

EX3
E62



Charm Cards Set One



ACCURACY WITHOUT DISTANCE

Cost: 1m, 1wp; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Force Without Fire

The Solar extends her anima through her hands and into her weapons, joining archer, target and arrow into a single being. As long as she is making an Archery-based attack, this Charm allows the Solar to complete an aim action instantly, and converts the subsequent three bonus dice into automatic non-Charm successes. An Essence 5+ repurchase allows the Solar to fire a withering version of this attack against a crashed opponent. This attack rolls damage even if the attack roll generated no successes. This effect may only be used on a target once per crash period.

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EX3

Archery 5, Essence 2

ARROW STORM TECHNIQUE

Cost: 5m, 1wp; **Type:** Simple
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Trance of Unhesitating Speed

Seething with remonstrative ire, the Solar palms a storm of Essence and fills the sky with demonstrative fire. With this attack, the Solar unleashes a barrage of arrows around a focus, striking up to (Essence * 3) targets up to medium range from her initial target. Roll a single attack against the defenses of every target, and then apply damage.

These extra **decisive** attacks carry a base damage of her Perception—divvy up her current Initiative evenly among the remaining shots to determine the total raw damage of each attack. Arrows reaching out to medium range from her initial target are expressly allowed to ignore the range limitations of her weapon without penalty. The Exalt's Initiative does not reset until every damage roll has been completed.

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EX3

Archery 5, Essence 2

BLOOD WITHOUT BALANCE

Cost: 3m; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Sight Without Eyes

Drawing upon the perfect moment to shoot, the Solar sees nothing but her target. Upon becoming the beneficiary of a distract gambit (p. 200), if the Solar's new Initiative would allow her to act immediately, she may use this Charm to fire a ranged **decisive** attack from up to long range without an aim action. In addition, if the Lawgiver has under seven Initiative, the base damage of this attack gains (Essence) bonus dice.

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EX3

Archery 4, Essence 1

DAZZLING FLARE ATTACK

Cost: 3m; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Fiery Arrow Attack

The Solar shoots from her heart; the arrow is part of her. As such, she can sometimes reach out and draw her Essence across an arrow in flight, causing it to flash and flare, surging toward its target like a smite from the sun. This Charm can only be activated on an attack supplemented by Fiery Arrow Attack; when the attack generates at least one 10, this Charm adds one automatic success to the attack, and for each 10 in the attack roll it adds one die to the attack's raw damage. As the name suggests, Dazzling Flare Attack goes off like a spectacular flare that can be seen for miles—every target using shadows for cover within two range bands must roll Stealth, with a -2 success penalty to the attempt, or be revealed.

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EX3

Archery 5, Essence 2

DUST AND ASH SLEIGHT

Cost: 3m; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Seven Omens Shot

The Lawgiver may use this Charm to shorten the long aim action of Seven Omens Shot by one round, forfeiting the prerequisite's automatic non-Charm successes to make the attack faster. An Essence 5+ repurchase allows the Solar to add the lost successes back into the attack.

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EX3

Archery 5, Essence 4

FIERY ARROW ATTACK

Cost: 2m; **Type:** Supplemental
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Phantom Arrow Technique

Charging her arrow with Essence, the Exalt fires a heavy shot that rends the air as it passes onto her target, lighting the arrow on fire. If the arrow strikes flammable materials, a violent blaze instantly seeks to consume the struck object. This fire is natural, and may spread to surrounding objects or cause combustible materials to explode. When used in a **decisive** attack against a target, it adds one automatic success to the damage roll. If the attack does at least three health levels of damage, the target catches on fire, and must contend with (Solar's Essence) lethal dice of damage every turn until he's able to extinguish himself.

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EX3

Archery 4, Essence 1

FINISHING SNIPE

Cost: 7m; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Hunter's Swift Answer

With instincts honed for the kill, the Exalt feels the momentum of battle break and flee her target. When an opponent within range suffers crash, the Lawgiver draws on this moment to attack again, even if she has already used a combat action that turn. This attack requires no aim action, but if she wishes to use Finishing Snipe, the Lawgiver must not be engaged in a Simple action that would prevent her from attacking.

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EX3

Archery 5, Essence 3

FLASHING VENGEANCE DRAW

Cost: 3m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Trance of Unhesitating Speed

To invite the wrath of the Lawgiver is to invoke one's own doom. The Solar gains (Essence) automatic successes to her Join Battle result, and if she acts before her target, her first attack is unblockable. Flashing Vengeance Draw is expressly permitted to be used in combination with Charms that boost Join Battle results, so long as they are not based in Melee, Thrown, or Brawl.

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EX3

Archery 5, Essence 2

FORCE WITHOUT FIRE

Cost: 3m; **Type:** Supplemental
Keywords: Withering-only
Duration: Instant
Prerequisite Charms: Sight Without Eyes

The Solar nocks an arrow with purpose, sending a tremulous pulse through her surroundings as she gathers hurricane force into her bowstring. The Solar makes a **withering** attack from short or close range, and a pulverizing bolt of force surrounds her arrow as it leaps from her bow. If the attack does at least as much damage as her target's Stamina, that Initiative is lost rather than transferred to the Solar, and the target is knocked down and back an entire range band. This force is sufficient to end a rush against any target.

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EX3

Archery 4, Essence 1



HEART-EATING INCINERATION

Cost: 3m, 3a; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Solar Spike

She may only pay to use this attack when unleashing Solar Spike, and when her anima is at bonfire. Instead of conjuring Solar Spike, the Solar draws her anima as if she were pulling an arrow from a quiver, her iconic manifestation taking the form of a missile. This attack follows the rules of Solar Spike, but adds the Solar's Initiative to the raw damage of the attack. This does cause the Lawgiver's Initiative to reset on a hit, but if Heart-Eating Incineration kills her target, the target's body and soul are engulfed in a torrent of flames and burned away completely, restoring a number of motes to the Solar equal to her Intimacy rating for the target plus his permanent Essence score. Using Heart-Eating Incineration resets the Solar's anima to the dim level. Spirits destroyed with this attack may still reform as they normally might. See the full text of this Charm on page 260.

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EX3

Archery 5, Essence 3

HEAVENS CRASH DOWN

Cost: 6m, 2i, 1wp; **Type:** Reflexive
Keywords: Clash, Perilous, Withering-only
Duration: Instant
Prerequisite Charms: Revolving Bow Discipline

When the Lawgiver is cornered and fighting for her life, the burning power of her judgment becomes even more terrifying. Drawing the burning Essence of her life from her very wounds, she can unleash a powerful, Essence-laden shot from her bow that can override other attacks and overwhelm her attackers. The Solar may use this Charm to clash attacks against her from short or close range, but only when she is in her -4 health levels. This clash gains (Essence) automatic successes, and the damage roll doubles 9s. However, Initiative damaged by this roll is not transferred to the Solar; it is instead rerolled as **decisive** damage against her target, ignoring hardness and doubling 10s. An Essence 5+ repurchase of this Charm removes the Perilous keyword, allowing the Solar to spend herself into lower negative Initiative numbers while crashed.

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EX3

Archery 5, Essence 4

HUNTER'S SWIFT ANSWER

Cost: 5m, 1wp; **Type:** Reflexive
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Flashing Ven-geance Draw

The Lawgiver suffers no impunities; with terrific speed and ferocious import, she may answer the blades of her transgressors. When the Solar succeeds at a disengage action, she may unleash a **withering** or **decisive** Archery attack from close range, even if she has already attacked that turn. This attack must be directed at the one she broke away from.

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EX3

Archery 5, Essence 2

IMMACULATE GOLDEN BOW

Cost: 5m, 1wp; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Phantom Arrow Technique

Honing her skill and focusing her will, the Exalt births a stunning varicolored bow from her palm. This Charm creates a weapon with stats identical to a powerbow, described on page 598. The weapon is made of solidified Essence forged in all the colors of Solar anima, and glows like a torch. For additional purchases, players may add custom Evocations to Immaculate Golden Bow. Players should work with their Storyteller to create Evocations that fit the character's personality or iconic anima manifestation. In addition, Immaculate Golden Bow has the following power:

Sky-Eater's Crest: For four motes, Immaculate Golden Bow is transformed for a single turn, growing wings, spines, fins, or other appendages appropriate to the Exalt's iconic manifestation, providing a barrier of heavy cover against ranged attacks.

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EX3

Archery 4, Essence 2

PHANTOM ARROW TECHNIQUE

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

With this Charm, the Solar may continue firing her bow even when she has run out of arrows. Once per scene, the Exalt may suffuse a phantom or physical arrow with one of her Intimacies. Doing so gives her attack a number of non-Charm bonus dice equal to the Intimacy's strength, but also temporarily numbs her to that Intimacy. She may not use this attack again until she has spent significant effort in restoring or remembering the Intimacy.

Adamant Arrow Technique: At Essence 3+, the Solar may infuse an arrow per scene. So long as she lives, the arrow cannot be destroyed or removed. It can be moved by cutting away the base into which they have landed but the arrow will remain inviolate. Only the Solar who fired this arrow, or one blessed with her permission, may remove it from its resting place. See the full text of this Charm on page 257.

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EX3

Archery 3, Essence 1

RAIN OF FEATHERED DEATH

Cost: 3m per duplicate, 1wp
Type: Simple; **Keywords:** Decisive-only
Duration: Instant
Prerequisite Charms: Phantom Arrow Technique

The Lawgiver hones her killing prowess, splitting an arrow into a devastating barrage. The Exalt only needs a single arrow to fire this shot; her one arrow splits into multiple arrows and all are directed against a single target. The Solar may split her shot into a maximum of (Dexterity) arrows. If the attack hits, each created arrow hits with a raw damage equal to the Solar's current Initiative minus her successes on each damage roll. Therefore, if she rolls 10 damage dice and gains two successes on the first roll, the second roll will feature eight damage dice. If that gains four successes, her third damage roll will be four dice. If the Exalt runs out of damage dice due to successful hits, her created arrows cannot do less than (Essence) damage each.

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EX3

Archery 5, Essence 3

REVOLVING BOW DISCIPLINE

Cost: 6m, 1wp; **Type:** Simple
Keywords: Perilous, Withering-only
Duration: Instant
Prerequisite Charms: Arrow Storm Technique

Holding arrows between each finger, the Solar draws down on her target, firing with profound speed and focus. The Solar may draw and attack a single target repeatedly, launching multiple **withering** attacks until she either misses or crashes her opponent. Revolving Bow Discipline can only be used within short or close range, and can't be used on targets already in crash. Used against a battle group, the Solar attacks until she misses or depletes the group's Magnitude.

At Essence 4+, the Solar gains one point of temporary Willpower when she crashes a foe with this attack.

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EX3

Archery 5, Essence 3

SEARING SUNFIRE INTERDICTION

Cost: 4m, 1i, 1wp; **Type:** Simple
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Dazzling Flare Attack

The Lawgiver fires an arrow that explodes at her enemy's feet. This is a difficulty 3 gambit that requires no aim action. If the Exalt did aim, she may act first on the next round. If another character uses magic to act first, compare their Initiative to determine order. The Initiative roll on this gambit has double 9s. If successful, it forces him to act (2 + extra successes on the Initiative roll) ticks later than he would have. If at a tick 0 or less, he loses his turn for the round. This Charm cannot be used on the same target twice consecutively. An Essence 3+ repurchase makes the gambit difficult 2 and waives Initiative costs if successful. An Essence 4+ repurchase resets the Solar's attack if she drops an opponent from a higher to a lower Initiative tick than her own. See the full text of this Charm on page 259.

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EX3

Archery 5, Essence 3

SEVEN OMENS SHOT

Cost: 3m, 1wp; **Type:** Simple
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Accuracy Without Distance

Clearing her mind of all thoughts, the Solar focuses only on the arrow drawn back against her bowstring, feeling for the flow of Essence she needs to make an incredible shot. The Solar must take a special "long aim" action—an aim action lasting three rounds—against a single target in order to use this Charm. Invoking Seven Omens Shot converts the normal +3 bonus dice from aiming into three automatic non-Charm successes and adds any extra successes on the attack roll to the attack's raw damage. Accuracy Without Distance can shorten the action by a single round, but may only add a single non-Charm success for each round shortened. Killing an opponent with this Charm awards the Solar one point of Willpower.

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EX3

Archery 5, Essence 3



SHADOW-SEEKING ARROW

Cost: 3m, 2i; **Type:** Reflexive
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Dazzling Flare Attack

During combat, if the Lawgiver's Awareness check uncovers an opponent, she may make an attack against that opponent regardless of the Initiative order, without using her attack action for the round, and without having to use an aim action. The Solar may pay to use this Charm multiple times to attack multiple opponents she has uncovered in a single Awareness check.

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EX3

Archery 5, Essence 3

SIGHT WITHOUT EYES

Cost: 1m; **Type:** Reflexive
Keywords: None
Duration: One tick
Prerequisite Charms: Wise Arrow

The Exalt opens her eyes not to the visual world, but to the world of Essence, sensing her target in that fashion. She may make an Archery attack without penalties for visual conditions. Smoke, fog, and pitch darkness are no longer a problem for her, though other factors such as high winds and cover still apply against the attack.

At Archery 5+, Essence 3+, the Solar can momentarily see through cover, perceiving her targets as silhouettes the colors of bright anima.

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EX3

Archery 3, Essence 1

SOLAR SPIKE

Cost: 5m, 1wp; **Type:** Simple
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Dazzling Flare Attack

The Lawgiver draws a blazing bolt of Essence across her bow and fires it. The attack ignores the range of her weapon, and can be made from medium or long range without an aim action, or extreme range with an aim action. The Exalt must have higher Initiative than her target to use this attack; the conjured Spike does not use the Solar's Initiative to do damage, but instead has a raw damage equal to her current temporary Willpower multiplied by one or the rating of any Intimacy she is trying to uphold or protect. Solar Spike is incompatible with Fiery Arrow Attack and Rain of Feathered Death, and does not reset the Exalt's Initiative to base on a hit. Solar Spike may only be used once per scene, but can be reset by landing a **withering** attack with six 10s rolled across the attack and damage rolls.

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EX3

Archery 5, Essence 3

STREAMING ARROW STANCE

Cost: 6m; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Finishing Snipe

The Lawgiver feels the channels of her bow open when her prey falls into peril. This Charm allows the Exalt to fire on a crashed target from medium or long range without using an aim action.

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EX3

Archery 5, Essence 4

THERE IS NO WIND

Cost: 3m; **Type:** Reflexive
Keywords: Dual
Duration: Instant
Prerequisite Charms: Sight Without Eyes

The Solar graces her shot with unerring precision and fires it along a flow of Essence, causing it to slice through the air between the arrow and its mark. Her attack ignores penalties from non-visual conditions such as high winds, bad weather, flawed ammunition, and so on. In addition, her **withering** attack accuracy is calculated as if it were made from short range regardless of the distance she's firing from. With appropriate Awareness Charms, the Solar may use this Charm to make attacks from extreme long range.

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EX3

Archery 5, Essence 2

TRANCE OF UNHESITATING SPEED

Cost: 4m, 1wp; **Type:** Simple
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Wise Arrow

The Solar strums her bow and fills the air with sharp notes. This Charm allows the Exalt to attack multiple targets, or a single target multiple times, by spreading her total current Initiative between **decisive** attacks. Each attack must contain at least three Initiative, and extra Initiative must be spread as evenly as possible between shots. For example, an Exalt with 11 Initiative attacking three targets could make two **decisive** attacks with four raw damage, and a third with only three. In addition, each 10 she rolls on an attack increases the base damage of that attack by one. The Exalt's Initiative does not reset until she has completed every attack, and she may not make more attacks than she has ammunition or Dexterity. This attack can be made without an aim action.

256
EX3

Archery 3, Essence 1

WHISPERED PRAYER OF JUDGEMENT

Cost: 1m; **Type:** Supplemental
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Streaming Arrow Stance

After using an aim action, the Solar may use this Charm to charge her shot with wrathful Essence, adding (Essence) damage to the attack.

261
EX3

Archery 5, Essence 5

WINNING STRIDE DISCIPLINE

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

Racing against herself, the Solar exults in leaving her competitors behind. In a test of speed, each interval in which the Solar accrues more successes than her fastest opponent garners a spirit-restoring surge: two motes to be used on Athletics Charms on her next turn, or two Initiative.

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EX3

Archery 4, Essence 1

WISE ARROW

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

With skill and effort, the Exalt guides her arrow to its mark. The Exalt may use this Charm to supplement a **withering** or **decisive** attack, reducing the benefits of cover. The defense bonus of heavy and light cover is reduced by one, while characters under no cover suffer a -1 penalty to their normal Defense.

In addition, after taking an aim action, the Solar may activate this Charm to strike an opponent in full cover. The Exalt shoots along an arc or angle that perfectly matches her opponent's position. So long as there is some opening where an arrow can get through, Wise Arrow treats a character in full cover as if he merely has +3 Defense.

255
EX3

Archery 2, Essence 1



AEGIS OF UNSTOPPABLE FORCE

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

The Solar's might is permanently enhanced, lowering the difficulty of all feats of strength by two.

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EX3

Athletics 5, Essence 4

ARETE-DRIVEN MARATHON STRIDE

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

The Solar trains her body to feel the Essence of those she would outrun, matching their strength with her stride. When she falls behind in a test of speed, every 10 her fastest opponent rolls also counts as a single success to the Solar's own roll. This Charm also functions in rushes, to aid in countering the target's attempts to avoid the Solar.

264
EX3

Athletics 5, Essence 2

ARMOR-EATING STRIKE

Cost: 1m; **Type:** Supplemental
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Increasing Strength Exercise

Channeling her strength through her Essence, the Solar's attacks strike harder and deeper. This Charm supplements a close range decisive attack, allowing the Solar to ignore (her Strength) hardness. Armor-Eating Strike is expressly permitted to be used in conjunction with Charms of other Abilities.

264
EX3

Athletics 3, Essence 2

BONFIRE ANIMA WINGS

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Eagle-Wing Style, Onrush Burst Method

Relentless in pursuit of her ideals, the Lawgiver's anima becomes like a pair of burning wings that carry her across the sky. When using Eagle-Wing Style to engage in aerial combat, and when her anima is at the bonfire level, the Solar's attacks benefit from the effects of Onrush Burst Method, generating notes that can be used to pay the activation costs of Athletics Charms. When in use, the Solar's anima typically resolves into wings that resemble an eagle's or something else appropriate to the Solar's iconic manifestation.

266
EX3

Athletics 5, Essence 4

DEMON-WASTING RUSH

Cost: 5m, 1wp; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Racing Hare Method

A Solar with this Charm can attempt a rush from medium range. If successful, she will automatically move one range band closer to her target on his next two turns, in addition to her normal movement.

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EX3

Athletics 5, Essence 3

EAGLE-WING STYLE

Cost: 5m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Indefinite
Prerequisite Charms: Mountain-Crossing Leap Technique

The Exalt locks onto an aerial target and leaps toward it and begins to soar. This moves her up to two range bands, expending her movement action, and allows her to continue flying one range band through the air on subsequent turns by paying 2m or 2i per turn. Once she is within combat range of an opponent, attacking is sufficient enough movement to keep her airborne. If she is a ranged fighter, she may also use Unbound Eagle Approach, paying 2m in order to hang in the air as she takes an aim action. Lastly, the Solar can spend 2m, allowing her to rush or disengage from appropriate distances. If she fails to activate the Charm, gets knocked off-course or otherwise begins to fall, this Charm cannot be reactivated until she touches down and is able to leap again. This Charm can be activated at the apex of Mountain-Crossing Leap Technique, in which case it costs 4m to activate. See the full text of this Charm on page 265.

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EX3

Athletics 5, Essence 3

FEATHER FOOT STYLE

Cost: 3m; **Type:** Reflexive
Keywords: Mute
Duration: Until the Exalt stops running
Prerequisite Charms: Graceful Crane Stance, Lightning Speed

The Exalt may run across fluid surfaces. She may dash over unstable surfaces as if they were solid and move over surfaces no thicker than rice paper without breaking through. At full speed, she may also move across dangerous surfaces without getting hurt. This effect lasts until the Exalt stops dashing.

At Athletics 5, Essence 2+, the Exalt can pause on unstable surfaces without breaking through, changing the duration of this Charm to "one stunt." If the Exalt is still standing on an unstable surface and is unwilling or unable to renew Feather Foot Style, she becomes subject to the normal laws of gravity and buoyancy. Also note: while she may safely dash across a caustic or burning surface, standing on top of lava and other dangerous surfaces will cause harm.

267
EX3

Athletics 3, Essence 1

FOE-VAULTING METHOD

Cost: 3i; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Graceful Crane Stance, Monkey Leap Technique

Fearless in combat, the Solar leaps over her stunned opponent. At close range, if the Exalt has higher Initiative (before cost) than her foe, she may use this Charm on her turn, rolling Dexterity + Athletics against her opponent's Evasion. If successful, she leaps over her target, creating an opening, and may make a surprise attack (see p. 203) overhead or at their back. This Charm may only be used once per combat, but is reset by landing a decisive attack and building Initiative to 6+.

