

GLORIES OF THE MOST HIGH

THE UNCONQUERED SUN



EXALTED
SECOND EDITION
THE UNCONQUERED SUN



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THE UNCONQUERED SUN



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THE UNCONQUERED SUN


The greatest of the gods, the Unconquered Sun is the chief war god of Heaven, the divine ruler of the Celestial Court, and the patron Incarna of the Solar Exalted. Conceived as the antithesis of the Dragon's Shadow—which would become the Ebon Dragon after the Primordial War—the Unconquered Sun embodies not only light, but heroic virtue, justice and limitless perfection. It was the Unconquered Sun who led the gods into rebellion against the Primordials, and it was the Chosen of the Unconquered Sun carrying his aspect and wearing his mien who did the impossible, slaying the then-masters of existence and making revolution complete.

By his favor, humanity threw off the chains of slavery, rising from its position of insignificance to become the rulers of the world. By his might, the Primordials were ousted from their unassailable roosts and cast into a Hell of their own bodies. By his wisdom, the Bureau of Heaven was created,

and new order given to the Celestial hierarchy.

But when his Solars grew corrupt, took his name in vain and sullied his blessings, the Unconquered Sun turned his back on Creation. He lost interest in his rulership of Heaven, allowing the Celestial Bureaucracy to deteriorate into various states of malfunction and corruption while he devoted all of his time to the Games of Divinity.

Five years ago, the Solars returned to Creation, Zenith Castes bearing word that the Unconquered Sun had ended his estrangement with the world of men. Now the eyes of Heaven are on the Jade Pleasure Dome, and the air of Yu-Shan carries a taste of new thunder and the certainty of something great or terrible coming on the winds. The righteous are jubilant and the corrupt are nervous at the prospect of facing the renewed vigilance of the Unconquered Sun... if it ever happens. Does the Unconquered Sun have the strength to pull himself away from the Games of Divinity, or has



his name transferred its worth to that which has become his addiction? And if he cannot save himself from the Games, who will?

PERSONAGE AND PANOPLY

The Unconquered Sun began as the antithesis of the darkest of the Primordials. In those days, the Dragon's Shadow was an ancient force of malevolence and corruption that lay impotent under the surface of Creation, greater than any terror ever imagined, but as faint and forgettable as the slightest whisper. The Unconquered Sun was created to be everything the Dragon's Shadow was not; chiefly, light, for the greatest light in the universe would create an infinitude of shadows, pushing an endless void as far as the sun's light could chase. By this, the Shadow of All Things gained real substance, definition and power in the world.

His purpose, however, was passed off by the Dragon's Shadow as an invention of necessity. He

spent his early millennia patrolling the borders of Creation, spreading his contrast-giving light across the world, enforcing the substance of reality and standing as a bright, shining warning to things beyond Creation's shores, of the nature of the guardian they would face should they dare to trespass. By his very movements across the sky, the Unconquered Sun cowed many of Creation's foes into giving up their designs on his charge.

Yet, Ignis Divine was not content to remain a slave to the Primordials, especially not the Dragon's Shadow, whom he empowered by his very existence—a fait accompli that grated against his heart every time he witnessed one of the Shadow's depravities. Raising up a conspiracy of gods and the Celestial Incarnae, the Unconquered Sun devised a plan to bless the best and brightest of mankind with the divine touch of the Incarnae, so that they could ride forth at the head of a Celestial army and do what the gods were geased never to be able to do: fight and even slay the Primordials.





The end of the Primordial War would see the Unconquered Sun rising to the pinnacle of Heaven as its Lord, and his Chosen (and the races of humanity, to whom he had given his favor) rising up as masters of Creation. But his ascension was not without a price. The Dragon Kings, who had worshiped him since time immemorial, were decimated during the conflict. Millennia later, the Solars would come to despoil his gifts and crush his heart with the weight of their sins. In the end, the Unconquered Sun, who had brought order to Yu-Shan and created a Celestial array that ordered the gods by their closeness to his values and his state of perfection, turned his back on mortal and god alike. He abandoned the realms he had freed from the yoke of the Primordials, leaving them without a supreme leader to fill the void.

Chaos would soon follow, as Creation suffered a chain of cataclysms that continues to this day, and must inevitably culminate in the end of everything. Meanwhile, the Unconquered Sun all but vacated his formal offices in Heaven, allowing the systems of order he set in place to fall into disrepair and succumb to rampant corruption, so that Yu-Shan must also find itself spiraling toward some great catastrophe. And although existence as he knows it could quite literally fall down around him, the Unconquered Sun has not missed a single turn in the Games of Divinity.

True, the Solars have returned, but hard-line critics of the Once-Guarding Star consider him naïve, and speculate that a second betrayal of his ill-given trust would be absolutely disastrous. Some go so far as to suggest that if the Unconquered Sun has a weakness, it is the depth of his feeling for the Solar Exalted and by extension, humanity—for their behaviors have had such a great influence over his.

This would not be the first time his convictions have driven him down a questionable, perilous course. During the Primordial War, the Unconquered Sun gave himself up to the Primordials in exchange for a single human hostage. His decision sent shock waves through the armies of the Exalted and was seen as insane and unfathomable. His reasoning for such a horrendous decision was even

more stupefying—with so many thousands dying in the war that he could do nothing to save, he could not bear one to die in front of his eyes as long as it was within his power to do something.



The Primordials then brought the captive Guarding Star to the Jade Pleasure Dome, where they attempted, through means torturous and sorcerous, to induce a change in his nature that would end the war. When it seemed that even the Unconquered Sun must fall to their relentless onslaught, they brought him to the Games of Divinity, to sit at the table as their equal, certain that they could convince him to join them. Instead, the Unconquered Sun bested his masters in the Games, and as the sun ascended to the skies of Yu-Shan for the first time, Ignis Divine was able to wrest control over the secret entrances of Heaven and throw them wide, allowing the forces of the Solar Exalted to pour in and deliver him from his captors. This result only enforced his legend: The Unconquered Sun did not see himself as more important than the life of a single human. More importantly, he had faith in his own supreme nature—that he was unconquerable—to keep him from falling to his enemies.

THE SUN'S ARRAY

Accorded to the Unconquered Sun are all the riches of Heaven, and vast upon Creation are the stores of weaponry built in the First Age and attributed to his name. Being able to call to hand wonders devised by the greatest minds ever to exist, the Unconquered Sun yet has little use for any of these things, and is more commonly seen with four symbols of his divine might. These four symbols have changed over time—in shape, symbolic meaning and metaphysical nature—but have endured the history of the Exalted largely unaltered, as iconic as Ignis Divine himself. Spear, shield, horn and laurel branch—these are the Four Fulcrums of the Unconquered Sun.

The origin of these objects dates back to the end of the Primordial War, when the Exalted held a Creation-wide invitation to the races of humanity, to show their loyalty to the Unconquered Sun by crafting the most spectacular works to which their





hearts and minds could aspire. This gathering was not a ruck to increase the god's panoply, for there was little that he needed that he could not provide for himself (or indeed, little that he needed at all). The idea was that, in working to build something worthy of the Unconquered Sun, mortals would have to emulate the brilliance of the Once-Guarding Star, and as such, the entreaties for his genius and his favor during that time would produce prayers of the highest caliber.

Countless were the gifts levied unto him: herds of cattle and tower manses, temples erected in his name and statues raised in his likeness. But the Unconquered Sun was more pleased with the strength, imagination, generosity and faith humanity had shown in levying him these things than with the actual gifts themselves. Taking up the spirit of the gift, the Unconquered Sun proclaimed himself blessed beyond all measure, and returned the blessing by gifting all the tithes back to humanity, save four. Why the Unconquered Sun selected these four objects is a mystery, for each was a fundamentally simple object that carried some larger meaning to humanity yet could have carried no special import to the Most High. Even so, these were the objects he took to hand. The Unconquered Sun then gathered the millions of prayers that went into forging his tithe and created the sacred symbols of his divine power from his raw, supernal Essence, using the four objects as a base.

In his last tribute to mankind, the Unconquered Sun rose into the sky and began to change form, shedding away his draconic head and orichalcum-scaled arms to briefly show his true form: obsidian black skin in which galaxies blazed, supernova eyes and dozens of arms shod in molten orichalcum gauntlets. As he ascended, he held his newborn symbols and began to rotate his arms, trailing inky black and white flames in circular sweep, and his arms began to blend together around single gripping hands, four of them, each clutching one of the blessed symbols of his bond. His severe gaze became one of flesh and bone, concealing his blazing radiance behind the form of man. Appearing at once in every city and every camp across Creation for the first time, the Unconquered Sun introduced

himself anew to all existence in the form he still holds to this day.

THE FIFTH ARM OF THE UNCONQUERED SUN

As the legend goes, each of his Fulcrums holds the power to fix the Unconquered Sun into his present form. Without them, he is a magnanimous blaze of roiling black obsidian and molten orichalcum arms and varicolored solar corona too extreme to look upon. From this legend comes the fifth arm of the Unconquered Sun—the arm of eclipse.

“In four of his hands he grasps the objects of his divinity; the fifth hand is inside his heart and pulls the others taut, to complete his calibration.”

THE UNCONQUERED SUN

The Unconquered Sun is the greatest of gods and the ostensible ruler of the Celestial Bureaucracy. Yet, he largely rules in absentia through functionaries who do their best to interpret his will (or, more often, use their office for self-betterment to the detriment of Creation). Although the Unconquered Sun has done little of note since the Usurpation besides play the Games of Divinity, it is widely rumored, hoped and feared that he has once more turned his face to the world since the Solar Exalted returned. Perhaps this is so. The Time of Tumult could certainly use the personal attention of the Highest of Holies if Creation is to survive its many enemies.

Motivation: Defend Creation from all threats to its natural order. **Notable Intimacies:** Creation (Protective Love), Games of Divinity (Covetous Obsession), Solar Exalted (Wary Respect), Creatures of Darkness (Contemptuous Hate), Other Incarnae (Affection), Gaia (Kindness), Autochthon (Pity), weaker deities (Arrogant Magnanimity), Dragon Kings (Regret), humanity (Hope)



Attributes: Strength 20, Dexterity 16, Stamina 20, Charisma 12, Manipulation 4, Appearance 8, Perception 8, Intelligence 8, Wits 8



Virtues: Compassion 5, Conviction 5, Temperance 5, Valor 5. The Unconquered Sun automatically succeeds on all Virtue rolls with a threshold of 10 and adds 10 successes whenever he channels a Virtue. He can act against the compulsions of a Virtue only by deliberately suppressing it for a scene, in which case it drops to a normal rating of 5 in every way apart from no longer compelling him. Suppression does not cost him Willpower. The price of his choice is the weakening of his Charms. To act when the dictates of two or more Virtues conflict, he must choose which to suppress. He, therefore, avoids ethical conundrums whenever possible. In some situations, avoidance is the only way for him to stay sane. For instance, his perfect Compassion would demand intervention on behalf of the world's need if he did not studiously avoid making himself aware of that need by

locking himself in the Jade Pleasure Dome. Once he suppresses Compassion to recuse himself, that particular challenge to his Virtue does not come up again until he next witnesses direct evidence of Creation's need. In addition to the behavioral prohibitions for high Virtue listed on pp. 102-103 of *Exalted*, the Unconquered Sun cannot engage in the following behaviors without willful suppression of his nature:

Compassion: Refusing the surrender of an enemy. Killing, except in necessary defense of another. Bearing witness to unjust suffering without doing something to ameliorate it. Refusing to show forgiveness in the face of apparently sincere remorse and a request for leniency.

Conviction: Surrender. Admitting the possibility of personal error or fallibility. Backing down from a matter of principle when confronted with an opportunity to take a stand.

Temperance: Lying, cheating, breaking a promise or otherwise exhibiting deliberate deception



or dishonorable conduct, even in trivial matters. Spending time indulging in personal pleasure or gratification to the detriment of carrying out his responsibilities. Declaring anyone a creature of darkness out of annoyance or private dislike rather than because the offender poses a true threat to Creation.

Valor: Overlooking or tolerating any challenge or disrespect to his authority, no matter how small. (Note that engaging in a challenge against him is not intrinsically disrespectful, though besting him is always so.)

Abilities: Archery 6, Athletics 10, Awareness 10, Bureaucracy 6 (Celestial Bureaucracy +1, Ruling the Universe +2), Craft (Air) 6, Craft (Earth) 3 (Temples to Himself +3), Craft (Fire) 6, Craft (Magitech) 6 (Orichalcum Artifacts +3), Integrity 11 (Against Exalted +3), Investigation 6 (Uncovering Corruption +3), Linguistics 1 (Native: Old Realm, High Holy Speech), Lore 10, Martial Arts 8, Melee 11 (Godspear of All-Searing Noon +3), Occult 10 (Exaltation +1, Understanding the Games of Divinity +2), Performance 10 (Matters of Cosmic Importance +3), Presence 10, Ride 6 (Greater Elemental Dragons +1, *Jouten* +1, Luna +1), Sail 6 (Daystar +3), Socialize 8, Thrown 6 (Godspear of All-Searing Noon +3), War 7

Backgrounds: Cult N/A (Regains one mote per minute and one Willpower point per hour from his legislated share of all prayers directed toward Yu-Shan.) As the head of the Celestial Bureaucracy, the Unconquered Sun can requisition any asset available in Yu-Shan or Creation for his own use, effectively giving him N/A ratings in virtually every Background with the slightest relevance to his status.

Sorcery: The Unconquered Sun is a powerful sorcerer, with near-comprehensive mastery of every Emerald and Sapphire-circle spell whose function is not opposed to his nature. Like all gods, he cannot master the Adamant Circle, though he can emulate some of its power through his own Charms.

Charms: The Unconquered Sun knows virtually every spirit Charm not associated with a unique being, all of which are All-Encompassing in accor-

dance with the breadth of his dominion and some of which are completely obsolete given the power of his unique Charms. Storytellers should apply common sense to his selection as with assigning Charms to any spirit. For instance, it is not Ignis Divine's nature to create darkness or tell lies. He lacks Excellencies and Divine (Ability) Subordination, as his own Charm Perfection Beyond Imagining (p. 11) encompasses these powers. Likewise, he lacks any Charms to personally teleport or expand his movement options apart from his unique magic, though he can move others. None of his Charms allow him to inhabit objects or beings, as nothing in existence can adequately contain his glory. He cannot improve his soak or Hardness with magic other than his unique Charms. Finally, he has no Charms to divine the future, as it is his nature to define the shape of things to come rather than intuit the plans of others. (He can always ask the Maidens what they intend if he is curious.) The Unconquered Sun has 10 purchases each of Essence Plethora, Reserve of Will and Ox-Body Technique. It costs him 100 motes to materialize.

As a martial artist, the Unconquered Sun is a master of Solar Hero Style, Arms of the Unconquered Sun Style and the four Virtue styles, but he knows no Combos. He might have mastered other Celestial styles, but since he learns arts for amusement rather than because they offer any tactical advantage, his repertoire is fairly limited. He is incapable of, and largely uninterested in, learning Sidereal styles. He has trouble imagining he's missing anything important.

