

CHARM NAME

CASTE	ABILITY	MINIMUMS
COST		DURATION
TYPE		PAGE #
PREREQUISITE CHARMS		
Short Description		

KEYWORDS

ACCURACY WITHOUT DISTANCE

DAWN	ARCHERY	ARCHERY 5, ESSENCE 3
IM, IWP		INSTANT
SUPPLEMENTAL		PAGE 187
THERE IS NO WIND		

The Exalt spends this Charm's cost and fires an arrow at a valid target. This Charm supplements the player's Archery roll and guarantees that the arrow hits. This Charm can be used in archery contests and for trick shots - such as severing a rope from afar - but it is most often used in attacks. Resolve such attacks normally. If the attack would have missed without this Charm, then it hits, calculating its raw damage based on an assumption of 0 attack successes. This Charm does not change the normal rules for valid targets - shooting "the gap in his armor" does not allow the Exalt to bypass armor soak, nor does this Charm allow the Exalt to fire through a stone wall or beyond the maximum Range of his bow without additional magic.

COMBO-OK, OBVIOUS

ARROW STORM TECHNIQUE

DAWN	ARCHERY	ARCHERY 5, ESSENCE 2
8M, IWP		INSTANT
SUPPLEMENTAL		PAGE 187
TRANCE OF UNHESITATING SPEED		

This Charm enhances an Archery-based attack. The Solar can apply this attack (for which he rolls only once) against (his permanent Essence x 3) valid targets. He cannot apply this attack to a single person or human-sized object more than once, but he can apply it repeatedly against the same military unit or larger object. This Charm requires that the character have separate ammunition for each target. The character can use this Charm even with weapons such as firewands that would normally require a reloading action between shots.

COMBO-BASIC, OBVIOUS

ESSENCE ARROW ATTACK

DAWN	ARCHERY	ARCHERY 2, ESSENCE 2
2M		INSTANT
SUPPLEMENTAL		PAGE 188
NONE		

This Charm always adds the character's Essence in damage to an Archery-based attack. In addition, players can pick one of the following effects when purchasing this Charm. **Fiery Arrow Attack:** The arrow catches fire mid-flight. **Dazzling Flare:** The arrow glows with holy fire or brilliant sunlight. This Charm makes the attack Holy and it inflicts aggravated damage against creatures of darkness (see p. 192). The arrow shines brightly enough to be seen for (the Solar's Essence x 10) miles, if fired straight upward or otherwise unobstructed. **Righteous Judgment Arrow:** The Solar can spend a third mote on this Charm to add four extra dice of damage to the attack. This variation has a distinctive visual effect usually related to the character's anima. Characters can purchase additional effects for this Charm at a cost of one experience point each or one bonus point for both.

COMBO-OK, OBVIOUS

FLASHING VENGEANCE DRAW

DAWN	ARCHERY	ARCHERY 3, ESSENCE 2
3M		INSTANT
SUPPLEMENTAL		PAGE 188
TRANCE OF UNHESITATING SPEED		

The Exalt must have an Archery weapon available for use to invoke this Charm, but it need not be in her hands. This Charm enhances the Join Battle action, giving the Solar a number of bonus successes on the Join Battle roll equal to her Essence. This Charm immediately and reflexively draws and readies an available Archery weapon.

COMBO-BASIC

FORCEFUL ARROW

DAWN	ARCHERY	ARCHERY 4, ESSENCE 2
3M		INSTANT
SUPPLEMENTAL		PAGE 187
THERE IS NO WIND		

This Charm supplements an Archery-based attack. If the attack hits and rolls even one die of damage, the enemy's player rolls (Stamina + Resistance) against a difficulty of (the attack's post-soak damage dice). On failure, the attack knocks the enemy away from the Exalt a number of yards equal to the Exalt's Essence. Objects do not get a roll, but are instead knocked back automatically if (the raw damage x 50) exceeds the object's weight in pounds.

COMBO-OK, KNOCKBACK, OBVIOUS

IMMACULATE GOLDEN BOW

DAWN	ARCHERY	ARCHERY 4, ESSENCE 3
5M, IWP		ONE SCENE
SIMPLE (SPEED 5)		PAGE 189
PHANTOM ARROW TECHNIQUE		
<p>The Solar shapes his Essence into a deadly bow. Each bow has an appearance unique to the Exalt who conjures it. It has a Range of 300 yards. It has Rate and Accuracy equal to the Lawgiver's permanent Essence score. It inflicts lethal damage, and its damage bonus is also equal to the character's permanent Essence. (The raw lethal damage of each shot equals [the character's Strength + Essence + extra successes + any bonus from arrows].)</p>		

OBVIOUS

INEXHAUSTIBLE BOLTS OF SOLAR FIRE

DAWN	ARCHERY	ARCHERY 5, ESSENCE 4
8M, IWP		ONE SCENE
SIMPLE		PAGE 189
PHANTOM ARROW TECHNIQUE		
<p>This Charm allows the Solar to shape arrows from ambient Essence at will for the remainder of the scene. Doing so functions as Phantom Arrow Technique but does not cost one mote of Essence per arrow. This Charm can create firedust charges in addition to the normal ammunition options. Ammunition created by this Charm adds one die to its normal damage and never strikes an unintended target. It will stop in midair for an instant before vanishing rather than hurt someone the Solar wishes spared.</p>		

COMBO-OK, OBVIOUS

PHANTOM ARROW TECHNIQUE

DAWN	ARCHERY	ARCHERY 3, ESSENCE 2
-(1M PER ATTACK)		PERMANENT
PERMANENT		PAGE 189

ESSENCE ARROW ATTACK

This Charm permits a Lawgiver to make ranged attacks without using ammunition. Each such attack costs one mote of Essence. The Exalt can attack as if using any form of ammunition without Resources cost, such as a broadhead, fowling, frog crotch or target arrow. This Charm permanently enhances the Exalt's capabilities. Therefore, shaping motes into ammunition is an unrolled reflexive action and not a Charm activation.

OBVIOUS

RAIN OF FEATHERED DEATH

DAWN	ARCHERY	ARCHERY 4, ESSENCE 3
3M OR 8M PER DUPLICATE		INSTANT
SUPPLEMENTAL		PAGE 189

PHANTOM ARROW TECHNIQUE

This Charm creates duplicates of the Exalt's Archery-based attack. The Solar spends three motes per duplicate attack and can create up to (her permanent Essence score) duplicate attacks. Treat the original attack and all duplicates as a single attack when making attack and defense rolls, but if they hit, calculate the damage for each attack separately. If Rain of Feathered Death is used with ammunition costing more than one dot of Resources per shot or placed in a Combo with Charms that affect the arrow's damage, the cost for this Charm increases to eight motes per duplicate.