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EX3

Athletics 2, Essence 1

GODSPEED STEPS

Cost: 4m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Arete-Driven Marathon Stride, Racing Hare Method

The Exalt projects herself forward on a pulse of Essence, faster than a heartbeat, moving like a blur. The Exalt may attempt a rush against an opponent up to three range bands away. If successful, she flashes out in a burst of speed, and flashes in at close range to her target that same instant. This Charm removes the flurry penalty for an attack made after a rush. If used in conjunction with Racing Hare Method, the Exalt can rush an opponent up to four range bands distant.

265
EX3

Athletics 5, Essence 3



GRACEFUL CRANE STANCE

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

The Solar draws Essence through her pores and into her bones, suffusing and lightening her form and steadying her step. For the rest of the scene, she has perfect balance, and can stand or run on things too narrow or weak to support her normally, with no chance of falling or breaking through. She can run on a guy wire, stand on a crumbling parapet, balance on the tip of a pine tree, and perform many similar feats without needing to roll (Dexterity + Athletics).

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EX3

Athletics 1, Essence 1

HURRICANE SPIRIT SPEED

Cost: 1i per success; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Arete-Driven Marathon Stride

Like a living storm, the Exalt gathers momentum and speed as she races over land. In combat, the Exalt may spend Initiative for successes to rush a target. In a test of speed she may use it at each interval.

265
EX3

Athletics 5, Essence 3

INCREASING STRENGTH EXERCISE

Cost: 3m or 3i per dot; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: None

The Solar draws remarkable strength from deep within her core. For every three motes of Essence or Initiative the Exalt spends, her Strength score increases by one. Each dot of increase also raises the base damage of her **decisive** attacks by one. The Solar's Strength cannot be increased by more than her Essence rating through use of this Charm, and this Charm may not grant her more than double her Strength score. Through use of Increasing Strength Exercise, Solars can reach the Strength minimums required to attempt certain feats of strength (p. 229).

262
EX3

Athletics 3, Essence 1

LEAPING TIGER ATTACK

Cost: 4m, 1wp; **Type:** Supplemental
Keywords: Dual
Duration: Instant
Prerequisite Charms: Graceful Crane Stance, Lightning Speed

Meditating on the frozen moment, the Lawgiver sees the universe aligning around the neck of her target. Through strength, balance and control, she pulls at the distance between herself and her foe, and flashes in for the kill. The Exalt may use this Charm as far away as medium range, to instantly flash past her opponent, striking him at close range. If her attack is withering, it deals double damage after soak, but before damage is rolled. If it is decisive, it adds her Essence score to the base damage of the attack. As the Solar slides past her opponent, she ends the attack standing at close range. This counts as the character's movement for the round. In order to use this Charm, the Solar must be at higher Initiative than her opponent, and at 6+ Initiative. Leaping

Tiger Attack is explicitly allowed to be used in combination with the Charms of other Abilities, but is incompatible with Thunderbolt Attack Prana and Eagle-Wing Style.

264
EX3

Athletics 5, Essence 2

LEGION AUROCHS METHOD

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Power Suffusing Form Technique

Striving toward physical and spiritual perfection, the Solar is an exemplar of physical might. When performing feats of strength, the cost of the Athletics Excellency is permanently reduced to one mote per two dice.

266
EX3

Athletics 5, Essence 3

LIGHTNING SPEED

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

Like a flashing bolt, the Exalt streaks toward her goal, trailing streamers of anima. This Charm can be used to enhance a rush action (see p. 197). The Exalt moves with terrific speed—add one automatic success and reroll all 5s and 6s until 5s and 6s fail to appear. Lightning Speed can also be used each interval of a foot race or other test of speed (see p. 189).

262
EX3

Athletics 3, Essence 1

LIVING WIND APPROACH

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

Once per scene, the Solar may reflexively channel a burst of impossible speed to automatically succeed at a rush. In a test of speed, she may use this to generate one more success than her opponent on any one interval. If multiple Solars use this on the same interval, they all assume a result one greater than the highest number of successes.

266
EX3

Athletics 5, Essence 5

MONKEY LEAP TECHNIQUE

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

The Exalt leaps with the speed and grace of a striking hawk. Using this technique, a Solar may automatically leap forward or straight up one range band. A Solar using this Charm can easily leap to the top of a twenty foot wall or cross a Nexus street over rooftops, without having to roll. This Charm counts as the Solar's movement for the turn. If the Solar continues to leap to a different range band each turn, the cost is reduced to one mote after the first activation.

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EX3

Athletics 2, Essence 1

MOUNTAIN-CROSSING LEAP TECHNIQUE

Cost: 7m, 1wp; **Type:** Simple
Keywords: None
Duration: Until she stops leaping
Prerequisite Charms: Unbound Eagle Approach

The Solar gathers enormous spiritual pressure into her legs and launches herself skyward. The Exalt makes a wild leap four range bands forward or three straight up. As the force of her leap is almost uncontrolled, she may not leap fewer than three range bands with this Charm. This Charm stays active every turn until the Solar stops leaping across range bands, making it possible for the Exalt to cross a mountain range in minutes. If this Charm is combined with Monkey Leap Technique, the Exalt can make a controlled leap to the second range band. If opponents are within close range before the Exalt activates this Charm, she must succeed at a disengage action before it can be activated. All minor opponents within close range when the Solar uses this Charm suffer automatic knockdown, and more impressive opponents may need to roll to keep their balance.

265
EX3

Athletics 5, Essence 3



NINE AEONS THEW

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

Summoning the might of untold forces, the Exalt crosses the threshold of legend. This Charm is the gateway to outrageous shows of physical prowess—the Solar gains double 7s to attempt a feat of strength, and she counts as meeting its Strength prerequisite (p. 229) no matter how high that requirement might be.

266
EX3

Athletics 5, Essence 5

ONE EXTRA STEP

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

Once per scene, the Exalt may take a second movement action on her turn.

266
EX3

Athletics 5, Essence 4

ONRUSH BURST METHOD

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

The Solar learns to channel the exhilaration she feels at chasing an opponent into a burst of adrenal power that restores her spirit. On successfully rushing an opponent, the Exalt gains three motes to be used on Athletics Charms. These motes last until she has taken her next turn.

264
EX3

Athletics 3, Essence 2

POWER SUFFUSING FORM TECHNIQUE

Cost: 4m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Thunder's Might

The Exalt's body is momentarily framed with surging power. This Charm supplements a feat of strength, adding (Strength) non-Charm bonus dice to the attempt. This is explicitly compatible with the bonus granted by Increasing Strength Exercise.

266
EX3

Athletics 5, Essence 3

RACING HARE METHOD

Cost: 5m, 1wp; **Type:** Reflexive
Keywords: None
Duration: One hour
Prerequisite Charms: Lightning Speed

The Exalt travels in flashing sprints and sparking leaps. This Charm lasts one hour. During this hour, the Solar moves up to three range bands per turn, depending on the terrain and her ability to move at an uninterrupted clip. If she joins battle, her speed is greatly slowed, as she must focus more completely on her environment. The Solar resumes moving one range band per turn, but the Charm still has an effect: double 9s on rush attempts, and for every 10 rolled on a rush, the Solar gains a point of Initiative. If the Exalt knows the Charm Triumph-Forged God-Body, she rushes instead gain (Essence) bonus dice. These benefits also apply to each interval of a test of speed. If the Lawgiver chooses to renew this technique at the end of an hour, ignore the Will-power cost. See the full text of this Charm on page 264.

264
EX3

Athletics 4, Essence 2

SOARING CRANE LEAP

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Monkey Leap Technique

Striking an efficacious pose, the Exalt catches the wind to slow a fall. This allows her to drop down two range bands without taking damage. In order to survive a very long fall with this Charm, the Solar must use it at least once every three bands. The Exalt can also use this Charm to drift long distances through the air, expending her movement action to float forward a single range band even as she continues to fall. With an adequate amount of thrust, the Exalt can glide across long horizontal distances without falling, equaling her initial movement forward. For example, if she were to leap out over a chasm two range bands across with Monkey Leap Technique, she could then activate Soaring Crane Leap to glide across the second range band on her next turn. Appropriate stunts can increase straight across movement before the Exalt begins to drop.

261
EX3

Athletics 3, Essence 1

SPIDER FOOT STYLE

Cost: 3m; **Type:** Reflexive
Keywords: Mute
Duration: (Essence +1) turns
Prerequisite Charms: Feather Foot Style

With speed and balance heightened to the Nth degree, the Solar's Essence may bond with a surface, allowing her to run up walls or stand upside down on horizontal surfaces such as tree branches, bridge bottoms or overhangs, or to lay flat against a ceiling looking down at her prey. Like Feather Foot Style, if the Solar is unable or unwilling to renew this effect, her preternatural grip dwindles and she may plummet and be subject to falling damage. Spider Foot Style's effect can be extended for one round by a well-described stunt during a turn in which the Charm is active.

263
EX3

Athletics 4, Essence 1

TEN OX MEDITATION

Cost: 2m, 3 successes per dot
Type: Supplemental; **Keywords:** None
Duration: One feat
Prerequisite Charms: Increasing Strength Exercise

The Solar magnifies her physical Essence, increasing her ability to move massive loads. This Charm supplements an attempt to lift or break something, allowing the Solar to attempt an action with a prerequisite beyond her current Strength rating. Pay two motes and roll the Exalt's (Strength + Athletics) as normal, converting each three successes into a dot of Strength as needed, until the Solar meets the prerequisite. This bonus Strength does not enhance her current dice pool, as this momentary surge of might only establishes whether she can succeed with her current dice. Note that she must still have enough successes remaining, after increasing her Strength, to meet the difficulty requirement of the feat.

262
EX3

Athletics 5, Essence 1

THUNDER'S MIGHT

Cost: 5m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Increasing Strength Exercise

Through intense muscle control, the Solar's insides erupt with surging Essence power. Reroll all non-successes on a feat of strength.

265
EX3

Athletics 5, Essence 2



THUNDERBOLT ATTACK PRANA

Cost: 4m, 1wp; **Type:** Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Increasing Strength Exercise, Monkey Leap Technique

The Exalt draws down on the Essence around her, pulling it through her upper body, her lungs, her core and down into her legs, and then explodes skyward, rising in a brilliant, Essence-laden arc. This Charm supplements a nonranged attack which can be made against aerial targets up to short range, or ground targets at another range band. The Solar leaps at her target, striking with incredible force— damage is doubled after it is rolled. If the Exalt uses this attack to move to another range band, it counts as her movement action for the round. After striking an aerial opponent, the Exalt may fall one range band without taking damage.

Thunderbolt Attack Prana is expressly permitted to be used in conjunction with Charms of other Abilities, and it is suggested that the player use it to create a signature attack that fits the character's attitude and style.

Athletics 3, Essence 1



TRIUMPH-FORGED GOD-BODY

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Arete-Driven Marathon Stride, Ten Ox Meditation, Unbound Eagle Approach

The Solar possesses a body and spirit intensified by thousands of hours of vigorous exercise and meditation. This Charm applies the double 9s rule to every Athletics roll.

Athletics 5, Essence 3



UNBOUND EAGLE APPROACH

Cost: —(2m); **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Soaring Crane Leap

It is the Solar's nature to rise above. Meditating on the tyrannical bonds of gravity, the Exalt learns to separate her Essence from that which pulls her down. By paying two extra motes to the activation of Soaring Crane Leap, the Exalt may drift across a horizontal range band without initial thrust, allowing her to plane along low ceilings or avoid traps that might detect a more wild leaping motion. In addition, she can use this Charm on each round after activating Soaring Crane Leap to continue to glide across range bands without dropping down.

Athletics 4, Essence 2





AWAKENING EYE

Cost: 5m, 1wp; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Any two Keen (Sense) Techniques

In the moment battle begins, her Awakening Eye reads the flow of Initiative and makes her aware of attacks that will happen in the near future. This Charm supplements a Join Battle roll with a free full (Perception + Awareness) Excellency, and by creating a cascading reroll of 10s. For every 10 rolled, reroll one non-success. Non-successes which reroll 10s provoke more rerolls until a 10 fails to appear in the result. In addition, mark down how many non-successes became successes during the reroll process; every rerolled success adds one to a pool of automatic successes the Solar may use to detect hidden opponents until combat ends. These bonus successes are depleted when the Exalt uses them, though she may choose when and how many successes to use, spreading a number of successes over a number of attempts. See the full text of this Charm on page 270.

270
EX3

Awareness 4, Essence 1

BLINK

Cost: 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Inner Eye Focus

Cast down into the darkness, the Lawgiver has known an absence of sensation greater than the deepest abyss. The wicked cannot hide; their shadows avail them nothing. With but a thought, the Solar can impel her senses toward greater form. The player may reroll any Awareness roll, maintaining the effects of any Charms she paid for on the initial roll and activating any Charms she wishes to pay for to enhance her second attempt.

271
EX3

Awareness 5, Essence 3

DEDICATED UNERRING EAR

Cost: 3m per exchange; **Type:** Reflexive
Keywords: None
Duration: Indefinite
Prerequisite Charms: Unsurpassed Hearing and Touch Discipline

The Lawgivers can listen across vast spaces for the sound of a favored voice. The Exalt must have activated Keen Hearing and Touch Technique in order to use this Charm. Upon doing so, the Exalt becomes aware any time she is addressed by someone for whom she holds a Major or Defining positive Intimacy, no matter how far away he is. So long as she's on the same plane of existence as they are, the Solar can hear the words of her favored people clearly, as if they were in the same room, so long as they are addressing their speech to her. This Charm's duration is Indefinite: each time a character addresses the Solar, she has an instant in which she feels a tingle in the base of her skull, telling her to tune her hearing and listen. Upon activating the Charm, she can hear everything her compatriot wishes to say to her, until the character has been silent for ten seconds or longer. The cost of this Charm cannot be reduced by its prerequisite.

273
EX3

Awareness 5, Essence 4

EYE OF THE UNCONQUERED SUN

Cost: 10m, 1wp; **Type:** Simple
Keywords: None
Duration: One turn
Prerequisite Charms: Awakening Eye + Any 3 non-Excellency Awareness Charms

When this Charm is used, the Solar's Caste Mark blazes, cancelling any Essence-muting magic, and removing her from stealth. Eyes blazing white, her gaze shines a wide beam of light across everything out to long range. Everything caught in her stare is subject to the following: Solid walls and other opaque objects grow transparent, rendering all forms of Stealth automatically unsuccessful. Fog lifts, smoke parts, and clouds dissolve under the Solar's gaze. Dematerialized spirits are forced to materialize, at full cost. All disguises, magic or mundane, are stripped. Shape-shifters, resplendent destinies, personas, or other transformative magics are deactivated. The only way to avoid this Charm is to dodge the Solar's gaze by applying Evasion against the Solar's Awareness roll, which is enhanced by (Essence) dice. Any 1s rolled are rerolled until 1s fail to appear. Every character within long range of the Solar who fails to dodge is subject to the effects. See the full text of this Charm on page 273.

273
EX3

Awareness 5, Essence 4

EYELESS HARBINGER AWARENESS

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Keen Hearing and Touch Technique

When a hidden character attempts to move across a surface connected to one the Solar is touching, he accrues an additional -2 penalty to his Stealth roll, in addition to the regular -3 penalty detailed on page 204. This Charm functions within short range of the Solar. She can touch a tree trunk and feel something moving in the lowest branches, sense footsteps approaching her in a pitch black hallway, and other, similar feats. If the target is within range of the Solar's extended touch upon rolling Join Battle, the Exalt gains three non-Charm dice to her Join Battle roll so long as she cannot see her opponent. If the Exalt has learned Unsurpassed Hearing and Touch Discipline, she can feel such movements out to medium range, and can determine the size, shape, and velocity of her target. See the full text of this Charm on page 269.

269
EX3

Awareness 3, Essence 1

FOE-SCENTING METHOD

Cost: 0m or 2m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Keen Taste and Smell Technique

Before an Awareness roll to detect unseen characters, the Solar's nose automatically counts heads, telling her how many people are in the room, or are within medium range of her. If any scents belong to a person in her scent library, she automatically identifies him. For any unknown, she can further make generally accurate discernments about what kind of being each scent belongs to. If a scent is not in her library, she can still form a general idea about the creature it belongs to. For 2 notes, enhance the Lawgiver's sense of smell, aiding her in scenting the direction and distance of each target. This adds 1 automatic success to an Awareness roll to uncover hidden targets, and to Join Battle. At Awareness 5+, Essence 3+, the Solar can detect dematerialized spirits with this Charm. See the full text of this Charm on page 269.

269
EX3

Awareness 4, Essence 1

GENIUS PALATE SUMMATION

Cost: 2m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Keen Taste and Smell Technique

The Solar's sense of taste is so intense that she can analyze the emotions that went into preparing a meal or beverage. In a bit of overcooked meat, she might sense the cook's turmoil; that his mind is not on his work. In a sip of soup salted with arsenic, she might sense the cool, murderous intent of one who is not her normal chef. This Charm acts as an automatically successful read intentions action to determine the emotional state of the one who prepared a meal or poured a drink. The Solar need only sample a single bite of a meal or take a single sip of a drink to gain this understanding.

269
EX3

Awareness 3, Essence 1

INNER EYE FOCUS

Cost: 4m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Unswerving Eye Method

With flawless gaze and unswerving eye, the Exalt's vision corrects itself, eating away impurities and anomalies to give her the most perfect view. When contesting a Stealth or Larceny action against the character, this Charm can be used to create a cascading reroll, eliminating non-successes from the Awareness roll as the Solar's vision corrects itself. After an Awareness roll, record successes and reroll (Essence) non-successes. For each of these dice that turns up a success, reroll another die until the cascade fails to produce any successes. Dice rerolled by Sensory Acuity Prana are not included in the cascade. This Charm may also be used in Join Battle against an opponent the Lawgiver can see.

270
EX3

Awareness 5, Essence 2

KEEN HEARING AND TOUCH TECHNIQUE

Cost: 3m or 6m, 1wp; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Sensory Acuity Prana

The Exalt may identify fabrics and minerals she knows with a cursory touch, and can hear at frequencies several times lower than a human. She can listen clearly to conversations through thick stone walls, hear creatures burrowing in the ground, ants marching on the branches above her head, and other, similar feats. For many actions that would require success on a roll at difficulty 2, the Solar can succeed without a roll. For more difficult actions, the difficulty is lowered by 1, and the Solar gains 1 automatic success. If she has a specialty that can be logically applied to the roll, the difficulty drops to 1. These benefits do not apply to detecting opponents in stealth. This Charm follows the special activation rules of Keen Sight Technique (p. 267). See the full text of this Charm on page 269.

269
EX3

Awareness 3, Essence 1



KEEN SIGHT TECHNIQUE

Cost: 3m or 6m, 1wp; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Sensory Acuity Prana

This Charm represents an array of mechanical benefits: the Solar may perform difficulty 2 or 3 sight-based actions without a roll. She gains an additional 2 dice to notice hidden persons or devices, to catch sleight of hand and see through disguises. In dim conditions, reduce the difficulty of seeing by 1, and remove the -1 penalty to detect hidden threats in such environments. The Solar's visual range is also increased. Special activation rules: The player may choose to activate this Charm by paying 6m, 1wp. This sets the duration of this Charm to Indefinite. Despite being Simple type Charms, each Keen (Sense) Technique and Sensory Acuity Prana can be activated simultaneously by paying the full cost of each. See the full text of this Charm on page 267.

267
EX3

Awareness 3, Essence 1

KEEN TASTE AND SMELL TECHNIQUE

Cost: 3m or 6m, 1wp; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Sensory Acuity Prana

The Exalt's senses of taste and smell are capable of flawless identification of flavors, textures, and scent profiles. The Solar can recognize an individual by scent alone, and she can tell older scents from new ones, enabling her to tell how recently an individual was present. Add +2 successes to Survival rolls to hunt for food, track a character, or find water, using her sense of smell. This Charm automatically extends the range of these actions to (Essence * 200) yards. This Charm also creates a library of scents and tastes which your character can reference. Upon learning this Charm, the library is populated with the scents and tastes. Entries in a Solar's sense libraries can be used to aid in Investigation and Survival rolls, as well as in the Awareness Charms further up the tree. This Charm follows the special activation rules of Keen Sight Technique (p. 267). See the full text of this Charm on page 268.

268
EX3

Awareness 3, Essence 1

KNOWING BEYOND SILENCE

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

Even the least sounds fail to escape the Lawgiver's notice. When attempting to seek out a hidden character with her Awareness, all 1s rolled by her target act as 10s rolled by the Exalt, and all her target's 2s act as 9s. These 9s are explicitly doubled by Sensory Acuity Prana. Knowing Beyond Silence can be activated after the hiding character's dice roll. This Charm can be used to enhance a Join Battle roll against a character whom the Exalt is listening for but cannot see.