Radiant Panoply of the Unconquered Sun: The Charms here are unique to the panoply of the Unconquered Sun and cannot be learned by other beings. To the degree it matters, they have a minimum Essence of 10. Some of these powers have been bound into the Four Fulcrums of Righteous Virtue, artifacts gifted to the Unconquered Sun by his worshipers to celebrate the defeat of the Primordials. The Laurel of Entwining Mercy, Trumpet of Absolute Victory, Aegis of Unconquered Might and Godspear of All-Searing Noon contain the glories of Compassion, Conviction, Temperance and Valor, respectively.



Charms noted as transferable may be given as a blessing to other beings with the appropriate Virtue at 3+ by physically gifting the recipient with the artifact to which they are attached. As long as the recipient carries that artifact, he gains the benefits of the Charm in question as noted and may use it exactly as the Unconquered Sun does. The Unconquered Sun may reflexively recall any of his Fulcrums to himself to regain access to his loaned Charms, but he cannot use them while others carry them except as noted.

Charms that list powers following a Virtue name lose those powers for the rest of the scene if the current bearer suppresses the Virtue in question, even when that bearer is the Unconquered Sun himself. Recalling a Fulcrum from a character who has suppressed its controlling Virtue does not limit the Unconquered Sun's access to its power. Effects listed prior to the mention of the Virtue are unaffected by suppression of that Virtue.

Highest of Holies: With a single thunderous declaration, the Unconquered Sun declares a being or category of beings creatures of darkness, adding their names to the roll of his enemies. For as long as he lives to enforce this designation, Holy effects deleteriously affect such entities accordingly. All of his own physical and social attacks are automatically Holy, with the former inflicting aggravated damage and the latter adding one Willpower to the cost to resist at each interval where Willpower must be spent to do so. His mercy can also strike names from the scroll of his enmity, though he seldom does so. In addition, the Unconquered Sun need not spend Willpower to issue a mandate of subordination to a spirit with Essence 9 or less. That he speaks is enough to compel righteous obedience. His mandate affects gods, demons, elementals and ghosts equally. The dead obey him out of fear of his light rather than any actual authority he holds over them, adding the Emotion keyword to the compulsion. Finally, this Charm allows the Unconquered Sun to attune and build orichalcum artifacts like a Solar.

Righteous Answer of Catechism: Although the Unconquered Sun rarely answers prayers personally, when he chooses to do so and the worshiper is within Creation or Yu-Shan, the god can, for

the rest of the scene, use any of his Charms or ranged attacks to affect the worshiper or anything within a mile of that worshiper as though he were immediately adjacent to the target. He may also pre-program visions in response to specific prayers or categories thereof for those times he does not wish to trouble himself with an individual remark upon the occasion. For the purposes of this Charm, the Exaltation of a Solar is considered a successful prayer to him by that Lawgiver. Unless the Storyteller is running a game in which the Unconquered Sun is so thoroughly addled by the Games of Divinity that he is completely oblivious to the plight of Creation, he doesn't send pre-recorded messages in response to Exaltation. It is his practice to always send a message to a new Zenith. If there is a rhyme or reason to his sporadic approach to other castes, he hasn't shared it.

Solar Circle Charms: Although the Unconquered Sun is not actually initiated into Solar Circle sorcery, or even capable of such, he wields Charms that duplicate the effects of the spells listed here. None of these Charms requires any specific ritual behavior or material components normally associated with the spell in question, nor do they have any restriction on when they can be used or how often, other than the time spent invoking the power. Finally, they cost him only one Willpower point to unleash rather than three. Spells not in Exalted may be found in *The Books of Sorcery, Vol. II—The White Treatise*. Emulated spells include Adamant Circle Banishment, Adamant Countermagic, Benediction of the Archgenesis (may reduce the scope or area of change if he is feeling less generous), Chariot of the Blazing Sun (he supplies his own sunlight for uninterrupted travel), Cleansing Solar Flames, Demon of the Third Circle, Incantation of the Invincible Army (the sun supplies his own light and is tireless in raising his four arms; blessed units also gain Drill 5), Light of Solar Cleansing and Sunburst Portal Evocation (as per *Travel Without Distance*, but costs 100 motes and can travel to any point in Creation or Yu-Shan, bypassing Heaven Gates as needed. A ray of golden light visible worldwide descends from the sun or highest point in the night sky to pluck him from



his starting point and appears again moments later to deposit him at his destination). The Storyteller may add thematically appropriate effects to this list as best suits the story.

Incandescent Ascendancy (Transferable): The Unconquered Sun can move at a base speed of 15 yards per tick (30 yards per tick while dashing). He does so regardless of the means of locomotion. **Temperance or Valor:** The god can even hover or fly as quickly as he can run, provided that he stands upon his shield or holds his spear ahead of him as its irresistible force pulls him along. Only his flight is transferred to bearers of appropriate Fulcrums.

As Morning Reveals: The Unconquered Sun is permanently aware of the Essence flows of his surroundings as per the Charm All-Encompassing Sorcerer's Sight (*Exalted*, p. 222) and may invoke awareness equivalent to Measure the Wind at no cost as a reflexive action. **Compassion:** His

Essence sight also unveils the truths around him like the Charms Judge's Ear Technique (*Exalted*, p. 213), Eye of the Unconquered Sun (*Exalted*, p. 226) and Unblinking Sentinel Gaze (p. 28), and he may choose to displace his senses as a reflexive action to anywhere in Creation or Yu-Shan illuminated by the faintest ray of sunlight.

Transcendent Tongue of the Shining One: The Unconquered Sun understands few languages, but whatever he speaks or writes can be understood by all beings. Every letter he pens glows for eternity like a candle-flame, making the document upon which it is written as indestructible as an orichalcum artifact.

Compassion: The empathy of the Unconquered Sun allows him to intuit the meaning behind any written word or utterance.

Blessed is the Light (Transferable): The Unconquered Sun may target any other non-creature of darkness he can perceive within one mile as a diceless miscellaneous action, and he perfectly understands all harm currently afflicting that being. He may then pay motes to heal any number of health levels of damage that that being has suffered (two motes per bashing, four per lethal, six per ag-

gravated). A golden glow spreads from the target's wounds, leaving no scars behind. **Compassion:** Ignis Divine may similarly cure any Crippling, Poison, Shaping or Sickness effects afflicting the target, paying six motes per effect. **Compassion and Temperance:** The Unconquered Sun may target himself with this Charm and may also use it to remove any ongoing unnatural mental influence effects at a cost of six



motes each. **Compassion, Conviction and Temperance:** The Most High may pay any number of Willpower points during activation, simultaneously applying its effects to a number of separate valid targets forming a unit with Magnitude no greater than the Willpower spent or to heal damage to a single mass combat unit of that Magnitude.

Grace Dawns Eternal: The Unconquered Sun need only gesture benevolently toward a non-creature of darkness that he can perceive within one mile to impart a tiny fraction of his incarnate perfection. This diceless miscellaneous action costs 10 motes and one point of Willpower. His blessing



can bestow or raise any trait the target is capable of possessing as a Training effect, even if the Unconquered Sun himself lacks that trait. Blessing an extra makes her heroic. Essence may be raised above normal age limits, and bestowing Essence to a mortal being makes that being God-Blooded with an awakened Essence pool, or outright deifies that being as the Unconquered Sun desires. Fertility is a special trait for the purposes of this Charm. The god can make sure that the next mating the target undertakes results in conception, or he can impregnate a female with his own God-Blooded offspring. The Unconquered Sun's benevolence has no effect on those already in experience point debt. Blessings are to be earned, not hoarded by the unworthy. **Compassion:** As an alternative to a permanent trait increase, this Charm can restore all of a target's spent motes or spent Willpower or spent Virtue channels, though a being must wait a full day after replenishing a trait before this Charm can provide that specific blessing to her again. **Compassion and Conviction:** The Unconquered Sun may pay any number of additional Willpower points during activation, simultaneously applying its effects to a number of separate valid targets forming a unit with Magnitude no greater than the extra Willpower spent.

Perfection Beyond Imagining (Transferable): The Unconquered Sun is not intrinsically superior to all beings. His panoply makes him so. This Charm is a global divine Second Excellency that may be used to enhance any Attribute or Ability action, adding up to 10 successes at a cost of one mote per success. **Conviction:** Whenever the Unconquered Sun spends Willpower to enhance an action, he automatically succeeds with a threshold of 10 over the difficulty or any direct or indirect opposition (such as a competition). No penalty, target number manipulation or other detrimental effect can lessen this success in any way. In the case of comparing static traits, he is assumed to have a rating 10 higher than any opponent. The Conviction power of this Charm is not transferable and may not enhance a dodge or parry (physical or social). The Unconquered Sun knows that attacks must break upon him due to Aegis of Unconquered Might (p. 12),

so his perfection does not trouble itself with stopping what is futile. If another Charm contests this Charm's automatic supremacy, the Unconquered Sun applies a flat 30 successes to the roll-off, which is to say he hasn't lost yet. As in any Charm roll-off, if this result ties with an opponent's result, roll one die and assign victory to one side on an even result and victory to the other on an odd result. Only the basic pool and any modifiers stated in a Charm affect roll-offs. They are not actions and therefore ineligible for other bonuses such as Excellencies.

PERFECTION AND ADDICTION

Only the Games of Divinity ignore the Unconquered Sun's infallible perfection. They are older than time, reach beyond space and bind principles more foundational than Virtues. Neither the will of the Primordials nor the fate of the gods can compel them. Only the skill of the players and the vagaries that pass for chance matter to the imperishable pieces of that board until the last move is played.

The novelty of anything that does not immediately yield to the Unconquered Sun is part of his addiction to the Games. In each move he takes, he knows he has solved them perfectly because he can conceive of nothing else. In each move that this is not so, he must try again to validate his perfection. As for how a being of perfect Temperance becomes addicted to anything, it is similar to how a being of perfect Valor can be geased not to attack his makers. It is the nature of all minds to become addicted in the moment they choose to play the Games of Divinity, and neither the Unconquered Sun's Virtues nor the perfection of his Charms trumps this intrinsic limitation. Only the Primordials are inherently immune, though Exalted may free themselves with Charms that break all unnatural mental influence affecting them.





Titan-Unleashing Clarion: Conviction: This Charm is one of the spoils inherited from the Unconquered Sun's victory in the Primordial War. Taking a reflexive action to raise his horn to his lips and blast a world-cracking note of judgment (which costs only one mote), the Unconquered Sun sunder the demon realm and summons any *jouten* of a Yozi to appear before him. This Charm can also summon the Kukla or any other Greater Elemental Dragon, as well as horrors imprisoned beneath or beyond Creation since prehistory such as the legendary apocalypse god after whom the first Greater Elemental Dragon was named. Beings summoned by the Charm accept and obey any singular task the god gives to them like a successfully bound demon would, after which they return to their prison. Unlike a demon, however, such creatures cannot be told how to do a task, only what must be done. They apply their own horrid precepts to the challenge and are free to do so in any way that satisfies the letter of the command. The obvious inherent dangers have kept the Unconquered Sun from deploying this Charm in recorded history. Yet, should any of the titans unleash wrath such as the Three Spheres Cataclysm upon Creation again, the Highest of Holies will not hesitate to draw the offender into the path of the attack.

Aegis of Unconquered Might (Transferable): The Unconquered Sun largely transcends injury, with the natural listed soak and total immunity to all negative effects from hostile environmental conditions and hazards. The bearer of his shield applies a -5 cover penalty to all expected attacks and gains the soak and immunities listed here (in addition to the Unconquered Sun, if he is not the bearer). *Temperance:* The bearer of the shield perfectly resists all damage as a permanent enhancement and cannot be slain, physically injured or deleteriously altered by any effect, no matter how powerful it is. This perfection of being also treats all mental influence that seeks to make him betray his Motivation as an unacceptable order. Finally, the bearer protects any mass combat unit he leads from most injury as he personally interposes himself in the path of attacks aimed at the soldiers under his command. Each

attack against his unit cannot inflict more than one level of damage.

Godspear of All-Searing Noon (Transferable): The luminous golden spear the Unconquered Sun wields has the following traits: Speed 3, Accuracy +10, Damage +20, Defense +10, Range 1 mile, Rate 4, Tags P,T. It inflicts aggravated damage on creatures of darkness as a Holy effect. It is wielded with Melee in close combat and Thrown at range. To make a ranged attack, the Unconquered Sun hurls the spear at a target and it reappears in his hand the instant it strikes. He may inflict bashing damage with it, in which case the damage does not spill over past Incapacitated to do worse than knock the target out. His spear is subject to the divine geas preventing it from attacking Primordials and Yozi. *Valor:* The spear inflicts infinite damage, meaning that a successful hit disintegrates its intended target into fine white ash or knocks it out cold unless that target has a defense capable of setting an attack's damage to zero. Further, the spear's ranged attack has infinite range within Creation. What the Unconquered Sun can perceive, he can blast as if it were immediately adjacent, calling down a beam from the sky itself to strike indirectly if so desired.

Wrath Beyond Measure: Valor: The Unconquered Sun may pay 50 motes and one Willpower when attacking with the Godspear of All-Searing Noon, in which case burning light explodes from the point of impact as a one-time environmental hazard filling a radius of five miles. This Holy hazard has Damage 50L (aggravated to creatures of darkness) and Trauma 10L, but doesn't harm Primordials or Yozi. *Compassion and Valor:* In his mercy, the Unconquered Sun may choose to burn only creatures of darkness and unholy objects with the light of his fury, sparing all else.

Infinite Glories Mien: The Unconquered Sun may take any form at will, from the humblest mouse to a towering pillar of holy fire stretching from earth to sky. Most commonly, he appears as a four-armed human in orichalcum armor or a four-armed Dragon King with golden scales and features more reminiscent of a tyrant lizard than any of the four breeds. In all countenances, his



traits remain the same, though Storytellers may assign a -1 to -5 external penalty to hit or notice him if he has reduced his size to that of a dog (-1) or all the way to a mouse (-5). **Valor:** In all forms, the god's courage permanently radiates terrifying sunlight too bright to look upon out to a radius of 10 miles. The light defines the space it fills as Creation, temporarily calcifying the Wyld around him to conform to the laws of the world. Other realms of existence are not affected, save for the devastation his light brings to the Underworld. His glow obviates all stealth attempts and makes all his social attacks unblockable unnatural mental influence, as well as imposing a -10 internal penalty to all non-reflexive actions by other beings. Characters with Essence 10 and those who close their eyes or who are blind are unaffected by this radiance, but must contend with the usual drawbacks of blindness. He may reflexively commit 30 motes to exempt non-creatures of darkness from the penalty imposed by his presence. The Unconquered Sun has not been known to unveil his true glory upon the world or assume a non-human appearance since the dawn of the First Age, though what he does in the privacy of the Jade Pleasure Dome while among the exclusive company of the Incarnae is not for lesser beings to know.