COMBO-OK, OBVIOUS

SOLAR FLARE METHODOLOGY

DAWN	ARCHERY	ARCHERY 5, ESSENCE 4
5M, IWP		ONE SCENE
SIMPLE (SPEED 5)		PAGE 189
INEXHAUSTIBLE BOLTS OF SOLAR FIRE		

The Solar shapes his Essence into a firewand. Each such weapon has an appearance unique to the Exalt who conjures it. It has a Range of 15 yards. It has Rate 2 and Accuracy equal to Lawgiver's permanent Essence score. Its raw damage equals 16L, plus extra successes.

OBVIOUS

SUMMONING THE LOYAL BOW

DAWN	ARCHERY	ARCHERY 3, ESSENCE 2
1M		INDEFINITE
SIMPLE (SPEED 3)		PAGE 189
PHANTOM ARROW TECHNIQUE		

The Solar first draws a ranged weapon that he owns and has used to inflict damage in battle. This Charm banishes that weapon to Elsewhere. The Solar can then draw the weapon directly from Elsewhere later, using a miscellaneous action. The Charm ends when he does so. If he cancels the Essence committed to this Charm while the weapon is Elsewhere, the weapon falls to the ground at his side. This Charm can banish only objects (including artifacts) deliberately created as ranged weapons.

COMBO-OK

THERE IS NO WIND

DAWN	ARCHERY	ARCHERY 4, ESSENCE 1
3M OR 5M		INSTANT
SUPPLEMENTAL		PAGE 187

ANY ARCHERY EXCELLENCY

The Exalt spends three motes and fires a single flawless shot, regardless of distance, visibility, weather and other prevailing conditions. This Charm nullifies all penalties, except wound and multiple action penalties, applying to a single Archery-based attack. If the Solar has Essence 3 or higher, she can spend two additional motes and this Charm will increase the Range of her weapon to her maximum visibility range.

COMBO-OK

TRANCE OF UNHESITATING SPEED

DAWN	ARCHERY	ARCHERY 3, ESSENCE 2
2M OR 4M PER ATTACK		INSTANT
EXTRA ACTION		PAGE 187

ANY ARCHERY EXCELLENCY

This Charm is a magical flurry of two or more Archery-based attacks. Each attack costs two motes, including the first, and the Exalt can buy up to (her permanent Essence + 1) attacks. This Charm lets the Solar make these attacks regardless of the weapon's Rate, without multiple action penalties, and with a DV penalty equal to the highest penalty for any one attack. Characters using Trance of Unhesitating Speed with a weapon that has a Rate less than 1 must spend four motes rather than two motes on each attack. This Charm need not be Obvious if the character does not exceed the normal Rate of the bow, but it can be Obvious at any time if the activating character desires.

COMBO-OK, OBVIOUS

KNOCKOUT BLOW

DAWN	MARTIAL ARTS	MARTIAL ARTS 4, ESSENCE 2
4M, IWP		INSTANT
SUPPLEMENTAL		PAGE 190
SOLAR HERO FORM		

This Charm supplements an unarmed Martial Arts attack. This Charm takes effect if the attack hits and inflicts even one health level of damage. If [damage successes x Exalt's Essence] is greater than the target's remaining health levels, this Charm knocks the target unconscious, and the target remains so for a scene.

COMBO-OK, CRIPPLING, OBVIOUS

THUNDERCLAP RUSH ATTACK

DAWN	MARTIAL ARTS	MARTIAL ARTS 3, ESSENCE 2
1M		INSTANT
SIMPLE (SPEED 3, DV -0)		PAGE 190
FISTS OF IRON TECHNIQUE		

The character pours Essence into quickening her actions. She then makes an unarmed Martial Arts attack. This Charm has a lower Speed and DV penalty than normal attacks.

COMBO-OK

ARMOR-PENETRATING FANG STRIKE

DAWN	MARTIAL ARTS (SNAKE STYLE)	MARTIAL ARTS 5, ESSENCE 2
4M, IWP		INSTANT
SUPPLEMENTAL		PAGE 240
ESSENCE FANGS AND SCALES TECHNIQUE		

This Charm enhances an unarmed Martial Arts attack. It allows the attack to ignore the target's soak from armor. The target can only soak with Stamina and Charms such as Iron Skin Concentration.

COMBO-OK, OBVIOUS

ESSENCE FANGS AND SCALES TECHNIQUE

DAWN	MARTIAL ARTS (SNAKE STYLE)	MARTIAL ARTS 5, ESSENCE 2
6M		ONE SCENE
SIMPLE (SPEED 5)		PAGE 240
SNAKE FORM		

This Charm makes the Exalt's unarmed Martial Arts attacks inflict lethal damage, and this damage is piercing (see p. 373). In addition, this Charm allows the Exalt to soak lethal damage with her bashing soak.

NONE

ESSENCE VENOM STRIKE

DAWN

MARTIAL ARTS (SNAKE STYLE)

MARTIAL ARTS 5, ESSENCE 3

7M, IWP

INSTANT

SIMPLE (SPEED 4, DV -1)

PAGE 242

ARMOR-PENETRATING FANG STRIKE, STRIKING SERPENT SPEED

The Exalt makes an unarmed Martial Arts attack. This Charm makes the attack's damage aggravated. It also adds the character's permanent Essence score to the damage of the attack.

COMBO-OK, OBVIOUS

SERPENTINE EVASION

DAWN

MARTIAL ARTS (SNAKE STYLE)

MARTIAL ARTS 3, ESSENCE 1

3M

INSTANT

REFLEXIVE (STEP 2)

PAGE 240

STRIKING COBRA TECHNIQUE

This Charm gives the character +2 Dodge or Parry DV against a single attack.