270
EX3

Awareness 4, Essence 2

LIVING PULSE PERCEPTION

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

The Exalt feels the air current around her, and senses even the slightest disruption. In an enclosed space, such as a burial chamber, or a place where high walls or dense foliage stifle gusts of wind, the Exalt can feel the presence of a hidden person displacing the air around her. Add one automatic success to an Awareness roll to detect or Join Battle against such a character.

271
EX3

Awareness 4, Essence 2

ROUSED DRAGON DETECTION

Cost: 1m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Knowing Beyond Silence, Living Pulse Perception

When fighting blind, the Solar's second sight rises to see through the Essence of the world, momentarily revealing her target's location and allowing her to strike. During combat, the Exalt may use this Charm on her turn to strike at a hidden foe within range. If this attack is successful, it does not knock her opponent out of stealth unless he's incapacitated by the blow. Instead, it forces him to change hiding places, making him subject to the penalty for moving in Stealth (p. 204). If the target can find a different hiding place without changing range bands, this does not use up his movement action for the turn.

271
EX3

Awareness 5, Essence 2

SCENT-HONING PRANA

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Foe-Scenting Method

The Lawgiver knows the scent of her kith with the warmth of a lioness, the smell of her enemies with the familiarity of a shark. This Charm adds automatic successes to an Awareness roll to detect hidden characters based on their level of intimacy with the Solar. Minor Intimacies add 1 success, while Major and Defining Intimacies add 2 and 3 respectively. The Solar need not suspect that one of her Ties is hiding nearby; Scent-Honing Prana automatically lends itself to applicable rolls without the Solar knowing, though the player may always choose to disregard its use.

270
EX3

Awareness 5, Essence 2

SENSORY ACUITY PRANA

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

A breath of Essence seals the five senses into a more perfect form. The Solar's senses are heightened and attuned to minute motions and sounds, dim and noisy conditions. She can differentiate between subtle tastes and textures with only the slightest variation. Thus sharpened, it is more difficult for characters to escape her notice, or to deceive her hunting senses. For the rest of the scene, the Exalt's Awareness rolls benefit from double 9s. If the effect of any Unsurpassed (Sense) Discipline applies, reroll 6s until they cease to appear. Use of Sensory Acuity Prana comes without the danger of sensory overload; the Charm helps the Solar manage her senses more effectively.

267
EX3

Awareness 2, Essence 1

STUDIED EAR ESPIAL

Cost: 1m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Keen Hearing and Touch Technique

The Lawgiver's ears are attuned to the passage of motion. Anything which disturbs the stillness is hers to notice. When a character attempts to move in stealth, the Solar gains +3 dice to spot him.

269
EX3

Awareness 3, Essence 1

SURPRISE ANTICIPATION METHOD

Cost: —; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Sensory Acuity Prana

Whenever the Solar is in danger—even if she is not consciously aware of the threat—her senses will home in on the source. This Charm has two functions. First: for every 9 she rolls on an Awareness check to reveal a hidden enemy, trap, or any source of harm not readily apparent, she gains 1m of Essence, and for every 10 she gains 2m. These motes can only be used to offset the cost of Awareness Charms to reveal a threat. Motes returned in this fashion may retroactively lower the cost committed to Awareness Charms of a scene or longer duration, both lowering the committed cost and returning the discounted mote(s) to the Solar's mote pool. Second: her senses function even when she is asleep or incapacitated, allowing her to use any of her Awareness Charms subconsciously. See the full text of this Charm on page 267.

267
EX3

Awareness 3, Essence 1



UNSURPASSED HEARING AND TOUCH DISCIPLINE

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Keen Hearing and Touch Technique

This Charm permanently upgrades its prerequisite. The Solar can listen in on a whispered conversation a mile away in still air, or in noisy conditions, out to long range. She can hear loud noises at (Essence * 5) miles. **Conjure Image:** For 1m, the Exalt can visualize an object she is touching, in sections no larger than a horse's head. **Sense Current:** For 1m, the Exalt can feel the lightest motion of air, orienting herself to the exit. **Read the Web:** For 5 motes committed, the Exalt can listen in on a conversation behind a thick door, by touching a connecting wall or surface. This is a scene length effect, and its range can be extended up to (Essence x100) yards by running a wire from the Exalt's fingertips. **Sound from Stillness Meditation:** For 6m, 1wp, the Solar can take a Simple action lasting to draw audio surroundings and may listen for noises or conversations that happened up to (Essence x5) hours prior with a difficulty 5 Awareness roll. See the full text of this Charm on page 271.

272
EX3

Awareness 5, Essence 3

UNSURPASSED SIGHT DISCIPLINE

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

This Charm permanently upgrades its prerequisite. The Exalt has the eyes of the steeliest raptor. She can spot a field mouse a mile away, read a letter at a hundred yards, and critique the mating habits of insects. In zero visibility environments—such as a silt cloud in the belly of a sunken ship—she sees as if she were in a dense fog, using the rules of Keen Sight Technique. She may pick a face out of a crowd with a casual glance, predict a flash flood by counting distant raindrops, and tell if someone is alive by seeing the blood flow through his skin. **Special activation rules:** When Keen Sight Technique is active, any sight-based Awareness Charm is reduced in cost by one mote, to a minimum of one. If the character has learned all three Unsurpassed (Sense) Discipline and activates all three Keen (Sense) Techniques, this discount applies to any Awareness Charm.

271
EX3

Awareness 5, Essence 3

UNSURPASSED TASTE AND SMELL DISCIPLINE

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Keen Taste and Smell Technique

This Charm permanently upgrades its prerequisite. The Exalt adds her Perception or a minimum of 2 automatic successes to any Survival-based rolls to track a character or hunt for food or water using her sense of smell, and extends her range for doing so to (half her Essence rounded up) miles. She can scent moods, making an automatically successful scent-based read intentions action to determine a target's disposition. She can add scentless, tasteless subjects to her sense libraries. She can also add items to her taste index by merely smelling them, as well as reference those tastes by smell alone. In addition, bleeding characters and characters who are severely injured are easier to find. Add 1 or 2 dice to an Awareness roll against the target's Stealth. This Charm follows the special activation rules of Unsurpassed Sight Discipline (p. 271), discounting the cost of taste and smell effects instead of those which enhance sight. See the full text of this Charm on page 271.

271
EX3

Awareness 5, Essence 3

UNSWERVING EYE METHOD

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Keen Sight Technique

The Iron Wolf's gaze cannot be misdirected, and her focus cannot be dissuaded. Even the greatest feats of stealth pale before her genius eyes. When a character attempts to hide from the Solar, steal from her, or cheat her with a quick motion, revert (Essence) of his double successes—typically 10s, but 9s under the effect of double 9s and so on—to single successes. This effect can even contest magic that is considered impossible to notice. The benefit of this Charm only applies to the Solar—it is her eye which is unswerving. The player can choose to activate this Charm after the opposing roll has been made.

267
EX3

Awareness 4, Essence 1



ADAMANTINE FISTS OF BATTLE

Cost: 4m; **Type:** Supplemental
Keywords: Dual
Duration: Instant
Prerequisite Charms: Burning Fist Burial

Hardening her fists until they are unbreakable, the Exalt strikes a shattering blow. When this Charm supplements a **withering** attack made with the Solar's bare hands, her strike gains an Overwhelming bonus equal to her Strength. For example, the Overwhelming value of a punch attack is 1. If the Solar's Strength is 5, then her Overwhelming for this attack is 6. On a **decisive** attack, her damage is lethal, has double 10s, and rerolls 10s. On the tick she uses this Charm, the Lawgiver can parry lethal attacks with her bare hands without a stunt. A repurchase allows the Solar to use a Simple version of this Charm with a duration of one scene and a cost of five motes, one Willpower. This version may be activated reflexively for two motes, one Willpower if the Solar uses the supplemental version to successfully damage an opponent.

279
EX3

Brawl 5, Essence 3

APOCALYPSE FLARE ATTACK

Cost: 3m, 2i; **Type:** Simple
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Fire-Eating Fist

The Lawgiver reaches deep into her Essence, drawing forth a mountain-crushing surge of spirit pressure that burns like a small sun between her hands. The Solar then hurls this flare of burning Essence like a comet to strike a foe she can perceive at any range. The base damage for this attack is any damage the Solar has gathered with Fire-Eating Fist. In addition, the Exalt may choose to pour three levels of anima banner into the attack, shedding them to give the attack three automatic successes and (Essence) additional damage. This attack does not include the Exalt's Initiative and does not return her to base value.

287
EX3

Brawl 5, Essence 5

ASCENDANT BATTLE VISAGE

Cost: 15m, 3a, 1wp; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Supremacy of War Meditation

The Solar becomes a visage of divine wrath. Her anima will stay at burning so long as this Charm's mote cost is committed. Rushes have double 7s, and may rush with her Strength. If her opponent is 3+ bands away, she may move 2 range bands to approach him until she is within medium or short range. During this time, she may clash any attack as her combat action, without having to delay, and if she successfully clashes a ranged attack she immediately flashes into close range with her opponent, striking her target. No amount of withering damage can crash her unless it is delivered from close range. The Solar may activate Orichalcum Fists of Battle and its prerequisite reflexively, paying only 6m. Also, if she knows the Charm Fire-Eating Fist she may store damage from any attack she clashes. If she knows the Apocalypse Flare Attack, she may unleash that attack at the iconic level without effecting her anima. See the full text of this Charm on page 283.

287
EX3

Brawl 5, Essence 5

BLADE-REBUKING WRATH

Cost: 5m, 1i; **Type:** Reflexive
Keywords: Clash, Uniform
Duration: Instant
Prerequisite Charms: Wind and Stones Defense

The Lawgiver may clash a **withering** or **decisive** attack with such fury that she knocks her foe's weapon from his hands. This clash attack does no damage, but for every three extra successes on the attack roll, the opponent's weapon is hurled an extra range band. There is no limit to how far it can be hurled. Using this Charm counts as the Solar's attack action.

277
EX3

Brawl 5, Essence 2

BURNING FIST BURIAL

Cost: 4m + 1m per die; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Ferocious Jab

The Solar's blow sends a surge of Solar Essence crashing and burning through her foe's bones and internal organs. This Charm adds extra successes from a **decisive** attack to the damage roll at a rate of one mote per die, and is activated after the attack succeeds.

277
EX3

Brawl 4, Essence 2

BURNING PROOF OF AUTHORITY

Cost: 4m; **Type:** Reflexive
Keywords: None
Duration: Indefinite
Prerequisite Charms: Unbreakable Grasp

During a clinch the Solar controls with 2+ rounds of control remaining, the Lawgiver forces her anima into her hand, gloving it in Solar fire, before driving it into her opponent's flesh, branding him. This mark is painless and inflicts no damage, but releases the captive, knocking him prone. When she is in close range of the mark, she may reflexively release the motes committed to the Charm, pulling the opponent back into the clinch. There is no roll; the Exalt resumes control over the captive with the number of rounds of control she had when she branded him. If the Solar does not invoke this power, the brand fades away at the end of the scene and the motes return to her Essence pool. Removing the brand requires that the marked character succeed at a grapple with the Solar and wins at least as many rounds of control as those associated with the brand. See the full text of this Charm on page 278.

278
EX3

Brawl 4, Essence 2

CANCEL THE APOCALYPSE

Cost: 5m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Knockout Blow

Tearing at an opponent's anima, the Solar rips away an enemy's chance for victory. The Exalt can use this Charm upon driving a target into crash, reaching into his soul to rip away at the Essence suffusing him. This Charm deactivates an ongoing Brawl, Martial Arts, Melee, or combat Attribute Charm of the player's choosing, but cannot target permanent effects.

279
EX3

Brawl 5, Essence 3

CRASHING WAVE THROW

Cost: 5m; **Type:** Reflexive
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Vicious Lunge

The Solar concentrates her anima around the arc of a throw, hurling her opponent like a meteor to the ground. When the Exalt aborts control of a grapple to make a **withering** or **decisive** throw (see p. 201), the damage pool is boosted by +2 damage per round of control forfeited by the throw. The Exalt can throw her opponent up to short range. If she used Dragon Coil Technique to establish control of a clinch, she can hurl truly massive opponents across the battlefield. At Essence 3+, the Exalt may expend two or four rounds of control, decreasing the throw's damage in order to increase its length, allowing her to throw a foe to medium or long range, forcing him to contend with short or medium distance falling damage—assuming she didn't hurl him into an abyss, an empty well, an open cave mouth, or some other deep fissure.

275
EX3

Brawl 4, Essence 1

DANCING WITH STRIFE TECHNIQUE

Cost: —; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Reckless Fury Discard

Empowered by violence, the Solar exults at the song of death in her ears. Once per scene, if the Exalt successfully defends against an attack that rolls (Solar's Essence or five, whichever is greater) or more successes, she may use this Charm to gain one point of temporary Willpower. This Charm can be reset by defending against a withering attack when the Exalt has only one Initiative.

278
EX3

Brawl 5, Essence 3



DEVIL-STRANGLING ATTITUDE

Cost: —(3m); **Type:** Permanent
Keywords: None
Duration: Instant
Prerequisite Charms: Vicious Lunge

The fury-driven might of the Lawgiver can crush the life from even the gods. This Charm allows the Solar to roll (Strength + Brawl) to attack with a grapple gambit. At Essence 2+ she may pay three motes to double extra successes on the control roll when using Oak-Curling Clinch.

275
EX3

Brawl 5, Essence 1

DRAGON COIL TECHNIQUE

Cost: 3m; **Type:** Reflexive
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Devil-Strangling Attitude

The Solar gains (Essence) automatic successes on the attack and the control rolls, and she treats the opponent's 10s as her own single successes. In addition, when the Solar controls a clinch with this Charm, her **withering** and **decisive** savaging attacks and slams enjoy (Essence) bonus dice of damage. The Exalt can choose whether this damage is bashing or lethal. In addition, if the Exalt uses this Charm to defend herself from a grapple and wins control, she can keep control of the grapple rather than merely escaping. Finally, if the Solar uses her (Strength + Brawl) to land a grapple attack, this Charm allows the Solar to grapple characters of prodigious size. However, creatures of truly titanic proportions can only be gripped in bits and pieces, with the most likely result being that the Solar tears away a massive chunk of her opponent. See the full text of this Charm on page 280.

280
EX3

Brawl 5, Essence 3

FALLING HAMMER STRIKE

Cost: 1m; **Type:** Supplemental
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Thunderclap Rush Attack

The Solar is as relentless as the coming storm. This Charm supplements a **withering** or **decisive** attack, preventing the onslaught penalty to her target's Defense from fading on his next turn. The Solar's onslaught can only be abated by escaping her long enough to suffer no attack for at least one round. If the Solar is unable or unwilling to attack her target, the effect ends and the target's Defense refreshes as normal. Falling Hammer Strike does not maintain onslaught penalties from other characters' attacks, nor does it supplement grapple attacks.

275
EX3

Brawl 4, Essence 1

FEROCIOUS JAB

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

The Solar strikes her opponent with a fury-enhanced blow. This Charm supplements a physical strike, and adds a number of dice to the damage of a **withering** or **decisive** attack equal to the target's current onslaught penalty.

274
EX3

Brawl 3, Essence 1

FIRE-EATING FIST

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

This Charm supplements a clash attack. Any 1s rolled by the attacker are converted to automatic successes on the Solar's clash. If the Solar dissolves an energy attack, she enjoys (opponent's Essence) bonus attack and damage dice on her next attack. Attempting to clash ranged attacks out of range of the Solar's fist lowers the cost of Force-Rending Strike to 4m, and drops the Willpower cost. This Charm does not create a clash attack on its own, and is permitted to enhance Martial Arts Charms with the Clash keyword. At Essence 4+, this effect becomes stackable up to (Stamina) stacks. In addition, the Exalt may clash away ranged attacks in the exact same manner, treating them as if they were elemental bolts. Note that in all instances of this Charm, clashing a projectile attack by an opponent who is out of range does not result in damage to that opponent. See the full text of this Charm on page 274.

279
EX3

Brawl 5, Essence 3

FISTS OF IRON TECHNIQUE

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

This Charm allows the Exalt to parry lethal damage with her bare hands. In addition, her bare-handed **decisive** strike does lethal damage and her **withering** damage ignores (Essence + Intimacy) soak. The Intimacy in this context can be a Tie (as the Solar strikes a hated enemy or defends a beloved friend) or a Principle (as the Solar exults in the thrill of violence).

273
EX3

Brawl 1, Essence 1

FIVEFOLD FURY ONSLAUGHT

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Hammer on Iron Technique

This Charm permanently upgrades the prerequisite, allowing the Solar to make ([Strength or Stamina] +1) attacks, and adding bonus damage to each successful strike—+1 on the first, +2 on the second, +3 on the third, and so on.

281
EX3

Brawl 5, Essence 3

FORCE-RENDING STRIKE

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

The Exalt glances into the aura of violence before her and knows the course of her opponent's strike, meeting it with a greater violence of her own. This Charm allows the Solar to make a reflexive Brawl-based clash attack (p. 202) against an incoming **decisive** attack. This does not count as the Solar's combat action.

277
EX3

Brawl 4, Essence 2

HAMMER ON IRON TECHNIQUE

Cost: 5m, 1wp; **Type:** Simple
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Falling Hammer Strike

The Lawgiver suffuses her body with Essence, becoming a virtual killing machine, her arms swinging like trip hammers. This Charm creates a series of up to ([half Strength or Stamina, rounded up] + 1) attacks against a single target, dividing the Solar's Initiative up evenly for each strike, then adding bonus Initiative sufficient to raise the damage of all of them to equal the highest's. In addition, for every blow that lands, the damage of the next is increased by the number of 10s in the previous damage roll.

278
EX3

Brawl 5, Essence 2



HEAVEN FURY SMITE

Cost: —; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Rampage-Berserker Attack

Sensing her opponent is near collapse, the Exalt lashes out with a lightning fast **decisive** attack. Heaven Fury Smite can be used when the Lawgiver lands an attack that drives her target into crash. It automatically resets her attack action, allowing her to attack again instantly, so long as she launches a **decisive** attack against the crashed opponent. This attack may be made with any viable Ability—the Solar experiences a burst of speed that allows her to reflexively draw a weapon, be it a sword or a nearby tree branch.

287
EX3

Brawl 5, Essence 5

HEAVEN THUNDER HAMMER

Cost: 7m; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: Ferocious Jab

This Charm is activated after a successful decisive Brawl attack. If the damage roll generates at least 1 success, the target is knocked prone and loses 1i, which is added to the Solar's base value when her Initiative resets. For 3 damage successes, the opponent is hurled into a surface, hitting it with an impact equivalent to falling a short distance (see falling damage, p. 232), destroying weak objects he collides with. At 4+ successes, the foe is knocked into an object at close range (with damage as if he fell from a medium distance) or is sent out to short range with a short-distance falling impact. At 5+ successes, the foe is thrown to short range and suffers an impact like falling from a medium height. At Essence 3+, double the successes for determining the distance the victim is hurled. See the full text of this Charm on page 274.

274
EX3

Brawl 3, Essence 1

INCARNATED FURY ATTACK

Cost: 10m, 3a, 1wp; **Type:** Simple
Keywords: Withering-only
Duration: Instant
Prerequisite Charms: Adamantine Fists of Battle

Drawing down on a crashed opponent, the Lawgiver channels all the fury of her anima into her fists and strikes a world-rending blow. This is an unblockable, undodgeable **withering** attack with double 7s on the damage roll. The Solar's anima must be at bonfire in order to use this Charm, as she sheds her entire anima into the attack and returns to the dim level.

282
EX3

Brawl 5, Essence 4

INEVITABLE VICTORY MEDITATION

Cost: 3m, 2i; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Superior Violent Knowledge

The Solar takes a moment to assess her surroundings in order to determine the most effective channel for violence. Roll (Wits + Brawl) and store the result. The Exalt can reflexively use this result in place of a Brawl roll at any time. Stocked successes can be used to bolster defense at a rate of two successes per Parry or Evasion. These successes fade at the end of the scene. At Essence 4+, the roll gains (Essence) automatic successes.

Special Activation Rules: This Charm becomes Reflexive if the Solar beats all of her opponents in a Join Battle roll, or if she knocks an opponent prone.

282
EX3

Brawl 5, Essence 3

INTERCEPTING FURY SMITE

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Force-Rending Strike

As violence and destruction goes, the Solar is an artist and a savant. This Charm permanently enhances Force-Rending Strike; so long as she is wielding an improvised weapon for the clash, Force-Rending Strike's cost is reduced to four motes, and the Willpower cost is dropped. Using Intercepting Fury Smite to succeed at a clash forces the Solar to discard her current weapon; it is either destroyed or dropped, forcing her to retrieve it or choose another.

