each successful withering attack the Solar lands against an opponent, the familiar gains bonus Initiative equal to half the Initiative drained by the attack, rounded up. This bonus may not exceed the Solar's Essence score. This Charm must be repurchased for every familiar the Solar wishes to enhance with its effect.



Survival 5, Essence 3

## DEADLY ONSLAUGHT COORDINATION

**Cost:** 3m; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Beast-Mastering Behavior

The Lawgiver trains her familiar to strike on command. With a flash of Essence, they strike in tandem, delivering a terrible blow. With this Charm, the Exalt can call her familiar to strike on the same instant she attacks—so long as her familiar has not attacked that round, she can call it from any position in the combat order to attack her target immediately before or after her own strike.



Survival 5, Essence 2

## DEADLY PREDATOR METHOD

**Cost:** 15m, 1wp; **Type:** Reflexive

**Keywords:** None

**Duration:** Indefinite

**Prerequisite Charms:** Crimson Talon Vigor, Red-Toothed Execution Order, Saga Beast Virtue

Gain the following advantages: The familiar rolls Join Battle, keeping the higher of current or rolled. The familiar gains (Solar's Essence) automatic successes to intimidate targets. The familiar is fearless. The familiar gains (Solar's Essence) automatic successes to movement-based Athletics rolls. The familiar's withering and decisive attacks gain (Solar's Essence) automatic successes, with withering damage gaining a bonus equal to the Solar's Essence. Its Initiative does not reset on a successful decisive attack. It gains 5 soak against withering attacks, and it becomes invulnerable to decisive attacks. While active, the familiar loses 1i per round, until crash which ends this Charm. See the full text of this Charm on page 414.



Survival 5, Essence 3

## ELEMENT-RESISTING PRANA

**Cost:** —; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Hardship-Surviving Mendicant Spirit

Through this Charm, the Solar becomes able to survive in any environment. When the prerequisite is active, the Solar can withstand the heat and toxic fumes in the caldera of an active volcano, can walk underwater with no ill effects, and can even withstand the hostile and inimical climes of the Elemental Poles. While Hardship-Surviving Mendicant Spirit is active, reduce damage from all elemental sources of environmental damage by the Exalt's Resistance rating.



Survival 5, Essence 3

## EYE-DECEIVING CAMOUFLAGE

**Cost:** 6m; **Type:** Simple

**Keywords:** None

**Duration:** Indefinite

**Prerequisite Charms:** Traceless Passage

With this Charm, the Solar can camouflage herself or an object (Essence + 1) yards wide so perfectly that they cannot be detected by mundane senses while immobile. Even the acute senses of a claw strider or other famed hunting beasts will fail to detect the Exalt (or her shelter, or her hidden cache of food, etc). Preparing this camouflage takes the Solar an hour. The player rolls (Intelligence + Survival) and records the successes, rerolling all non-successes a single time and all 1s until 1s fail to appear. These successes directly counter any magical Awareness-based attempts to pierce the Lawgiver's camouflaging efforts.



Survival 5, Essence 3

## FAMILIAR-HONING INSTRUCTION

**Cost:** 4m; **Type:** Simple

**Keywords:** Mute

**Duration:** Instant

**Prerequisite Charms:** Spirit-Tied Pet

The Solar can inspire zealous devotion, even in the beasts of the wilderness. Conveying her wishes to her familiar through a brief command, the Solar orders her companion to attempt an action of which it is capable. Roll the Exalt's (Charisma + Survival) and add her successes as dice to the familiar's attempt to follow the Solar's order. Unlike normal Simple Charms, this Charm may be placed in a flurry. At Essence 3+, this Charm can be used reflexively.



Survival 3, Essence 2





### FOOD-GATHERING EXERCISE

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

The Solar may use this Charm to make a ([Charisma or Wits] + Survival) roll against a difficulty assigned by the Storyteller. Each extra success on this roll represents enough food gathered to feed a single person for a day. If the Storyteller decides there simply isn't any sort of sustenance in the region, or the player fails the roll, the Solar still finds enough food to feed at least one person. In addition, for every hour the Solar continues to use this Charm, the Solar works toward a climactic encounter with the rawest expression of survivalist skill possible. In addition, for every hour the Solar continues to use this Charm, the Solar works toward a climactic encounter with the rawest expression of survivalist skill possible. See the full text of this Charm on page 409.

409  
EX3

Survival 1, Essence 1

### FORCE-BUILDING PREDATOR STYLE

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

This Charm permanently enhances a familiar rolled into combat with Ambush Predator Style. For the rest of the combat scene, this familiar automatically generates one Initiative per turn. This Charm temporarily ceases function when the familiar is under the effects of Deadly Predator Method.