COMBO-OK

SNAKE STRIKES THE HEEL

DAWN	MARTIAL ARTS (SNAKE STYLE)	MARTIAL ARTS 5, ESSENCE 2
4M		INSTANT
REFLEXIVE (STEP 9)		PAGE 24J
SNAKE FORM		
<p>The Exalt invokes this Charm when hit by an attack but before damage is applied. This Charm gives the Exalt an unarmed Martial Arts counterattack. The dice pool for this counterattack equals the Exalt's Martial Arts score plus the number of extra successes rolled on the opponent's attack. (The original attacker's damage is still inflicted as normal.) Note the rules for counterattacks on pages 150 and 183.</p>		

COMBO-OK, COUNTERATTACK

STRIKING COBRA TECHNIQUE

DAWN	MARTIAL ARTS (SNAKE STYLE)	MARTIAL ARTS 2, ESSENCE 1
3M		INSTANT
SUPPLEMENTAL		PAGE 240
NONE		
<p>This Charm supplements a Join Battle action, adding a number of automatic successes to the character's Join Battle roll equal to his Martial Arts score.</p>		

COMBO-OK

STRIKING SERPENT SPEED

DAWN	MARTIAL ARTS (SNAKE STYLE)	MARTIAL ARTS 5, ESSENCE 2
6M		INSTANT
EXTRA ACTION		PAGE 242

UNCOILING SERPENT PRANA

The player rolls (the Exalt's Essence x 2). This Charm is a magical flurry containing one action per success. These actions do not need to be attacks, but the character cannot take actions that would require more than seven ticks performed on their own.

COMBO-OK

UNCOILING SERPENT PRANA

DAWN	MARTIAL ARTS (SNAKE STYLE)	MARTIAL ARTS 5, ESSENCE 3
3M		INSTANT
SUPPLEMENTAL		PAGE 241

SNAKE STRIKES THE HEEL

The martial artist's anima flashes forward like a striking snake. Some martial artists instead strike with the shadow of their hand. In either case, this Charm enhances an unarmed Martial Arts attack, letting the Exalt target an opponent up to (Essence x 2) yards away. The character's anima or shadow actually strikes the target, so an unobstructed path to the target must exist.

COMBO-OK, OBVIOUS

CRASHING WAVE THROW

DAWN	MARTIAL ARTS (SOLAR HERO STYLE)	MARTIAL ARTS 5, ESSENCE 3
3M		INSTANT
REFLEXIVE		PAGE 243

HEAVEN THUNDER HAMMER

The Solar can use this Charm when he ends a clinch by throwing his opponent. This Charm increases the distance he can throw his opponent to (Martial Arts x 5) yards upward or (Martial Arts x 10) horizontal yards. Characters thrown over cliffs or high into the air take falling damage normally. Targets that strike hard objects take damage as with Heaven Thunder Hammer.

COMBO-OK

DRAGON COIL TECHNIQUE

DAWN	MARTIAL ARTS (SOLAR HERO STYLE)	MARTIAL ARTS 3, ESSENCE 2
3M		UNTIL NEXT ACTION
REFLEXIVE (STEP 1)		PAGE 242

FISTS OF IRON TECHNIQUE

This Charm makes clinch crush damage lethal. This Charm also adds the Solar's Essence in dice to the dice pools to inflict, maintain and control a clinch. It also adds the character's Essence to the damage of clinch crush attacks. This Charm cannot be placed in a Combo with extra-action Charms.

COMBO-OK

FISTS OF IRON TECHNIQUE

DAWN	MARTIAL ARTS (SOLAR HERO STYLE)	MARTIAL ARTS 2, ESSENCE 1
1M		INSTANT
SUPPLEMENTAL		PAGE 242
NONE		
<p>The Solar infuses her hands with the strength of her Essence and strikes like the Unconquered Sun. This Charm enhances an unarmed Martial Arts attack, improving its Accuracy by one and its Damage by two and making its damage lethal. The Solar can parry lethal hand-to-hand attacks without a stunt until his next action.</p>		

COMBO-OK

HAMMER ON IRON TECHNIQUE

DAWN	MARTIAL ARTS (SOLAR HERO STYLE)	MARTIAL ARTS 4, ESSENCE 2
3M, IWP		INSTANT
EXTRA ACTION		PAGE 243
SOLAR HERO FORM		
<p>This Charm is a magical flurry of many unarmed Martial Arts-based attacks. The Exalt makes a total number of attacks equal to (her Essence + 1). This Charm lets the Solar make these attacks regardless of her weapon's Rate, without multiple action penalties and with a DV penalty equal to the highest penalty for any one attack. She must make all of her attacks against the same target.</p>		

COMBO-OK

HEAVEN THUNDER HAMMER

DAWN	MARTIAL ARTS (SOLAR HERO STYLE)	MARTIAL ARTS 3, ESSENCE 2
3M		INSTANT
SUPPLEMENTAL		PAGE 242

SOLAR HERO FORM

This Charm supplements an unarmed Martial Arts attack. It ensures that the Solar's attack throws his enemy backward one yard for each point of pre-soak damage. Targets that strike hard objects take one die of damage for each yard they would otherwise have traveled. This damage is typically bashing but it can be lethal if the target strikes a sufficiently dangerous object.

COMBO-OK

OX-STUNNING BLOW

DAWN	MARTIAL ARTS (SOLAR HERO STYLE)	MARTIAL ARTS 4, ESSENCE 2
1M PER DIE		INSTANT
SIMPLE		PAGE 243

SOLAR HERO FORM

The Lawgiver spends up to twice his Strength in motes and makes an unarmed Martial Arts attack. If he hits, this Charm replaces his normal damage with stunning damage. He inflicts one die of stunning damage for every mote spent on this Charm. Extra successes add to his damage as usual. Stunning damage ignores natural and armor soak, but it can be soaked with Charms. Each success on the damage roll imposes a -1 penalty to the target's dice pools and DV for the next three actions. This is a Crippling effect (see p. 152).

COMBO-OK, CRIPPLING

SHOCKWAVE TECHNIQUE

DAWN	MARTIAL ARTS (SOLAR HERO STYLE)	MARTIAL ARTS 5, ESSENCE 3
3M		INSTANT
SUPPLEMENTAL		PAGE 243

CRASHING WAVE THROW, OX-STUNNING BLOW, HAMMER ON IRON TECHNIQUE

This Charm supplements a single attack. It makes the target's Parry DV inapplicable. If the Solar hits, this Charm allows her to make one further unarmed Martial Arts attack by hurling the first opponent into another. This attack has a range of (Martial Arts x 5) yards. It is also unblockable. The first opponent is treated as a weapon with -3 Accuracy and +4B damage. If the attack misses or the Solar targets empty space, the first opponent travels the full (Martial Arts x 5) yards, with effects as noted in Heaven Thunder Hammer. This Charm cannot enhance a counterattack, and it prevents the target from responding with Charms with the Counterattack keyword. The second attack is resolved in Step 9 of the original attack and imposes a cumulative counterattack-based penalty of -1 on the Solar's DV.