279
EX3

Brawl 5, Essence 3

IRON BATTLE FOCUS

Cost: 3m; **Type:** Reflexive
Keywords: Dual
Duration: One turn
Prerequisite Charms: Fists of Iron Technique

Though she may take a beating, the Exalt's resolve is tougher than iron. The Solar may activate this Charm to become immune to further onslaught penalties until her next action.

273
EX3

Brawl 3, Essence 1

KNOCKOUT BLOW

Cost: 5m, 1wp, +1m, 1i per die
Type: Simple
Keywords: Withering-only
Duration: Instant
Prerequisite Charms: Ox-Stunning Blow

The Solar sees a perfect opening and strikes a blow, the apex of her attack suffused by battering Essence. This attack is like a normal **withering** attack, but the damage is bolstered by doubled 9s. In addition, if the Solar drives her opponent into crash with this attack, he is immediately knocked unconscious. The Solar may further enhance the ferocity of this blow, reflexively paying one mote, one Initiative per die to add to the damage of this attack, to a limit of the Initiative gained by the attack. For example, if the Solar rolls four successes on the damage roll, she may spend up to four motes, four Initiative to add four additional dice to the damage roll. Knockout Blow can only be used once per fight, but can be reset by dodging, parrying, or soaking a **withering** attack with three or fewer Initiative without suffering crash.

278
EX3

Brawl 5, Essence 3

LIGHTNING STRIKES TWICE

Cost: 1m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Crashing Wave Throw, Heaven Thunder Hammer

After launching an opponent with one of the prerequisite Charms, the Solar makes an additional attack using any Ability and may reflexively draw a weapon to do so. If the attack was a **decisive** attack, her Initiative does not reset until after the extra attack. Prerequisite Charm used determines effect - **Crashing Wave Throw:** The Exalt meets her opponent in the air and make a grapple attack with his Defense at 0. Succeeding at the clinch control means the Solar must make an immediate throw or slam. **Heaven Thunder Hammer:** If foe knocked up to medium range, the Exalt flashes in to range before he impacts, striking him again. The Solar cannot grapple her opponent, but the strike is a surprise attack. Using this Charm counts as the Exalt's movement action. This Charm can only be used once per combat, but can be reset by gaining 10+ Initiative on a single tick. See the full text of this Charm on page 281.

281
EX3

Brawl 5, Essence 3

OAK-CURLING CLINCH

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

Locked in a deadly struggle with her opponent, the Exalt draws on the inner fire of her Essence, channeling savage might into her limbs. This Charm may be used after the Solar has succeeded at a grapple gambit, converting extra successes on the attack roll into bonus dice on the control roll.

278
EX3

Brawl 4, Essence 2



ONE WITH VIOLENCE

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

The Exalted brawler does not meditate as the monks do, but her violent ruminations are no less weighty. Hers is not the way of blind instinct, but the force-honed circumstance of a natural disaster. This Charm enhances the crash bonus the Exalt earns for driving any target into crash with a Brawl or Martial Arts attack, awarding her extra Initiative equal to (her Essence or five, whichever is smaller).

278
EX3

Brawl 5, Essence 2

ORICHALCUM FISTS OF BATTLE

Cost: 8m, 3a, 1wp+1m per turn; **Type:** Simple
Keywords: Decisive-only
Duration: One scene
Prerequisite Charms: Adamantine Fists of Battle (x2)

While using the scene-long version of the prerequisite, the Solar may channel the raw fury of her iconic anima down into her fists, suffusing them with blazing Solar Essence. For the rest of the scene, her **decisive** attacks ignore hardness, and her base Initiative is increased by one. In addition, when she is at base Initiative or lower, her **decisive** damage gains (Essence) bonus dice and rerolls 1s and 10s until 1s and 10s fail to appear, retaining any successes from rerolled 10s. This effect costs one mote per turn to maintain. This Charm requires three levels of anima to use, and use of this Charm returns the Lawgiver's anima to the dim level. While this Charm is active, the Solar's fists glow gold-to-white and her Caste Mark shines brightly. These effects cannot be muted.

282
EX3

Brawl 5, Essence 4

OX-STUNNING BLOW

Cost: 4m, 1i, 1wp; **Type:** Simple
Keywords: Withering-only
Duration: Instant
Prerequisite Charms: Fists of Iron Technique

The Solar pulls explosive Essence from her extremities, causing them to lance through the point of her strike. Her blow enjoys one automatic success on the attack roll and (Essence) bonus dice to damage. Ox-Stunning Blow can only be soaked with the target's Stamina, but unlike a normal **withering** attack, the Solar does not reap Initiative from damage successes. Rather, any Initiative she strips is rolled again as dice, and for every two success, the target suffers a -1 penalty to his defenses and dice pools until his onslaught penalty wears off.

An Essence 3+ repurchase allows the Solar to gain Initiative in addition to penalizing her opponent with rolled successes.

277
EX3

Brawl 3, Essence 2

RAGING WRATH REPEATED

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

The Solar's surging, destructive Essence is redoubled when she breaks an opponent with her own hands. If the Solar crashes an opponent she is clinching, she may reflexively activate this Charm, resetting her combat action, and restoring all the rounds of control that she had at the start of the clinch.

282
EX3

Brawl 5, Essence 4

RAMPAGE-BERSERKER ATTACK

Cost: 7m, 3i, 1wp; **Type:** Simple
Keywords: Perilous, Withering-only
Duration: Instant
Prerequisite Charms: Fivefold Fury Onslaught

The Solar shatters her opponent's limbs and torso with a barrage of Essence-fueled blows. Roll a normal Brawl-based **withering** attack, but instead of using extra successes for damage, each extra success determines how many times the Solar strikes her opponent and how many times the damage of her attack is repeated. This attack may only be used once per scene, but if can be reset if the Solar incapacitates a powerful or impressive opponent.

282
EX3

Brawl 5, Essence 4

RAPTUROUS CRADLE

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

Lifting her hand, the Solar reaches across the shroud of the heavens to find the one she has marked. Pulling on a brand created by Burning Proof of Authority, she may draw a captive into her grasp from as far away as long range. The target does not travel the distance between himself and the Lawgiver, but blurs into her steel embrace as if he had never left it. Using Rapturous Cradle automatically releases the Solar's commitment to Burning Proof of Authority, removing the brand and resuming its effects in total.

280
EX3

Brawl 5, Essence 3

RECKLESS FURY DISCARD

Cost: 3m, 1i; **Type:** Reflexive
Keywords: Perilous
Duration: Instant
Prerequisite Charms: Iron Battle Focus

Channeling her rage, the Exalt strikes away a blow at the last second, or steps between strikes to get at her target's throat. This Charm can be activated after an opponent's attack roll, raising the Solar's Parry or Evasion by a number equal to the 1s in the attack roll. This Charm takes precedence over those that reroll 1s.

276
EX3

Brawl 4, Essence 2

RIVER-BINDING WRATH

Cost: 2m or 4m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Oak-Curling Clinch

The Exalt leaps through her anima like a burning apparition of glorious anger, capturing a foe in her iron grasp. For two motes, this Charm enhances a grapple attempt or the control roll, allowing the Solar to reroll 5s and 6s until 5s and 6s fail to appear. For four motes, it enhances both rolls.

279
EX3

Brawl 5, Essence 3

SHOCKWAVE TECHNIQUE

Cost: 6m, 1wp; **Type:** Reflexive
Keywords: Withering-only
Duration: Instant
Prerequisite Charms: Crashing Wave Throw

The Solar launches a captive at a group of foes. The damage roll adds 4 dice per round of control forfeited by the throw, as per page 201. The target must be within short range; the shockwave hits every opponent within short range of the target, applying a single Dexterity + Brawl **withering** attack with a base damage of 7. Foes struck are knocked prone, and the damage of the throw is applied separately. If the Solar is crashed when throwing, she still damages each foe, but she only gains Initiative from a single target. When used with Crashing Wave Throw, the damage of this throw enhanced, as is its range, striking enemies out to medium range without spending rounds of control per the rules of Crashing Wave Throw. Special activation rules: Shockwave Technique can be used once per combat. To reset it, the Solar must deal 10+ health levels of damage on a single **decisive** Brawl attack. See the full text of this Charm on page 281.

281
EX3

Brawl 5, Essence 3



SLEDGEHAMMER FIST PUNCH

Cost: 5m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Heaven Thunder Hammer

This attack is neither **withering** nor **decisive** and adds (Strength) automatic successes to the damage roll. This Charm greatly enhances a (Strength + Athletics) based attempt to punch through an object; if the Solar's totals approach viability for such a feat, this Charm allows her to greatly speed up the demolition, based on the durability of the object she strikes and the stunt she performs. Using Sledgehammer Fist Punch in such a way may be done reflexively (though the character can still only take a reasonable number of such reflexive actions per round, at the Storyteller's discretion), but using it to cause harm indirectly (by e.g. collapsing a pillar or kicking a stack of barrels down onto someone) requires that it supplement a combat action. See the full text of this Charm on page 277.

277
EX3

Brawl 5, Essence 2

STRIVING AFTERSHOCK METHOD

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

Driven on by the flow of violence, the Solar hones her Essence into her limbs, assuming a more perfect position for her next strike. After landing a **decisive** attack which resets her to base Initiative (usually 3), the Solar may use this Charm, adding +2 to her base Initiative value.

281
EX3

Brawl 5, Essence 3

SUPERIOR VIOLENT KNOWLEDGE

Cost: 4m; **Type:** Reflexive
Keywords: None
Duration: Indefinite
Prerequisite Charms: Striving After-shock Method

The Lawgiver looks beyond her next attack and sees the battle's course unfold. She may use this Charm at any time to reflexively store up to (Stamina) Initiative. Thenceforth, upon making a **decisive** attack, she may choose to reflexively release her commitment to Superior Violent Knowledge, pouring stored Initiative into her attack's raw damage to boost it. This Charm expressly allows the Exalt to launch a **decisive** attack while crashed. **Special activation rules:** Using Superior Violent Knowledge at the start of her turn does not affect her place in the attack order of the current round but will be reflected in subsequent rounds. Stored Initiative cannot be targeted or stripped by **withering** attacks. Unless used, this Charm's effect wears off at the end of combat.

282
EX3

Brawl 5, Essence 3

SUPREMACY OF WAR MEDITATION

Cost: —; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Inevitable Victory Meditation

Once per ascent to iconic anima, the Lawgiver may use a free full Brawl Excellency to enhance her attacks or defenses. This Charm is reset each time the Solar returns her iconic anima to the dim level.

283
EX3

Brawl 5, Essence 4

TEN CALAMITIES TECHNIQUE

Cost: 5m; **Type:** Supplemental
Keywords: Dual
Duration: Until the grapple ends
Prerequisite Charms: Dragon Coil Technique

While controlling a clinch, the Solar locks a ruinous hold on her captive in an attempt to force his submission. The player can describe this as any kind of signature joint lock, chokehold, or scenery-assisted torment they can imagine, applying the damage roll normally. Remember, savaging attacks always hit, and serve only to boost the damage result, per the rules described on page 201. Each consecutive round the character inflicts damage with a grapple, her raw damage grows—+2 per round for **withering** or +1 for **decisive**. Thus, a character who made three **withering** attacks and then a **decisive** attack would enjoy bonuses of +2, +4, +6 and +4 respectively. **Decisive** attacks made with this Charm ignore hardness. Ten Calamities Technique does not enhance throws or slams.

280
EX3

Brawl 5, Essence 3

THUNDERCLAP RUSH ATTACK

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

This Charm allows the Solar to move a single range band without consuming her movement action, to make an attack regardless of her position in the Initiative order. The attack in this instance must be made the moment the Solar blurs forward, and so this Charm can only be activated at short range. This attack counts as her turn for the round, and doesn't have to be a Brawl attack. If contested by another character using this Charm, the better stunt wins. **The target of this Charm may not use a Clash (p. 202) to defend against the Solar's attack unless he's using a Charm with the Clash keyword.** At Brawl 5, Essence 3+, add 1wp to the cost of this Charm to automatically strip (lower of Essence or 5) Initiative from her target and awards it to her, before the attack is made. This Charm can be used once per target, per scene, but can be refreshed against a single target by crashing that target. See the full text of this Charm on page 275.

275
EX3

Brawl 3, Essence 1

TITAN-STRAIGHTENING METHOD

Cost: 7m, 1wp; **Type:** Simple
Keywords: Withering-only
Duration: Instant
Prerequisite Charms: Ten Calamities Technique

Channeling primal strength through a surge of Essence, the Lawgiver winnows and thrashes a clinched opponent in an attempt to shake him apart. The Solar immediately expends all remaining turns of control and makes an equal number of **withering** savaging attacks. Learning Titan-Straightening Method permanently enhances Dragon Coil Technique, allowing the Solar to use it to grapple impossibly huge opponents for the express purpose of using Titan-Straightening Method. This Charm does not confer the power to lift, slam or hurl such opponents.

280
EX3

Brawl 5, Essence 3

VICIOUS LUNGE

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

In a burst of violence, the Solar launches herself at an opponent, seizing him with tremendous force. This Charm supplements a grapple gambit, adding one automatic success to the attack roll, and (Essence or three, whichever is greater) dice to the Initiative roll.

275
EX3

Brawl 3, Essence 1

WICKED DISSOLVE DUST

Cost: 4m; **Type:** Reflexive
Keywords: Decisive-only
Duration: Instant
Prerequisite Charms: River-Binding Wrath, Intercepting Fury Smite

Feeling the tide of momentum turn against her, the Solar draws a shield against her doom. When in control of a clinch, the Exalt can use Wicked Dissolve Dust to interpose her captive between herself and an incoming **decisive** attack, enacting a reflexive Dexterity + Brawl clash attack. If her clash succeeds, rather than doing damage to the attacker, all of the damage of the opponent's **decisive** attack is transferred to her captive.

280
EX3

Brawl 5, Essence 3



WIND AND STONES DEFENSE

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

Keywords: None

Duration: Instant

Prerequisite Charms: Ferocious Jab

The Solar dances around her foe's attacks, or buffets them away with vicious disdain. When the Exalt's Initiative is higher than her opponent's, she may use this Charm to raise her Evasion or Parry by an amount equal to her foe's current onslaught penalty.



Brawl 4, Essence 1

UNBREAKABLE GRASP

Cost: 2m per round preserved

Type: Reflexive; **Keywords:** None

Duration: Instant

Prerequisite Charms: Vicious Lunge

The Solar tightens her Essence around her limbs, making it nearly impossible to pry her off her opponent. The Exalt may use this Charm when her clinch control is threatened by incoming attacks (see p. 200), paying two motes for every round of control preserved. These motes are paid after the opponent's attack and damage rolls as needed.



Brawl 3, Essence 1

SOLAR CROSS-COUNTER

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

Keywords: Counterattack, Decisive-only, Perilous

Duration: Instant

Prerequisite Charms: Reckless Fury Discard

The Solar exploits her opponent's attack to unload a vicious counterstrike. This Charm may only be used after the Solar has taken **withering** damage from an opponent at close range. She may use this Charm to launch an immediate **decisive** attack with a base damage of the number of **withering** damage she just took, and she may unleash this counterattack even if she has already used her attack action for the round. Damage done by this counterattack does not reset the Solar to base Initiative.

At Essence 3+, the Solar may pay an extra Willpower to drop the perilous keyword from this Charm for one instant.



Brawl 5, Essence 2



ALL-SEEING MASTER PROCURER

Cost: 5m; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Consumer-Evaluating Glance

Through use of this Charm the Solar broadcasts her ability to evaluate and fence any good, and to estimate the viability of any good or service in any market. This Charm makes characters naturally assume the Solar is a master merchant, someone who should be approached in order to receive the best deal or gain information about any certain product. This Charm does not confer knowledge of any good the Solar is unfamiliar with, but it does allow her to reflexively employ Insightful Buyer Technique for one mote, in order to speculate on the value of goods in local or foreign markets, even those that may not be physically present.

284
EX3

Bureaucracy 4, Essence 1

BUREAU-RECTIFYING METHOD

Cost: 10m, 1wp; **Type:** Simple
Keywords: None
Duration: One investigation
Prerequisite Charms: Speed the Wheels

The Solar may use her bureaucratic prowess to reform an ailing or corrupt bureaucracy. The Lawgiver must participate in an investigation of the organization, attending or leading inquiries, reviewing records and interviewing involved parties. For the duration of the inquest, add the Solar's Bureaucracy in automatic successes to her Investigation and Socialize rolls to conduct this investigation. In addition, while this Charm is in effect, members of the organization will automatically perceive the Solar as a subject of confidential trust with regards to the bureau— someone they should both confide in and should speak truthfully to. This registers as a Major Intimacy with most, but those with strong will and reasons to want to hide the truth will clock in with no more than a Minor Intimacy of respect for the Lawgiver's authority.

285
EX3

Bureaucracy 5, Essence 1

BUREAU-REFORMING KATA

Cost: 5m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Bureau-Rectifying Method, Enigmatic Bureau Understanding

The Lawgiver may use this Charm to sort an organization she controls, moving personnel and dropping its weakest members. This Charm may be used after Bureau-Rectifying Method to instantly cleanse an organization of any hostile magic such as Indolent Official Charm or astrological curses. Whether the Solar is able to determine the presence of such magic depends on the thoroughness of her investigation. If the Storyteller is satisfied that she has uncovered evidence of malignant forces at work, this Charm automatically succeeds at clearing all such effects and making the organization immune to them for one season.

286
EX3

Bureaucracy 5, Essence 2

CONSUMER-EVALUATING GLANCE

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Frugal Merchant Method

The Lawgiver can evaluate a buyer's intention and budget with a glance. This enacts a ([Perception or Wits] + Bureaucracy) read intentions action against the target's Guile. If successful, the Exalt can tell if the target plans to betray or cheat her. If he does, the Solar's Resolve is raised by her Essence against all bargain action attempts by that character. She may also use this Charm to determine a character's Resources rating and whether he intend to buy or whether he needs to be swayed into attempting a bargain action.

284
EX3

Bureaucracy 3, Essence 1

DEFT OFFICIAL'S WAY

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

The Lawgiver becomes preternaturally adept at navigating through bureaucracies. She can naturally sense who to talk to in order to produce results, who expects or is amenable to bribes, which functionaries are actually useful or friendly and which are officious tyrants abusing their meager sliver of power. The Solar may add her Bureaucracy score to the read intentions actions of any Ability so long as it helps her in producing a desired bureaucratic result, such as obtaining a license, gaining a passport or securing an audience.

284
EX3

Bureaucracy 1, Essence 1

ECLECTIC VERBIAGE OF LAW

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

The Solar's understanding of bureaucratic procedure is immense and complex. She may draw on this well of knowledge to enact a free full Bureaucracy Excellency once per season. This Charm can be reset by the Solar aiding in the success of a particularly difficult project (see p. 225) as determined by the Storyteller.

288
EX3

Bureaucracy 5, Essence 3

EMPOWERED BARTER STANCE

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

Once a day, the Solar gains a point of temporary Willpower for succeeding at a bargain action.

286
EX3

Bureaucracy 5, Essence 3

ENIGMATIC BUREAU UNDERSTANDING

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

With this Charm, the Lawgiver is made aware when the member of an organization has his Intimacy for the organization challenged by anything that does not involve the Psyche keyword. This awareness is contingent on the Solar having used read intentions actions to uncover the Intimacies of the character in question. The Solar's awareness extends to when the character's Intimacy is challenged if and only if the character is currently functioning in some capacity for the organization. If the subject is not presently working for the Solar, she only notices that someone has attempted to influence him when he functions as a member of the organization. Also, the Exalt only immediately notices influence against a character who is currently on duty. This Charm does not convey any knowledge of the substance of such social influence, or whether it was successful—only that it happened. See the full text of this Charm on page 284.

285
EX3

Bureaucracy 4, Essence 1

ENLIGHTENED DISCOURSE METHOD

Cost: 4m; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Deft Official's Way, Frugal Merchant Method

The Exalt's understanding of business language and commerce makes her seem worldly and wise. Add half her Bureaucracy score (rounded up) in dice to all social influence to affect bargains, trade, create business partnerships, create good will between organizations, communicate effective orders, mediate, and so on.

285
EX3

Bureaucracy 3, Essence 1



FOUL AIR OF ARGUMENT TECHNIQUE

Cost: 13m, 1wp; **Type:** Simple
Keywords: None
Duration: Indefinite
Prerequisite Charms: Indolent Official Charm

The Lawgiver can arrest an entire arm of government with one deft stroke. The Solar targets a project she's aware of and dooms it with a flash of her Caste Mark. Roll ([Charisma or Manipulation] + Bureaucracy) against the Bureaucracy, Investigation, Larceny or War (whichever is applicable to the project) of each character responsible for leading the project. For each success, that character will experience (Solar's Essence) botches trying to carry out that project. As failure manifests, the first result is that communication breaks down, becoming hostile, ineffective, or completely impossible (as with the collapse of the information arm of a military establishment). A project that is a monumental failure may threaten the stability of an entire organization. This Charm may not be used on a single organization more than once per season.