Sun Turns His Face: The Unconquered Sun is a god of Virtue, but he was forged by a wickedness he can never fully escape. This Charm functions differently from all the Unconquered Sun's other unique powers. As he reflexively casts one of his Fulcrums from the sky to the earth like a blazing meteor and commits (50m, 1wp), he suppresses that Fulcrum's Virtue until he recalls it to himself and ends the Charm. Unless the god has materialized, this fall goes unseen and unheard save by spirits, all of whom hear the deafening crash within five miles of the impact. This sound acts as a mandate of divine subordination command to all gods and elementals present and who would dare intrude later, forcing them to depart the area by the quickest means possible and not return until the Most High recalls his artifact. Even gods tear from their homes in an exodus of lamentation. Besides depriving the area of divine patronage and protection, the curse afflicts

everyone who has predominantly lived in that area for the past month with an unnatural Compulsion and Emotion effect costing five Willpower per day of resistance. Affected characters drop to a rating of 1 in the fallen Fulcrum's Virtue and can't act in a manner consistent with a higher rating. The Charm can't suppress the primary Virtues of Exalted, though other Fulcrums work normally. On each tick of contact, fallen Fulcrums burn those who dare touch them as a reflexive attack with the same traits as the Godspire of All-Searing Noon. When the Unconquered Sun throws his shield upon a city, civilization crumbles in an orgy of excess and dereliction of duty. When he throws his spear, a city's defenders become utterly craven and scatter like vermin before the weakest besiegers. When he throws all four, the Maidens weep.

Join Battle: 18

Attacks:

Strike: Speed 5, Accuracy 25, Damage 20B/L, Parry DV 13, Rate 4, Tags N,P

Clinch: Speed 6, Accuracy 24, Damage 20B/L, Parry DV —, Rate 1, Tags C,N,P

Godspire of All-Searing Noon (Melee): Speed 3, Accuracy 40, Damage 40B/L, Parry DV 20, Rate 4, Tags P

Godspire of All-Searing Noon (Thrown): Speed 3, Accuracy 35, Damage 40L, Range 1 mile, Rate 4, Tags P



Soak: 30B/30L/15A (Hardness 30B/30L/15A; immune to negative environmental effects; carried shield applies -5 cover penalty to expected enemy attacks)

Health Levels: -0/-1x16/-2x16/-4/Incap

Dodge DV: 13 **Willpower:** 10 (20 points)

Essence: 10 **Essence Pool:** 250

Other Notes: All of the Unconquered Sun's attacks inflict aggravated damage on creatures of darkness. The Unconquered Sun's strike attack models any unarmed strike the Unconquered Sun makes and uses the traits of a punch, even if kicking while appearing human or making a claw swipe as a Dragon King. In more savage appearances, his clinch can also model a rending bite in which he locks his jaw on a foe and tears, in which case he chooses to apply lethal damage. The god almost never dodges;



he considers it crass. Should another character somehow end up endowed with the destiny and panoply of the Unconquered Sun following the unthinkable cataclysm of that god's death, the character retains her Motivation, Intimacies, Attributes and Abilities, but otherwise replaces and adds on the traits of the Highest of Holies and recalculates derived traits as normal. She may then raise Attributes and Abilities at Solar experience costs to a maximum of the original sun's traits or 10, whichever is higher.

ENTOURAGE

As the Lord of Heaven, the Unconquered Sun has innumerable gods who show him allegiance and serve the course of his vision for Yu-Shan as well as Creation. Chief among them are Luna and the Maidens, who act as wives, sisters, mothers and best friends to the Unconquered Sun. The Unconquered Sun has also drawn association with a number of other spirits who govern subsidiary aspects of his purviews. A few are detailed here.

For information on other well-known deities associated with the Unconquered Sun, see *Five Days Darkness (The Compass of Terrestrial Directions, Vol. I—The Scavenger Lands, p. 150)*, the Golden Lord (*The Compass of Terrestrial Directions, Vol. IV—The South, p. 130*) and Shining Flower (*The Compass of Terrestrial Directions, Vol. III—The East, p. 119*).

NYSELA, CHARIOTEER OF THE DAYSTAR

Nysela forged a close working relationship with the Unconquered Sun while he was still the Guarding Star. During that time, the Most High spent much of his time managing the upkeep of the Dirigible Engine Daystar, the mechanism that flies the sun across Creation's skies. Nysela, Charioteer of the Daystar, was its chief navigator. Together they led a crew of divinities in piloting the Daystar through Creation's hazardous, shifting skies, and protecting its flight against saboteurs from without. She was one of the first beings ever to hear the

THE GOD BEHIND THE CURTAIN

The Unconquered Sun is clearly the mightiest god ever to exist. It is why he is the ruler of the Celestial Bureaucracy and the acknowledged Highest of Holies, after all. But how mighty is mighty? The default assumption is that the god's most potent Charms depend upon him upholding his Virtues. By suppressing these traits in the name of free will, he weakens himself from "unbeatable force of nature" to "total powerhouse."

Storytellers looking to make the god a bit less daunting (such as for games featuring the death or overthrow of the Unconquered Sun) can simply do away with the Virtue-based epic extensions of his Charms and keep the base effects. Such a weakening might have always been so, in which case his legend is simply that. Alternatively, he was once greater, but his long addiction to the Games of Divinity and willing rejection of his duties has profoundly lessened him. Likely, the truth of the matter is known to only the Maidens and the Most High himself.

On the other end of the spectrum, Storytellers might wish to represent the Unconquered Sun as a deity of such absolute perfection that the thought of him losing is laughable. For this model, simply assume that his epic Charms function at full power regardless of whether he suppresses his Virtues. The problem with this approach is that it can be severely damaging to the centrality of protagonists. If the Unconquered Sun involves himself, none may gainsay him. This hardly suits the themes of Exalted, so Storytellers should tread very carefully with a "plot-device" level Incarna, almost certainly keeping him tied down with irresistible addiction to the Games of Divinity so he doesn't upstage the players' characters at every turn.

Unconquered Sun express insurrectionist sentiments in regard to his makers, and she believes that her wholehearted agreement helped convince him of the rightness of his own desire to be free of the Primordial yoke. When the war was over, Nysela was elevated from her station as navigator of the Daystar to Goddess of Righteous Ideals and Heavenly Duty.



As a result, her first and longest engagement at the end of the War involved the Solar Exalted, and her attempts to guide and shape them in a course that matched closest to the Unconquered Sun's own values. Early into their reign, the Solars valued Nysela's objective, unequivocal assessments of the Unconquered Sun's values and the ease at which she would rise to criticize or correct any Solar who strayed too far from the vision of the Most High. But when the Solars began to raise themselves up as God-Kings, often ignoring that there were any other gods altogether, Nysela's hands were tied.

At first, she harshly—physically—corrected a few straying Solars, but their mad courses were not averted, and she began to realize that there was little she could do. Creation was theirs to rule and shape in their own vision according to the Creation-Ruling Mandate issued by the Unconquered Sun. The Solars' own visions for Creation were, by definition, Righteous Ideals, conceded to them by the Most High himself. Nysela could only look on regretfully as the gulf between the Solars and the Unconquered Sun widened.

On top of her constant surveillance of the Solars and the gods, Nysela was also still a primary operator of the Dirigible Engine Daystar, and thus constantly busy taking shifts flying it across the sky. She bore these shifts with little complaint, for the Unconquered Sun occasionally found the time to take the wheel, guiding the Daystar on its repeating course, and she relished the opportunity to sit in his presence. But they were not the only gods who worked the bellows and the pumps of the Dirigible Engine, and relief was available when she needed it.

Times changed. The Unconquered Sun turned his back on Creation. The Solars fell. The Celestial Bureaucracies have fallen into corruption, and most





of the spirits that flew the Daystar have abandoned ship, including the Once-Guarding Star himself. Nysela, if anything, works harder than ever. Determined not to fail, she holds on to her first and most basic duty—flying the sun from the Elemental Pole of Wood to the Elemental Pole of Water.

Nysela is at once one of the most forceful spirits ever to set foot in Yu-Shan, and also one of the most hated. Two-faced gods show her the utmost respect when she is present and mock her when she is gone, for her majesty is all but wasted on the futility of her job, and her unrequited love for the Unconquered Sun is one of the oldest tales of Heaven. They also know most of her time and waning focus is devoted to working the bellows and pumps of the Daystar like mad, or monitoring the sleep of the greater elemental dragon Gardullis who dreams at the heart of the sun. Only at night can she pursue derelict gods and answer threats and challenges openly in Yu-Shan.

Madly in love with the Unconquered Sun, her loyalty to him is perhaps the only part of her convictions that has not seen defeat. Nysela is worried about the return of the Solar Exalted, because she has promised to punish any who betray him again. As such, she has taken to employing shows of force to drive the values of the Unconquered Sun into Solars who catch her attention, employing little tact or diplomacy. Her heart has hardened to them greatly. They will either emulate the Unconquered Sun or kiss the ground. Most know better than to conflate the dereliction of Ignis Divine with the waywardness of Solars in her presence. Furthermore, Nysela is jealous of Luna's place as his second in command, but she has been beaten both times she has attempted to take her place at his side. When she is not piloting the Daystar or battered by exhaustion, she endlessly fights a hopeless battle to make the gods of Yu-Shan do their jobs properly.

Nysela takes the form of a beautiful orichalcum-skinned woman with full hair, flame red in the dark and violet in the day, wearing an armored dress and kimono. She carries a tower shield of bronze and a massive white jade dire lance as her most common array. Around her neck are the keys to the Chirmirajen, the monorail which travels within

and over the surface of the Daystar to survey it, as well as act as an auxiliary means of pulling the sun across the sky should its own means of propulsion ever be disabled.

Sanctum: Nysela dwells within the Most Upright Pagoda, a towering structure of delicate walls, firm angles and clear sight lines that looks out over a previously well-heeled but steadily declining district of Yu-Shan.

Motivation: To uphold the Unconquered Sun's vision of righteousness.

Attributes: Strength 6, Dexterity 7, Stamina 6; Charisma 7, Manipulation 3, Appearance 4; Perception 6, Intelligence 5, Wits 5

Virtues: Compassion 2, Conviction 5, Temperance 3, Valor 4

Abilities: Athletics 3, Awareness 5, Bureaucracy 4, Dodge 3, Integrity 7 (Maintaining Heavenly Law +3), Investigation 4 (Rooting Out Corruption +3), Linguistics 1 (Native: Old Realm; High Holy Speech), Lore 4 (Heavenly Law +3), Martial Arts 5, Melee 6 (Dire Lance +3), Occult 3 (Celestial Phenomena +3), Performance 3, Presence 6, Resistance 3 (Long Shifts +3), Sail 7 (Daystar +3), Socialize 3, War 2

Backgrounds: Backing (Celestial Bureaucracy) 3, Contacts (Divine Informers) 3, Celestial Manse 2, Salary 3

Charms:

Divine Prerogative—Focuses on the Unconquered Sun.

Essence Bite

Essence Plethora (x3)

Hurry Home—Takes Nysela either to her manse in Yu-Shan or to the navigation deck of the Daystar.

Intrusion-Sensing Method—Nysela uses this Charm to sense individuals or objects approaching the Daystar's path while she guides it across the sky.

Loom Stride

Materialize—Costs 85 motes.

Measure the Wind—Nysela uses this Charm to determine her relative authority over other gods.

Meat of Broken Flesh—This Charm functions only against individuals Nysela believes have violated Celestial law or the Mandate of Heaven.



Ox-Body Technique (x5)

Principle of Motion—Nysela typically keeps 10 actions stored.

Reserve of Will (x3)

Shapechange—Nysela sometimes disguises herself as a mortal or minor god to determine how truly upright and just other divinities or Exalts are.

Sheathing the Material Form

Stoke the Flame—This Charm is used to exhort targets to behave according to Nysela’s vision of righteousness.

Second (Ability) Excellency—Awareness, Integrity, Martial Arts, Melee, Presence, Sail

Third (Ability) Excellency—Sail

Infinite (Ability) Mastery—Melee

Divine (Ability) Subordination—Integrity, Melee (Conviction Flaw), Sail

Join Battle: 10

Attacks:

Punch: Speed 5, Accuracy 13, Damage 6B, Parry DV 7, Rate 3, Tags N

Kick: Speed 5, Accuracy 12, Damage 9B, Parry DV 5, Rate 2, Tags N

Clinch: Speed 6, Accuracy 12, Damage 6B, Parry DV —, Rate 1, Tags C,N,P

Dire Lance (Piercing Eye of Justice): Speed 5, Accuracy 18, Damage 14L/18L, Parry DV 9, Rate 2, Tags 2,L,R

Soak: 21L/24B (Armored kimono, 18L/18B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 9 **Willpower:** 10

Essence: 7 **Essence Pool:** 150

LITTLE BEAM



The upstart known as Little Beam appeared only recently, claiming to be the direct offspring of the Unconquered Sun. Most of Yu-Shan’s residents assume Little Beam is a liar and charlatan out of hand, but they are unsettled by the gumption of one who would make such a dangerous claim under the eyes of Heaven, especially with regard to Ignis Divine. More ominous than that, the Maiden of Secrets has sealed all records of Little Beam’s origin and purview personally.

Eschewing his floating estate in Heaven, the alleged son of the Most High spends most of his time in Creation, where he fights to restore order to the malfeasant spirit courts. In doing so, one of his main goals appears to be assisting the return of the Solar Exalted. Little Beam explains to those he meets that in order to uphold the Creation-Ruling Mandate, he acts as a divine liaison between the Unconquered Sun and his Chosen.

This responsibility is almost certainly self-appointed. Regardless, the young god’s aid has already helped set several Solars on the path to power over Creation. The Gold Faction actively courts his assistance with their training camps, while the Bronze Faction is running a careful but thorough investigation into the rogue divinity, attempting to discern his true parentage. Little Beam has many enemies in both Heaven and Creation who are unconcerned with his origins, criminals with a vested interest in avoiding a return to the days of the Creation-Ruling Mandate’s proper enforcement. They fear that Little Beam is a precursor to the active return of the Unconquered Sun or uncontrolled ascent of the Solar Exalted. The assassins are gathering.

Little Beam appears as a bronze-skinned young man with the sculpted iron thews of a gladiator. He dresses like a monk, usually with a bell-collared red coat that spreads open from his chest, and airy martial slacks of a matching color. He carries the red bamboo serpent-sting staff Fire Dragon’s Whisker. His head appears to have been recently tonsured, with the vestiges of bright red hair just beginning to grow back. His visage is normally serene, but his blank white eyes are often unsettling. When angered, sunlight blazes from his mouth, nose, and eyes. While the questions of his origin remain unsettled, none who have seen the Unconquered Sun’s face can deny that Little Beam bears a striking resemblance to the Most High.

Sanctum: Little Beam resides in the Golden Cloud Palace, a moderately splendid manse floating serenely above the cloud layer of Yu-Shan. He is rarely found in residence these days, spending most of his time in Creation.



Motivation: Bring the Unconquered Sun and his Chosen back to their rightful station.