COUNTERATTACK, KNOCKBACK, OBVIOUS

SLEDGEHAMMER FIST PUNCH

DAWN	MARTIAL ARTS (SOLAR HERO STYLE)	MARTIAL ARTS 3, ESSENCE 2
3M		INSTANT
SUPPLEMENTAL		PAGE 242

FISTS OF IRON TECHNIQUE

The Lawgiver's anima flares, and he strikes like the judgment of Heaven. This Charm supplements an unarmed Martial Arts attack against an inanimate object, doubling the raw (pre-soak) damage of the attack.

COMBO-OK, OBVIOUS

SOLAR HERO FORM

DAWN	MARTIAL ARTS (SOLAR HERO STYLE)	MARTIAL ARTS 4, ESSENCE 2
6M		ONE SCENE
SIMPLE		PAGE 242
SLEDGEHAMMER FIST PUNCH, DRAGON COIL TECHNIQUE		

This Charm allows the Exalt to count the successes of unarmed Martial Arts attacks twice for the purposes of determining damage. She must spend one mote reflexively in Step 7 of attack resolution each time she takes advantage of this effect. This Charm also allows the character to make an unarmed Martial Arts block against ranged and lethal attacks without a stunt.

FORM-TYPE, OBVIOUS

BLAZING SOLAR BOLT

DAWN	MELEE	MELEE 5, ESSENCE 3
3M, IWP		INSTANT
SIMPLE (SPEED 4)		PAGE 192
IRON RAPTOR TECHNIQUE		

The Solar's Caste Mark blazes. She then casts solar fire from her weapon at her enemy. This Charm is a Melee-based attack. Its attack pool equals (Dexterity + Melee + Essence). It has a Range of (Essence x 10) yards and cannot exceed it. It cannot be blocked or dodged without the use of Charms or other magic. It ignores cover, including shields, but it cannot otherwise strike around obstacles. It deals lethal damage with a base damage, before adding attack successes, of (the Exalt's Strength + Willpower). It deals aggravated damage against creatures of darkness (see below).

COMBO-OK, HOLY, OBVIOUS

BULWARK STANCE

DAWN	MELEE	MELEE 3, ESSENCE 2
5M		UNTIL NEXT ACTION
REFLEXIVE (STEP 2)		PAGE I92

DIPPING SWALLOW DEFENSE

This Charm causes the character to ignore penalties that apply to his Parry DV until his next action. This includes penalties invoked by his own attacks. Note that the effects of inapplicability are not a "penalty" on DV.

COMBO-BASIC

DIPPING SWALLOW DEFENSE

DAWN	MELEE	MELEE 2, ESSENCE 1
2M		INSTANT
REFLEXIVE (STEP 2)		PAGE I92

ANY MELEE EXCELLENCY

This Charm is used in response to an attack. It allows the Exalt to ignore all penalties that apply to her Parry DV when resolving that attack. Her Parry DV is still 0 if it's inapplicable, but it takes no further penalties.

COMBO-OK

FIRE AND STONES STRIKE

DAWN	MELEE	MELEE 3, ESSENCE 1
1M PER DIE		INSTANT
SUPPLEMENTAL		PAGE 190
HUNGRY TIGER TECHNIQUE		

The Exalt spends up to (his Strength score) motes and makes a Melee-based attack. If the attack hits, this Charm adds one die to the post-soak damage for each mote spent.

COMBO-OK

FIVEFOLD BULWARK STANCE

DAWN	MELEE	MELEE 5, ESSENCE 2
5M, IWP		ONE SCENE
SIMPLE		PAGE 194
BULWARK STANCE		

For the remainder of the scene, this Charm removes the onslaught penalty other characters' attacks impose on the Exalt's DV. It also reduces the defense penalty imposed by each action the Exalt takes by one, to a minimum of zero.

COMBO-OK

GLORIOUS SOLAR SABER

DAWN	MELEE	MELEE 4, ESSENCE 3
6M+, IWP		ONE SCENE
SIMPLE		PAGE 192

CALL THE BLADE

This Charm creates a glowing blade that inflicts aggravated damage against creatures of darkness and sheds sunlight as bright as a torch. The Exalt can summon this weapon to her hand from anywhere it has fallen, as a diceless miscellaneous action. The player defines the appearance and qualities of this blade when purchasing this Charm. If she chooses a light, agile blade with Speed 3, she can divide a number of points equal to the Solar's Melee score between its Accuracy, Defense and lethal damage. If she chooses a larger sword with Speed 5, she can divide a number of points equal to twice the Solar's Melee score between its Accuracy, Defense and lethal damage. In both cases, Accuracy, Defense and Damage begin at 0 and cannot be lowered. This weapon has unlimited Rate. Characters can use this Charm to summon paired blades, one in each hand. Doing so increases the Charm's cost by four additional motes, to a total of 10 motes, one Willpower.

COMBO-OK, HOLY, OBVIOUS

HEAVENLY GUARDIAN DEFENSE

DAWN	MELEE	MELEE 4, ESSENCE 2
4M		INSTANT
REFLEXIVE (STEP 2)		PAGE 192

BULWARK STANCE

The character invokes this Charm in response to an attack. The attack must not be unexpected, and the character must have a weapon in hand. This Charm is a parry that perfectly defends against any attack, even if it is unblockable. Mundane weapons can break when used with this Charm. If the character uses this Charm and a mundane weapon to block an attack that inflicts at least 25L raw damage before soak, the weapon breaks (though it still successfully parries). This Charm has one of the Four Flaws of Invulnerability common to all Solar perfect defenses.