288
EX3

Bureaucracy 5, Essence 3

FRUGAL MERCHANT METHOD

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

With a cursory examination, the Lawgiver can determine the exact quality of any good offered for sale. She can tell if it is in poor, average, or excellent condition. However, this grants her no knowledge of the market value of any particular good, nor does it tell her the purpose of an object. By inspecting a scavenged mechanism of the First Age, she could tell if it was functional, but not how it functions.

287
EX3

Bureaucracy 1, Essence 1

ILLIMITABLE MASTER FENCE

Cost: 1m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: All-Seeing Master Procurer

By spending a day in a market, the Lawgiver can sense the ebb and flow of commerce, guiding her to knowledge of hidden or illegal markets. By observing normal transactions, speaking with merchants and customers, and watching the general course of economic dalliance, she becomes aware of the bureaucratic specialties of everyone connected to a specific market. The Lawgiver even becomes aware of the special market knowledge of characters whose names she doesn't know and whose faces she has never seen.

284
EX3

Bureaucracy 5, Essence 1

INDOLENT OFFICIAL CHARM

Cost: 5m; **Type:** Simple
Keywords: Stackable
Duration: Indefinite
Prerequisite Charms: Deft Official's Way

Through use of this Charm, the Solar may bring the wheels of a government to a grinding halt with regards to a single task. Circumstantial and bureaucratic roadblocks slow the task. For every point of Essence the Exalt possesses, the investigation is delayed by one degree, from days to weeks, weeks to months, months to seasons, and seasons to years. The Solar need not be party to a matter to delay it. She can speculate on an investigation she is unaware of, committing motes against the possibility of such an investigation in the future. However, even though this Charm will defend her against such intrigues, this Charm will not inform her as to whether such an investigation exists. The Solar may stack this Charm (Essence) times, protecting herself against an equal number of different investigations. See the full text of this Charm on page 286.

286
EX3

Bureaucracy 5, Essence 2

INFINITELY-EFFICIENT REGISTER

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Omen-Spawning Beast

As long as the Lawgiver's organization has succeeded at one challenging project in the previous season, her bureaucracy automatically completes one project within its scope without ever undertaking it. Once per story, the Exalt may travel to an isolated section of her business headquarters where she will find the proof of a completed task. She might find useful tools, resources, deeds, valuable paperwork, and so forth. The Storyteller should select items which will prove of some use to the Solar each time she decides to invoke this Charm. The more powerful her organization, the better the discovered spoils will be. Note that use of this Charm does not itself count as completion of a challenging project.

288
EX3

Bureaucracy 5, Essence 3

INSIGHTFUL BUYER TECHNIQUE

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

Through use of this Charm, the Solar gains an intuitive feel for a marketplace at a given instant, allowing her to intuit roughly how much a given object will fetch in any one market. Though the Exalt need not be physically present in the market, this Charm must be used with a particular sales venue in mind. The Solar cannot discover previously unknown markets through use of this Charm. She can, however, review distant markets to determine which would be the best to sell a good. The more specific the venue contemplated, the more accurate the forecast. A Solar using this technique can make a perfectly accurate assessment at the moment of sale, but the longer she waits between using this Charm and the actual sale of the goods, the larger her margin for error, as economies shift with time.

284
EX3

Bureaucracy 3, Essence 1

IRRESISTIBLE SALESMAN SPIRIT

Cost: 6m, 1wp; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Consumer-Evaluating Glance, Insightful Buyer Technique

This Charm depicts a Solar who is an irresistible high pressure salesman. This Charm supplements a bargain action with double 7s. If the Exalt's bargain is successful, she gains a point of temporary Willpower.

285
EX3

Bureaucracy 5, Essence 2

MEASURING GLANCE

Cost: 5m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Deft Official's Way

The Solar can sum up the member of an organization with perfect incision. This Charm creates a ([Social or Mental Attribute] + Bureaucracy) read intentions action adding the Solar's Essence in automatic successes. This Charm is automatically successful unless resisted with magic, and cannot be resisted by characters whose temporary Willpower is currently lower than the Solar's. Upon reading her subject, the Exalt can determine the exact strongest or most relevant Intimacy he holds for the organization in question.

284
EX3

Bureaucracy 2, Essence 1

OMEN-SPAWNING BEAST

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Woe-Capturing Web

The Solar becomes fused with her organization at the unconscious level. Her Essence flows through all aspects of her bureaucracy, subtly altering her existence as she alters it in turn. If the Exalt has captured magic using Woe-Capturing Web, this Charm allows her to discover profiling information among her immaculately-kept paperwork, revealing the identity of the one whose magic has been snared.

287
EX3

Bureaucracy 5, Essence 3



ORDER-CONFERRING ACTION

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

Keywords: None

Duration: One week

Prerequisite Charms: Taboo-Inflicting Diatribe

The Solar's effective delegation of power bolsters the might of Creation. To use this Charm, the Solar must confer advice to a bureaucracy either directly or through mediators (letters, messengers, etc.). The Lawgiver proposes bureaucratic reforms and operating sequences that are efficacious and skillful: roll (Charisma + Bureaucracy) against a difficulty of 5. If successful, the organization's leaders gain a number of non-Charm dice equal to the roll's extra successes. These dice can be used on (Solar's Essence) Bureaucracy, Investigation, Larceny, Lore, Medicine or War rolls dealing with running a relevant organization or project. The Solar may enhance her own actions with this Charm, and if she or any other Solar is a beneficiary of this effect, the organization becomes a "Creation bulwark" on the spot. The Wyld cannot penetrate its territories, diseases struggle to cross its borders, and Shadowlands encroach upon it more slowly. This effect lasts one week.

289
EX3

Bureaucracy 5, Essence 5

SEMANTIC ARGUMENT TECHNIQUE

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

Keywords: None

Duration: Instant

Prerequisite Charms: Enlightened Discourse Method

The Lawgiver's understanding of rules and the semantics of language makes her an effective and persuasive speaker. Add half the Solar's Bureaucracy in dice (rounded up) to any social influence that engages a character's adherence to laws or rules he's known to observe. This can refer to organizations he identifies with, but it can also be used to exploit Defining Principles he holds, if the Solar is aware of them.

286
EX3

Bureaucracy 5, Essence 2

SOUL-SNARING PITCH

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

Keywords: Mute, Psyche

Duration: Instant

Prerequisite Charms: Irresistible Salesman Spirit

The Solar can sell sand to a Delzahn. This Charm is a persuade action to convince a character that a particular thing is his heart's desire. The Solar can sell literally anything at outrageous prices. If the character's permanent Willpower is equal to or lower than the Exalt's Essence, no roll is required. The Exalt can cause the target to sell himself into slavery for a handful of potshards or a kiss. If the target's Willpower is greater than the Lawgiver's Essence, the Solar rolls a (Manipulation + Bureaucracy) persuade action with (Essence) automatic successes against the target's Resolve. If successful, the target is not only convinced that he must attain whatever the Solar is selling, but its value in his eyes is multiplied by the number of extra successes on the roll. In order to resist this effect, a character must spend (the Solar's Essence) in Willpower. Resisting Soul-Snaring Pitch makes a character immune to the Charm for one week.

286
EX3

Bureaucracy 5, Essence 3

SPEED THE WHEELS

Cost: 8m; **Type:** Simple

Keywords: None

Duration: One task

Prerequisite Charms: Deft Official's Way

Through the use of this Charm, the Solar can cause a bureaucracy to finish a task in record time. Using this Charm causes the organization to work faster by a number of degrees equal to a Solar's Essence. A task that would be accomplished in a century takes only a season; a task that would be accomplished in a season takes only a month; what would take a month takes only a week; what takes a week only takes day, and what could be accomplished in days just takes minutes. Any request that would take less than a day is processed immediately; the Solar is literally moved to the front of the queue and is transferred into the services of an organization the moment she makes her request. Therefore, at Essence 3, a Solar could obtain records from a Fair Folk freehold that would normally take a century in just a week. At Essence 5, she could obtain it in minutes.

285
EX3

Bureaucracy 5, Essence 1

SUBJECT-HAILING IDEOLOGY

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

Keywords: None

Duration: Instant

Prerequisite Charms: Eclectic Verbiage of Law

The Lawgiver gains power through knowledge of the roles and identities of others. This Charm supplements any social influence that appeals to an Intimacy the Solar is aware of, at a former intensity, so long as the social influence is intended to make the subject act in some official capacity. For example, the Lawgiver could attempt to persuade her bodyguard-turned-assassin to put down his weapon, invoking an Intimacy of loyalty he once held but holds no longer. She could convince an ex-spouse to act in some capacity as if they were still married. She could even make a once-loyal member of her organization remember his role and even make him wish to return to his former position. However, she could not use this Charm to convince two enemies who have become lovers to remember their hate for one another. The Charm only functions if there is some relevant official capacity being invoked. Thus the subject is hailed into a former role.

288
EX3

Bureaucracy 5, Essence 4

TABOO-INFLECTING DIATRIBE

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

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Foul Air of Argument Technique

The Lawgiver may pass down laws to her agents which are sacrosanct. The Solar repeatedly inveighs against a certain action, making it anathema. It then becomes impossible for members of her organization to carry out that action—but only in the context of functions of the bureaucracy. Furthermore, the Solar must be specific in citing those behaviors which are banned. Thus, she could not ban all theft, but she could ban "Theft from the company coffers" or "Embezzlement of client capital." Likewise, while these bans would prevent members of her organization from stealing from her organization, they do not prevent those members from committing such crimes outside the jurisdiction of her organization. Characters affected by this Charm can treat any social influence to break a defined taboo as an unacceptable one. The Solar may stack this Charm (Essence) times to protect her organization thusly.

288
EX3

Bureaucracy 5, Essence 4

UNGOVERNED MARKET AWARENESS

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Illimitable Master Fence

The Solar is so attuned to the flow of trade that she can sense any time a character within range of her senses uses the Bureaucracy or Larceny Ability to make a transaction. This does not overwhelm her in market settings. She may simply ignore the proceedings, but she may also choose to sweep for particular transactions. This may aid her in locating characters with market specialties indicated by the prerequisite.

286
EX3

Bureaucracy 5, Essence 2

WOE-CAPTURING WEB

Cost: —(Varies); **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Bureau-Reforming Kata

The Solar becomes automatically aware any time a curse or other magic is laid against her organization. She may not be aware of the exact details of such a power, or where it comes from, but she does know where to look for evidence using Investigation Charms or Bureau-Rectifying Method. At the moment the Solar first becomes aware of fell magic, the player may also guess as to its source if it is reasonable that the Solar would know what the player suspects. If correct, the Solar instantly knows the source of the magic and may use Bureau-Reforming Kata instantly. The Solar may, at the same time she uses Bureau-Reforming Kata, spend a number of motes equal to those used to launch the curse. By committing these motes, the Exalt traps the motes committed to the effect, preventing the source from relinquishing the curse before its normal duration has expired.

287
EX3

Bureaucracy 5, Essence 3



AGES-ECHOING WISDOM

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Efficient Craftsman Technique, Sublime Transference

The Solar's return to Creation is a time of expanding her mind and senses. Through her immaculate Essence, she becomes a conduit to the lost magic of a vanished age. Upon the purchase of this Charm, the Exalt gains a number of gold points equal to her permanent major slots. This bonus recurs at the end of each story.

290
EX3

Craft 5, Essence 2

ARETE-SHIFTING PRANA

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

The Lawgiver may glean knowledge from her existing mastery and use it as the foundation for new works. Upon evoking Arete-Shifting Prana, roll (Intelligence + [relevant Craft]). For each success, the Solar may temporarily convert dots from one of her known Crafts into a conceptually related Craft ability—for example, changing armoring into weaponsmithing, or shifting leatherworking into tailoring, or tailoring into tapestry-weaving. Conversions where no logical relationship can be established are impossible, such as converting Craft (Cooking) dots into Craft (Tailoring). These converted dots remain useable for the duration of one basic or major project; they cannot be used to support any higher form of crafting project.

289
EX3

Craft 4, Essence 1

CLAY AND BREATH PRACTICE

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

As the Solar works with greater wonders, she achieves a sublime, renewing focus. On each interval of a superior roll, when the Solar rolls more successes than the price to finish (typically ten—see “finishing rolls” on p. 240), she earns silver points equal to the rating of the Artifact under construction plus her current Essence score.

290
EX3

Craft 5, Essence 3

COPPER SPIDER CONCEPTION

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

The Exalt's understanding of greater wonders is increased. She may use this Charm before beginning a superior project, taking a ten minute dramatic action to conceptualize the task at hand, plan for future stages of the project, and organize necessary materials. This Charm lowers the cost of creating a superior slot by two gold points and two major slots, to a minimum of one major slot and one gold point.

290
EX3

Craft 5, Essence 3

DRAGON SOUL EMERGENCE

Cost: —; **Type:** Permanent
Keywords: Stackable
Duration: Permanent
Prerequisite Charms: Ages-Echoing Wisdom

With this Charm, the Solar reaches a confluence of ancient wisdom and future enlightenment that increases her ability to encompass greater efforts. Purchasing this Charm grants the Chosen one permanent superior project slot. This Charm may be purchased up to (Essence) times.

290
EX3

Craft 5, Essence 2

DUAL MAGNUS PRANA

Cost: 30wxp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Terrestrial Circle Sorcery, Wonder-Forging Genius

With this Charm, the Solar's player may retroactively de-scribe the process by which the Lawgiver created a perfect simulacrum of herself through an elaborate sorcerous project. This description occurs the moment the Solar's incapacitated health level is checked off; instead of dying, the slain character is revealed to be a perfect double of the Solar. The real Solar may then be located anywhere the player chooses, so long as the Storyteller deems it plausible.

292
EX3

Craft 5, Occult 3, Essence 5

EFFICIENT CRAFTSMAN TECHNIQUE

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

This Charm permanently reduces the cost of temporary major slots to three silver points.

289
EX3

Craft 3, Essence 1

EXEGESIS OF THE DISTILLED FORM

Cost: 25sxp, 15gxp, 10wxp + all remaining wxp
Type: Simple; **Keywords:** None
Duration: Instant
Prerequisite Charms: Unwinding Gyre Meditation

After completing five legendary projects, the Exalt may expend a tremendous amount of creative energy to renew the power of her Essence. After spending the cost of the Charm, roll a number of dice equal to the Solar's remaining white points. Successes are converted to experience points and added to the Solar's total experience (though they don't count toward raising Essence). This roll counts as an expenditure of white points; all of the Solar's white points are cleared by using this Charm. The Exalt may not accrue more than twenty experience points through a single use of this Charm, and this Charm may not be used more than once per story.

291
EX3

Craft 5, Essence 5

GOD-FORGE WITHIN

Cost: —; **Type:** Permanent
Keywords: Stackable
Duration: Permanent
Prerequisite Charms: Spirit-Gathering Industry

Similar to Dragon-Soul Emergence, this Charm represents the expansion of the Solar's physical and spiritual Essence, which allows her to encompass greater and more difficult creations. This Charm may be purchased (Essence) times. Each purchase grants the Exalt two permanent legendary project slots.

291
EX3

Craft 5, Essence 4



SPIRIT-GATHERING INDUSTRY

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Clay and Breath Practice

Crafting Artifacts requires an extreme commitment of one's own spiritual energy. Husbanding her resources, the Exalt's Essence becomes more readily powerful when she rises to the task. This Charm permanently reduces the cost to finish a superior project by (Essence) gold points, to a minimum of three.

290
EX3

Craft 5, Essence 3

SPIRIT-STOKING ELEVATION

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Exegesis of the Distilled Form

This Charm allows the Solar to replace the experience points costs of certain Charms with an expenditure of white points at a rate of 5wxp:1xp. This Charm supports the costs of Lore Charms such as Flowing Mind Prana and Wyld-Shaping Technique, and hypothetical Charms with experience costs in Occult or Medicine. However, it does not cover experience costs from sorcerous projects or from the Charms of other Abilities.

291
EX3

Craft 5, Essence 5

SUBLIME TRANSFERENCE

Cost: 6m; **Type:** Simple
Keywords: Mute
Duration: Instant
Prerequisite Charms: Arete-Shifting Prana

Meditating calmly for five minutes, the Solar erases all thought and function; her conscious mind recedes to nothingness. During this time, the player may rearrange the Solar's crafting points in the following way: two silver points can become one gold point; two gold points can become one white point; one white point can become two gold points, and one gold point can become two silver points. However, each use of this Charm only allows the Solar to shift one type of experience to another; in five minutes, spending six motes, she could convert silver points to gold, but she would have to activate the Charm again to transfer gold points to white. The Exalt may activate this Charm while she is asleep or incapacitated.

289
EX3

Craft 5, Essence 2

SUMMIT-PIERCING TOUCH

Cost: 10m, 1wp; **Type:** Simple
Keywords: None
Duration: Indefinite
Prerequisite Charms: Ages-Echoing Wisdom

Through diligence, effort, and connectedness to the Essence of her art, the Solar learns to adapt the unfathomable least wonders of the cosmos to the trades which she has mastered. By using this Charm before she begins a superior project to build a two-dot Artifact, she can place that project in an unused major slot. Motes committed to this Charm remain committed until the project is finished. If she relinquishes commitment, she must create a superior slot to carry the unfinished artifact, or otherwise risk a catastrophic failure of the project. At Essence 5+, she may use this Charm to craft three dot Artifacts.

290
EX3

Craft 5, Essence 3

SUN-HEART TENACITY

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: God-Forge Within

Completing a legendary project provides the Exalt with new insights to the mysteries of the universe. Each time the Solar completes such a project, this Charm provides ten automatic non-Charm successes to the next superior or legendary project she attempts to finish.

291
EX3

Craft 5, Essence 5

SUPREME CELESTIAL FOCUS

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Arete-Shifting Prana

The Solar expands her mind and awakens her flesh, unlocking the brilliance that sings in her Essence. This Charm allows the Exalt to raise an additional Craft rating from one to five by paying gold points instead of experience. The Exalt may raise up to (Essence) additional Craft ratings in this fashion, but each one after the first costs double the amount of gold points.

289
EX3

Craft 5, Essence 2

TIRELESS WORKHORSE METHOD

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

The Solar expands her mind, body, and spirit to encompass the drain of more difficult tasks. This Charm permanently grants two major project slots for each dot of Essence the Solar possesses.

289
EX3

Craft 2, Essence 1

UNWINDING GYRE MEDITATION

Cost: 10m; **Type:** Reflexive
Keywords: None
Duration: Reflexive
Prerequisite Charms: Spirit-Gathering Industry

After completing a superior project, this Charm voids the Solar's gold point bonus, but reduces the goal number of the next superior project by (Essence + 5), while adding an additional interval to the roll's terminus (for extended rolls, see p. 188). Using this Charm also increases the gold point bonus calculation for finishing the project from (Artifact Rating * 2 * remaining terminus) to (Artifact Rating * 3 * remaining terminus). This Charm **only** applies to projects of an identical Artifact rating. The Exalt may void subsequent bonuses gained with this Charm to increase the Artifact Rating multiplier by one each time (* 3, *4, *5, etc.), reducing the goal number by the current Essence rating (Essence + Essence + 5), and adding an additional terminus (two added instead of one the first time the bonus is voided, three the second time, and so on). See the full text of this Charm on page 291.

291
EX3

Craft 5, Essence 4

VICE-MIRACLE TECHNIQUE

Cost: —; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Summit-Piercing Touch

Once per season the Exalt may produce a completely finished two dot Artifact of the player's choosing (or design). The Solar need not pay gold points; the Artifact is already complete; the Storyteller should treat this as a piece of work she designed and completed in the margins of all her other projects as an unspoken side project. The Solar earns no craft points for producing Artifacts in such a manner. However, if the player produces this Artifact in response to a problem, a question, or otherwise introduces their new invention as part of a socially-driven stunt that makes their character seem like a miraculous wonder-worker, she earns five gold points. At Essence 5+, this Charm can be used to produce up to a three dot Artifact. **Special Activation Rules:** This Charm can only be used by a character who has already constructed at least one Artifact rated two or higher, and is in the process of building at least one other. See the full text of this Charm on page 290.

290
EX3

Craft 5, Essence 3



WONDER-FORGING GENIUS

Cost: —; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: God-Forge Within, Vice-Miracle Technique

As proof of her illimitable soul, the Solar may induct a new infinite god-weapon into the world of mortal matter. When she has ten or more legendary projects under way, she may use this Charm to complete one of them without further rolls or expenditures of craft points. This Charm has a similar function for Artifacts of a lower rating, so long as each of the ten Artifacts is the same rating. This Charm may only be used once per story, and may not be used again until at least half of the current projects have been completed. Prematurely abandoned or failed projects do not count as having been completed. Using this Charm awards no craft points; the finished artifact is its own reward.