414  
EX3

Survival 4, Essence 3

### FRIENDSHIP WITH ANIMALS APPROACH

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

Through the use of this Charm, the Exalt can deal with nearly any wild animal. Herbivores and smaller omnivores will not break and run when the Solar approaches, and will even become somewhat docile, allowing the Exalt to pet or handle them. Predators are less susceptible to this Charm, and most will simply let the Solar pass unmolested through their territory. This Charm does not work on sentient animals or familiars, animals that are trained to attack, or animals that are maddened by pain, hunger, or disease.

409  
EX3

Survival 2, Essence 1

### GHOST PANTHER SLINKING

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Beast-Mastering Behavior, Bestial Traits Technique

When the Solar controls a familiar using the Sense-Riding Discipline effect of Spirit-Tied Pet, she can indict the senses of her enemies. While taking the form of her familiar, the Exalt may activate any Stealth Charms she knows to protect her familiar-self from detection. Familiars which are large, unusual, or otherwise unsuited to stealth may incur penalties to normal Stealth actions based on unfavorable circumstances—a claw strider slinking through a forest can be difficult to notice, but a claw strider skulking through the shadowed streets of Nexus suffers a -2 penalty.

413  
EX3

Survival 5, Essence 3

### HARDSHIP-SURVIVING MENDICANT SPIRIT

**Cost:** 5m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One day  
**Prerequisite Charms:** None

Through the use of this Charm, the Solar becomes able to survive in even the most hostile conditions without special preparation. This Charm negates all environmental penalties to Survival rolls and eliminates the deleterious effects of exposure to extreme climates. The coldest glacier and the hottest desert are no more deadly to the Solar than the gentlest rolling plain. She ignores inclement weather even when lightly dressed, and does not suffer undue blisters, bug bites or plant poison even when walking barefoot through the jungle. This Charm does not protect the Exalt against environmental damage. In addition, Hardship-Surviving Mendicant Spirit lowers the difficulty to forage and find shelter by 2, to a minimum of 1.

409  
EX3

Survival 3, Essence 1

### HIDE-HARDENING PRACTICE

**Cost:** —; **Type:** Permanent  
**Keywords:** Stackable  
**Duration:** Permanent  
**Prerequisite Charms:** Bestial Traits Technique

The Solar reaches into the substance of her familiar, and draws out that which is soft and vulnerable, hardening muscle, bone and hide. The familiar's soak increases by three, and its hardness by one. The Solar may enhance a single familiar with this Charm (Essence) times.

411  
EX3

Survival 5, Essence 2

### LIFE OF THE AUROCHS

**Cost:** —; **Type:** Permanent  
**Keywords:** Stackable  
**Duration:** Permanent  
**Prerequisite Charms:** Bestial Traits Technique

The Solar taps a wellspring of Essence to increase her familiar's vitality and stature. Each purchase of this Charm increases a familiar's health levels, adding one -1 health level and two -2 health levels to its health track. In addition, each repurchase increases her familiar's size by 10%, to be manifested normally or only during Saga Beast Virtue and Deadly Predator Method. The Solar may enhance a single familiar with this Charm (Essence) times.

411  
EX3

Survival 5, Essence 2

### RED-TOOTHED EXECUTION ORDER

**Cost:** 5m; **Type:** Reflexive  
**Keywords:** Decisive-only  
**Duration:** Instant  
**Prerequisite Charms:** Deadly Onslaught Coordination

Sensing a moment to strike, the Exalt orders her familiar in for the kill. Though it is a reflexive, this Charm supplements a familiar's decisive attack, adding extra successes from the attack roll to the attack's raw damage. Using this Charm sets the familiar's Initiative to base after the attack, even when it's under the effect of Deadly Predator Method. This Charm may not be used more than once per scene, but resets if the familiar raises its Initiative to 10+.

413  
EX3

Survival 5, Essence 3

### PHANTOM-RENDING FANGS

**Cost:** 3m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** One turn  
**Prerequisite Charms:** Spirit-Hunting Hound

Reaching into the Essence of the world, the Solar channels condemnation through a bestial agent. Though it is a reflexive Charm, this Charm supplements a familiar's attack against an immaterial foe. If the familiar successfully grapples and establishes clinch control of the immaterial, it is rendered temporarily vulnerable to physical attacks for the clinch's duration. If the Exalt has enhanced this Charm with Familiar-Honing Instruction, the player may choose to lower the cost of this Charm by one mote per success, reducing the bonus dice added by Familiar-Honing Instruction by one for each less mote she pays to activate Phantom-Rending Fangs. This can reduce the cost of this Charm to zero.

414  
EX3

Survival 5, Essence 3



## SPIRIT-HUNTING HOUND

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

**Keywords:** None

**Duration:** One turn

**Prerequisite Charms:** Familiar-Honing Instruction

Though the Solar's eyes may be blind to the spirit world, the eyes of her familiar can see into the realm of Essence. With this Charm, the Exalt invokes the familiar's senses, feeding them with the forces that primed Creation. For one turn, the familiar can attempt to detect immaterial beings with a (Perception + Awareness) roll, against a difficulty of the target's Essence or five, whichever is lower. If the Solar's familiar detects the target, it continues to do so for the rest of the scene.