Attributes: Strength 7, Dexterity 7, Stamina 7; Charisma 7, Manipulation 5, Appearance 3; Perception 4, Intelligence 4, Wits 4

Virtues: Compassion 3, Conviction 2, Temperance 3, Valor 4

Abilities: Athletics 5, Awareness 3, Bureaucracy 3, Dodge 5, Integrity 4, Linguistics 4 (Native: Old Realm; High Realm, Low Realm, Riverspeak, Flametongue), Lore 3, Martial Arts 6, Occult 4, Performance 4, Presence 6, Resistance 5, Socialize 4

Backgrounds: Allies 2, Artifact 2, Contacts (Gold Faction) 3, Cult 2, Manse 2, Salary 3

Charms:

Amethyst Awareness—Usable only during the day.

Bane Weapon—Little Beam may deal aggravated damage to creatures of darkness.

Destiny Sponsorship—Little Beam may never work to delay any ending Saturn has proclaimed to be timely.

Emergency Prayer Relocation

Endowment—Little Beam is among the rare handful of spirits capable of endowing dots of Essence. These dots are Solar-aspected, and are not compatible with Essence-users who already have a strongly aspected Essence type other than Solar. If a mortal is endowed, he essentially becomes a Golden Child by brevet (see *Scroll of Heroes*, pp. 123-124).

Essence Plethora (x5)

Harrow the Mind—This Charm is used to convince gods and mortals to support the Unconquered Sun and his Chosen.

Hurry Home—Little Beam may return to his Golden Cloud Palace or to the steps of the Jade Pleasure Dome.

Materialize—Costs 65 motes

Measure the Wind

Natural Prognostication—Little Beam can sense those marked out by destiny to bring about great renewals in the world, as well as those affected by Sidereal astrology from the Colleges of the Violet Bier of Sorrows.

Ox-Body Technique (x5)

Principle of Motion—Little Beam commonly stores six actions.

Regalia of Authority

Sheathing the Material Form

Stir of Echoes—By touching a Solar's caste mark and spending 15 motes, Little Beam allows a (Wits + Essence) roll for the Solar to remember a fact from one of his Exaltation's past incarnations, at a difficulty determined by the Storyteller. Remembering a general fact about the First Age, such as a common law, might be difficulty 1, while remembering an epic poem that acts as a command code for a specific thousand-forged dragon might be difficulty 5.

Sun Dragon's Embrace—Doubles the final damage inflicted by Solar-aspected Holy attacks on creatures of darkness. Compels the benefactor of this Charm to attack such creatures on sight.

First (Ability) Excellency—Athletics, Martial Arts, Dodge, Presence, Resistance

Third (Ability) Excellency—Athletics, Integrity, Performance

Infinite (Ability) Mastery—Martial Arts, Presence

Divine (Ability) Subordination—Presence

Martial Arts:

Arms of the Unconquered Sun Style—All Charms

Solar Hero Style—All Charms

Join Battle: 7

Attacks:

Punch: Speed 5, Accuracy 14, Damage 7B, Parry DV 8, Rate 3, Tags N

Kick: Speed 5, Accuracy 13, Damage 10B, Parry DV 6, Rate 2, Tags N

Clinch: Speed 6 Accuracy 13, Damage 7B, Parry DV —, Rate 1, Tags C,N,P

Serpent-Sting Staff (Fire Dragon's Whisker): Speed 5, Accuracy 13, Damage 17B, Parry DV 9, Rate 3, Tags M,P

Soak: 24L/27B (Coat of the Sun's Blessing, 20L/20B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 9 **Willpower:** 7

Essence: 6 **Essence Pool:** 145

Other Notes: None



OBSERVANCES

In ages past, the Unconquered Sun was worshiped far and wide as the greatest of the gods. Of the Celestial Incarnae he was the Most High, and none could look up at the sky without knowing that Creation had light in its future if only by his grace. Twice he was the subject of the greatest religions in the world. First, he was venerated by the Dragon Kings, who offered up living hearts in sacrifice to him. Later, it was the Solar Exalted who spread the glory of the Unconquered Sun to the far corners of Creation. During this time, prayers to the Unconquered Sun were often fielded into the hands of the Zenith Caste, who went among the people working miracles, and from them moved to the Eclipse Caste, who delegated to the Terrestrial gods the unquestionable will of Ignis Divine.

In the present era, all that has changed. While the Unconquered Sun is known across Creation as the sun god and the most powerful Celestial Incarna, that knowledge has taken on a sort of distance in the hearts of the people. In truth, while Creation knows him to be the King of the Gods, his role in world religion has become marginalized, with the sun god remembered more out of tradition than true veneration. In places where he is worshiped, the Unconquered Sun is seen as an apathetic, dispassionate god of incredible power, so far beyond Creation and the plight of humanity that he cannot be bothered to relate to his mortal subjects. The general consensus on the god is that he gives humanity light to live by and to grow strong by and expects this gift to be more than enough to survive on. To ask more of him is to risk insult, for the Unconquered Sun not only makes life possible, but he provides all the example one needs in order to be virtuous, strong and self-sufficient. To ask for more is to deny that he has already given enough.

When so impugned, the Unconquered Sun's wrath is inevitable, and so his followers appeal to him for divine intervention under only the most extreme duress. In fact, worshipers of the Unconquered Sun prefer *not* to get their deity's attention at all, for it is said that the Unconquered Sun's

blessings come with a hard touch of disaster that leaves his subjects amidst the curse and ruin of his apocalyptic miracles. Because of this, prayers to the Most High often come in the form of thanks for rented light and another day's lease on life—for any day when the Unconquered Sun didn't act directly on their behalf is another day where his wrath was stayed.

Creation's misconceptions of the Unconquered Sun have their roots in the Celestial Bureaucracy. While the Unconquered Sun's worship is no more than a quarter of what it once was, he still gets a spectacular amount of prayer. As a result, there is a Heaven-based office that was set up to field all requests and entreaties to the Unconquered Sun. The office fields so many requests around-the-clock that it employs dozens of gods, collectively known as the Gold Star Signatories of the Sun's Favor. Approved by Ignis Divine but rarely appointed by him, these gods may apply the Unconquered Sun's signet, ordering prayers to be answered however they see fit, their whims carrying the authority of the Unconquered Sun himself.

The Signatories receive hundreds of missives daily. Of these, only the most dire and important of prayers are fielded directly to the Unconquered Sun. The rest are left to the overworked, underpaid gods of the office. This system is the largest contributor to Creation's idea that the Most High is apathetic and wrathful. Less important prayers have a way of going ignored entirely, while more important prayers require a complicated response that certain disgruntled gods, under all the pressure of Heaven to keep their boss's inbox empty, are unable to give. In general, missives delivered to the office have a way of getting handled in whatever fashion best suits the disposition of the god currently helming the station, who may or may not be competent or capable of handling the requests constantly hitting his desk. Sometimes these prayers are met with the attendant's scorn in order to dissuade any further entreaties. Worse yet, they might deliberately mishandle the response or attempt to subvert the prayers to their own ends.

Furthermore, because these gods all share the task of handling the Unconquered Sun's response,





Creation has gotten a very schizophrenic picture of the Unconquered Sun. One month a sacrifice of a prize bull will result in favorable weather for the faithful and a pox of sunstroke on the heads of their enemies, as an anonymous god impersonating the Unconquered Sun responds favorably to the offering. The next month, ignition of the altar results in an inexplicable detonation that floors the supplicants and launches the blazing bull into a neighboring camp, demolishing several houses and marking the start of a bitter feud.

One god might simply field responses without even reading them, stamping an order of drought on everything to come across his desk, resulting in some of Creation's most bizarre weather, especially in the frozen North and the hurricane-prone islands of the West. Meanwhile another god, who works on the side for Burning Feather, Lady of Intoxicants, gets his papers for the two offices mixed up, causing marijuana to overtake the fields of a tribe of eastern sun worshipers. The sun worshipers then make the holy plant centric to all of their observances thereafter. Yet another god, attempting to increase the Unconquered Sun's worldly glory, orders the mice of the sun to chew the sun's sigil in the field of a failing farmer. This miracle draws pilgrims from far and wide to witness the abundance of a harvest unseen in generations, and prayers to the office of the Unconquered Sun's purview suddenly rise to dam the already bottlenecked bureau and force umpteen hours of overtime on the besieged gods, until one of them finally orders the field to spontaneously combust and burn the farmer's house down, terrifying itinerants and scaring the worshipers back into silence.

Then there are the many prayers that are answered in an utterly bizarre fashion. In the famine-touched lands of the Southeast, a tribe of sun worshipers prayed to the Unconquered Sun for mercy from the blazing heat. They sacrificed the last of their food stores so that their next harvest of crops would not be incinerated, believing that the depth of their sacrifice and the strength of their faith would not go unrewarded. The next day, indeed, the heat began to dwindle,

but stranger than that was what was waiting for them at the east gate of town—a gigantic egg, large as a full grown yeddim, nose pointed into the dawn. Recognizing one of the Most High's strange miracles, the priests were at once afraid. Not knowing whether to eat the egg or to hatch it, they ordered it moved into their temple, where it still sits, a silent and troublesome boon from the office of the Once-Guarding Star.

GIFTS TO THE CHOSEN

The Charms of the Solar Exalted partake of, expand on, and ultimately surpass their patron's perfection and glory. While they lack the elegant simplicity of the Most High's miracles, Solar Charms benefit from the infinite inventiveness of the human race. The innovations of his Chosen proved a constant delight (and source of worry) for the Unconquered Sun throughout the First Age, and their reappearance in the Time of Tumult only heralds more desperate innovations from returning Lawgivers... as well as the potential rediscovery of some of the darkest experiments of the final days of the Old Realm.

MARTIAL ARTS

ARMOR-SHATTERING STRIKE

Cost: 4m; **Mins:** Martial Arts 5, Essence 3;

Type: Supplemental

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

Prerequisite Charms: Solar Hero Form

KEYWORD: MIRROR

The Abyssal Exalted are dark reflections of their Solar counterparts, and at times are able to employ similar magics. Such instances of symmetry are denoted by this keyword, and a brief description of the Charm's Abyssal equivalent. All Abyssal prerequisite Charms listed below may be found in Chapter Five of *The Manual of Exalted Power—The Abyssals*.

Exalted on the field of battle cannot be concerned with such trivia as leather and plate. If an attack supplemented by this Charm successfully strikes a target, any nonmagical armor the target is wearing is immediately destroyed. Heavy armor explodes off the victim's body in a spray of rivets and plates, while lighter protection produces an eruption of torn leather and flying chain links.

Should the attack also actually inflict damage, the Solar may pay an extra mote to immediately cancel all Charms, spells and astrological powers with a duration greater than Instant but less than Permanent which provide the target with increased soak or Hardness as a Shaping effect.

A second purchase of this Charm, at Essence 5+, upgrades its Shaping effect to also force instant loss of attunement to magical armor.

IRON TALON TECHNIQUE

Cost: 5m, 1wp; Mins: Martial Arts 6, Essence 6;
Type: Supplemental

Keywords: Combo-OK, Obvious, Mirror (Ultimate Inevitability of the Grave)

Duration: Instant

Prerequisite Charms : Dragon Coil Technique

Once a Lawgiver has laid his hand upon an enemy, his wrath becomes inescapable. Even the Primordials learned this, to their sorrow. This Charm may be used to enhance a roll to maintain or gain control of an ongoing grapple, giving it an automatic threshold of one success more than the Solar's opponent. If another effect contests this one, add (Essence) in extra dice to the resulting roll.

A second purchase of this Charm at Martial Arts 9+, Essence 9+, allows it to be invoked as an inherent ability, which does not count as a Charm activation.

New Abyssal Charm: Ultimate Inevitability of the Grave (Prerequisite: Inescapable Iron Grip). The Abyssal version of Iron Talon Technique has different prerequisites but is otherwise identical.



MELEE

FLASHING EDGE OF DAWN

Cost: —; Mins: Melee 4, Essence 3;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: One Weapon, Two Blows

Given time and practice, superhuman prowess comes naturally to the Solar Exalted. The benefits of One Weapon, Two Blows are automatically applied to all Melee attacks the Solar makes. If invoked normally, that Charm's effects stack with this upgrade.

SHINING RAZOR WIND

Cost: 3m per die, 1wp; Mins: Melee 5, Essence 3;

Type: Reflexive

Keywords:

Combo -basic ,
Obvious

Duration: One
scene

Prerequisite
Charms: Fire and
Stones Strike

A brilliant red-gold corona erupts around the Lawgiver's weapon, empowering him to strike down his enemies. This Charm allows the character to enchant a weapon with Fire and Stones Strike for the duration of a scene rather than a single attack, at a cost of three motes per die added, following the same rules for maximum dice. This also counts toward the maximum number of dice that may be purchased with a subsequent normal activation of Fire and Stones Strike. Any nonmagical weapon

forced to channel such power is destroyed when the Charm ends.

At Essence 5+, dice purchased with this Charm no longer counts toward the maximum number of dice that may be purchased with a subsequent normal activation of Fire and Stones Strike.

RISING SUN SLASH

Cost: 4m or 6m; Mins: Melee 5, Essence 4;

Type: Supplemental

Keywords: Combo-OK, Obvious, Holy, Mirror (Life-Severing Blade)

Duration: Instant

Prerequisite Charms: Fire and Stones Strike

Crackling with golden lightning, the Solar's blade becomes impossible to turn from its course.

For four motes, an attack enhanced with this Charm becomes unblockable. If activated for a cost of six motes, the attack also gains the Holy keyword and becomes undodgeable by creatures of darkness in addition to its basic effect.

New Abyssal Charm: Life-Severing Blade (Prerequisite: Artful Maiming On-slaughter). The Abyssal Mirror to Rising Sun Slash has no Holy keyword.

Instead, its six-mote option makes attacks undodgeable by mortals, ghosts and the Fair Folk.

WORLD-SCARRING SOLAR GLORY

Cost: 5m, 1wp; Mins: Melee 6, Essence 6;

Type: Supplemental





Keywords : Combo-OK, Obvious, Mirror (Creation-Slaying Holocaust Blade)

Duration: Instant

Prerequisite Charms: Rising Sun Slash

The Solar's weapon surges with the limitless power of the wrathful sun god. An attack supplemented by this Charm adds (Essence) dice of raw damage in Step Seven. Should the dice of damage to be rolled after soak in Step Eight exceed the target's maximum total health levels, the Solar may instead inflict as many or as few automatic levels of damage as desired.

At Essence 7+, this Charm may be used to inflict whatever level of damage the Lawgiver desires to nonmagical objects and structures up to the size of a palace. Cutting passes through hills or smashing down stout fortress gates are trivial exercises for such mighty heroes. At Melee 9+ the character may pay a five-mote surcharge upon activation to inflict as many or as few automatic levels of damage as desired to targets regardless of his total dice in Step Eight.

A second purchase, at Melee 8+, Essence 8+, allows the Solar to activate this Charm as a miscellaneous action (Speed 5, DV -1), and commit Essence to it to "store" it in advance. When the commitment is reflexively dropped (this must be done in Step One), the Charm activates without

counting as a Charm use. At Essence 9+, the Solar may store up to (Essence/2) activations simultaneously, though each must have Essence committed to it separately.