COMBO-OK, OBVIOUS

HUNGRY TIGER TECHNIQUE

DAWN	MELEE	MELEE 2, ESSENCE 1
IM		INSTANT
SUPPLEMENTAL		PAGE 190
ANY MELEE EXCELLENCY		
<p>The Exalt spends one mote and makes a Melee-based attack. This Charm allows the Solar's player to count extra successes on the attack roll twice for the purposes of determining raw damage.</p>		

COMBO-OK

INVINCIBLE FURY OF THE DAWN

DAWN	MELEE	MELEE 5, ESSENCE 4
-		N/A
PERMANENT		PAGE 191
IRON WHIRLWIND ATTACK		
<p>This Charm increases the maximum number of attacks received from Peony Blossom Attack and Iron Whirlwind Attack by two. It may improve custom Melee extra-action Charms at the discretion of the Storyteller.</p>		

NONE

IRON RAPTOR TECHNIQUE

DAWN	MELEE	MELEE 3, ESSENCE 2
2M OR 4M		INSTANT
SIMPLE (SPEED 5)		PAGE 192

CALL THE BLADE

This Charm extends the Solar's reach. Her weapon flies toward the enemy like a hungry bird of prey, then returns at the Solar's call. This Charm is a Melee-based attack that costs two motes and can attack enemies up to (Essence x 8) yards from the Solar. It is in all other ways treated as a normal Melee attack. If the Exalt has Essence 3 or more, she can spend two additional motes for a total cost of four motes and throw a burning arc of energy from her weapon instead of the weapon itself. This is called the "Sandstorm-Wind Attack." It cannot be blocked without a stunt or Charm.

COMBO-OK, OBVIOUS

IRON WHIRLWIND ATTACK

DAWN	MELEE	MELEE 5, ESSENCE 2
5M, IWP		INSTANT
EXTRA ACTION		PAGE 191

PEONY BLOSSOM ATTACK

This Charm is a magical flurry of many Melee-based attacks. The Exalt makes a total number of attacks equal to (her Dexterity + 1). This Charm lets the Solar make these attacks regardless of the weapon's Rate, without multiple action penalties, and with a DV penalty equal to the highest penalty for any one attack.

COMBO-OK, OBVIOUS

ONE WEAPON, TWO BLOWS

DAWN	MELEE	MELEE 2, ESSENCE 1
1M		ONE ACTION
REFLEXIVE (STEP 1)		PAGE 191
ANY MELEE EXCELLENCY		
<p>This Charm adds one to the Rate and one to the Accuracy of his weapon until his next action.</p>		

COMBO-OK

PEONY BLOSSOM ATTACK

DAWN	MELEE	MELEE 3, ESSENCE 2
2M PER ATTACK		INSTANT
EXTRA ACTION		PAGE 191
ONE WEAPON, TWO BLOWS		
<p>This Charm is a magical flurry of two or more Melee-based attacks. Each attack costs two motes, including the first, and the Exalt can buy up to (her permanent Essence + 1) attacks. This Charm lets the Solar make these attacks regardless of the weapon's Rate, without multiple action penalties, and with a DV penalty equal to only the highest penalty for any one attack.</p>		

COMBO-OK, OBVIOUS

PROTECTION OF CELESTIAL BLISS

DAWN	MELEE	MELEE 5, ESSENCE 5
-		INSTANT
PERMANENT		PAGE I94

HEAVENLY GUARDIAN DEFENSE

This Charm allows the character to prepare a single invocation of the Heavenly Guardian Defense maneuver in advance. The character can have at most one invocation prepared at any given time. The character invokes the Heavenly Guardian Defense Charm, paying the normal four motes. He can later use the Heavenly Guardian Defense against one attack of his choice, in any circumstance when using the Charm would be legitimate. Preparing the Charm counts as a Charm use, but invoking its abilities later does not. The motes remain committed until the Solar uses the Charm to block a single attack. If the Solar has Essence 6 or higher, he may prepare up to his Melee score in invocations of the Heavenly Guardian Defense, and the cost to activate that Charm is reduced to three motes.

NONE

READY IN EIGHT DIRECTIONS STANCE

DAWN	MELEE	MELEE 5, ESSENCE 2
5M		UNTIL NEXT ACTION
REFLEXIVE (STEP 9)		PAGE I94

SOLAR COUNTERATTACK

Until his next action, whenever the Exalt uses his Parry DV against an attack, this Charm provides him with the option to make a counterattack. Note the rules for counterattacks on pages I50 and I83.

COMBO-BASIC, OBVIOUS

SOLAR COUNTERATTACK

DAWN	MELEE	MELEE 4, ESSENCE 1
3M		INSTANT
REFLEXIVE (STEP 9)		PAGE 194

DIPPING SWALLOW DEFENSE

The Solar invokes this Charm after using her Parry DV against an attack. This Charm gives the Solar a counterattack, which is resolved in Step 9 of the initial attack's resolution. Note the rules for counterattacks on pages 150 and 183.

COMBO-OK, COUNTERATTACK

SUMMONING THE LOYAL STEEL

DAWN	MELEE	MELEE 3, ESSENCE 2
1M		INDEFINITE
SIMPLE (SPEED 3)		PAGE 192

CALL THE BLADE

The Solar first draws a melee weapon that he owns and has used to inflict damage in battle. This Charm banishes that weapon to Elsewhere. The Solar can then draw the weapon directly from Elsewhere later, using a miscellaneous action. The Charm ends when he does so. If he cancels the Essence committed to this Charm while the weapon is Elsewhere, the weapon falls to the ground at his side. This Charm can banish only objects (including artifacts) deliberately created as melee weapons. Characters are explicitly permitted to draw their stored weapons from Elsewhere using Charms such as Call the Blade.

COMBO-OK

CALL THE BLADE

DAWN	THROWN	THROWN 2, ESSENCE 2
1M		INSTANT
REFLEXIVE (STEP 2)		PAGE 197
RETURNING WEAPON CONCENTRATION		

The Solar holds out her hand and calls to the Essence of one of her thrown weapons. If the desired weapon is within (Essence x 10) yards, and a flight path exists between the weapon and her hand, this Charm draws the weapon into her grasp. She must own the weapon she calls. This Charm can be used to draw and ready a sheathed weapon reflexively.

OBVIOUS

CASCADE OF CUTTING TERROR

DAWN	THROWN	THROWN 3, ESSENCE 3
5M		INSTANT
SUPPLEMENTAL		PAGE 196
TRIPLE-DISTANCE ATTACK TECHNIQUE		

This Charm supplements a Thrown-based attack, filling the air with dozens or hundreds of duplicates of the Lawgiver's thrown weapon. This Charm renders the target's Dodge DV inapplicable against this attack. It also doubles the Solar's successes on the attack roll before comparing it to defense, in Step 3 of attack resolution.