Survival 5, Essence 2



## SPIRIT-TIED PET

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

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Friendship with Animals Approach

An Exalt with a familiar has experienced the gift of having been chosen twice. The Exalt reaches through her anima to touch the bond she shares with her companion animal, elevating its spiritual status and according herself the following powers: The familiar gains a Defining Tie of loyalty to the Solar. The Solar may reflexively draw up to 5m from her pet once per day. The Exalt must be within short range of the familiar she wishes to tap. Once per day, through interaction with her familiar, the Exalt may draw 1wp as a simple action. The Exalt may borrow the senses of a familiar through a moment of intense concentration. See the full text of this Charm on page 410.

Survival 3, Essence 2



## TRACELESS PASSAGE

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

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Unshakeable Bloodhound Technique

An Exalt with this Charm can vanish into the wilderness. This Charm affects the Solar and up to (Essence x2) followers, supplementing a (Wits + Survival) roll to cover the Exalt's tracks (p. 229). This roll gains (Essence) automatic successes and is bolstered by the double 9s rule. The Solar cannot be tracked conventionally, not even with the aid of tracking animals or other means—mundane attempts automatically fail. Only those with supernatural prowess can hope to find the vanished Lawgiver.

Survival 5, Essence 3



## TRACKLESS REGION NAVIGATION

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

**Keywords:** None

**Duration:** Indefinite

**Prerequisite Charms:** Hardship-Surviving Mendicant Spirit

The deepest wilds are no mystery to the Solar Exalted. With this Charm, the Exalt can find her way safely through even the worst terrain. The Solar and a group of up to (Essence \* 2) followers can travel up to 10 miles a day across the harshest terrain, and 20 miles per day across normal wilderness. The Solar automatically succeeds at any Survival roll to find the next oasis, natural shelter, river or other topographical feature the region might include.

Survival 4, Essence 2



## UNSHAKEABLE BLOODHOUND TECHNIQUE

**Cost:** 4m; **Type:** Supplemental

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Trackless Region Navigation

The Solar can track someone through the wilderness following the most minute signs, or sometimes no sign at all, following unerring instinct. This Charm supplements the (Perception + Survival) roll described on page 229. Reroll all 5s and 6s until 5s and 6s no longer appear, and treat 1s rolled by the opposing player as 10s on the Solar's result. This Charm can even contest perfect track-covering effects such as Traceless Passage.

Survival 5, Essence 2



## SAGA BEAST VIRTUE

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

**Keywords:** None

**Duration:** Indefinite

**Prerequisite Charms:** Hide-Hardening Practice, Life of the Aurochs

The Exalt infuses her familiar with Solar anima, unlocking the form of the sacred beast. Her familiar grows in size by 25%, and gains +1 to all Attributes, and both defenses. It also gains up to (Essence) mutations, determined by the player upon purchase of the Charm. The Exalt can choose to activate Saga Beast Virtue with as many or as few of the designated mutations as she chooses. While in Saga Beast form, the familiar is completely immune to fear-inducing effects.

Survival 5, Essence 3





## ANGLE-TRACING EDGE

**Cost:** 3m; **Type:** Simple  
**Keywords:** Uniform  
**Duration:** Instant  
**Prerequisite Charms:** Precision of the Striking Raptor

The Solar perceives the angle of her enemy's attacks as broken arcs of faintly glowing Essence, and uses them to guide her own. Through the use of this Charm, the Exalt completely removes all cover benefits from a target, banking her weapon off of walls and other solid surfaces to make near-impossible attacks. If Angle-Tracing Edge is used against a target in full cover, unless deemed completely impossible by the Storyteller, her attack finds its mark, but is made as if she had attacked from long distance.

415  
EX3

Thrown 4, Essence 1

## CASCADE OF CUTTING TERROR

**Cost:** 5m, 1wp; **Type:** Reflexive  
**Keywords:** Decisive-only  
**Duration:** Instant  
**Prerequisite Charms:** Triple Distance Attack Technique

Once per combat, the Solar can unleash this attack against a single target, giving her the full dice benefits of having used a full Thrown Excellency. This attack cannot be dodged, only blocked. If successful, the attack is joined by dozens or hundreds of copied weapons, striking points all around the target, doing twice the damage successes to all significant objects and insignificant opponents within short range of the initial strike. If the Exalt wins Join Battle and opens with this attack, she does not need to take an aim action to launch it from medium or long range. The Solar can reset Cascade of Cutting Terror by hurling away her last missile and then recovering at least a single throwing weapon with a stunt.