New Abyssal Charm: Creation-Slaying Holocaust Blade (Prerequisites: Life-Severing Blade). The Abyssal Mirror to World-Scarring Solar Glory has different prerequisites but is otherwise identical.

IMMORTAL BLADE TRIUMPHANT

Cost: 15m, 1wp; **Mins:** Melee 7, Essence 7;

Type: Simple (Speed 7, DV -4)

Keywords: Obvious, Mirror (Charnel Emperor Stance)

Duration: One scene

Prerequisite Charms: Heavenly Guardian Defense

The Lawgiver's anima fractures into a thousand reflections of his weapon as he raises it in a silent salute. Afterwards, he moves with grace beyond words and skill beyond awareness to brush aside the clumsy attacks of any who should be so impudent as to strike at him.

While this Charm is active, the character may invoke Heavenly Guardian Defense at its normal cost as an innate ability rather than a Charm activation. When used this way, the Charm's duration is always instant regardless of other modifiers. This benefit may not be employed until the character's





UPGRADES

The following upgrades to existing Charms are available:

Solars who know the Charm Heavenly Guardian Defense may pay two experience points to permanently upgrade its capabilities so that it and Dipping Swallow Defense are considered to be the same Charm for the purpose of Charm activations and Combos. The same upgrade is available for the Abyssal mirrors of these Charms.

Example: Dace pays two motes to reflexively invoke Dipping Swallow Defense to fend off the paltry attack of a zombie. During the same action, an Abyssal suddenly arrives on the battlefield and launches a powerful Combo at him. He then pays four motes to reflexively invoke Heavenly Guardian Defense without needing a Combo.

The same upgrade is available for the same price for Seven Shadow Evasion (linking it to Shadow Over Water) and their Abyssal mirrors, Adamant Skin Technique (linking it to Iron Skin Concentration), and, for the Lunar Exalted, Flowing Body Evasion (linking it to Golden Tiger Stance).



DV has refreshed once, and may be used a number of times equal to (Essence x 2); upon making the last permitted invocation, Immortal Blade Triumphant automatically deactivates itself. This Charm may *not* be reactivated to re-stock its supply of defenses while it is already active.

New Abyssal Charm: Charnel Emperor Stance (Prerequisites: Death-Deflecting Technique). This Charm functions identically to its Solar Mirror, save that it permits invocations of Death-Deflecting Technique rather than Heavenly Guardian Defense. The Deathlords are currently Charnel Emperor Stance's only users, and it is worth noting that, like all sets of Mirror Charms, they are only capable of wielding the Abyssal version of this Charm. For all their unholy might or long centuries of practice, the Deathlords have never devised a more efficient or effective form of perfect defense.

INTEGRITY

TRUTH SHINES THROUGH

Cost: 5m; **Mins:** Integrity 3, Essence 2;

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Integrity-Protecting Prana

The virtue of the Lawgivers is like the sun at noon. Clouds might obscure it, but its light can never truly be banished or denied. This Charm may be subconsciously activated whenever the character suffers under a source of unnatural mental influence that alters his behavior, even if another effect would otherwise bar the Solar from invoking it. The effects of the unnatural mental influence become Obvious to all observers, making it clear that the Solar labors under some manner of curse or trickery rather than his own desires. Immaculate doctrine already accounts for this with tales of Anathema as wicked spirits possessing the unlucky.

The Charm also makes it Obvious that the Solar is not himself (though it does not make the *source* of his odd behavior Obvious) when in Limit Break, but only to those who harbor a positive Intimacy toward the character. The Neverborn tremble in

their tombs when their curse is laid bare before the world thus.

This Charm's effect upon observers cannot be resisted, as it is not a form of mental influence. It is simply the truth.

RISING SUN SOUL

Cost: —; **Mins:** Integrity 3, Essence 4;

Type: Permanent

Keywords: Holy, Mirror (Sun-Devouring Void Prophet)

Duration:

Prerequisite Charms: None

Internalizing her dedication to the principles of her own legend, the Lawgiver shines with the very radiance of her patron, bringing the light of the sun to Creation in fact as well as metaphor. The Solar's anima banner counts as real, natural sunlight for all purposes. This light shines brightly enough to affect beings out to a radius of (Essence) yards at the eight- to 10-mote level of display, and out to a radius of 30 yards at the (11+)-mote level of display.

New Abyssal Charm: Sun-Devouring Void Prophet (Prerequisites: None). This Charm renders the Abyssal's anima into a comforting shroud of necrotic energy. While shining at the eight-mote level of display, the Abyssal is not subject to any penalties due to being rejected by Creation (see *The Manual of Exalted Power—The Abyssals*, p. 95). Nothing within the radius of the anima (identical to that of the Solar version) is affected by the light of the sun unless that light is produced by a magical source carrying the Holy keyword.

GLORY TO THE MOST HIGH

Cost: 0m; **Mins:** Integrity 5, Essence 5;

Type: Reflexive

Keywords: Combo-OK, Mirror (World-Ending Void Apostle), Obvious

Duration: One day

Prerequisite Charms: Phoenix Renewal Tactic

Although the power of even the youngest of Lawgivers is sufficient to rock the pillars of Heaven and slay the makers of the world, some Chosen find themselves unsatisfied with any limitations



upon their power. Reaching beyond, they grasp for greater might at any cost.

As a permanent upgrade to his competence, the Solar gains the ability to spend experience normally to buy his Essence rating up to a dot higher than his age would otherwise allow (see *Exalted*, p. 275). This is treated as his real, natural rating for the purpose of buying Attribute and Ability dots, Charms and other such traits. Yet, he may enjoy the benefits of this higher Essence rating only while *Glory to the Most High* is active. When the Charm is not active, he is treated as though his Essence rating is whatever it would be if he did not possess *Glory to the Most High*, and as though he did not possess any Charms or dots that this lower Essence rating would not permit him to obtain.

The Solar's anima immediately flares to its full iconic splendor when *Glory to the Most High* is activated, and recedes at its normal rate. The character also gains 10 motes of Essence (three in the Personal Essence pool, seven in the Peripheral Essence pool) filling out the sudden difference in his Essence pool's capacity.

When this Charm ends, the character must roll the higher of (Essence) or his primary Virtue, and add a number of points of Limit equal to his successes. This Charm may never be learned or used by non-Solar Exalted under any circumstances.

New Abyssal Charm: World-Ending Void Apostle (Prerequisite: Immortal Malevolence

Enslavement). This Charm duplicates the benefit of its Solar counterpart, but the Abyssal does not roll to accumulate Limit. Instead, the Charm has a duration of only one scene, and an activation cost of (2ahl, 1wp).

FINAL RAY OF LIGHT

Cost: —; **Mins:** Integrity 6, Essence 6;

Type: Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Spirit-Maintaining Maneuver

When a Lawgiver's vast strength at last reaches its limit and he falls in defense of Creation, the world itself may cry out for its savior to rise up and fight on.



This Charm automatically takes effect when the character's Incapacitated health box is marked



off with lethal or aggravated damage, provided the Solar fell while attempting to defend or champion those weaker than himself, at the Storyteller's discretion. (As a general guideline, any situation where the Solar could reasonably have channeled his Compassion likely qualifies.) Subtle ribbons of golden Essence wind across the bat-

tlefield, trailing back to the masses on whose behalf the Lawgiver fought. If they believe in him, then he hears their prayers as his life bleeds away; if they spurn him despite his efforts, their deep need for a





savior calls out to him regardless. One long tick after becoming Incapacitated, the Solar rises from the ground in a flare of sizzling Essence, iconic anima burning around him. Half of his health levels immediately restore themselves, along with half his total Essence and Willpower (assuming he fell with those pools reduced below the halfway point). At the end of the scene, his permanent Essence rating falls by one dot. This Charm may not be triggered more than once per season. Non-Solar Exalted may never learn this Charm.

PERFORMANCE

ROSE-LIPPED SEDUCTION STYLE

Cost: 6m; Mins: Performance 5, Essence 3;

Type: Reflexive

Keywords: Combo-OK, Compulsion

Duration: One scene

Prerequisite Charms: Husband-Seducing Demon Dance

A favorite of many hedonistic (or simply predatory) Solars in the First Age, this Charm figures prominently in Immaculate legends of the Anathema. While the Charm is in effect, all characters who possess any sort of romantic Intimacy toward the Solar (love or lust, it makes no difference) have their MDVs set to 0 against seduction attempts by her. Shaking off this unnatural mental influence in order to assert MDV normally costs one Willpower per action.

The embedded Intimacy of a Solar's Lunar mate always qualifies for this Charm, even if the Lunar chooses to articulate the bond as platonic friendship.

HORIZON-TO-HORIZON

PERFORMANCE METHOD

Cost: 15m, 1wp; Mins: Performance 6, Essence 6;

Type: Reflexive

Keywords: Combo-OK, Obvious, Social

Duration: One action

Prerequisite Charms: Phantom-Conjuring Performance

By the authority of the Unconquered Sun, his Chosen may command the very heavens to become a vessel for their glory. This Charm may

be activated only under the open sky, during the day. The clouds above shuffle themselves into the precise likeness of the Lawgiver, lit by the sun so that they glow from within. The Solar's words boom out the countryside, inescapable.

For the duration of the Charm, any Performance-based social attacks (or simple informative declarations) made by the Solar are transmitted to everyone within (Essence x 20) miles in every direction. Because the Solar cannot see or hear through his heavenly manifestation, social count attack that require the target to actually be present may not be invoked in response to this Charm.

A second purchase of this Charm at Performance 7+, Essence 7+ expands its range to (Essence x 50) miles. A third and final purchase at Performance 9+, Essence 9+ expands the range to (Essence x 100) miles.

PRESENCE

SUN AND MOON METHOD

Cost: 1m; Mins: Presence 3, Essence 2;

Type: Reflexive (Step 1)

Keywords: Obvious, Emotion, Touch

Duration: Indefinite

Prerequisite Charms: Any Presence Excellency

This Charm is the result of Solar paranoia in the High First Age. When alone with one another,





certain Solars referred to it by an alternate title, “Lunar-Taming Leash.”

With a touch, the Lawgiver infuses his Essence into the link constructed into his Lunar mate’s Exaltation, vastly strengthening it. The Lunar gains the benefits (and drawbacks) of a five-dot rating in the Solar Bond Background. This unnatural mental influence remains in effect until five Willpower is spent at one time to remove it.

In the event that a Solar’s Lunar mate is not available, he may touch himself and activate the Charm instead. Doing so grants the Solar an infallible sense of the direction in which his mate can be found, even if he has never met the Lunar in question before. If the Lunar is in another realm of existence, the Charm leads the Lawgiver to the nearest point of entry to that realm.

SOUL-SPANNING BRIDGE RELAY

Cost: —; **Mins:** Presence 5, Essence 5;

Type: Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Sun and Moon Method

The authority of a Lawgiver with this Charm is inescapable. The Solar is capable of making social attacks against her Lunar mate while he is under the effects of this Charm’s prerequisite, enhanced by any desired Presence or Performance Charms, regardless of the distance separating them. This communication is one-way. The Solar cannot sense her mate’s state of mind or read his thoughts. Though the Solar’s player always dictates use of this Charm, characters sometimes use Soul-Spanning Bridge Method unconsciously, imposing their idle thoughts and desires on their mate unintentionally.

Despite numerous attempts throughout the First Age, no Lunar has ever been able to design Charms permitting him to exercise power over his Solar mate through their spiritual bond.

SERVANT-UPLIFTING AFFIRMATION

Cost: —; **Mins:** Presence 5, Essence 4;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Underling Promoting Touch

This Charm permanently upgrades its prerequisite. The Solar no longer needs to commit Essence to sustain Underling Promoting Touch when applying it to un-Exalted humans or to Dragon Kings.

At Essence 6+ the Solar may enjoy this benefit when applying Underling Promoting Touch to other Exalted, but doing so automatically creates an Intimacy of loyalty in the recipient. Exalted targets may reject the benefits of the Charm and the Intimacy at no cost, if desired.

TERRIBLE SUN KING CONDEMNATION

Cost: 15m, 1wp; **Mins:** Presence 5, Essence 4;

Type: Supplemental

Keywords: Combo-basic, Obvious, Holy, Social, Shaping

Duration: Instant

Prerequisite Charms: Enemy-Castigating Solar Judgment

As the Chosen of the Unconquered Sun, the Solar Exalted are empowered on behalf of their patron to determine Creation’s true enemies, even if they walk in the guise of the righteous. This Charm may enhance a Presence-based social attack to condemn, castigate or otherwise revile a subject as an enemy of Creation, making that social attack undodgeable. The target may not ignore the Solar’s righteous tirade, but only attempt to counter-argue his own case against the Lawgiver’s judgment. If the attack succeeds, the target has a one-time opportunity to spend two Willpower to resist (or one Willpower if the target is Exalted). Failure to do so bestows upon the target the creature of darkness mutation. The day dims slightly as he is permanently marked as an enemy of Creation.

RESISTANCE

ARMORED IN RIGHTEOUSNESS STANCE

Cost: — (+1m); **Mins:** Resistance 4, Essence 3;



Type: Permanent

Keywords: Mirror (Flesh as Marble Stance)

Duration: Permanent

Prerequisite Charms: Iron Kettle Body





This Charm upgrades its prerequisite, adding (Essence) to the amount of soak provided. For an additional activation cost of one extra mote, Iron Kettle Body becomes compatible with armor as well. As a point of clarification, Iron Kettle Body's Keywords are Combo-OK and Obvious.

New Abyssal Charm: Flesh as Marble Stance (Prerequisites: Resilient Corpse Body). This Charm functions identically to its Solar Mirror. Resilient Corpse Body has as its prerequisites Injury-Absorbing Discipline and Spirit-Hardened Frame, and is identical to Iron Kettle Body.

ENDURING MOUNTAIN METHOD

Cost: — (+2m); **Mins:** Resistance 5, Essence 3;
Type: Permanent
Keywords: Obvious
Duration: Permanent
Prerequisite Charms: Unbreakable Warrior's Mastery

This Charm upgrades Unbreakable Warrior's Mastery. By paying a two-mote surcharge, it may be invoked as an inherent ability that does not count as a Charm use.

ADAMANT SKIN TECHNIQUE

As a point of clarification, this Charm (and its Abyssal mirror) reduces the raw and final damage of an incoming attack or similar phenomenon to zero after all other modifiers and effects. Damage added to an attack after soak is applied, such as by Fire and Stones Strike, cannot harm a character who activates Adamant Skin Technique.

SURVIVAL

STEADFAST ELEMENTAL EMPEROR STANCE

Cost: —; **Mins:** Survival 5, Essence 3;
Type: Permanent
Keywords: Mirror (Surviving the Sunlit Lands)
Duration: Permanent
Prerequisite Charms: Element-Resisting Prana

This Charm upgrades its prerequisite, removing the clause for other characters' deliberate actions.

Hardship-Surviving Mendicant Spirit now renders the Solar immune to all environmental damage, regardless of its origin.