COMBO-OK, OBVIOUS

FALLING ICICLE STRIKE

DAWN	THROWN	THROWN 4, ESSENCE 3
1M		INSTANT
REFLEXIVE (STEP 7)		PAGE 196

OBSERVER-DECEIVING ATTACK

Surprise is at the foundation of all military undertakings. The Sun's Chosen strike with secrecy and rapidity, confusing and confounding their enemies. Falling Icicle Strike enhances an unexpected attack (see pp. 155-156). Count damage successes for this attack twice. If the player rolls five damage dice and gets two successes, it will strip away four of the target's health levels.

COMBO-OK

JOINT-WOUNDING ATTACK

DAWN	THROWN	THROWN 3, ESSENCE 1
3M		INSTANT
SUPPLEMENTAL		PAGE 195

ANY THROWN EXCELLENCY

This Charm enhances a Thrown-based attack so that it stuns or cripples the Solar's opponent. For each health level of damage this attack inflicts, this Charm subtracts one die (as a -1 internal penalty) from the target's Physical Attribute dice pools and one point from the equivalent static ratings. This is a Crippling effect that lasts for the remainder of the scene. The players and Storyteller decide how the effect is inflicted-it could be an injured hand, slashed tendons or a stunning blow to the head. Storytellers will have to work with the players to determine how the attack cripples more exotic opponents such as automata and the walking dead.

COMBO-OK, CRIPPLING

MIST ON WATER ATTACK

DAWN	THROWN	THROWN 4, ESSENCE 3
3M PER ACTION		VARIES
SUPPLEMENTAL		PAGE 195

OBSERVER-DECEIVING ATTACK

This Charm supplements a Thrown-based attack and supernaturally cripples its target. Targets affected by it cannot speak or cry out. It silences their every action. In short, their actions are not valid targets for hearing-based Awareness rolls. Should the attack kill the target, no one will notice the target's death until the Charm expires. This Charm can impose silence for a number of the Solar's actions equal to her Essence score. The Chosen must pay three motes for each action of silence she wishes to buy. The initial attack counts as an action. The Charm expires at the end of the appropriate action.

COMBO-OK, CRIPPLING

OBSERVER-DECEIVING ATTACK

DAWN	THROWN	THROWN 3, ESSENCE 2
3M		INSTANT
SUPPLEMENTAL		PAGE 195

ANY THROWN EXCELLENCY

This Charm conceals a Thrown-based attack. Characters watching the Solar need (the Solar's Essence) successes on a reflexive (Wits + Awareness) roll to notice him making the attack. This success requirement decreases by one each additional time the Solar uses this Charm in a scene. For characters not watching the Solar, all evidence indicates that the attack comes from a direction and distance named by the Solar when making the attack. For example, a Solar attacking from behind might wound an enemy in the side or chest by having his missile curve at the last moment.

COMBO-OK

RETURNING WEAPON CONCENTRATION

DAWN	THROWN	THROWN 3, ESSENCE 2
-		PERMANENT
	PERMANENT	PAGE 196

NONE

This Charm gives the character three bonus successes on any valid action that, if it succeeds, will physically reclaim one or more of the throwing weapons he owns—whether by yanking one back to him on a cord, snatching several up while running past, grabbing a knife from the lava’s surface before it sinks or snatching a weapon physically from an enemy who has stolen it. This Charm does not affect attempts to reclaim throwing weapons by non-physical means such as persuasion, nor does it help when the character is taking preparatory actions such as running across a hair-thin bridge to where his weapon rests. Returning Weapon Concentration also makes any weapon slide free of any target without resistance, so that the lightest tug can reclaim even a knife sheathed to the hilt in a tree.

NONE

SPIRIT WEAPONS

DAWN	THROWN	THROWN 4, ESSENCE 3
	2M	ONE SCENE
	REFLEXIVE (STEP 1)	PAGE 197

RETURNING WEAPON CONCENTRATION

This Charm permits a Lawgiver to create temporary throwing weapons. Each such weapon costs two motes of Essence to create. Each has the weapon qualities of a Thrown weapon costing at most Resources 2, such as an exceptional hatchet or throwing knife. These weapons last for one scene, but they thrive on the Essence of the Exalt who created them. If anyone else uses them to make an attack, these weapons fade away during Step 2 of the attack’s resolution.

COMBO-OK, OBVIOUS

TRIPLE-DISTANCE ATTACK TECHNIQUE

DAWN	THROWN	THROWN 2, ESSENCE 2
3M		INSTANT
SUPPLEMENTAL		PAGE 196
NONE		
<p>This Charm enhances a Thrown-based attack. The Exalt spends three motes and triples the Range of the weapon. If the Solar has Essence 4 or higher, this Charm also negates external penalties from environmental conditions.</p>		

COMBO-OK

COMMANDING THE IDEAL CELESTIAL ARMY

DAWN	WAR	WAR 4, ESSENCE 2
3M		INSTANT
REFLEXIVE		PAGE 197
ROUT-STEMMING GESTURE		
<p>The Solar calls out an order or message. It is still conveyed by his voice, his signal or by relays, but the message is effectively instantaneous-his troops find themselves reacting almost as an extension of the Solar's desires. This Charm conveys a message up to 12 words in length to one or more loyal units within (Essence x 100) yards and guarantees that the message is clearly understood. This Charm has special effects when used immediately before a roll to determine whether a targeted unit hesitates or can change order rapidly. If the Exalt gives an appropriate order, the roll succeeds automatically.</p>		

COMBO-OK, WAR

FURY-INCITING PRESENCE

DAWN	WAR	WAR 3, ESSENCE 3
10M, JWP		ONE SCENE
SIMPLE (SPEED 5 IN LONG TICKS)		PAGE 197

MOB-DISPERSING REBUKE

The Exalt attempts to persuade everyone who can hear him to join him in righteous violence, his player rolling (Charisma + [Performance or War]). This Charm organizes all characters whom the Exalt successfully persuades and who do not resist the persuasion (see p. 179) into an unordered military unit under the Exalt's direction. This unit dissolves if the Exalt abandons it for more than 15 long ticks.