416  
EX3

Thrown 4, Essence 1

## CRIMSON RAZOR WIND

**Cost:** 5m, 1wp; **Type:** Reflexive  
**Keywords:** Decisive-only, Mute  
**Duration:** Instant  
**Prerequisite Charms:** Observer-Deceiving Attack

As killing momentum winds itself around the tip of her blade, the Solar sees a perfect opening and strikes, hurling it with a streak of scarlet anima. When the Solar successfully misdirects an opponent with Observer-Deceiving Attack, she can use this Charm to make an immediate **decisive** attack against that opponent, striking as if from ambush (p. 203). She may only attack a single opponent with Crimson Razor Wind, even if she deceives more than one target with her throw. Using Crimson Razor Wind does not break the Solar's concealment.

418  
EX3

Thrown 5, Essence 3

## CUTTING CIRCLE OF DESTRUCTION

**Cost:** 5m, 1wp; **Type:** Simple  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Falling Icicle Strike

For this attack, the player must designate a final target to be the recipient of a decisive attack, and up to (Dexterity) other targets. For each of these other targets, this Charm creates a withering attack, and as long as each withering attack generates more damage than the last, her weapon continues on, until attacks the final target with the gathered Initiative for a final decisive attack. If at any point her next withering attack fails to gain more Initiative than the last, this Charm aborts immediately to the last target in the string and the player rolls out a decisive attack against the designated final target. Special activation rules: Each withering attack in this string can be enhanced by supplemental Charms as if those Charms were reflexive. See the full text of this Charm on page 419.

419  
EX3

Thrown 5, Essence 4

## EMPTY PALM TECHNIQUE

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Observer-Deceiving Attack

With a deceptive flick of her wrist, the Lawgiver can casually disarm even the heartiest grip. This Charm allows the Exalt to keep her Initiative upon succeeding at a single disarm gambit (p. 199). This Charm can only be used once per scene, but can be reset by rolling Join Battle.

417  
EX3

Thrown 5, Essence 2

## FALLEN WEAPON DEFLECTION

**Cost:** 3m, 2i; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Empty Palm Technique

Any time a weapon is disarmed within range of her attack, she may use this Charm to strike it from the air, causing it to fly one further range band. She may use this to send an ally's weapon flying back toward him. This uses her combat action for the turn. A repurchase allows the Exalt to target a weapon that has already fallen, knocking a grounded weapon to the next range band by hitting it with a thrown weapon of her own. At Essence 3+, if the Lawgiver's Initiative is higher than the disarmed opponent, she can use this Charm even if she has already attacked for that round. Additionally, at Essence 3+ the Lawgiver may expressly use this Charm after successfully disarming an opponent with a Thrown-based attack or gambit. See the full text of this Charm on page 417.

417  
EX3

Thrown 5, Essence 2

## FALLING ICICLE STRIKE

**Cost:** 6m; **Type:** Supplemental  
**Keywords:** Decisive-only  
**Duration:** Instant  
**Prerequisite Charms:** Mist-Gathering Practice

Picking the perfect moment to strike, the Solar winds a killing flow of Essence around her blade and hurls it from the depths of her heart. To use this Charm, the Exalt must succeed at an ambush (p. 203) and launch a **decisive** attack against her target. Falling Icicle Strike doubles successes on the damage roll.

419  
EX3

Thrown 5, Essence 3

## FIERY SOLAR CHAKRAM

**Cost:** 5m, 1wp, 1+a; **Type:** Simple  
**Keywords:** Decisive-only  
**Duration:** Instant  
**Prerequisite Charms:** Cascade of Cutting Terror

This attack requires no aim action, gains a number of automatic successes equal to her current anima levels greater than dim, and cannot be used at the dim level. Extra successes on this attack are added to the Solar's Initiative to determine raw damage. In addition, if it is used against creatures of darkness, it does a number of automatic successes on the damage roll equal to the Solar's Essence. This Charm can only be used once per fight unless reset. Using this Charm sets her anima back to the dim level, and in order to use it again, the player must make three separate stunts in which her anima grows while she begins to produce the strength to unleash another fiery chakram. See the full text of this Charm on page 419.

419  
EX3

Thrown 5, Essence 3

## FLASHING DRAW MASTERY

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

The breathtaking speed with which a Lawgiver calls a weapon to hand is often the last miracle her opponent sees. This Charm adds a single automatic success to the Solar's Join Battle roll, and treats her roll as if she scored (Essence + 1) additional successes for the purpose of determining attack order in the first round of combat. These successes are not "real"—they neither increase her Initiative, nor do they count as dice added by Charm. Flashing Draw Mastery is expressly permitted to be used in combination with Charms that boost Join Battle results, so long as they are not based in Archery, Melee, or Brawl.