New Abyssal Charm: Surviving the Sunlit Lands (Prerequisite: Maelstrom-Weathering Indifference). This Charm grants the same benefits as Steadfast Elemental Emperor Stance in the lands of the dead, while fully extending the benefits of Element-Resisting Prana to Creation.

CRAFT

PEERLESS PARAGON OF (CRAFT)

Cost: —; **Mins:** Craft 4, Essence 2;
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Any Craft Excellency

A Lawgiver who has focused his expertise upon a certain expression of craftsmanship soon finds that his least effort matches and exceeds the most desperate labors of mortal artisans. This Charm may be purchased multiple times, once for each basic Craft Ability the Solar possesses at a rating of 4 or higher. Purchasing this Charm adds (Essence/2) automatic successes to all rolls made with the Ability in question. An Essence 5 Solar with Peerless Paragon of Fire would add three successes to all Craft (Fire) rolls at no cost.

Exotic Crafts such as Craft (Fate) or Craft (Glamour) require Essence 3+, while First Age Craft skills such as Craft (Genesis) and Craft (Magitech) require Essence 4+.

INVESTIGATION

UNBLINKING SENTINEL GAZE

Cost: 3m; **Mins:** Investigation 4, Essence 2;
Type: Reflexive
Keywords: Combo-OK
Duration: One scene
Prerequisite Charms: Courtier's Eye Technique, Judge's Ear Technique

Righteous Lawgivers easily separate out friends and enemies. If the Solar personally perceives any character who is a creature of darkness while this Charm is active, that fact becomes Obvious to him. The creature of darkness must be physically



present. Portraits, hologlyphic reproductions, magical projections and remote scrying will not trigger Unblinking Sentinel Gaze.

At Essence 5+ this Charm's cost drops to one mote and its duration may be extended to Indefinite.

LORE

GOLDEN SAVANT'S LARGESS

Cost: —; Mins: Lore 5, Essence 4;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Power-Awarding Prana

This Charm permanently enhances Power-Awarding Prana in the following ways: While the Charm's invocation cost remains unchanged, only five motes must now be committed to maintain its effect. Additionally, it may be applied to any un-



to learning
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E e min-
imum no higher
than 2). Those
who already pos-
sess an Essence rating
of 2 and/or an Es sence
pool of 15 motes or m ore do
not receive any
additional up-
grades to those
ai

MEDICINE

YOUTH- RESTORING BENISON

Cost: 20m 3w Mins:
Medici 7, Essen ce 7;
Type: Simple (On e dra-
matic acti)

Keywords: Combo-OK, Obvious, Shaping, Touch

Duration: Instant

Prerequisite Charms: Anointment of Miraculous Health, Wholeness-Restoring Meditation

This legendary Charm was employed only rarely in the First Age, as a reward for the most loyal of a Solar's mortal retinue, or to preserve a favorite servant or lover. It involves a complex, delicate 12-hour medical procedure that resets the Essence flows of the target's body and mends instabilities of the flesh. At the end of the process, the target is physically returned to the flower of youth—18 years of age for humans, or the proportional equivalent for animals. The target retains all memories and skills. This procedure is efficacious only when used on behalf of mortals or animals, and it wears off after a year and a day, returning the target to his previous age unless the Solar chooses to renew the Charm's application with another 12-hour procedure. Alternatively, the Lawgiver's player may choose to spend one experience point in addition to the standard cost of the Charm, removing the need for upkeep. The target will then begin to age normally from the point of his "reset" youth.

At Medicine 10, Essence 10, the experience point cost for enduring youth disappears. The Solar is still capable, though, of performing the Charm so that the target requires yearly maintenance.

OCCULT

BLACK MIRROR REVELATION

Cost: —; Mins: Occult 5, Essence 4;

Type: Permanent

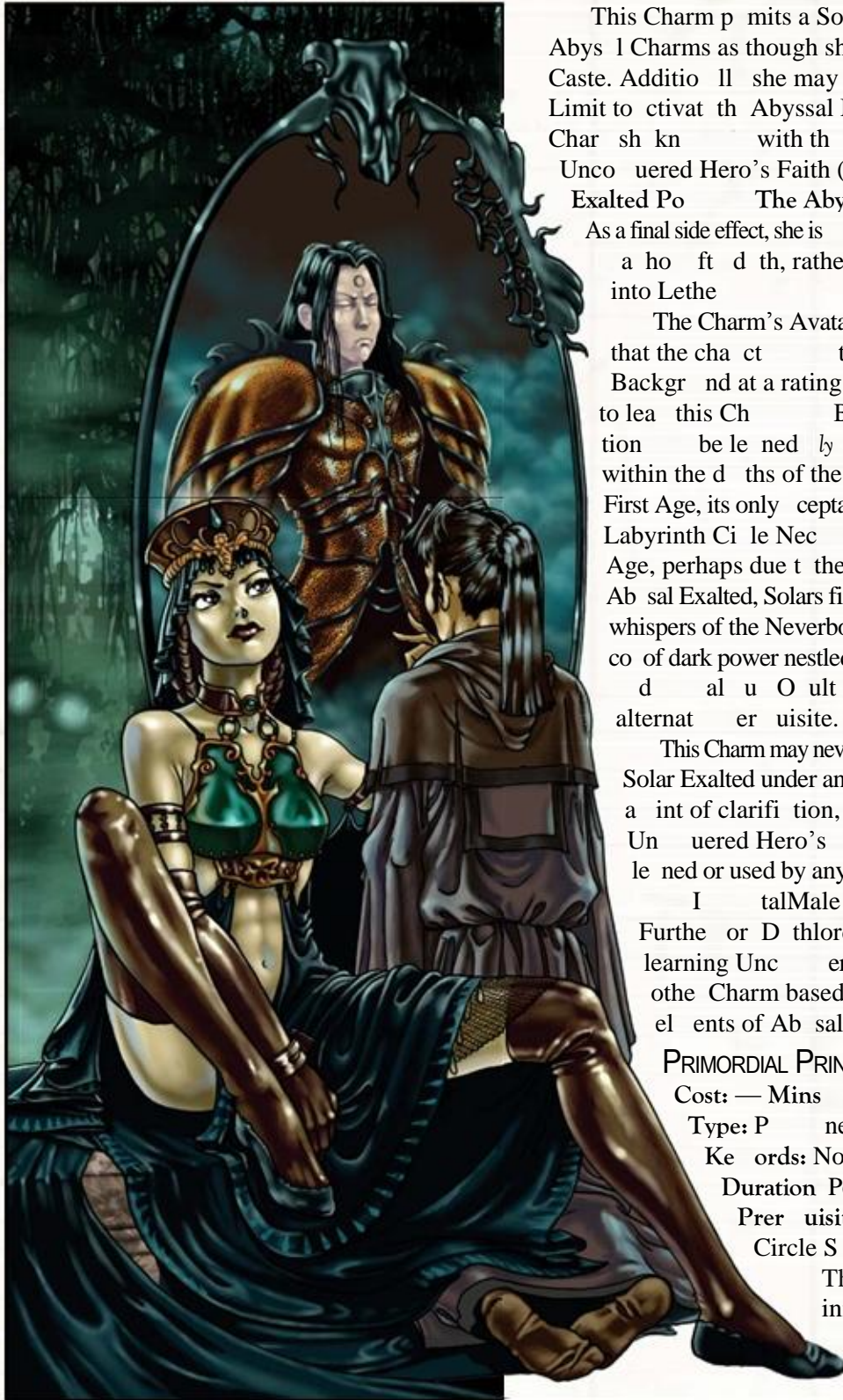
Keywords: Avatar (1), Mirror (Unconquered Hero's Faith)

Duration: Permanent

Prerequisite Charms: Labyrinth Circle Necromancy or Occult Essence Flow

This grim Charm was originally developed by ambitious Solars in the final years of the First Age. Frustrated by dead-ending in their study of necromancy at the Labyrinth Circle, they recklessly attempted to forge onward. Those researchers never did break through to the Void Circle. Instead, they found... something else.





This Charm permits a Solar to learn and use Abyssal Charms as though she were an Eclipse Caste. Additionally she may accept a point of Limit to activate the Abyssal Mirror of a Solar Charm known with the same limitations as Uncovered Hero's Faith (see *The Manual of Exalted Power: The Abyssals*, pp. 140-141).

As a final side effect, she is guaranteed to linger a short time, rather than passing on into Lethe.

The Charm's Avatar keyword indicates that the character must possess the Whispers Background at a rating of at least one dot to learn this Charm. Black Mirror Revelation is believed to be learned through meditation within the depths of the Labyrinth. In the First Age, its only acceptable prerequisite was Labyrinth Circle Necromancy. In the Second Age, perhaps due to the actualization of the Abyssal Exalted, Solars find it easier to let the whispers of the Neverborn guide them to a core of dark power nestled within themselves, and use the Ultimate Essence Flow as an alternative route.

This Charm may never be learned by non-Solar Exalted under any circumstances. As a point of clarification, its Abyssal Mirror, Uncovered Hero's Faith, may never be learned or used by any character who possesses Intimate Malevolence Enslavement. Furthermore, Deathlords are incapable of learning Uncovered Hero's Faith or any other Charm based upon fundamental elements of Abyssal Exaltation.

PRIMORDIAL PRINCIPLE EMULATION

Cost: — Mins Occult 6, Essence 6;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Solar Circle Sarcophagus

This bizarre Charm was innovated in the High First Age by the Solar Queen K'tula.



After warping her body into a cephalopod horror through sorcerous manipulation, she found that she could not innovate new Solar Charms that acknowledged the terrible, inhuman capabilities of her new form. Pressing at the outer boundaries of sorcerous understanding, however, she was able to discern a set of cosmological principles more amenable to the thing she had become: the acrid Essence-flows of Kimberly.

Upon learning this Charm, the character names a single Yozi. She can henceforth learn and use that Yozi's Charms as though she were a member of the Eclipse Caste, save that she needs no tutor. Primordial Principle Emulation may be purchased a total number of times equal to (Essence - 5), with each purchase covering a different Yozi. The character gains a point of Limit the first time she invokes any Yozi Charm within the scope of a scene. The Yozi's are aware of this Charm, having used certain of its principles to help guide the formation of their Green Sun Princes. It has historically pleased them to dispatch their Solar akuma to suppress knowledge of the Charm. The Ebon Dragon especially enjoys the bitter regret of his gilded slaves when they realize they bartered away their souls needlessly.

Thanks to the taint of the Great Curse upon their Exaltation, Solars may use this Charm only to unlock the secrets of the mutilated lords of Malfeas. It is possible that a Solar who was somehow cleansed of the Great Curse could also unlock the principles of non-Yozi Primordials. Thankfully, the Abyssal Exalted and their Deathlord masters have never discovered a Charm building off Void Circle Necromancy to gain access to the magics of the slumbering Neverborn. The most well-informed gods of the Division of Secrets hope such a thing proves impossible.

This Charm may never be learned by non-Solar Exalted under any circumstances.

ATHLETICS

RACING THE SUN

Cost: —; **Mins:** Athletics 4, Essence 3;
Type: Permanent
Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Lightning Speed

This Charm upgrades its prerequisite, granting it the Stackable keyword. Each additional use of Lightning Speed adds (Athletics) again to the Solar's Move and Dash distances, though stacking more than one activation makes the Charm Obvious. The Solar may stack as many activations of Lightning Speed as her Essence pool permits.

AWARENESS

INESCAPABLE EYE OF THE SUN

Cost: 3m; **Mins:** Awareness 3, Essence 2;

Type: Reflexive

Keywords: Combo-OK, Touch

Duration: Indefinite

Prerequisite Charms : Any Awareness Excellency

The vigilance of the Lawgivers is as inescapable as day and night. By touching a solid obstruction such as a door or wall no more than (Essence) yards thick, the Solar is able to perceive any events occurring on the other side as though he were present. Breaking contact with the surface through which one is spying ends the Charm.

DODGE

COBRA AND MONGOOSE METHOD

Cost: — (+2m); **Mins:** Dodge 5, Essence 4;



Type: Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Seven Shadow Evasion, Flow Like Blood

The Lawgiver matches his motions to that of an opponent's weapon, making sure that the targeted blade can strike him no more than it can cut its own shadow. This Charm acts as a permanent enhancement to Seven Shadow Evasion, allowing it to be invoked with a two-mote surcharge. This extends its duration to "One action," but allows it only to be applied to a single weapon carried by a single opponent (natural weapons such as a Lunar Exalt's claws or a martial artist's kicks are valid targets for this purpose). The Charm may not be re-invoked with this



enhanced benefit to change targets to a different weapon before its duration elapses, nor may the duration be canceled early by releasing Essence commitment. Seven Shadow Evasion *may* still simultaneously be invoked at its normal cost to deal with other attacks.

CONVICTION FLAW REVISITED

All Solar perfect defenses suffer from one of the Four Flaws of Invulnerability. Storytellers may find that the Conviction Flaw interacts poorly with certain broad Motivations, rendering it almost impossible to exploit without essentially railroading characters into moments of vulnerability. Since the Conviction Flaw is certainly not intended to serve as “no Flaw,” the following optional rule is suggested:

Conviction Flaw: Charms carrying this Flaw do not function when the character has taken some action during the scene that is contrary to her Motivation. If she has acted against an Intimacy or a Virtue she has rated at 3+ during the scene, then such Charms add a three-mote surcharge to their activation cost.

STEALTH

SWALLOWING THE SUN

Cost: 2wp, 1hl; Mins: Stealth 4, Essence 3;

Type: Simple (Speed 3, DV -2)

Keywords: Combo-OK, Mirror (Oblivion-Consigned Essence), Obvious

Duration: Instant

Prerequisite Charms: None

Uniting her mind and Essence in a supreme act of will, the Lawgiver snuffs out her own radiance by drawing her anima banner into her body and extinguishing it. Further expenditures flare the banner from the beginning, as though the Solar had not previously spent any Peripheral Essence in the scene.

New Abyssal Charm: Oblivion-Consigned Essence (Prerequisites: None). This Charm functions identically to its Solar Mirror.

STEPPING BETWEEN HEARTBEATS

Cost: —; Mins: Stealth 5, Essence 4;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Invisible Statue Spirit

This Charm permanently upgrades its prerequisite. While the character is still rendered visible by moving or participating in combat, these actions no longer deactivate Invisible Statue Spirit. The Lawgiver becomes invisible once more as soon as he remains stationary outside of combat for one tick.

BUREAUCRACY

HEAVENLY MANDATE MARKING

Cost: 5m, 1wp; Mins: Bureaucracy 4, Essence 3;

Type: Simple

Keywords: Combo-OK, Obvious, Shaping, Touch

Duration: Instant

Prerequisite Charms : Any Bureaucracy Excellency

The world knows those whom the Lawgivers claim as their own. The Solar touches a character who has just expressed a pledge of loyalty to him. In a flash of light, a golden brand depicting the Solar’s anima icon painlessly appears at the point of contact and then disappears. Most First Age Solars chose to mark their underlings’ brows.