COMBO-OK, OBVIOUS

GENERAL OF THE ALL-SEEING SUN

DAWN	WAR	WAR 5, ESSENCE 4
1M		INSTANT
REFLEXIVE		PAGE 197

FURY INCITING PRESENCE

This Charm informs the Lawgiver of the position and status of all units within (Essence x 10) miles containing a commander, hero, relay or sorcerer loyal to the Solar or to a cause for which the Solar is fighting. This includes solo units, but not solo extras. The character determines only the strategic position of each unit-where units are located relative to one another and to major landmarks such as mountains, cities and rivers. The status information that the Solar learns is the unit's fatigue, order and current Magnitude. The Solar acquires this information as an instinct but can convert it mentally into a battle map if appropriate for the character. This Charm gives the Lawgiver awareness of all the major landmarks within one mile of any loyal units.

COMBO-OK

HEROISM-ENCOURAGING PRESENCE

DAWN	WAR	WAR 4, ESSENCE 3
8M, IWP		ONE SCENE
SIMPLE (SPEED 6 IN LONG TICKS)		PAGE 197
ROUT-STEMMING GESTURE, FURY INCITING PRESENCE		

This Charm affects any unit or social group that the Solar commands and every ally within (Essence x 5) yards. This Charm's targets no longer need to make Valor checks. In war, this Charm prevents rout and reduces the chance of fatigue (see p. 374).

COMBO-OK, OBVIOUS, WAR

IDEAL BATTLE KNOWLEDGE PRANA

DAWN	WAR	WAR 5, ESSENCE 5
10M, IWP		ONE SCENE
SIMPLE (SPEED 6 IN LONG TICKS)		PAGE 199
COMMANDING THE IDEAL CELESTIAL ARMY, GENERAL OF THE ALL-SEEING SUN		

This Charm provides the Solar and those who follow her-units directly or indirectly under the Solar's command within (Essence x 10) miles-with an instinct for the battlefield and the Solar's desires. This Charm halves the number of relays necessary to order each targeted unit. It also increases the Drill of all such units by one and increases the Might of these units by one (to a maximum of 3).

COMBO-OK, OBVIOUS, WAR

LEGENDARY WARRIOR CURRICULUM

DAWN	WAR	WAR 5, ESSENCE 4
-	ONE WEEK	
PERMANENT		PAGE I98
TIGER WARRIOR TRAINING TECHNIQUE		
<p>This Charm allows the Exalt to use Tiger Warrior Training Technique to train others in any of the following: Military Abilities he possesses at 4 or more. In addition to the Abilities already available through Tiger Warrior Training Technique, military Abilities include: Thrown, War, Integrity, Resistance, Survival, relevant Craft, Medicine, Athletics, Awareness, Stealth, Ride and Sail. Willpower: The Exalt can train Willpower to a maximum of 7. Bonus dice: The Solar can devote one week's training to rare and special techniques. This gives trained characters two bonus dice or one bonus success for a specific activity defined by the Solar during training. This benefit must have military relevance, it does not apply to Exalted targets, and it is not cumulative.</p>		

OBVIOUS

MOB-DISPERSING REBUKE

DAWN	WAR	WAR 3, ESSENCE 2
7M, IWP	INSTANT	
SIMPLE (SPEED 3 IN LONG TICKS)		PAGE I97
NONE		
<p>This Charm forces the player of an enemy unit most of whose members are within (Essence x 100) yards to make an immediate check for rout. The difficulty of this roll is 1 if the unit has Magnitude greater than the Exalt's Essence, and 2 otherwise. This Charm can be used socially rather than in war, in which case the Exalt can treat any mob, gathering or social group he can reasonably chastise as the target military unit.</p>		

COMBO-OK, SOCIAL, WAR

ROUT-STEMMING GESTURE

DAWN	WAR	WAR 3, ESSENCE 2
4M, 1WP		UNTIL NEXT ACTION
REFLEXIVE		PAGE 197
ANY WAR EXCELLENCY		
<p>The Exalt can target up to her Essence in military units or (Essence x 100) scattered individuals with this Charm. The Exalt chooses the targets insofar as she cares to specify; otherwise, this Charm affects the closest non-enemy targets. Individual targets must be able to see or hear the Exalt. Targeted units must be able to see or hear some sort of Solar-sent signal. This Charm causes targets to succeed automatically on all Valor rolls. If used in the instant one or more targets fail a Valor roll, this Charm allows the targets that failed to reroll, but the reroll does not automatically succeed. This Charm's effects last until the Exalt's next combat or mass combat action.</p>		

COMBO-OK, OBVIOUS, WAR

TIGER WARRIOR TRAINING TECHNIQUE

DAWN	WAR	WAR 4, ESSENCE 3
10M, 2WP		ONE WEEK
SIMPLE (DRAMATIC ACTION)		PAGE 198
HEROISM-ENCOURAGING PRESENCE		
<p>This Charm involves training a military unit. This Charm requires five or more hours of effort in any given week to bear fruit. This Charm increases the Drill of a unit by one for each week of training, to a maximum of Drill 5. In each week of training, the trainer picks one trait to train: Valor, Strength, Dexterity, Stamina, Archery, Dodge, Martial Arts or Melee. This Charm increases that trait for each member of the unit by one dot, to a maximum of 4. The Solar can train with the unit or as a solo unit, increasing her own traits. She cannot increase others' traits past her own.</p>		

OBVIOUS, TOUCH, TRAINING

BUREAU-RECTIFYING METHOD

ECLIPSE	BUREAUCRACY	BUREAUCRACY 5, ESSENCE 3
8M, IWP		INSTANT
SUPPLEMENTAL		PAGE 231
SPEED THE WHEELS		
<p>This Charm supplements an organizational effort that the Solar leads—a dramatic action taken by a bureaucratic, mercantile or governmental organization. This Charm reduces the external penalties on that action by the Solar's Essence. It permanently reduces any internal penalties that organization suffers due to endemic corruption or inefficiency by one. The Solar must have sufficient authority to lead the effort. For example, the Solar could lead a nation's effort to build a network of roads, reducing the penalties imposed by bandits, uncleared wilderness and reluctant labor. This Charm incidentally purges the least useful members of the bureaucracy.</p>		

COMBO-OK

FOUL AIR OF ARGUMENT TECHNIQUE

ECLIPSE	BUREAUCRACY	BUREAUCRACY 5, ESSENCE 3
4M, IWP		INSTANT
SUPPLEMENTAL		PAGE 232
INDOLENT OFFICIAL CHARM		
<p>This Charm supplements a deliberate attempt by the Solar to sabotage an organization's operation. Her player rolls ([Intelligence or Charisma] + Bureaucracy), adding the Solar's Essence in automatic successes. Subtract an external penalty of ([the organization's leader's Intelligence + Bureaucracy] ÷ 2) from the successes on the Bureaucracy roll. If the character succeeds, then the organization suffers a permanent increase in corruption and inefficiency that imposes a -2 internal penalty on all of its actions. This Charm can be applied repeatedly to a single bureaucracy, but no combination of Charms including Foul Air of Argument Technique can impose a greater internal inefficiency and corruption penalty on an organization than (the Solar's Intelligence + Bureaucracy).</p>		