415  
EX3

Thrown 3, Essence 1



## FLYING STEEL RUSE

**Cost:** 2m; **Type:** Supplemental  
**Keywords:** Decisive-only  
**Duration:** Instant  
**Prerequisite Charms:** Observer-Deceiving Attack

The Solar feels the lines of Essence between her hand and her opponent's, allowing her to more effectively draw her opponent's guard. This Charm supplements a distract or disarm gambit, granting one automatic success and allowing the player to reroll a number of 6s equal to the number of 7s displayed on the roll.

417  
EX3

Thrown 5, Essence 2

## JOINT-WOUNDING ATTACK

**Cost:** 3m; **Type:** Supplemental  
**Keywords:** Decisive-only, Stackable  
**Duration:** Instant  
**Prerequisite Charms:** Precision of the Striking Raptor

The Solar marks her target and strikes with deadly purpose. If her attack does at least three damage, it adds a -3 penalty to all of her opponent's dice pools for the rest of the scene. This can be portrayed as a stunning blow to the head, a scratched eye, injured hand, or other similar injuries. Any particular wounding does not automatically heal at the end of the scene; the target may need special care to restore lost sight or use of a hand suffering nerve damage.

415  
EX3

Thrown 3, Essence 1

## MIST ON WATER ATTACK

**Cost:** 2m per turn; **Type:** Supplemental  
**Keywords:** Decisive-only, Mute  
**Duration:** Instant  
**Prerequisite Charms:** Joint-Wounding Attack

This Charm supplements a **decisive** attack, silencing the struck target up to (Essence) turns. A victim of this attack cannot produce sound. He can neither cry out nor raise alarm, nor will his fist through a window produce the sound of shattered glass, nor will his body plummeting from the rooftops to the street make even the tiniest sound of thud or splatter. Characters thus affected may not be detected by any hearing-based Awareness, and those who are killed will die in an unnoticeable fashion. In any case, the target's death cannot be discovered until the effects of Mist on Water Attack have passed. See the full text of this Charm on page 416.

416  
EX3

Thrown 4, Essence 2

## MIST-GATHERING PRACTICE

**Cost:** 3m; **Type:** Reflexive  
**Keywords:** Mute  
**Duration:** Instant  
**Prerequisite Charms:** Joint-Wounding Attack

The Lawgiver lives in a haze of ghostly memories, of lives lost and battles won. Calling these fatal moments to hand, she makes her strike momentous. This Charm enhances an aim action from cover or stealth, adding (Essence x2) Initiative to the Solar's next **decisive** attack for the purposes of determining raw damage. If her attack misses, or she does not make a **decisive** attack following the aim action, this bonus Initiative is lost.

417  
EX3

Thrown 5, Essence 2

## OBSERVER-DECEIVING ATTACK

**Cost:** 3m; **Type:** Supplemental  
**Keywords:** Mute, Uniform  
**Duration:** Instant  
**Prerequisite Charms:** Joint-Wounding Attack

The art of misdirection comes naturally to a master of throwing weapons. Through the use of this Charm, the Solar can conceal a thrown attack, causing her opponents to believe it was made from a completely different angle or direction. Characters who want to spot the true course of the attack must succeed at a (Wits + Awareness) roll at difficulty of (Solar's Essence + [the number of 10s on the attack roll]). Any 1s rolled by her opponent subtracts from his successes.

At Thrown 5, Essence 3+, successful misdirections allow the Exalt to attack without breaking stealth.

417  
EX3

Thrown 4, Essence 2

## PRECISION OF THE STRIKING RAPTOR

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

The Solar imbues her chosen weapon with Essence, to feel its every angle and weight as part of her body. Its strike becomes an extension of her will. The Solar's accuracy is calculated as if it was made from close range, regardless of the distance from which she is throwing. If Precision of the Striking Raptor is used at close range, the target's defense is lowered by one. This Charm does not allow the Exalt to strike a target beyond the range of her weaponry.

415  
EX3

Thrown 1, Essence 1

## SAVAGE WOLF ATTACK

**Cost:** 5m, 1wp; **Type:** Reflexive  
**Keywords:** Withering-only  
**Duration:** Instant  
**Prerequisite Charms:** Fallen Weapon Deflection

The Solar marks a weapon that has fallen and dares its owner to try and retrieve it. This Charm can only be used after the Solar successfully disarms an opponent with a Thrown disarm gambit, and only if the owner takes a draw/ready weapon action to retrieve the weapon. When he does, he becomes subject to an unblockable, undodgeable **withering** attack. The Solar hurls this attack at the moment he picks up his weapon, and may make this attack even if she has already attacked in the round. The Solar may only make this attack from close or short range. Savage Wolf Attack may be used once per scene, but can be reset by using a Thrown-based gambit to disarm a crashed opponent.