292
EX3

Craft 5, Essence 5

BRASS SCALES FALLING

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

The Solar's efforts fleet and flash before her eyes, bring-ing her closer to an ineffable truth. For each 10 on a Craft roll made without using the Craft Excellency, the Exalt earns a silver point, to a limit of (Essence *2) points. This Charm may be repurchased, increasing the cap to (Essence *3).

292
EX3

Craft 3, Essence 1

CHAINS FALL AWAY

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

Each time the Solar achieves all three basic objectives on any Craft project, she gains one gold point.

292
EX3

Craft 5, Essence 1

CRAFTSMAN NEEDS NO TOOLS

Cost: 6m; **Type:** Simple
Keywords: Mute
Duration: One task
Prerequisite Charms: None

A Solar who has mastered this Charm can work directly with her chosen material, shaping it with hands, breath, and voice. Without the need for tools or a workshop, the Exalt can start basic and major projects as soon as she has the proper ingredients, and can complete such works with blazing speed, often in just minutes or seconds. Using Craftsman Needs No Tools does allow for the Solar to gain craft point bonuses from her handiwork, and can be used equally well in both building and repair projects. Additionally, if the Solar uses tools to assist her work, the cost of the Charm is reduced by two motes. This Charm does not meaningfully speed the completion of superior or legendary projects.

292
EX3

Craft 3, Essence 1

DIVINE TRANSCENDENCE OF CRAFT

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Supreme Perfection of Craft

This Charm instantly grants the Solar three white points when purchased, and five additional white points at the end of each story.

294
EX3

Craft 5, Essence 3

PEERLESS PARAGON OF CRAFT

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Chains Fall Away, Craftsman Needs No Tools

As the Solar works deeper into the soul of her craft, she unlocks wisps and flashes of greater wonders, ancient genius, and dim visions of a lost age. Upon purchasing this Charm, roll a free full (Intelligence + Craft) Excellency and convert successes to silver points. In addition, each 10 on this roll also rewards the Solar with a gold point. This roll is repeated at the end of each story.

292
EX3

Craft 5, Essence 1

RED ANVILS RINGING

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

The Solar is permanently attuned to the Essence of her workmanship, making her instinctively aware of how her creativity moves the Essence of the world. This greater insight into productivity increases the amount of silver points she may gain from each basic objective by one. For rules on basic objectives, see page 240.

292
EX3

Craft 4, Essence 1

SUPREME PERFECTION OF CRAFT

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Peerless Paragon of Craft, Supreme Celestial Focus

Upon purchasing this Charm, the Solar earns one gold point and (Essence + 2) silver points for every Craft Ability she has rated at 5. This bonus recurs each time the Exalt gains a full night's sleep, but can be earned no more than once per day, nor can it be earned more than once during a period of narrated downtime (for example, if the Storyteller says "It takes a month for your ship to reach its destination," and the character crafted throughout that month of sailing, she would be eligible for one bonus, not 28 of them).

293
EX3

Craft 5, Essence 2

THOUSAND-FORGE HANDS

Cost: 10m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Craftsman Needs No Tools

The Exalt's hands flow with the Essence of a thousand craftsmen; her urge is legion and her well is bottomless. When she creates a superior or legendary slot, she may use this Charm to greatly speed her efforts to begin the project (p. 239). This may be represented as the Exalt thinking, planning, and working with impossible speed. Though it cannot dictate the speed at which she gathers materials or performs tasks not directly associated with Craft, this Charm guarantees that given all such materials are provided, and all such tasks have been completed, the design and forging work that comes before she can roll to finish takes no longer than (6 - Essence) months for N/A and five dot Artifacts, and no more than (6 - Essence) weeks for all else.

293
EX3

Craft 5, Essence 2



WORDS-AS-WORKSHOP METHOD

Cost: 5m, 1wp; **Type:** Simple
Keywords: Mute, Stackable
Duration: Instant
Prerequisite Charms: Craftsman Needs No Tools, Vice-Miracle Technique

The Exalt describes Artifact tools she needs to complete the present task, be it one of Craft, Lore, Medicine, Occult, or Investigation. Artifacts matching her description appears, with powers and active Evocations commensurate to the Exalt's description and the Storyteller's whims. The Exalt may use said Artifacts without paying an attunement cost, but a borrowers must. Artifacts can be as simple or complex as needed. The Solar may describe up to (Essence) tools per use, but beware of diminishing returns; overall effectiveness should be based on stunts. These Artifact allow for unspecified bonuses. Using Craftsman Needs No Tools with created Artifacts may allow the Exalt to work on superior or legendary Artifact projects at inopportune moments, with a stunt. Artifacts created by this Charm vanish as soon as the Exalt is finished using them, or at the end of the scene. See the full text of this Charm on page 294.

294
EX3

Craft 5, Essence 3

BRIGHT-FORGING PRANA

Cost: —; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Flawless Handiwork Method

The Lawgiver reaches beyond herself to touch the creative energy that lies just beyond her reach. This Charm may be used once per story, allowing the Solar the use of (Essence or three, whichever is greater) Craft Charms she has yet to learn. The Solar does not need to meet the Essence minimums for these Charms, though she must still meet the Ability minimum. Also, she must know the prerequisite of each Charm she wishes to use. Charms enabled by Bright-Forging Prana do count as the prerequisites of other Charms the Solar might enable through use of this Charm. Once Bright-Forging Prana has been used, the Solar must pay the activation cost of each Charm. Charms enabled by Bright-Forging Prana may be used for the rest of the story, but only on the project they were initially employed for. Bright-Forging Prana does not function to give the Solar automatic craft point bonuses from Charms such as Peerless Paragon of Craft.

297
EX3

Craft 3, Essence 2

DIVINE INSPIRATION TECHNIQUE

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: First Movement of the Demiurge, Supreme Masterwork Focus (x2)

Each time she uses her talents to build or repair, the Exalt comes closer to the core truth of her existence. For every three successes earned on a Craft roll, the Solar earns an additional non-Charm die. This effect is recursive; if generated non-Charm dice create at least three successes, another die is generated.

298
EX3

Craft 5, Essence 3

ESSENCE-FORGING KATA

Cost: 2m per mote, 1wp; **Type:** Simple
Keywords: None
Duration: One day
Prerequisite Charms: Unbroken Image Focus

The Solar channels Essence through her hands and tools to make the final product of her work a matter of legend. Powering this Charm requires a dramatic action lasting at least five minutes, in which the Exalt meditates on future tasks, steadies her mind, feels the weight of her tools, readies her forge for the day, and other similar preparatory actions. While this Charm is active, every two motes committed discounts the cost of the Craft Excellency by one.

298
EX3

Craft 5, Essence 3

EXPERIENTIAL CONJURING OF TRUE VOID

Cost: 4m, 4s/g/wxp; **Type:** Reflexive
Keywords: Salient
Duration: Instant
Prerequisite Charms: Flawless Handiwork Method

Through tapping the elemental, refined forces of her own experience, the Solar may access the most pristine and formless center of her own Essence, from which all things may be derived. This Charm may be used after an (Attribute + Craft) roll, and grants one automatic non-Charm success and (Essence) non-Charm dice. This Charm may not be used on basic projects. At Essence 3+, the dice bonus for this Charm is increased to (Intelligence + Essence).

297
EX3

Craft 3, Essence 2

FIRST MOVEMENT OF THE DEMIURGE

Cost: —; **Type:** Permanent
Keywords: Salient
Duration: Permanent
Prerequisite Charms: Experiential Conjuring of True Void

At this Charm permanently enhances its prerequisite. The Solar's genius inspires her to greater heights, making her aware of patterns and possibilities unforeseen by mortals. For every three of a kind successes (ex: three sevens, three eights, etc.), the player may choose one non-success die and convert it to a 10, adding two successes to the result. If Flawless Handiwork Method is used, 10s created in this fashion are also rerolled until 10s fail to appear.

298
EX3

Craft 4, Essence 2

FLAWLESS HANDIWORK METHOD

Cost: 6m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: None

The Solar capitalizes on her own genius. Her hands and Essence flow in tune with the spirit of her craft, turning even the shoddiest materials into sublime masterworks. Craft rolls supplemented by this Charm reroll 10s until 10s fail to appear. At Craft 3+, this Charm may be repurchased, allowing the Exalt to also reroll 6s until 6s fail to appear

297
EX3

Craft 1, Essence 1

HOLISTIC MIRACLE UNDERSTANDING

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

The Solar shapes wonders from the very fabric of the world. This Charm enhances the prerequisite; if the non-Charm dice generated by the initial roll turn up three or more successes, the new non-Charm dice are augmented by an additional three non-Charm dice.

299
EX3

Craft 5, Essence 4

HORIZON-UNVEILING INSIGHT

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Inspiration-Renewing Vision

This Charm expands the Lawgiver's already illimitable mind, allowing her to experience Essence flows in patterns that stabilize and adapt the form of any legendary project she undertakes. This Charm permanently raises the terminus of superior and legendary projects to seven.

298
EX3

Craft 5, Essence 4



INSPIRATION-RENEWING VISION

Cost: 12m, 1wp, 2wxp;
Type: Supplemental; **Keywords:** None
Duration: Instant
Prerequisite Charms: Essence-Forging Kata, Supreme Masterwork Focus (x2)

A moment of creative satori allows the Solar to cleanse her creative vision of all flaws, perfectly attuning her Essence to that of the unborn wonder she wishes to birth. This Charm can be used to supplement a superior or legendary Craft roll, so that it does not count toward the project's terminus. This Charm can be used once per story, but can be reset by completing a superior or legendary project with a goal number of 50+ without use of this Charm.

298
EX3

Craft 5, Essence 3

MIND-EXPANDING MEDITATION

Cost: 1sxp per cap increase, 1wxp;
Type: Reflexive; **Keywords:** None
Duration: Instant
Prerequisite Charms: Essence-Forging Kata

The Lawgiver is a master of her trade, and uses the work she pours into her craft to inspire her towards new and greater achievements. This Charm may be invoked before an (Attribute + Craft) roll, allowing the Solar to raise her dice cap at a rate of one silver point per die, to a limit of her current Craft rating.

298
EX3

Craft 5, Essence 3

SUPREME MASTERWORK FOCUS

Cost: 6m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Flawless Handiwork Method

By shearing away all distractions, the Exalt may recognize the strongest elements of her design as she brings them forth, enhancing them to the betterment of the entire project. This Charm allows the Solar to supplement (Attribute + Craft) rolls for basic and major projects with double 9s. At Craft 5, Essence 2+, it may be repurchased, allowing the Exalt to alternatively spend five motes, one Willpower, and one gold point to supplement a basic, major, or superior project roll with double 8s. At Craft 5, Essence 3+, it may be repurchased a third time, allowing the Exalt to pay two motes and one white point to grant any one (Attribute + Craft) roll double 7s.

297
EX3

Craft 3, Essence 1

TRIUMPH-FORGING EYE

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

The Exalt sees forward to her success and approaches a problem with an unerring clarity of vision. Once per week, the Exalt may apply a free full Craft Excellency to any one roll.

297
EX3

Craft 2, Essence 1

UNBROKEN IMAGE FOCUS

Cost: 3m + 1s/g/wxp per success
Type: Reflexive; **Keywords:** Salient
Duration: Instant
Prerequisite Charms: Experiential Conjuring of True Void

After making an (Attribute + Craft) roll, this Charm may be invoked to add a supernatural burst of precision, skill, and inspiration to the Solar's hands. This Charm allows the Exalt to purchase a number of additional non-Charm successes equal to ([her Essence] + successes) on the initial roll. This Charm does not factor in "double numbers" effects from other Charms. If the Lawgiver is using a double 9s effect, and rolls three 9s and no other successes, she would be able to purchase (Essence + 3) successes, not (Essence + 6).

297
EX3

Craft 4, Essence 2

BLOOD DIAMOND SWEAT

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Time Heals Nothing

As the Exalt raises her world from ash and ruin, she is renewed by her own labor and sacrifice. This Charm depicts a Solar who draws greater understanding from the restoration of objects than mortal crafters. After completing a repair, the Exalt gains one additional craft point for every basic objective completed. If she is repairing an Artifact, she earns (Artifact's rating) gold points and one white point. Legendary Artifacts offer no repair rewards.

295
EX3

Craft 5, Essence 1

BREACH-HEALING METHOD

Cost: 7m; **Type:** Simple
Keywords: None
Duration: One task
Prerequisite Charms: Time Heals Nothing

With the return of the Solar Exalted comes the return of old magic. The power of the Sun's Essence flows in Creation once more. With this Charm, the Solar establishes a field of (Essence * 2) yards in radius, in which the Essence of the world is quickened with Solar power, where old things come alive again, and truly wondrous things may happen. Anyone standing in this field gains a non-Charm dice bonus to their Craft, Lore, Occult, and Medicine rolls equal to the Solar's Essence. In addition, repair and Medicine rolls are made at one less difficulty. The Solar must be attempting to repair an object or treat an injury to use this Charm, and its effect lasts until her work is finished. Characters who stand within the circle of the Solar's influence see her work with greater clarity and understanding.

296
EX3

Craft 5, Essence 2

CELESTIAL REFORGING TECHNIQUE

Cost: 10m, 1wp, 3xp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Crack-Mending Technique, Craftsman Needs No Tools

Carrying a daiklave or other Artifact weapon into her forge, the Solar may enact a working of hammer and flame, blood and Essence, to coax and reshape the nature of an Exalted weapon, reshaping its current active Evocations. This process takes (10 - Essence) hours, and allows the weapon's owner's player to change the weapon's current active Evocations. If the Solar does not own the weapon she is reforging, the owner can pay the experience point cost of the Charm's activation. This Charm may only be used on a particular weapon once per story.

296
EX3

Craft 5, Essence 3

CHAOS-RESISTANCE PREPARATION

Cost: 5m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Object-Strengthening Touch

The Solar can reinforce an object so that the Wyld cannot touch it. The Lawgiver spends up to an hour treating an object no more than (Essence) yards in radius. If the object is worn or wielded, it protects the wielder/wearer from the Wyld. In the bordermarches a character can go (Solar's Essence) days without ill effect. This resistance is halved in the middlemarches, and reduced to hours in the deep Wyld. If the character only has partial protection, then this protection is reduced to hours and minutes respectively. This Charm can also be used to treat objects, and like objects stack their protections, allowing groups of treated objects to survive Wyld journeys. At Essence 3+, the Exalt may pay 15m, 1wp to use this Charm on the project scale (p. 239), working for (10 - Stamina) hours to cover a number of goods and vehicles or arms and armor. See the full text of this Charm on page 295.

295
EX3

Craft 5, Essence 2



CRACK-MENDING TECHNIQUE

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

The Lawgiver can repair even destroyed things. This Charm can't restore things that were completely unmade but it can remake extremely damaged things like shattered crystal, burnt paper, splintered wood and twisted metal. As the Solar works with the remains of a destroyed object, she may slowly piece it together with word, touch, and Essence over the course of (10 - Essence) hours. If used while under the effect of Craftsman Needs No Tools, this time is reduced to minutes or seconds, and eliminates both the need for tools and in many cases for materials. This Charm can restore magical objects but not metaphorical concepts. This Charm may lower the difficulty of repairing Artifacts that are fragmented or shattered, while also making such a repair possible, but otherwise does not remove the material requirements or affect the goal number. See the full text of this Charm on page 295.

295
EX3

Craft 3, Essence 1

DURABILITY-ENHANCING TECHNIQUE

Cost: 5m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Craftsman Needs No Tools

The Solar's keen understanding of an object allows her treat it with skill and Essence, greatly increasing its durability. The Exalt may temper a blade, reinforce a door, or make a sail fireproof or nearly impenetrable to mundane attacks. She may make an inscription in marble that will not fade even after a hundred years of wind and rain. The Solar spends five minutes to an hour treating an object no larger than (Essence) yards in radius, increasing the difficulty to damage it by two or (Essence), whichever is larger. Objects which are fortuitously protected during the course of a scene, or which prove in some way to raise the Exalt's social standing, accrue her a silver or gold point for basic or major objects, respectively, regardless of whether she built them or not. Durability conferred by this Charm is conferred permanently. See the full text of this Charm on page 294.

294
EX3

Craft 5, Essence 1

OBJECT-STRENGTHENING TOUCH

Cost: 6m; **Type:** Simple
Keywords: Mute
Duration: One scene
Prerequisite Charms: Durability-Enhancing Technique

With a bare touch, the Solar can infuse an object of (Essence + 2) yards in radius with hardening Essence, greatly increasing its durability. Using this Charm increases the difficulty to destroy the object by the (Solar's Essence + 1). If the Solar is holding the object, it becomes nighunbreakable without magic. Objects strengthened with this Charm also become resistant to fire, acid, freezing, and other forms of damage. The benefits of this Charm last only one scene, but they stack with the effects of the prerequisite for that scene. Use of this Charm does not accrue craft points.

295
EX3

Craft 5, Essence 2

REALIZING THE FORM SUPERNAL

Cost: 5m, 1wp; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Breach-Healing Method

The First Age was raised by the hands of the Solar Exalted, and they alone can restore its lost glories. When using Breach-Healing Method to repair an Artifact, the Solar may use this Charm to lower the repair difficulty by one. The moment she touches the damaged Artifact, the goal number to repair it is reduced by her (Intelligence * Essence)—the Artifact is seen to partially reform, its shattered parts flying together in her hands. This can fully restore certain objects. This Charm may be used once per story, but may be reset by completing an Artifact repair without it.

296
EX3

Craft 5, Essence 3

SHATTERING GRASP

Cost: 6m; **Type:** Simple
Keywords: Mute
Duration: One task
Prerequisite Charms: Craftsman Needs No Tools

An Exalt with this Charm knows the strengths and weaknesses of her chosen materials and may rend them down with a mixture of light, precise touches and wringing blows. She may rend apart stone with her hands, destroy a door by crossing it with her palms and may disassemble a steel portcullis with her fingertips. The two former examples represent basic tasks, while the latter represents a major project. In any case, she needs no tools to perform such tasks, only an appropriate Craft Ability and a few moments time. Disassembly does not accrue the Exalt any craft points, though if she uses the rent material to build new objects or to repair the ones she has damaged, she may earn craft points accordingly.

294
EX3

Craft 5, Essence 1

THE ART OF PERMANENCE

Cost: 6m, 1wp; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Chaos-Resistance Preparation

A Solar who uses this Charm can invest her works with magic, causing them to endure forever. Candles spun by her hands burn forever, and a horse wearing shoes from her forge need never be shod again. This Charm only affects basic and major projects, and does not prevent created items from being destroyed by direct attack or overwhelming traumatic damage such as being caught in an explosion or buried under a mountain. In addition, such objects are indelibly marked by the Solar's touch. If she claims to be the builder of a torch that never ceases burning, or a roof that never leaks, characters instinctively know it to be true without needing further proof. Such objects may also render the Exalt's identity known to beings with particular Investigation or Occult magic. If she encounters her own works from a past life, the Lawgiver will automatically recognize them as her own.

296
EX3

Craft 5, Essence 3

TIME HEALS NOTHING

Cost: 4m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Crack-Mending Technique

The Lawgiver can press aside the veil of time to deliver the world from its ravages. This Charm allows the Exalt to instantly create a major project slot for the purposes of repairs. This slot vanishes when the repair is completed. An Essence 3+ repurchase allows the Solar to alternately pay six motes, one Willpower to create a temporary superior repair slot.

295
EX3

Craft 5, Essence 1



DRIFTING LEAF ELUSION

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

The Exalt slips away from an attack that would have struck her. When using this Charm, the Solar successfully evades an attack roll bearing successes equal to her Evasion. This Charm may be invoked after the attack roll is made.

Dodge 2, Essence 1

300
EX3

DRIFTING SHADOW FOCUS

Cost: 3m, 1wp; **Type:** Reflexive
Keywords: None
Duration: One turn
Prerequisite Charms: Reflexive Side-step Technique

Like a shadow moving in the darkness, the Lawgiver drifts through the ranks of her enemies, sowing terror and confusion. This Charm is declared before an attack and lasts until the Exalt's next turn. Upon a successful dodge, it allows the Solar to redirect an attack made against her to any other target within close range.

Dodge 4, Essence 2

300
EX3

DUST MOTES WHIRLING

Cost: 2m; **Type:** Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Reed in the Wind

The Solar is as elusive as a dust mote whirling through a ray of light. This Charm supplements a disengage attempt, granting double 9s.

Dodge 4, Essence 1

299
EX3

FLEET DREAMING IMAGE

Cost: 5m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Dust Motes Whirling

The Solar moves ahead of her enemies and tempts them with the illusion of her presence. This Charm allows the Lawgiver to attempt a disengage action from short range on her turn.

Dodge 5, Essence 2

300
EX3

FLOW LIKE BLOOD

Cost: 5m, 1wp; **Type:** Reflexive
Keywords: Perilous
Duration: One scene
Prerequisite Charms: Shadow Over Water

The Exalt permeates her being with Essence, becoming partly atomized. For the rest of the scene, when dodging attacks by opponents with lower Initiative than her own, the Lawgiver ignores all penalties to her Evasion. Attacks which miss her often seem to pass harmlessly through her dreamlike form. While this Charm is active, Reed in the Wind costs only one Initiative per Evasion, and each round that the Solar remains within close range of an enemy without being struck by an attack—either due to her Evasion, or due to not being attacked—she gains a point of Initiative.