This mark is permanent, reappearing whenever the target performs an action at the direct behest of his Solar lord and declares that his labors are performed on behalf of a Prince of Creation. The Solar may withdraw the brand as a miscellaneous action at any time, inflicting one automatic level of lethal damage.

A second purchase of this Charm, at Bureaucracy 5+, Essence 4+, allows the Solar to activate this Charm to cause a servant’s brand to flare to visibility if the servant is within the same realm of existence as the Lawgiver. As long as the Solar



takes no other action, he may observe and hear what transpires around his servant, with the brand as his fixed point of perspective. A third purchase, at Essence 5+, permits the Solar to use any of his Bureaucracy Charms through or on behalf of a remotely observed servant. These



Charms base their effects and limitations on the Lawgiver's traits rather than the servant's. ture may still be destroyed, though merely damaging it will not reduce the words' legibility. The enchanted words shine through anything placed over them as though they were a Solar caste mark shining at the four- to seven-mote level of display, and are faintly luminous in the dark.



Charms base their effects and limitations on the Lawgiver's traits rather than the servant's.

LINGUISTICS

ETERNAL GILDED WORDS

Cost: 3m; **Mins:** Linguistics 5, Essence 3;
Type: Reflexive
Keywords: Combo-OK, Obvious, Touch
Duration: Indefinite

Prerequisite Charms: Flawless Brush Discipline

With a touch of his hand, the Solar's Essence renders a message imperishable. This Charm may enchant anything from a wall of graffiti to an entire book, as long as that surface bears a message the character wishes to preserve. While Essence remains committed to the Charm, the letters cannot be erased or defaced. If the enchanted words are contained in a medium designed to hold writing (such as a book or scroll), that object becomes indestructible for the Charm's duration. Messages scrawled onto surfaces intended for some other purpose are only impossible to remove or deface. The underlying object or struc-

RIDE

DRAGON-RIDING MEDITATION



Cost: —; **Mins:** Ride 5, Essence 3;
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Worthy Mount Technique

While mere animals suffice to carry the youngest of Lawgivers into battle, more experienced heroes bend lesser legends to their service. This Charm permanently enhances all of a Solar's Ride Charms, allowing them to be invoked to enhance a sentient, consenting mount.

SOCIALIZE

SHINING IN EVERY EYE ATTITUDE

Cost: 12m, 1wp; **Mins:** Socialize 4, Essence 3;
Type: Reflexive
Keywords: Combo-OK, Emotion, Social
Duration: One scene
Prerequisite Charms: Mastery of Small Manners



Regardless of the prejudices or expectations of his audience, the Solar matches viewers' expectations of heroism. All individuals with a Dodge MDV lower than half the Solar's (Charisma + Socialize + Essence) who behold the character and have no reason to regard him with hostility are inclined to respect him, gaining an automatic Intimacy of admiration toward the Lawgiver. This unnatural mental influence costs one Willpower to resist.

ARMS OF THE UNCONQUERED SUN STYLE

The odd Arms of the Unconquered Sun style dates back to the High First Age. Originally intended as a meditative exercise as much as a fighting art, it was often taught to newly reborn Solars to hasten their mastery of complex Essence workings. Those who sought initiation into Sidereal martial arts considered it a useful bridge toward mastery of those allegorical fighting styles, while the pious enjoyed practicing the forms of the style for devotional purposes.

This Celestial martial art is little known in the Age of Sorrows. Its scrolls were purged from Creation along with their authors, systematically sought out and destroyed during the Shogunate. Some ancient Lunars remember the style, but few practice it. The only known remaining manuals that fully describe the style are held among the libraries of the Sidereal Exalted, who feared to insult the Unconquered Sun by letting the style fade from existence altogether. And yet, the style might be witnessing a resurgence at last, as new students practice the Forms of the Sun in the training camps of the Cult of the Illuminated.

Weapons and Armor: Arms of the Unconquered Sun is an unarmed style only, although it does permit practitioners to wear up to medium armor.

DAY AND NIGHT KATA

Cost: 4m; **Mins:** Martial Arts 2, Essence 2;
Type: Reflexive (Step 9)
Keywords: Combo-OK, Obvious, Counterattack
Duration: One action
Prerequisite Charms: None

The martial artist makes it certain that she will endure to strike back at an opponent, as surely as day follows the tribulations of the night. Invoked in response to an attack that successfully strikes the character, this Charm does nothing to immediately protect her from the blow, but it does present a formidable defense that keeps further attacks from having any chance of harming her. Invoking this Charm against an attacker renders it impossible for that attacker to direct any subsequent attacks at the martial artist until his (the attacker's) DV refreshes. This is treated as a counterattack, even though the defense is not inherently hostile.

SPIRIT OVER CLOUDS APPROACH

Cost: 4m; **Mins:** Martial Arts 3, Essence 2;
Type: Supplemental
Keywords: Combo-OK, Obvious
Duration: Instant

Prerequisite Charms: Day and Night Kata

The key to victory resides in the intent to win. Completely focusing his Essence into an all-or-nothing attack, the martial artist renders an attack unblockable. Yet, he also reduces his DVs to 0 during the tick on which he attacks as a result of this focus.

RISING SUN FORM

Cost: 5m; **Mins:** Martial Arts 4, Essence 2;
Type: Simple (Speed 5)
Keywords: Form-type, Obvious
Duration: One scene
Prerequisite Charms: Spirit Over Clouds Approach

The martial artist leans forward, becoming a compact engine of violence. He adds his Martial Arts score to his Move, Dash and Jump distances, his unarmed attacks gain a +1 bonus to Accuracy, Damage and Defense, and he may parry ranged and lethal attacks without a stunt. He is immune to Crippling effects.

SHINING SUN FORM

Cost: 5m; **Mins:** Martial Arts 4, Essence 2;
Type: Simple
Keywords: Form-type, Obvious
Duration: One scene

Prerequisite Charms: Spirit Over Clouds Approach

The martial artist draws himself up straight, palms out, unmovable by will or muscle. He adds his Martial Arts to all grapple rolls, and his mighty open-handed punch attacks inflict piercing damage. He is immune to knockback, knockdown and Sickness effects.

FADING SUN FORM

Cost: 6m; **Mins:** Martial Arts 4, Essence 3;

Type: Simple

Keywords: Form-type, Obvious

Duration: One scene

Prerequisite Charms: Spirit Over Clouds Approach

The martial artist settles into a flexible, rhythmless motion, fingertips bunched to attack nerve clusters and pressure points. He adds his Martial Arts to his natural bashing soak and lethal soak. The severity of all onslaught penalties he inflicts increases by one, and he becomes immune to onslaught penalties himself. He is also immune to unwanted Shaping effects.

SLEEPING SUN FORM

Cost: 6m; **Mins:**

Martial Arts 4, Essence 2; **Type:** Simple

Keywords: Form-type, Obvious

Duration: One scene

Prerequisite Charms: Spirit Over Clouds Approach

The martial artist sinks into a low, rigid crouch, presenting the knife-edges of his hands to his foes. His strikes crush windpipes and rend soft tissue, inflicting lethal damage. Minute adjustments in defensive posture render him immune to coordinated attack penalties. He adds his Essence to his DVs, and becomes immune to Poison effects.

MEDITATION UPON THE SPEAR

Cost: 6m, 1wp; **Mins:** Martial Arts 5, Essence 2;

Type: Extra Action

Keywords: Combo-OK

Duration: Instant



Prerequisite Charms: Rising Sun Form

The spear carried by the Unconquered Sun is a simple weapon, serving only one purpose. But it is also nimble, able to strike down foes from a multitude of angles. In its simplicity, it is a thing

of awe and fear. Drawing from this example, the martial artist unleashes a flurry of strikes along many different vectors at a single opponent, each ultimately connecting in the same place. The character makes an unarmed Martial Arts attack at his full dice pool. Should it inflict damage, he immediately follows it up

with another attack, and should that also inflict damage, he repeats this sequence until he has either failed to harm his opponent or (Martial Arts + Essence) total attacks have been delivered. Each attack ignores one cumulative point of the target's soak. All attacks are delivered at





full dice pool. The flurry ignores Rate and has a total Speed and DV penalty equal to the highest of any individual attack.

MEDITATION UPON THE HORN

Cost: 3m; Mins: Martial Arts 5, Essence 3;

Type: Reflexive (Step 9)

Keywords: Combo-OK, Obvious, Counterattack, Emotion

Duration: Instant

Prerequisite Charms: Shining Sun Form

When the Unconquered Sun winds his horn, the unrighteous tremble, feeling their feeble pretensions of strength drain away. This Charm may be invoked in response to an attack, whether it actually strikes the martial artist or not. Stepping forward, he unleashes a powerful and fearful kiai that disrupts his opponent's Essence. The martial artist's player rolls (Charisma + Martial Arts) with a number of bonus successes equal to his Essence and compares it to his attacker's Dodge MDV. Should the total successes exceed that MDV, the target is filled with soul-deep terror. This unnatural mental influence costs three Willpower to resist. If not resisted, the target's DV does not replenish itself upon his next action (though other effects dependent upon his DV refreshing, such as being able to use a new Charm selection, still occur).

MEDITATION UPON THE SHIELD

Cost: 4m; Mins: Martial Arts 5, Essence 2;

Type: Reflexive (Step 9)

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisite Charms: Fading Sun Form

The shield of the Unconquered Sun is used both to catch blows and to batter his enemies. It teaches martial artists to be active even in their passive defenses. A character uses this Charm when he has been subjected to an attack, whether it strikes or not. He steps into the blow, reaching out to remove his foe's ability to fight. The character is given the choice of countering either by launching a disarm attempt with his Martial Arts added in bonus dice, or initiating a clinch with his Essence added in bonus dice.

MEDITATION UPON THE LAUREL

Cost: 5m; Mins: Martial Arts 5, Essence 3;

Type: Simple

Keywords: Combo-OK, Crippling, Obvious

Duration: Instant

Prerequisite Charms: Sleeping Sun Form

The fourth arm of the Unconquered Sun clutches a laurel branch, symbolizing peace and prosperity. It is the prize for which the other arms of the Unconquered Sun strive. Mindful of this lesson, the martial artist imposes peace through any means necessary. Concentrating for a moment and then launching a precise, forceful strike to his opponent's solar plexus, the character disrupts Essence flow through that key meridian. He launches a Martial Arts attack at his full dice pool. Should it inflict any damage, the target suffers a Crippling effect that forces him to add a surcharge equal to his own current wound penalty to the cost of any Essence expenditures he makes for the remainder of the scene.

HEAVEN-AND-EARTH STAIRWAY

Cost: — (1m); Mins: Martial Arts 5, Essence 3;

Type: Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Meditation upon the Spear, Meditation upon the Horn, Meditation upon the Shield, Meditation upon the Laurel

As the Unconquered Sun moves naturally from station to station and shifts effortlessly between the faces he shows the world, so too does the martial artist. Utilizing a brief transitional kata called the Steps of Unity, he may reflexively shift between any of the known Form-type Charms of the Arms of the Unconquered Sun Style for one mote. This benefit may be used only once per action, and only if the character already has one of the style's Form-type Charms active. The character continues committing the motes for whichever Form-type Charm he had originally invoked and does not have to add to this cost, even if the new Form-type Charm is more expensive. Dropping this commitment will drop whatever Form-type Charm he has active.



CROWNED SUN FORM

Cost: 7m; Mins: Martial Arts 5, Essence 4;

Type: Simple

Keywords: Form-type, Obvious

Duration: One scene

Prerequisite Charms : Heaven-and-Earth Stairway

The martial artist relaxes into an easy stance, his attitude leonine in both its regality and vigilance, ready for anything. He reduces all multiple action penalties by one, adds (Essence) to the raw damage of his attacks, and is immune to unnatural mental influence within standard or mass combat time. (This last benefit does not apply to long-tick social or mass social combat.)

More remarkably, the character's watchful attitude and quick adaptation permit him to use the Sun Burning upon the Mirror technique. After observing an opponent taking at least three actions under the effects of a Form-type Charm, the character may reflexively commit one mote to emulate all benefits of that Charm, including the ability to use in-style weapons with the Martial Arts Ability (though they do not become compatible with other Arms of the Unconquered Sun Charms). The character may emulate only one Form-type Charm at a time, and he loses the basic benefits of Crowned Sun Form while doing so. All emulated benefits cease to apply should he change to another in-style Form-type Charm by way of the Heaven-and-Earth Stairway, though they will resume should he return to Crowned Sun Form later in the scene. Characters cannot emulate Form-type Charms from styles at stations of the Perfected Lotus into which they are unable to be initiated. (For example, a Lunar Exalt or Green Sun Prince could not emulate Charcoal March of Spiders Form.)

SECRETS OF THE UNCONQUERED SUN

Unlike their Exalted counterparts, the Solar Exalted do not express the might of their Exaltation in a single narrow channel such as shapeshifting or astrology. Even their command of the most powerful circle of sorcery is merely a symptom of

their universal excellence, rather than its defining feature. As such, they have developed a host of diverse wonders over the Ages, all of which remain uniquely Solar in character.

SHEDDING INFINITE RADIANCE

Cost: —; Mins: Integrity 2, Essence 4;

Type: Permanent

Keywords: Mirror (Void King Ascension)

Duration: Permanent

Prerequisite Charms: Righteous Lion Defense

Embracing the judgment of the Unconquered Sun and searing that wisdom into her heart, the Solar becomes an avatar of her caste. The effects of this Charm vary depending on the character's caste. This Charm cannot be learned by non-Solar Exalted under any circumstances.

- *Dawn*: When employing her anima power, the Exalt gains +2 to her DV against all opponents, regardless of Valor. Even automatons and the walking dead find the blazing radiance of the Lawgiver impossible to behold directly. Additionally, the awful gravity of the Unconquered Sun's wrath lends surety and power to the character's blows, raising the Accuracy of all weapons (including natural weapons) the Solar wields by one and their Damage by two.

- *Zenith*: When employing her anima power, the Exalt doubles the normal soak benefit against creatures of darkness and may reflexively burn every inanimate corpse within 30 yards for a single mote. While her anima flares at the (11+)-mote level, she may also burn corpses for a cost of 0m with a touch, and the minimum damage of attacks directed at creatures of darkness is raised by one die.

- *Twilight*: When her anima flares at the (11+)-mote level, the Exalt reduces the cost of all sorcery by half, to a minimum of one mote. This reduction does not apply to necromancy.

- *Night*: The cost of the stealth field aspect of the Exalt's anima power is reduced from 10 motes to five motes, and the difficulty of rolls to track or notice the character rises by (Essence) rather than (Essence/2).

- *Eclipse*: The Exalt takes the laws of Heaven into her own hands. Whenever someone breaks





an oath she has sanctified, the Eclipse is immediately aware of both the transgression and transgressor. Indeed, if she so desires, the Solar may even specify the circumstances in which the oath-breaker's botches will manifest (though subject to Storyteller approval). The Exalt may not actually forgive the oath-breaker of any punishment, and Heaven will vent its wrath in the usual manner if the Storyteller judges that the specified circumstances are implausible enough that the transgressor is unlikely to ever actually suffer punishment. As a final, as-yet-unrealized benefit, the Eclipse anima power as enhanced by this Charm may find purchase upon the very Yozis themselves. When deferred with the Fiend anima power, the Ebon Dragon suffers punishment in the oathbreaker's stead thanks to an obscure and overlooked clause in his surrender oath.