419  
EX3

Thrown 5, Essence 3

## SHADOW THRUST SPARK

**Cost:** 4m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Sharp Hand Feint

When executing Sharp Hand Feint, the Exalt expels her anima with a burst of Essence, causing it to strike her opponent's weapon as it passes. The Solar can invoke this Charm when a distract gambit supplemented by the pre-requisite succeeds, automatically disarming the opponent and throwing his weapon to short range, to a location dictated by the Solar's player.

418  
EX3

Thrown 5, Essence 3

## SHADOW WIND SLASH

**Cost:** 2m or 1m, 1wp; **Type:** Simple  
**Keywords:** Clash, Decisive-only  
**Duration:** Instant  
**Prerequisite Charms:** Sharp Hand Feint

For 2m, this Charm allows the Solar to make two **decisive** attack rolls and choose the better of the two results for determining damage. For 1m, 1wp, she may use this Charm to benefit a disarm gambit in exactly the same manner. For 1m, 1wp, the Exalt may also use this Charm to reflexively clash a close or ranged attack. The Solar may choose to disarm her opponent on a successful strike, or she may deal **decisive** damage. The clash version of this Charm can only be used once per scene, but can be reset by using Steel Storm Descending to successfully damage an opponent. At Essence 5+, the Lawgiver may pay 3m on a successful clash, she disarms and does **decisive** damage. See the full text of this Charm on page 417.

418  
EX3

Thrown 5, Essence 3





## SHARP HAND FEINT

**Cost:** 1m, 1wp; **Type:** Supplemental  
**Keywords:** Decisive-only  
**Duration:** Instant  
**Prerequisite Charms:** Observer-Deceiving Attack

Through a feinting gesture, the Exalt lashes out with her anima, disrupting her opponent with a pulse of spirit force. This Charm supplements a distract gambit so that the attack succeeds without a roll. The Solar must still succeed at the Initiative roll for her gambit to be effective, however. Sharp Hand Feint is short range, but the Exalt may spend levels of anima display to increase its range at a rate of one range band per display level, without the need of an aim action.

418  
EX3

Thrown 5, Essence 3

## SHOWER OF DEADLY BLADES

**Cost:** 6m, 1wp; **Type:** Simple  
**Keywords:** Withering-only  
**Duration:** Instant  
**Prerequisite Charms:** Cascade of Cutting Terror

The Lawgiver hurls a barrage of throwing weapons, centered around a single target, but striking every enemy within short range of that target. This is rolled as a single **withering** attack against all targets, but damage is only rolled against the initial target. Foes struck by the attack automatically lose an amount of Initiative equal to the initial target, but not exceeding the Solar's Essence. This extra Initiative is not rewarded to the Solar upon success. Using Shower of Deadly Blades forces an ammunition check (see p. 202) which cannot be enhanced by a Charm, and if she fails the Solar may not use this Charm again until she has taken at least three turns scavenging weaponry, as described on page 202. See the full text of this Charm on page 417.

417  
EX3

Thrown 5, Essence 2

## SHRIKE SAVING DISCRETION

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** Swarm-Culling Instinct

This Charm represents the blinding speed of the Solar's genius hands, honed by a lifetime of practice. Shrike Saving Discretion permanently enhances its prerequisite—when the Solar launches a successful **decisive** attack with Swarm-Culling Instinct, upon returning to base Initiative, she gains bonus Initiative equal to the 9s and 10s on the previous attack's damage roll.

418  
EX3

Thrown 5, Essence 3

## STEEL STORM DESCENDING

**Cost:** 2m; **Type:** Supplemental  
**Keywords:** Decisive-only  
**Duration:** Instant  
**Prerequisite Charms:** Precision of the Striking Raptor

The character harnesses the spirit of her throwing weapons, allowing her to strike a perfect blow at the moment of release. To use this Charm, the Solar must win Join Battle and make a **decisive** attack. Winning Join Battle means beating the roll results of all enemies present in the scene. Steel Storm Descending supplements this attack, granting a number of bonus dice equal to the difference between her Initiative and the Initiative of her target.

At Thrown 5+, Essence 3+, this attack does not reset the Solar to base Initiative.

415  
EX3

Thrown 2, Essence 1

## SWARM-CULLING INSTINCT

**Cost:** 2m; **Type:** Supplemental  
**Keywords:** Uniform  
**Duration:** Instant  
**Prerequisite Charms:** Flashing Draw Mastery

The Lawgiver answers the call of battle with a swarm of deadly steel. This Charm supplements a Join Battle roll, allowing the Solar to reroll a number of non-successes equal to the number of 10s in her result. 10s occurring in rerolled dice spark additional rerolls. In addition, if the Solar wins Join Battle, she may attack (Dexterity) opponents, rolling each attack separately so that she may alternate effectively between **withering** and **decisive** attacks. Swarm-Culling Instinct is expressly permitted to be used in combination with Charms that boost Join Battle results, so long as they are not based in Archery, Melee, or Brawl.