Dodge 4, Essence 2

301
EX3

FORCE-STEALING FEINT

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Searing Quick-silver Flight

This Charm permanently upgrades its prerequisite; the one point of Initiative lost by the opponent is gained by the Solar.

Dodge 5, Essence 2

301
EX3

FOURFOLD SHIVER BINDING

Cost: 4m; **Type:** Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Drifting Leaf Elusion

The Solar enacts a skill which doubles and tumbles her body in a shimmering blur, placing it together outside of an attack. Upon successfully applying her Evasion the Solar may activate Fourfold Shiver Binding to raise her Evasion score by one for the rest of the scene. This bonus is not stackable, and does not count as dice added by a Charm. Fourfold Shiver Binding is incompatible with armor.

Dodge 4, Essence 2

301
EX3

HARM-DISMISSING MEDITATION

Cost: 1m, 1wp; **Type:** Simple
Keywords: None
Duration: One turn
Prerequisite Charms: Living Bonds Unburdened

Once per scene, the Lawgiver may deny the very wounds that assail her, striking them from her body's record. This Charm allows the Solar to retroactively dodge damage she has already received. Standing still and silent, the Exalt focuses on her wounds for a single round in which she does not attack and does not apply her Parry or Evasion. Applying such defenses cancels the Charm. At the end of the round, roll her (Dexterity + Dodge), unmodified by Charms, and convert the successes into healed -1 and -2 health levels. The Solar steps outside of the moment when she was hurt, casting aside her wounded form and denying its existence.

Dodge 5, Essence 3

303
EX3

HUNDRED SHADOW WAYS

Cost: 6m; **Type:** Reflexive
Keywords: Stackable
Duration: One scene
Prerequisite Charms: Vaporous Division

After successfully dodging an attack, the Exalt may activate this Charm to remember a single Charm used in the attack. She feels its spiritual form and pressure as a physical thing and understands how to dodge it. For the remainder of the scene, she perfectly evades the effects of that Charm. Hundred Shadow Ways cannot be used against the Excellency Charm of any Ability, nor can it be used against sorcery or Evocations. Furthermore, if the Exalt falls into Initiative Crash, this Charm ends.

Dodge 5, Essence 3

302
EX3



LEAPING DODGE METHOD

Cost: 1m, 2i; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Reflexive Sidestep Technique

The Exalt feels the coursing Essence of Creation moving through her. With a thought, she grasps the flow and is carried away. Upon a successful Dodge, the Solar may invoke this Charm, burning her momentum to create a sudden burst of movement. She may leap backward, forward, up or down (if applicable) a single range band.

299
EX3

Dodge 3, Essence 1

LIVING BONDS UNBURDENED

Cost: 3m, 3i +1m, 1i per hl; **Type:** Simple
Keywords: None
Duration: One scene
Prerequisite Charms: Vaporous Division

Upon using this Charm, the Lawgiver must remain immobile until her next turn. During this time, her Evasion becomes inapplicable and her Parry suffers a -1 penalty. On her next turn, roll (Wits + Dodge) dice to create a number of temporary -0 Health Levels equal to the roll's successes, paying one mote and one Initiative per Health Level. This roll cannot be enhanced by Dodge Charms, and any Health Levels the Solar is unwilling or unable to buy are discarded. While using this Charm, a Solar who suffers damage solely to any of her -0 Health Levels is considered to have successfully dodged the attack even though the Health Levels are still checked off. A dodge created solely by Living Bonds Unburdened does not count as the use of a Charm. This Charm's effect does not stack and may not be replenished until all of the created Health Levels have been damaged. See the full text of this Charm on page 302.

302
EX3

Dodge 5, Essence 3

REED IN THE WIND

Cost: 2i per 1 Evasion; **Type:** Reflexive
Keywords: Perilous
Duration: Instant
Prerequisite Charms: None

The Exalt draws upon her own momentum to bend and flow with opposing forces. For every two Initiative spent in response to an attack, the player may raise the Exalt's Evasion by one. Reed in the Wind raises the cap on how much the Solar can enhance her Evasion by her Essence.

At Dodge 5+, Essence 3+, a successful dodge with Reed in the Wind restores one mote. This bonus may only occur once per round.

299
EX3

Dodge 3, Essence 1

REFINEMENT OF FLOWING SHADOWS

Cost: —; **Type:** Permanent
Keywords: Perilous
Duration: Instant
Prerequisite Charms: Seven Shadow Evasion

The Exalt becomes one with the nothingness and is reborn. Upon using Seven Shadow Evasion to dodge an attack, the Solar gains a point of bonus Initiative, as well as one extra point of Initiative on her turn, each round until she is struck by a **withering** or **decisive** attack. This bonus is cancelled if the Solar enters concealment or is at long or extreme long range from her closest foe.

303
EX3

Dodge 5, Essence 5

REFLEXIVE SIDESTEP TECHNIQUE

Cost: 5m; **Type:** Reflexive
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Reed in the Wind

The Solar's preternatural awareness of her surroundings makes her nearly impossible to harm. Even when struck unaware, she may part herself from her foe's attack, undoing the damage that was done to her. This Charm may be activated in response to an ambush attack, a trap, or other damaging effect the Solar is completely unaware of, setting her Evasion to two against the attack and adding an additional point of Evasion for every 1 or 2 in the attack (before Charms such as Excellent Strike). If the Solar's Evasion recovers to its full value, she may apply additional Dodge Charms if necessary.

299
EX3

Dodge 3, Essence 1

RUMOR OF FORM

Cost: 3m per -1; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Shadow Over Water

The Exalt moves her physical Essence around the flow of an attack, partially disincorporating. For each 1 that appears in the result of an attack roll, the Exalt may pay three motes, converting that 1 into -1 success to the attack. Rumor of Form also acts as a Stealth attempt—as the Solar passes around the strike, she also vanishes in its wake. For every success the Exalt steals from her opponent's attack, she gains an automatic success on a reflexive (Dexterity + Stealth) action.

301
EX3

Dodge 5, Essence 2

SAFETY BETWEEN HEARTBEATS

Cost: 5m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Force-Stealing Feint

In making herself untouchable, the Lawgiver exploits the slightest hesitation, even the pause to draw breath, maximizing her opponent's failure. The Exalt may use this Charm upon successfully dodging an attack, causing her opponent to lose one Initiative for each 1 in the attack result.

301
EX3

Dodge 5, Essence 2

SEARING QUICKSILVER FLIGHT

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Reed in the Wind

The Solar's skill at evasion is such that her dodges wither away at her opponent's momentum. When she successfully dodges an attack, her opponent loses one point of Initiative in addition to any other Initiative he may have lost for failing the attack.

299
EX3

Dodge 4, Essence 1

SEVEN SHADOW EVASION

Cost: 4m, 1wp; **Type:** Reflexive
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Force-Stealing Feint

The Solar's perfect form is quicker than an eyeblink and more tractile than water. Once per scene, the Solar may invoke this Charm to dodge any attack from any source without a contest. The Solar's anticipation of harm is so perfect that she can even evade recurring uncountable damage with a single use. As a cyclone tears apart a mountain, the Exalt steps through the vortex unharmed. As the Pole of Earth spills down atop her, she escapes into the seeps and fissures of the world, moving like a fleeing shadow. This Charm may be reset by using Reed in the Wind to dodge three **decisive** attacks from dangerous opponents.

301
EX3

Dodge 5, Essence 2



SHADOW DANCER METHOD

Cost: —(1m); **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Dust Motes Whirling

The Lawgiver dances in and out of the whirling blades of her enemies like one consigned to death. For one mote, she retains the two Initiative that are lost with each disengage attempt. In addition, upon using a disengage action to move away on her opponent's turn, if she then chooses to move to close range of her opponent as her next movement, she gains two Initiative automatically, regardless of whether she spent a mote on this Charm's cost.

299
EX3

Dodge 5, Essence 1

SHADOW OVER WATER

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

Like a shadow on water, the Solar's presence haunts her enemies with dreams of the un-touchable. For an instant, this Charm removes any penalties to the Exalt's Evasion.

300
EX3

Dodge 3, Essence 1

SUNLITE BLEEDING AWAY

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

The Solar melts across the landscape in a fluidity of motion. This Charm can be activated upon succeeding at a disengage action, allowing the Solar to reflexively retreat in the face of enemy movement twice, rather than once. Thus, if the Solar disengaged successfully, she would move back the first and second time an opponent approached on his turn.

302
EX3

Dodge 5, Essence 3

THOUSAND STEPS' STILLNESS

Cost: 5m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Safety Between Heartbeats

Drawing in all possible avenues of motion, the Solar's perfect stillness is broken by a ribbon of anima that courses through her body, causing her to flicker and treble like heat haze. When the Exalt successfully dodges, she may use this Charm to gain Initiative equal to the 1s and 2s in the attack roll.

302
EX3

Dodge 5, Essence 3

UNBOWED WILLOW MEDITATION

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Thousand Steps' Stillness

Harm passes through and over the Lawgiver. Untouched, she only grows stronger. When the Exalt successfully dodges a decisive attack without using a Charm, she steals all of the attacker's Initiative and crashes him. This Charm does not work against gambits, battle groups or trivial opponents.

302
EX3

Dodge 5, Essence 3

UNBRIDLED SHADE ATTITUDE

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

Like cloud-shadows driven by the sun, the Solar passes over all obstacles, unchanged in her course. The Solar gains one point of Initiative for every -0 health level damaged by a decisive attack.

303
EX3

Dodge 5, Essence 3

VAPOROUS DIVISION

Cost: 4m per damage removed
Type: Reflexive; **Keywords:** Decisive-only
Duration: Instant
Prerequisite Charms: Rumor of Form

Some even claim to have struck a Solar. This Charm allows the Exalt to remove damage from a **decisive** attack after damage has been rolled, at the cost of four motes per cancelled success. A blow cancelled by this Charm appears at first to strike the Solar before missing entirely. Unless using an attack with special Initiative reset rules, an attack negated by this defense will return the attacker to base Initiative.

302
EX3

Dodge 5, Essence 2

WAY OF WHISPERS TECHNIQUE

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

The Exalt's burgeoning mastery of Dodge releases two of her Charms from the burden of consideration. Upon learning this Charm, using Drifting Leaf Elusion and Rumor of Form no longer count as the use of a Charm in conjunction with certain other Dodge Charms such as Unbowed Willow Meditation.

301
EX3

Dodge 5, Essence 2



ACCORD OF THE UNBREAKABLE SPIRIT

Cost: 6m; **Type:** Simple
Keywords: Bridge
Duration: One hour
Prerequisite Charms: Integrity-Protecting Prana or any 3 Bureaucracy, Performance, or Socialize Charms

This Charm allows the Solar to protect her followers from the deleterious effects of the Wyld, diseases, and exposure for one hour. The Solar must lead her followers in meditation for the hour. The Storyteller should consider the masses to be mostly immune to such effects. For individual characters, the Storyteller should add (Solar's Essence or 3, whichever is greater) successes to rolls to resist such effects. The Solar can also impart one of her Principles to those following her method. **Special activation rules:** The Solar may pay 6m, 1wp at the end of an hour to allow her followers to continue on with the method she has established even after she has gone. Doing so grants no more than two automatic successes against resisting disease or the elements, but provides the Charm's full resistance against the Wyld or similar disfiguring hazards. See the full text of this Charm on page 307.

307
EX3

Integrity 5, Essence 2

BARQUE OF TRANSCENDENT VISION

Cost: —; **Type:** Permanent
Keywords: Bridge
Duration: Instant
Prerequisite Charms: Mind-Cleansing Prana or any 3 Martial Arts Charms

The Exalt's soul is in line with the depths of the ocean and the infinite vault of the cosmos. As she looks inward, her surface self cannot be touched, felt, or found. While using the prerequisite, the Solar cannot be influenced socially, mentally, or emotionally. Meditation and thus this protection ends the moment she reacts to another character or any other major stimulus. When the prerequisite is active, the Solar may also use Hardship-Surviving Mendicant Spirit for free in response to changes in the weather without breaking meditation.

309
EX3

Integrity 5, Essence 3

BODY-RESTORING BENISON

Cost: —; **Type:** Permanent
Keywords: Bridge
Duration: Permanent
Prerequisite Charms: Barque of Transcendent Vision or any 5 Martial Arts Charms

Every hour spent meditating using Mind-Cleansing Meditation restores one of the Solar's damaged health levels, defers her need to eat, and causes the slightest drop of water to nourish her body like a draught from the purest brook. After eight hours spent in such meditations, the Exalt's hunger is satiated and her thirst slaked exactly as if she had been treated to a filling meal and refreshing water. Under continuous meditations, the Solar can go permanently without food or water.

310
EX3

Integrity 5, Essence 4

CLEAR MIND DISCIPLINE

Cost: —; **Type:** Reflexive
Keywords: Bridge
Duration: Instant
Prerequisite Charms: Mind-Cleansing Prana or any 3 Martial Arts Charms

Once per day, the Exalt may use this Charm in combination with the prerequisite to complete the needed meditation in only a handful of seconds.

306
EX3

Integrity 5, Essence 2

DESTINY-MANIFESTING METHOD

Cost: —(3m, 1wp); **Type:** Permanent
Keywords: Stackable
Duration: Permanent
Prerequisite Charms: Ten Charms from any one Ability

When struck with an attack that would permanently alter her mind or body, the Solar's destiny manifests to override the changes. This Charm does not completely nullify deleterious effects. Paying this Charm's cost downgrades or slows the effect. The Solar cannot be immediately changed beyond her ability to represent the character concept implied by the ten prerequisites from which she derived this Charm. No matter how fatal or permanent the effect may be, fate itself will generate a condition by which the Solar may shatter any curse. This condition is decided by the Storyteller. The Storyteller should also provide the Solar ample time to pursue a cure. The Solar is not guaranteed to know the shattering condition of her curse, but characters with appropriate Charms may be able to aid her in this regard. Every repurchase amplifies the effects. See the full text of this Charm on page 304.

304
EX3

Integrity 1, Essence 1

DIVINE MANTLE

Cost: 7m, 1wp; **Type:** Reflexive
Keywords: Bridge
Duration: Instant
Prerequisite Charms: Eminent Paragon Approach, Invincible Solar Aegis or any 15 Caste Charms

The Lawgiver can temporarily learn spirit Charms related to the Solar's Principles. The Exalt may only take from spirits whose nature match one of her Defining Principles. Only take 1 spirit Charm for every 6 Solar Ability Charms may be taken. These can be published Charms or made up. The Exalt may have no more than ten spirit Charms from multiple spirits. If the Principle is lowered then she loses her ability to perform the Charms until restored. If the Solar wishes to change which spirit Charms she is using, she must spend 1 hour per Charm meditating on the target Principle. This allows her to move up or down the spirit's Charm trees as needed. She can also swap (Essence or three, whichever is greater) Charms through one use of Mind-Cleansing Prana. Adding the Charms of a new spirit requires a new activation. See the full text of this Charm on page 310.

310
EX3

Integrity 5, Essence 3

EMINENT PARAGON APPROACH

Cost: 1m; **Type:** Supplemental
Keywords: Bridge
Duration: Instant
Prerequisite Charms: Soul-Nourishing Technique or any 5 Charms

Once per story, the Solar may supplement any action to uphold, defend, or act upon a Defining Principle with this Charm. If the action is successful, all who witness it become automatically aware of the Exalt's Principle and its intensity, as if they had succeeded at a read intentions action.

310
EX3

Integrity 5, Essence 3

EMPOWERED SOUL TECHNIQUE

Cost: —; **Type:** Supplemental
Keywords: Bridge
Duration: Instant
Prerequisite Charms: Spirit-Tempering Practice or any 5 Lore, Presence, or Socialize Charms

A Solar can steady her convictions against the strongest arguments and assaults with solid and affirming power. This Charm can be used once per day to allow the Lawgiver to raise her Resolve at a rate of one mote per point with the Integrity Excellency.

308
EX3

Integrity 5, Essence 3

ENDURING MENTAL TOUGHNESS

Cost: 1m; **Type:** Reflexive
Keywords: Bridge
Duration: Instant
Prerequisite Charms: None or any 5 Presence, Resistance, or Socialize Charms

Even in extreme pain, the Exalt does not succumb to despair. The Solar may ignore wound, illness, and crippling penalties to her Resolve or Guile for one tick.

At Integrity 3+, this Charm can be repurchased, giving it an alternate cost and duration. For five motes, one Willpower the duration extends to one scene.

At Integrity 5+, Essence 3+, this Charm may be repurchased a second time, allowing the Exalt to pay eight motes, one Willpower to extend the effect to one day.

303
EX3

Integrity 1, Essence 1



ENERGY RESTORATION PRANA

Cost: —; **Type:** Reflexive
Keywords: Bridge
Duration: Instant
Prerequisite Charms: Mind-Cleansing Prana or any 3 Martial Arts Charms

When using the prerequisite, the Exalt may channel this Charm to speed her body's natural resting processes, allowing her to get a full night's rest in the time it takes her to meditate, restoring one Willpower and resetting any Charms that can only be used once per day, while also restoring twenty motes of Essence. Energy Restoration Prana can only be used once per day.

306
EX3

Integrity 5, Essence 2

INTEGRITY-PROTECTING PRANA

Cost: —(5m, 1wp); **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: None

When the Exalt is exposed to such energies, she immediately senses the warping danger that surrounds her. She may then choose to pay 5m, 1wp to immunize her mind, body, and equipment against the Wyld's twisting power for as long as she keeps motes committed. She may even activate this Charm while she is asleep or incapacitated. This Charm can also be used to shield the Solar against other environmental effects which would warp her mind or body. Once the Lawgiver is addicted to the Wyld or mutated by twisting energies, this Charm will not discontinue such effects. While this Charm protects the Solar and her possessions from being subject to environmental twisting powers, it does not allow her to ignore Wyld phenomena. This Charm also does not defend against attacks that might warp her mind or body directly. See the full text of this Charm on page 303.

303
EX3

Integrity 3, Essence 1

INVINCIBLE SOLAR AEGIS

Cost: 10m, 1wp; **Type:** Reflexive
Keywords: Bridge
Duration: Indefinite
Prerequisite Charms: Righteous Lion Defense or any 6 Charms that reflect the focal Principle

This Charm allows the Solar to channel power through a Defining Principle not protected by Righteous Lion Defense. She may use it to reflexively ignore one of the following forms of magic: Fiat-level alterations to her destiny; Sorcerous curses such as the spell Corrupted Words; Psychic assaults of any kind; Magical attacks that would transform her body in some unwanted way. The Solar becomes aware the moment such magic is used on her. If the Solar wishes to change the Principle or immunity, she must drop the committed motes and spend one scene without this Charm's protection. As always, the Storyteller is the final arbiter of whether a character's Intimacies are accurate, and has the power to adjust them accordingly. At Essence 5+, the cost of this Charm drops to 7m, 1wp. See the full text of this Charm on page 309.

309
EX3

Integrity 5, Essence 3

INVIOLEABLE ESSENCE-MERGING

Cost: 7m; **Type:** Reflexive
Keywords: None
Duration: Indefinite
Prerequisite Charms: Body-Restoring Benison, Energy Restoration Prana

Through meditation, the Exalt sinks into the Essence of her environment. In this state she is untouchable. She cannot be attacked or harmed in any way, though she can still be subject to social influence. Her Lore score is doubled if for the purposes of discussing the nature of Essence and the movement of the stars. Her Occult score is doubled if for the purposes of making enlightened pronouncement on the mysteries of the universe. The powers and protections of this Charm end the moment the Solar ceases meditation. **Special activation rules:** This Charm cannot be used in a scene in which the Exalt has attacked or otherwise harmed another character. See the full text of this Charm on page 311.

311
EX3

Integrity 5, Essence 4

LEGEND-SOUL REVIVAL

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Destiny-Manifesting Method

Upon purchasing this Charm, the Solar becomes nigh immune to any curse she has broken with Destiny-Manifesting Method. Such effects either affect her not at all, or apply paltry damage or a small dice penalty lasting no longer than a round.

305
EX3

Integrity 3, Essence 1

MIND-CLEANSING PRANA

Cost: 5m; **Type:** Simple
Keywords: Bridge, Mute
Duration: Instant
Prerequisite Charms: Temptation-Resisting Stance or any 6 Martial Arts Charms

Through concentration, controlled breathing, and rumination on the solid core of her Principles, the Solar becomes one with the flow of Essence. This Charm entails an hour spent in meditation to clear a penalty having to do with the Exalt's perceptions of a circumstance she finds herself in. It grants two automatic successes or erases up to -2 in penalties from Awareness, Investigation, Survival, and any other rolls requiring concentration, difficult abstract thought, complex puzzling of unrelated facts or an opening of the senses. This may explicitly aid the Lawgiver in reading intentions. Successfully resolving an action with this Charm grants the Exalt one point of temporary Willpower.