New Abyssal Charm: Void King Ascension (Prerequisites: Eternal Enmity Approach). Embracing the doom the Neverborn have crafted them to inflict on the world, Abyssals gain the following benefits:

- *Dusk*: Like Dawns, the malicious shadows of the Dusk anima deepen until Valor becomes irrelevant, with the same benefits. Additionally, to facilitate the slaying of multitudes, weapons wielded by the Abyssal (including natural weapons) add one to their Defense and two to their Rate.
- *Midnight*: Zombies raised with the anima power no longer automatically decay.
- *Daybreak*: As the Twilight benefit, but applicable only to necromancy, not sorcery.
- *Day*: The Abyssal crawls with concealing shadows, making her difficult to target. When at the (11+)-mote level of display, all attacks against the Abyssal suffer a -1 external penalty.
- *Moonshadow*: As the Eclipse benefit, save that rather than specifying the circumstances of botches, the Moonshadow may instead choose to

immediately inflict a Dark Fate manifestation on the oathbreaker constructed with a number of successes equal to the number of botches that would have been otherwise inflicted.

TWILIGHT REVISITED

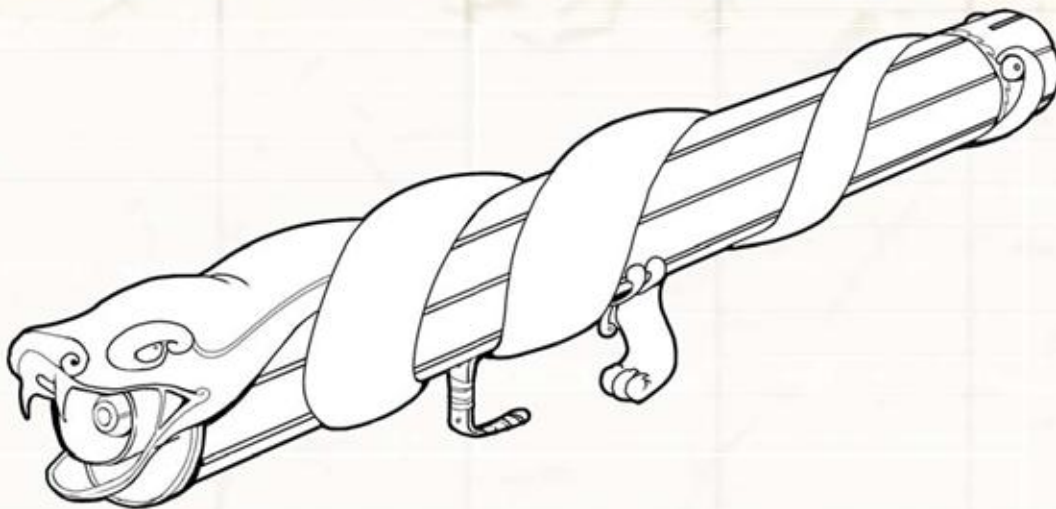
While the anima powers of most of the Chosen are static enhancements to their mystic prowess, the Twilight anima shield directly scales in strength as a character rises in Essence. For Storytellers running higher-Essence games who find that this power produces undesired balance disparities, the following optional rule is suggested: When the anima banner of a Twilight Caste (or Daybreak, or Defiler) is flaring at the (11+)-mote level of display, she automatically subtracts only a single health level of damage. Five motes may still be spent to enjoy the anima power's full benefit, if desired.

PRAYER PIECE (ARTIFACT • • •)

These marvels of First Age craftsmanship resemble the humble flame piece in outline, but could never be mistaken under closer examination for a mortal weapon. Rather than a trigger, prayer pieces have an Essence-sensitive chit carved from pure red jade, leading up into a jade-and-orichalcum barrel. The interior of the gun's barrel is carved with a series of hair-thin rifled grooves, and into the interior of these grooves are etched even more incredibly delicate, painstakingly detailed shrines and prayers to the Unconquered Sun. Microscopic least gods slumber within these shrines, their only purpose to convey martial veneration to the Highest of Holies.

Each prayer piece can chamber five rounds of ammunition at once. Unlike their distant rela-

Speed	Accuracy	Damage	Rate	Range	Ammo	Attune
5	+2	10L*	2	50	5	6
*10A against creatures of darkness						



tive, the alchemical flame weapon, prayer piece ammunition requires no expensive thaumaturgy to produce. Only a great investment of skill and time is required. Prayer pieces are designed to fire slugs made of any relatively soft metal, although First Age Solars considered gold to be the only substance worthy of the honor. Each round to be fired by a prayer piece must be completely covered in a specific, detailed prayer to the Unconquered Sun, its hair-thin characters completing the matching verses carved within the weapon's barrel. Producing such a round requires five hours of work, knowledge of Old Realm and a (Dexterity + Craft [Air]) roll at difficulty 3.

In order to fire a prayer piece, the user must feed it a single mote of Essence. Doing so catalyzes the prayers inscribed on the slug, awakens the least gods within the weapon and fuses hope, devotion and will into a singular moment of focused martial intent. The slug erupts from the weapon with a roar and a gout of smoke, which carries the completed prayer to Heaven.

Because their attacks are Holy in nature, prayer pieces fail to function when wielded by creatures of darkness.

WINGS OF THE ARCHON (SOLAR CIRCLE SPELL)

Cost: 40m

Target: Self



Raising an arm to the heavens, the sorcerer's fingers flicker through the Mudra of Unimpeded

Passage. Essence erupts around him, then collapses into a pair of burning wings extending from his back. Each Exalt's wings differ slightly in appearance, though they are all formed of holy fire, preventing this spell from being cast by creatures of darkness. For the rest of the scene, the sorcerer may freely fly at a base speed of 30 yards per tick, and is able to apply his Parry DV to attacks directed at his back. These are incidental advantages, however. The spell's true purpose is to provide transportation between realms of existence.

By flying straight up into the open sky for twenty-five hours, maintaining a strictly vertical course, the sorcerer may pass from Creation to Yu-Shan. He emerges from the thick of one of the many clouds that float in Heaven's sky, directly above the plaza containing the ring of heavenly gateways leading to the Blessed Isle.

Alternatively, the sorcerer may fly west, following the track of the falling sun. If he maintains his bearing through the night, keeping ever on toward the point where the sun passed beyond the rim of the world, then the rising of the sun will reveal the ashen landscape of the Underworld stretching out around him at a point analogous to his previous position in Creation.

By ascending above a solid cloudbank and setting a course for a certain star in the constellation of the Mask, the sorcerer may fly for five days and five nights without rest. Gradually, without his



notice, the clouds below will shift from white mist to silver sands, the sky will turn a bilious green, and the borders of Malfeas will loom before him.

Most curiously, if the Seal of Eight Divinities has been breached, a sorcerer may even fly into the empty, starless space between the constellations of the Sorcerer and the Treasure Trove. Within twelve hours, the cold darkness of the empty sky will be replaced by the cold darkness of the Far Reaches of Autochthonia.

If not used for cross-realm transportation, the wings fade at the end of the scene.

INFINITE CATALEPSIS MACRAMÉ (SOLAR CIRCLE SPELL)

Cost: 50m

Target: Area with (Essence x 50) yard radius

Casting a vast matrix of static Essence over the region around him, the sorcerer recites the Verse of Essence Constrained. There is a brief flash, and all surfaces within the affected region develop a hard sheen when light shines on them, as though varnished. Within the range of the spell's effect, all Shaping magic ceases to function with the exception of Lunar shapeshifting. Spells, attacks, defenses, personal enchantments, Sidereal astrology—none of these effects may be invoked within the range of the spell, and any standing Shaping effects brought into the zone of its influence immediately terminate.

The Primordials used this magic to bring areas of Creation “offline” for direct maintenance, while First Age Solars used it to safely perform large scale Essence-reactive experiments without fear of provoking cascade failure of reality. In the Second Age, Infinite Catalepsis Macramé is mostly notable for its potential military applications, which include one particular function that was heavily censored and little-known even in the First Age—its zone of influence is immune to the Sword of Creation. This fact was deliberately left out of most First Age sorcerous manuals, and so the ones most likely to recall it in the current Age are Green Sun Princes with direct memories of the spell.

This spell's effects linger until either banished by countermagic or until the sorcerer who invoked

it utters the Verse of Essence Restored. An area may safely be constrained only for up to one month. It begins to stagnate after that point, lowering the rating of any manses or demesnes within its boundaries at a rate of one dot per month, and lowering the number of motes respired per hour by one per month until Essence respiration is impossible. Causality errors of increasing severity eventually begin to plague the region, and the formation of shadowlands or introduction of Wyld taint becomes much easier. Once the spell is broken, damage to the area's Essence and geomancy is reversed at a rate of one mote/dot per year.

SACRED RITES

The rituals by which the Unconquered Sun allows his power to be called on by the mortals of Creation were carefully negotiated over the course of the High First Age. At first the Solar Exalted reverentially asked their maker for his blessings to aid their pacification of a war-torn world. As time went on, they became more paranoid and haughty, seeking to preserve their authority under the Creation-Ruling Mandate. They began to fear that the small miracles the Unconquered Sun bestowed to the common people were a ploy to undermine the hegemony of the Solar Deliberative, so they instituted licenses and restrictions on practice of the sacred rites of the Highest of Holies. Some became the exclusive province of the Solar Exalted, while others were banned outright.

Many of the Unconquered Sun's rites have spread and flourished since the fall of the Old Realm, while others have fallen into disuse, mostly according to their reliability and utility.

THE ART OF HUSBANDRY

Greeting the Sun (0, Charisma, 1, Five minutes): First Age Solars mandated a schedule of worship wherein all mortals made five daily prayers to the Unconquered Sun: once at sunrise, then at noon, midafternoon, sunset and midnight. These prayers were not simply shows of respect to the Most High, they enabled the sun's righteous blessing upon the people. A successfully completed daily prayer to the Unconquered Sun obviates one botch between



the time of the prayer's performance and the next scheduled prayer in the cycle, making it a normal failure instead. (A prayer at sunrise would alleviate the first botch that occurred between dawn and noon.) By the end of the First Age, the Solars had allowed most mortals to grow lax in their devotions, and the majority of individuals did not awaken to make a midnight prayer. As a result, the small hours of the morning became widely associated with misfortune and disaster, an association that has persisted into the current day. Only a very few communities still greet the sun according to the old methods, though the Cult of the Illuminated has recently revived the practice among its training camps. This procedure uses Performance in place of Occult.

A Canticle for Hope (2, Charisma, 3, Five hours): Sinking to her knees, the thaumaturge recites a series of ritual prayers to the Unconquered Sun, asking him to send her a champion. If the petitioner's desire for assistance is sincere, then upon successful completion of the ritual, all Solars within one hundred miles gain the distinct impression that someone needs their help, and knowledge of what general direction to head in should they feel inclined to investigate or respond. This carries no compulsion, and is not a form of mental influence.

This procedure was created during the height of the Old Realm, and largely banned for use by anyone other than high-ranking Deliberative officials by its end, as the Solars became annoyed by frequent calls for assistance. The Cult of the Illuminated has revived the ritual, but disseminates it only very

slowly and carefully, fearful that it might be used to lay traps by the enemies of the Lawgivers.



Aureate Dowsing (3, Perception, 5, One hour): This ritual requires the use of a forked branch cut from a tree growing on the upper slopes of the Imperial Mountain, wrapped in a thin wire of pure orichalcum. Held firmly throughout the length of the ritual, the stick will forcibly dip toward any source of unworked gold within 500 yards should the thaumaturge wander close to such a deposit. A similar procedure exists for locating silver capable of being worked into moonsilver.

THE ART OF SPIRIT BECKONING

Humble Servant of the Unconquered Sun (3, Charisma, 10, One hour): This fearful thaumaturgic rite takes the form of a desperate prayer to the Most High for his direct aid with some problem—such as failing crops, an unstoppable army camping over the next hill or an upcoming duel with an invincible swordsman.

Should the prayer make its way to the Unconquered Sun's ears, he instantly evaluates the life of the petitioner. All of the thaumaturge's deeds are voluntarily made Obvious to the Most High as a part of the procedure. At the Storyteller's discretion, the Unconquered Sun may judge the petitioner to be a mostly righteous individual according to his embodiment of the four Virtues (that is, mostly temperate, valorous, compassionate *and* firm in his convictions) and the Unconquered Sun's personal reckoning of righteousness. If the god judges the petitioner worthy and the problem the petitioner is facing seems insurmountable given his capabilities





and resources, the Unconquered Sun will dispatch the least of his servants—the mice of the sun—to intervene. These creatures help the petitioner in the manner determined best by the Storyteller.

If the Unconquered Sun finds the problem to be within the capabilities of the thaumaturge to solve without divine intervention, or that the petitioner is insufficiently righteous, he will still dispatch the mice of the sun. In this case, however, the mice spread a pestilence upon the thaumaturge, his closest companions and those

of his household. Even among the Exalted, only the most desperate dare beg the direct aid of the Unconquered Sun.

THE ART OF WARDING AND EXORCISM

Impeding the Nemesis (2, Intelligence, 4, One hour): Ritual preparations using prayer, salt and crushed pyrite render an area 100 yards in diameter inhospitable to creatures of darkness until the sun next sets. All actions by creatures of darkness of Essence 2 or less while within the boundary of the wards suffer from a -2 internal penalty.

MICE OF THE SUN

The mice of the sun are small, pure-white white field mice bearing a golden sunburst pattern upon their fur. They have the traits of normal field mice, save that they have Intelligence 4. When sent out by the Unconquered Sun to assist the righteous, the mice have chewed through the bonds of the imprisoned, eaten the bowstrings of encroaching armies, ruined the beautiful possessions of the wealthy and wicked. They have even spread the Plague of the Sun in the direst of circumstances.

When directed against one who has angered the sun with an unworthy petition, they simply communicate the Plague of the Sun as a Shaping and Sickness effect.

The Plague of the Sun uses the traits of the plague found on page 353 of *Exalted*, with the following exceptions. It is not communicable, it affects Exalted and other supernatural beings as though they were mortal, and victims automatically become re-infected at the next sunrise if they are cured of the affliction as a Shaping and Sickness effect. A successful prayer asking for the forgiveness of the Unconquered Sun sets the disease in abeyance for one week. (This prayer may be either made by the one afflicted or issued by a priest of the Unconquered Sun on that one's behalf.) Only issuing a face-to-face personal apology to the Most High is sufficient to remove his wrath permanently. The Unconquered Sun's epic Compassion ensures that he always accepts such apologies, assuming the afflicted does nothing more during the meeting to provoke his wrath. The Carnival of Meeting usually represents the best opportunity for the afflicted to gain access to the Most High.