416  
EX3

Thrown 4, Essence 2

## TRIPLE DISTANCE ATTACK TECHNIQUE

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

The Solar imbues her weapon with Essence, lightening the weapon at the moment of launch and perfecting its course. This Charm extends the range of a thrown weapon to long range. At Thrown 5, Essence 3+, the Solar can use this Charm to make an attack across four range bands.

416  
EX3

Thrown 3, Essence 1



### BATTLE PATH ASCENDANT

**Cost:** 5m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Ideal Battle Knowledge Prana

The tide of battle turns, and the Lawgiver feels her body exult with renewing power, her very Essence moving to join the flow of battle. Whenever her army unleashes an attack which causes a battle group's Magnitude to empty, the Solar may use this Charm to roll Join Battle.



War 4, Essence 2

### BATTLE-VISIONARY'S FORESIGHT

**Cost:** 10m, 1wp; **Type:** Simple  
**Keywords:** None  
**Duration:** One scene  
**Prerequisite Charms:** General of the All-Seeing Sun, Transcendent Warlord's Genius

This Charm is used during strategic warfare, and requires 1-5 minutes to complete. The player privately chooses two stratagems (p. 212) and writes them down, not revealing them to fellow players. If the opposing player wins the Strategic Maneuver roll and chooses to employ one of the strategies the Solar's player has selected, the Solar general is ready with a perfect counter-tactic. Treat the battle as if the Exalt's player had won the strategic roll and deployed a stratagem of equal value to the one she just countered. Upon encountering a rare or mystical strategem, the Solar may trade two prepared tactics to counter one of these reflexively. See the full text of this Charm on page 423.



War 5, Essence 3

### FOUR GLORIES MEDITATION

**Cost:** —; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent  
**Prerequisite Charms:** General of the All-Seeing Sun

The Chosen meditates on the never-ending cycle of strife and conflict until her form is instilled with the Essence of war. Any War-based roll she makes rerolls any 6s in its result until 6s no longer appear.



War 5, Essence 3

### GENERAL OF THE ALL-SEEING SUN

**Cost:** 4m; **Type:** Supplemental  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Redoubt-Raising Gesture

Poring over maps and strategies real and remembered, the Solar sees perfect stillness beneath the chaotic Essence of combat. This Charm supplements the Strategic Maneuver roll, adding one automatic success plus (Essence) dice. In addition, the Exalt may choose to split her successes into multiple stratagems. The Solar may deploy no more stratagems than her Essence rating.



War 4, Essence 2

### HOLISTIC BATTLE UNDERSTANDING

**Cost:** 2m; **Type:** Supplemental  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** War God Descendent

Looking into the Essence of the battlefield, the Solar tactician knows the forces arrayed against her, if not in fact then in unerring instinct. This Charm supplements the Strategic Maneuver roll (see p. 211) to establish a stratagem, allowing the Solar to ignore all penalties from unfamiliarity with the opposing force or its generals.



War 2, Essence 1

### IDEAL BATTLE KNOWLEDGE PRANA

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

The Sun's Chosen speak in tongues of valor and know the ways of war. As one who has studied or waged war for a lifetime, the Solar simply knows what to do in any combat situation. This Charm applies the double 9s rule to all of the Solar's order actions (p. 209). At War 5, Essence 3+, the Exalt may pay six motes, three Initiative to enhance her orders with double 8s.



War 2, Essence 1

### IMMORTAL COMMANDER'S PRESENCE

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

By drilling with a ballista squad, catapult crew, or other team of siege weaponry operators, the Lawgiver burns an image of perfect actions into their minds. This simple action can last for one minute or one hour. The Solar drills her charges in loading, aiming, and firing siege weaponry and ballistae, giving each crewman an automatic success on the firing roll, and allowing him to reroll all non-successes. If she drills the crew for one minute, they gain this benefit for a single attack. If she drills them for an hour, they gain it for an entire combat scene.



War 2, Essence 1

### IMMORTAL WARLORD'S TACTIC

**Cost:** 4m, 4i, 1wp; **Type:** Simple  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Ideal Battle Knowledge Prana

Once per battle, the Lawgiver may enact a signature stratagem that may not be counteracted by prophetic magic or Charms such as Battle-Visionary's Foresight. This roll may be a unique strategy described by the player, or it may be one of the template strategies on page 212. In any case, the Strategic Maneuver roll is made with double 7s.