306
EX3

Integrity 4, Essence 2

PHOENIX RENEWAL TACTIC

Cost: —(Varies); **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Destiny-Manifesting Method

If the Solar is threatened by a warping, shaping, or twisting attack with no clear defense, then this Charm allows the Exalt a chance at such a defense, turning the attack into a contest of wills. Roll the Exalt's temporary Willpower with double 9s against that of the attacker, treating non-successes on both Willpower rolls as temporary Willpower spent by both parties. The Solar also rolls an additional (Essence) dice, for no Willpower cost, with double 9s, adding successes to her total result. If she wins the contest, she casts off the effect and gains 1wp. She also gains 1wp if all dice on the Willpower roll turn up successes. Succeeding at this Charm immunizes the Solar from being struck by any unrolled effect for (Essence) days. The Charm makes her automatically aware, even if she is asleep or otherwise incapacitated. See the full text of this Charm on page 307.

307
EX3

Integrity 5, Essence 2

RIGHTEOUS LION DEFENSE

Cost: —; **Type:** Permanent
Keywords: Bridge
Duration: Permanent
Prerequisite Charms: Steel Heart Stance or any 5 Charms that reflect the Principle being defended

The player selects a Defining Principle that exempts the Solar. This Charm treats any persuasion which would cause the Solar to act against the selected Principle as unacceptable influence. Any attempt to decay the Intimacy with an instill action must be rerolled, forcing the opponent to take the lower result. The opponent may enhance the second roll, but even if successful, the Intimacy still does not decay. However, success in this regard allows the Solar to be targeted with persuasion to convince her to act against the protected Intimacy, and this weakness persists until she has taken major or defining action in the Principle's defense. If her Principle is changed as a result of roleplaying or Limit Break, this Charm ceases to function until the Intimacy is restored, or until the Solar dedicates herself to a new Principle. See the full text of this Charm on page 307.

307
EX3

Integrity 5, Essence 2

RIGHTEOUS SOUL JUDGMENT

Cost: —; **Type:** Reflexive
Keywords: Bridge
Duration: Instant
Prerequisite Charms: Undying Solar Resolve or any 5 Athletics, Resistance, or Survival Charms

When the Solar experiences a profound challenge to her beliefs, such as being forced to act against a Defining Principle, or having her beliefs stripped down and mocked by her enemies, the spirit of the Unconquered Sun descends upon her, and she may ignore the cost of any three Charms to resist torment, social influence, damage, or illness. She may also use this Charm to complete a feat of strength which would aid her in an act of defiance or righteous judgment against her enemies. This Charm can be used once per day, but may be reset by upholding a Defining Principle even when the consequences will be severe to those the Lawgiver loves.

309
EX3

Integrity 5, Essence 3



SOUL-NOURISHING TECHNIQUE

Cost: 4m, 1wp; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Sun King Radiance

The Solar's words are bread and water to those who listen. The Solar gives a sermon, recites a parable, or tells a story that explains one of her Defining Principles and why it means so much to her, how it influences her views and what it reveals about Creation. This sermon must last at least an hour. The Solar's words feed the audience like a nutritious meal and hydrate them like water from a fresh spring. Listening to this sermon grants listeners automatic knowledge of the Principle being discussed without needing to make a read intentions action.

308
EX3

Integrity 5, Essence 2

SPIRIT-MAINTAINING MANEUVER

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

Keywords: None

Duration: Instant

Prerequisite Charms: Enduring Mental Toughness

The core of the Solar's will is so great that she can survive sustained mental assault. When resisting social influence or any magic which seeks to force itself upon the Solar's will or mind, she may use this Charm to aid in resistance, paying five motes for every one Willpower she would have to spend in order to resist.

305
EX3

Integrity 3, Essence 2

SPIRIT-TEMPERING PRACTICE

Cost: —; **Type:** Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Spirit-Maintaining Maneuver

Through trial and tribulation, the Solar learns to endure the greatest tests of her resolve. With this Charm, the Solar may convert four motes to one point of Willpower, even if this puts her above her permanent Willpower rating. She may do this at any time she perceives it necessary, but may only use this Charm outside combat, and only once per scene. This power can be reset by successfully resisting any form of social influence or psychic torment while at a penalty or other disadvantage. Being tortured by captors, interrogated by authorities, or tormented by powerful or strange beings all count as disadvantages.

308
EX3

Integrity 5, Essence 3

STEEL HEART STANCE

Cost: 4m, 1wp; **Type:** Reflexive

Keywords: Bridge

Duration: Instant

Prerequisite Charms: Stubborn Boar Defense or any 4 Archery, Brawl, Melee, Throw, or War Charms

The Solar hardens her heart, forcefully reinstating her values in the face of successful influence. After being persuaded to take a Major or Defining course of action, this Charm allows the Solar to deny the influence, even if this means asserting the Intimacy that might have been used to raise her Resolve. Her opponent's argument was compelling, but she cannot deny her own principles. This Charm may only be used once per story, but is reset if the Solar witnesses the defense or upholding of a Defining Principle as a result of changing her mind. For example, a Lawgiver who is persuaded to withdraw her army from the border might reject that persuasion, going back on her decision to withdraw. See the full text of this Charm on page 306.

306
EX3

Integrity 4, Essence 2

STUBBORN BOAR DEFENSE

Cost: —; **Type:** Permanent

Keywords: Bridge

Duration: Permanent

Prerequisite Charms: None or any 3 Bureaucracy, Presence, or War Charms

The Lawgiver's resolve cannot be easily broken. Once the Solar has resisted a persuade action, she gains +2 to her Resolve if the issue is raised again. The Solar's Lunar mate is always capable of insinuating herself into the Solar's graces and may ignore this Charm's effect.

303
EX3

Integrity 2, Essence 1

SUN KING RADIANCE

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Any five Performance, Presence, or Socialize Charms

In every word and action, the Solar manifests a core of magnificent integrity. Even the hearts of the wicked are filled with awe. Each time the Solar succeeds at social influence or successfully applies her Resolve, any witness who considers himself a follower of, subservient to, or less powerful than the Solar might be profoundly and forever changed in that moment. If the Solar's action resonates with the character, he may accept an automatic Major Intimacy of respect for the Solar. On the back of this, he also gains a temporary boost of excellence on a scene of his choosing. During that scene, while acting toward a goal he wishes to fulfill, while using the Solar's actions as a model, the character gains three bonus dice to all social influence rolls for the rest of the scene, and has his Resolve boosted by one.

308
EX3

Integrity 5, Essence 2

TEMPTATION-RESISTING STANCE

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

Keywords: None

Duration: One scene

Prerequisite Charms: Stubborn Boar Defense

The Solar Exalted rise above the poisons of a wicked world. Corruption, lust, and greed; vice and the addictive soul-stroking caresses of the raksha—the Lawgivers stand resolute against all such threats. This Charm raises the Exalt's Resolve by one against all social influence which would tempt her to turn against her Ties or sway her from her Principles. In addition, when multiple Solars working toward the same overall goal in a social scene each activate this Charm, their bonuses stack together, to a limit of five bonus Resolve—the traditional number of Solars in a Circle.

306
EX3

Integrity 3, Essence 2

TRANSCENDENT HERO'S MEDITATION

Cost: 7m, 1wp; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Spirit-Maintaining Maneuver

This Charm allows the Solar to break any control effects which grip her mind, body or soul. This Charm does not allow her to reverse social influence, but rather it combats persuasion that is considered unnatural, hypnotic, or sorcerous. In order to use this Charm, the Solar must first be forced to take an action against one of her Intimacies as a result of the effect's control. She must then spend at least five minutes meditating on the core of her existence, during which time she sees the blight on her Essence for what it is. She may then activate this Charm to assert the purity and truth of her inner self, shattering the fell magic and freeing her soul from its grip. This Charm may be used once per story, but it is reset after the Solar experiences Limit Break. The Exalt cannot use this Charm to notice or expunge the Great Curse. See the full text of this Charm on page 308.

308
EX3

Integrity 5, Essence 3

UNDYING SOLAR RESOLVE

Cost: —; **Type:** Permanent

Keywords: Bridge

Duration: Permanent

Prerequisite Charms: Stubborn Boar Defense or any 8 social Charms

Through adversity the Lawgiver finds power. Whenever a character tries to socially influence the Solar, use magic on her that would mentally control her, curse or change her nature, the Exalt gains one mote for every 1 and 2 in the initiate's roll (if applicable). Motes gained through this Charm can only be used on Charms from social Abilities and vanish at the end of the scene.

305
EX3

Integrity 4, Essence 2



UNHESITATING DEDICATION

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

Keywords: None

Duration: Instant

Prerequisite Charms: Righteous Lion Defense

After a character uses an instill action in an attempt to diminish one of the Solar's Defining Intimacies, the Exalt may use this Charm to select one of the initiate's non-success numbers. If she selects 1s, (Essence) 1s in the roll act as -1 success to the attempt. If she selects any non-success number other than 1s, instead of negative successes she can force the initiate's player to reroll up to (Essence) successful dice, starting with the target number (usually 7) and moving up. In this case, the initiate always keeps the lower of the two results. This Charm cannot be used in combination with Righteous Lion Defense. The Exalt may only use this Charm to successfully defend an Intimacy once per Intimacy, per story. This effect can be reset by exploring the claims that were made on the back of an instill action. See the full text of this Charm on page 309.



Integrity 5, Essence 3

WATCHFUL EYES OF HEAVEN

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

Keywords: None

Duration: Instant

Prerequisite Charms: Righteous Lion Defense

If the Solar comes across a person who holds a Principle that is in line with her character, personality or beliefs, and that person is considering or is about to take action which would violate that Principle, this Charm gives the Solar an anxious ping directing the Exalt's gaze toward the character, and grants her three automatic non-Charm successes to a read intentions action to determine the Principle. Before the Solar uses this Charm, she is automatically aware of which person is in distress, although it confers no knowledge of this person or their situation. The Solar can only learn of the person's troubles by talking to them to establish a read intentions action. This Charm is explicitly allowed to combine with the Charms of other Abilities.



Integrity 5, Essence 2



CRAFTY OBSERVATION METHOD

Cost: 5m; **Type:** Simple
Keywords: Mute
Duration: Instant
Prerequisite Charms: Watchman's Infallible Eye

By examining the undisturbed physical evidence of an event, the Solar can flawlessly reconstruct the physical process behind that event. Finding a corpse with a knife wound, she can tell what sort of knife was used, and from what angle the blow was struck. She can differentiate between blood spatters, assigning each to a different stroke of a weapon made at a different time, and so on. This Charm is not limited to crime scenes. The Solar can likewise reconstruct the evidence left behind by a liaison, examine the leavings of a camp site, etc. This acts as a normal case scene action, save that the Lawgiver does it in a handful of seconds, and gains (Essence) automatic successes and double 9s to her attempt.



Investigation 3, Essence 1

DAUNTLESS INQUISITOR ATTITUDE

Cost: 6m; **Type:** Reflexive
Keywords: Mute
Duration: One scene
Prerequisite Charms: Miraculous Stunning Insight

The Exalt is relentless in her pursuit of the truth. This Charm adds her Essence in automatic successes to her Investigation rolls for the rest of the scene.



Investigation 5, Essence 3

DIVINE INDUCTION TECHNIQUE

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

The Lawgiver draws wisdom from the very whispers of Heaven. Once per scene, the Exalt may use a free full Investigation Excellency. This Charm may be reset by succeeding at any Investigation action with a difficulty of (the Solar's Investigation -1) or greater. Note that this Charm has the mute keyword; the Solar's insights are never subject to censure, and are never obvious. It is as if she draws her wisdom from the very cosmos.



Investigation 4, Essence 1

EMPATHIC RECALL DISCIPLINE

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

By piecing together the evidence of a crime scene, the Exalt can channel the perpetrator's perspective. This Charm may be used after a case scene action. The Lawgiver congeals what she has seen into a moment of clear understanding of the perpetrator. This is treated as a (Wits + Investigation) based read intentions action with a difficulty of the perpetrator's Larceny. On a success, the Solar understands the meaning behind the event—that is, what the perpetrator intended by the crime. Even if the roll fails, the Exalt is able to adapt the perpetrator's perspective automatically upon using Unknown Wisdom Epiphany.



Investigation 5, Essence 4

ENLIGHTENED TOUCH INSIGHT

Cost: 5m; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Unknown Wisdom Epiphany

By touching a piece of evidence and stirring its Essence with her own, the Lawgiver gains a psychometric vision related to the object. This is a (Wits + Investigation) read intention action against a difficulty equal to the number of days since the evidence was placed. If successful, the Exalt feels the exact emotion of the one who left the evidence behind at the moment it was produced.



Investigation 5, Essence 3

EVIDENCE-DISCERNING METHOD

Cost: 2m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Crafty Observation Method

This Charm allows the Lawgiver to profile a character who is not even present, at a difficulty based on the dissonance of the scene. If the character has left little or misleading evidence of himself behind, the difficulty is raised. However, extra successes on the Exalt's (Perception + Investigation) roll allow her to disregard inconsistent evidence at a rate of one success per one erroneous item eliminated. The Exalt may continue to use this Charm until she has the clearest picture possible, ignoring the Willpower cost on additional uses, however, this requires that there be material for her to continue. Once completed, the Storyteller informs the player of the overall success. If successful, then she will automatically notice any characters who meet that profile, or scenes of events which fit that character's profile, through the use of Watchman's Infallible Eye. See the full text of this Charm on page 312.



Investigation 5, Essence 1

EVIDENCE-RESTORING PRANA

Cost: —(6m); **Type:** Reflexive
Keywords: None
Duration: Various
Prerequisite Charms: Evidence-Discerning Method

The Lawgiver is preternaturally aware of the connections between objects. She is so keenly aware of these connections that she can sense when the flow has been disturbed. This sensation comes across as a momentary visualization of Essence flows, fixating on the remains of evidence that's been destroyed, which the Lawgiver perceives as a well of negative energies, a disruption in the flow of Essence. She may then pay six motes to touch this well, momentarily restoring the flow of Essence to glimpse the evidence in its complete state. This Charm can momentarily restore evidence no larger than that which the Exalt can normally lift and carry, but it allows her a full examination of the destroyed object. Once her examination of the restored object has concluded, her commitment is dropped and the Essence of the object disperses.



Investigation 5, Essence 3

INQUISITOR'S UNFAILING NOTICE

Cost: —; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Watchman's Infallible Eye

The Lawgiver has an instinct for the perfect moments to commit a crime. Any time the Larceny Ability is used in her presence, she notices the character using it. This does not tell her how Larceny is being employed, but provides her (Essence) non-Charm dice to an Awareness or Investigation attempt to notice the deception for one instant, on each instant the Ability is employed. This only functions against disguises if the disguised character attempts an action he would be unable to attempt without using a disguise.



Investigation 2, Essence 1

IRRISISTIBLE QUESTION TECHNIQUE

Cost: 5m, 1wp; **Type:** Supplemental
Keywords: Mute
Duration: Instant
Prerequisite Charms: Judge's Ear Technique

This Charm supplements a persuade action (p. 216) in the form of a question. Roll the Solar's (Wits + Investigation) against the target's Resolve. Success means that the character must answer truthfully and to the fullest extent of his knowledge. In addition, each extra success on this roll constitutes an additional question the Solar may ask. The target of this Charm may pay 1wp to resist answering a single question, but this grants no immunity to further questioning, or even the same question posed repeatedly. No Willpower is required to resist this question if the character is able to escape the scene or leave freely; in combat, the power is compelling but costs no Willpower to resist. Likewise, a character who feels compelled to stay, even if they may leave freely, must pay 1wp to resist a question. This Charm may only be used on a character once per session. See the full text of this Charm on page 312.



Investigation 5, Essence 2



JUDGE-GENERAL'S STANCE

Cost: 10m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Dauntless Inquisitor Attitude

Once per day, the Exalt may use this Charm to reset any Investigation Charms which are currently "down." Doing this also grants her one point of Willpower.



Investigation 5, Essence 4

JUDGE'S EAR TECHNIQUE

Cost: 3m; **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Crafty Observation Method

The Lawgiver can evaluate the truth of any statement she hears. This Charm is infallible within limits: if she hears a lie the speaker believes to be true, she won't detect the untruth. Her sense of lies is keen enough that if a character speaks in half-truths, she'll know which part of the statement is false. Any magic which contests this effect goes to a roll-off against the Lawgiver's (Perception + Investigation), with (Essence) automatic successes on the Solar's roll, and 1s in the opposed roll acting as 10s to the Solar's result.



Investigation 4, Essence 1

MIND MANSE MEDITATION

Cost: 12m, 1wp; **Type:** Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Empathic Recall Discipline, Evidence-Restoring Prana

The Solar builds a palace of her memories. Upon using this Charm, she mentally perceives this palace as an archive of gathered evidence, research, character profiles and investigations which she can mentally traverse in order to conduct a thorough investigation. While inside her Mind Manse, the Solar is entranced and unaware of her physical surroundings. She may think at a rate of roughly (Essence) hours per ten seconds. During this time, the Lawgiver can access any information the Storyteller deems that she knows in order to make psychic connections between evidence, ideas, and facts that would otherwise be impossible. The effects of this Charm are largely dramatic. Entering the Mind Manse allows the Exalt to find the solution to a riddle or mystery that allows her to forward her investigation. This Charm may be used once per story. See the full text of this Charm on page 315.



Investigation 5, Essence 5

MIRACULOUS STUNNING INSIGHT

Cost: —; **Type:** Permanent
Keywords: Mute
Duration: Permanent
Prerequisite Charms: Divine Induction Technique

The Solar's deductions are as sharp as a razor and as sure as daylight. Once per scene the Exalt may enhance a single Investigation roll with double 8s.



Investigation 5, Essence 2

TEN MAGISTRATE EYES

Cost: 3m; **Type:** Supplemental
Keywords: Mute
Duration: Instant
Prerequisite Charms: Evidence-Discerning Method, Judge's Ear Technique

This Charm supplements a case scene action, making that action infallible, and reducing the time it takes to seconds. Even if the Exalt's roll turns up no successes, she gains at least one clue to her investigation. For each additional success, the Storyteller describes the Solar's mind racing from clue to clue, and describing how those clues advance the investigation. The Solar can also automatically tell if there has been an attempt to conceal evidence. This Charm may also be used to supplement a profile character action in an identical fashion, extra successes creating an incredibly precise, detailed and accurate analysis of the target. This Charm is enhanced by Awareness Charms, allowing the Solar to notice truly improbable details. See the full text of this Charm on page 313.



Investigation 5, Essence 3

UNKNOWN WISDOM EPIPHANY

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

By visiting the scene of an event and attuning herself to local Essence flows and residues, the Exalt can psychically reenact history, reconstructing an event to the point of gaining insight she could not receive from evidence alone. The Solar must have time to go over the scene, to touch and examine evidence and retrace steps in order to empathize with and adapt the perspective of one of the involved parties. The Lawgiver experiences flashbacks of the event from the perspective of the party she is emulating, and gains insights into the character's persona, including his emotions over the course of the re-enacted event, and the basic meaning behind the behavior he enacted. An Exalt reenacting an event is rarely dangerous, but if disturbed she may very briefly cling to the adopted persona before snapping back to the current moment.



Investigation 5, Essence 3

WATCHFUL JUSTICIAR'S EYE

Cost: —(4m, 1wp); **Type:** Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Evidence-Discerning Method

The Solar is able to sense inconsistencies in a character's behavior. After profiling a character with the prerequisite or Ten Magistrate Eyes, the Solar senses each time a character acts outside of that profile in a scene. She may then pay four motes, one Willpower to activate this Charm. The Storyteller then informs the player as to whether the character's behavior is normal, allowing the Solar to revise her target's profile and restoring one point of temporary Willpower, or whether the inconsistency is genuinely odd and worth looking into. This does not tell the Lawgiver why he's acting out of character, only that he is. The Storyteller should explain the dissonance in the character's behavior—how the character "should" be acting compared to how he's actually behaving.



Investigation 5, Essence 2

WATCHMAN'S INFALLIBLE EYE

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

The Lawgiver is attuned to her subconscious, and is preternaturally aware of her surroundings. If the Exalt possesses this Charm, she feels an instinct each time she encounters a scene in which a case scene or profile character action (p. 224) should be used. At this point, the Storyteller informs the player which action is appropriate, and vaguely why—if danger is present, the player is informed that the Solar senses a trap and should use a case scene action; if there is a suspicious character, the player is made aware of that character so that a profile action can be used. This Charm does not entail automatic success at each prospective action. It merely informs the player which action should be performed, and why. As the Solar notices many things the player does not, this Charm can be used to generate reasons for investigations it would otherwise be impossible for a normal character to perceive.



Investigation 1, Essence 1