War 4, Essence 2

### LEAGUE OF IRON PREPARATION

**Cost:** 5m; **Type:** Simple  
**Keywords:** None  
**Duration:** Indefinite  
**Prerequisite Charms:** War God Descendent

This Charm is activated when the Exalt begins the long, arduous process of drilling her soldiers. Fed by the Solar's will, they suffer less from long marches, empty bellies, or harsh climates. When the Lawgiver is finished drilling these troops, her commitment to the Charm ends, and her soldiers are forever improved: they cannot suffer demoralizing effects (such as the Demoralize stratagem on page 212) that are not created by Reflexive or Simple types of magic. In addition, ignore penalties on the Strategic Maneuver roll having to do with hunger, bad weather, or the physical exhaustion associated with long marches over difficult terrain. See the full text of this Charm on page 420.



War 3, Essence 1



### MAGNANIMITY OF THE UNSTOPPABLE ICON

**Cost:** 3m, 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Rout-Stemming Gesture

The Lawgiver walks the battlefield as a legend, feared and respected by friend and foe alike. After an enemy general takes a rally for numbers action (p. 210), the Solar may use this Charm to restore an amount of Magnitude to her battle group equal to the 1s and 2s in her opponent's roll. This new influx of soldiers is pulled from the ranks of her enemy's forces as they switch sides.



War 4, Essence 2

### MARCH OF THE RETURNER

**Cost:** 10m, 1wp; **Type:** Simple  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** Magnanimity of the Unstoppable Icon

The Solar represents a new dawn on the last day of Creation. Her coming foretells the battle's end, a day of blood for the wicked and light to vanquish darkness from the world once more. When her army is routed, the Lawgiver may call upon glories past—in this life and those that came before—to create a rallying tactic that miraculously reforms her army. This Charm is an automatically successful rally action (p. 210). It can be used once per scene, but it can be reset if the Solar succeeds at vanquishing a terrible foe or conquering a powerful enemy through the might of her army.



War 5, Essence 3

### REDOUBT-RAISING GESTURE

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

The Lawgiver knows the path to victory is through efficiency and planning. With less time for preparation, and fewer tools, she can quickly turn a battlefield into an abattoir. By supplementing a Strategic Maneuver roll with Redoubt-Raising Gesture, the Solar can complete a specific stratagem with one less success than is required.



War 3, Essence 2

### ROUT-STEMMING GESTURE

**Cost:** 3m; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** War God Descendent

The Solar strikes at the heart of panic, dissolving it with the force of her warrior's Essence. The Solar makes a reflexive rally action (p. 210) with (Essence) automatic successes.



War 3, Essence 1

### SUPREMACY OF THE DIVINE ARMY

**Cost:** 10m, 1wp; **Type:** Reflexive  
**Keywords:** None  
**Duration:** Instant  
**Prerequisite Charms:** March of the Returner

The Exalt inspires loyalty such that the very beasts of the field flock to her call. Once per combat, the Exalt may make a reflexive rally for numbers action (see p. 210), adding (Essence) automatic successes. While this Charm cannot restore a dot of Size, any successes beyond the battle group's total Magnitude will be restored in the rounds following the battle group taking additional damage, at a rate of up two Magnitude levels per round. A Solar whose appeals are sufficiently compelling—a level two stunt—will see wild animals leaping into the fray on her behalf, while a Solar whose call for retribution strikes with resounding force—a level three stunt—will be answered by the very rocks and trees, as elementals and other strange spirits rise up to join her ranks.



War 5, Essence 3

### TIGER WARRIOR TRAINING TECHNIQUE

**Cost:** 10m, 1wp; **Type:** Simple  
**Keywords:** None  
**Duration:** Indefinite  
**Prerequisite Charms:** League of Iron Preparation

Through the use of this Charm, even the worst gutter-sweepings and bandits can be trained into an elite fighting force. This Charm enhances the effects of Drill (p. 206). With this Charm, she can train an undisciplined unit up to Average after just a week, and she can instill an Average unit with Elite status after only a month. Any unit which gains Average Drill under the aegis of this training also gains the combat traits of battle-ready soldiers, while any unit raised to Elite Drill gains the combat traits of elite troops (p. 497). In addition, at Essence 3+, the Solar can further enhance an Elite battle group with her transforming will. See the full text of this Charm on page 421.



War 4, Essence 2

### TRANSCENDENT WARLORD'S GENIUS

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

Reaching into a past filled with glories and terror, the Exalt shapes a divinely-inspired order for her army to follow. Whenever the Exalt uses Battle Path Ascendant, she may use this Charm to create and employ a stratagem with a threshold of half the successes of her Join Battle roll, rounded up. This stratagem must make sense in the context of the battlefield.



War 5, Essence 3

### WAR GOD DESCENDENT

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

Solars descend from the highest war god in Heaven. They speak armies into existence, and their mere presence is a call to arms. This Charm supplements the Strategic Maneuver roll (p. 211); as the Lawgiver develops a tactic for victory, fighters of the world are drawn to her call to glory. Ignore the -1 penalty for troops with poor drill, and increase the battle group's effective Size by one upon joining battle.



War 1, Essence 1