COMBO-OK

FRUGAL MERCHANT METHOD

ECLIPSE	BUREAUCRACY	BUREAUCRACY 1, ESSENCE 1
	1M	INSTANT
	SUPPLEMENTAL	PAGE 230
NONE		

This Charm supplements a normal or dramatic action to estimate something's quality and price. Examples include the normal action to estimate the quality of a gem and the dramatic action to evaluate a shipment of silk and spices. This Charm gives the Exalt a perfect awareness of the target object's quality and condition. This awareness gives one bonus success on any price haggling if her bargaining opponent is honest (and using Charisma) and three bonus successes if the opponent is dishonest (and using Manipulation).

COMBO-OK

INDOLENT OFFICIAL CHARM

ECLIPSE	BUREAUCRACY	BUREAUCRACY 3, ESSENCE 2
	4M	INDEFINITE
	SIMPLE (DRAMATIC ACTION)	PAGE 232
ANY BUREAUCRACY EXCELLENCY		

This Charm empowers the natural indolence of others. The Solar communicates with an organization regarding a project, and his player rolls ([Intelligence or Charisma] + Bureaucracy), adding the Solar's Essence in automatic successes. The difficulty of this roll is 1. If the person responsible for this project wishes a speedy resolution, subtract an external penalty of ([that person's Intelligence + Bureaucracy] ÷ 2) from the successes on the Bureaucracy roll. The Solar is aware of such opposition, however. If the Solar succeeds, this Charm multiplies the remaining time required for the target organization to begin that project by (the Solar's Essence + 1). It is always increased to at least (the Solar's Essence) in hours. If the project has already begun, this Charm instead applies an external penalty equal to the Solar's Essence to the organization's attempts to make progress.

COMBO-OK

INSIGHTFUL BUYER TECHNIQUE

ECLIPSE	BUREAUCRACY	BUREAUCRACY 3, ESSENCE 1
	3M	INSTANT
	SUPPLEMENTAL	PAGE 231
NONE		

This Charm supplements a social or dramatic action to buy, sell or trade something wisely. This Charm provides information on market values. To the extent that the Exalt understands what the target item, shipment, import or export is-and to the extent that he understands the relevant markets-this Charm gives the Solar a perfect knowledge of its value in those markets. This information is sometimes worth the Charm's cost in itself, but the main effect of this Charm and this information is to reduce external penalties applying to the mercantile action by an amount equal to the Solar's Essence. Whether the Solar is trying to buy a good sword for himself, outfit his army in exceptional steel, trade off yeddim for silk before plague kills the beasts or sell off the produce of his nation's labor, he can overcome penalties from scarcity, volatile markets and trade barriers.

COMBO-OK, SOCIAL

SPEED THE WHEELS

ECLIPSE	BUREAUCRACY	BUREAUCRACY 3, ESSENCE 2
	8M	INDEFINITE
	SIMPLE (DRAMATIC ACTION)	PAGE 231
ANY BUREAUCRACY EXCELLENCY		

The Solar communicates his desire for speedy resolution to the organization, and his player rolls ([Intelligence or Charisma] + Bureaucracy), adding the Solar's Essence in automatic successes. The difficulty of this roll is 1. If the person responsible for this project deliberately engages in delays, subtract an external penalty of $([that\ person's\ Intelligence + Bureaucracy] \div 2)$ from the successes on the Bureaucracy roll. The Solar is aware of such delaying tactics, however. If the Solar succeeds, this Charm divides the time needed to begin the project by (the Solar's Essence + 1), with a maximum possible time of one season.

COMBO-OK

DISCERNING SAVANT'S EYE

ECLIPSE	LINGUISTICS	LINGUISTICS 5, ESSENCE 2
6M, IWP		ONE SCENE
REFLEXIVE (STEP 2)		PAGE 232
ANY LINGUISTICS EXCELLENCY		
<p>This Charm lets the character understand encoded, obscured and hidden communication as if it were clear. For example, the Exalt can read weather-damaged stone tablets, recognize the signals in a coded exchange, browse ciphered manuscripts as if they were in their original language and make out the words of someone whose tongue has been cut in half. This Charm can oppose the concealing effects of Letter-Within-a-Letter Technique and similar Charms. The character is never surprised by social attacks while this Charm is in force.</p>		

COMBO-OK

EXCELLENT EMISSARY'S TONGUE

ECLIPSE	LINGUISTICS	LINGUISTICS 3, ESSENCE 3
-		VARIES
PERMANENT		PAGE 233
ANY LINGUISTICS EXCELLENCY, POETIC EXPRESSION STYLE		
<p>Essence enhances the Solar's language skills. This Charm allows the Solar to communicate and understand basic concepts in a language with which he has some experience but does not know. This requires a successful (Intelligence + Linguistics) roll for each five long ticks of conversation or page of written material, and the Solar must use a Linguistics Excellency. The difficulty is 5 if the Solar has a few days' experience studying or hearing the language. It rises to 7 if the Solar has a scene of experience studying or hearing the language. It's 10 if the Solar has only heard or read a few words. If the Solar uses this Charm to engage in social conflict in a language he does not understand, both the Solar and anyone he attempts to persuade receive a +3 to their MDV.</p>		

NONE

FLAWLESS BRUSH DISCIPLINE

ECLIPSE	LINGUISTICS	LINGUISTICS 5, ESSENCE 3
8M		INSTANT
SIMPLE		PAGE 232
ANY LINGUISTICS EXCELLENCY		

This Charm adds the character's permanent Essence to her Linguistics score to determine the beauty of the writing. In addition, this Charm causes the Lawgiver's words to exude a supernatural attraction. The Exalt's player rolls (Charisma + Performance) when recording her message. If the successes exceed the MDV of someone reading this work, the target is overcome with admiration or even love for the Exalt. This is an emotion caused by unnatural mental influence. The target must spend three Willpower to resist this effect or become committed (see p. 201) to the emotion that this Charm instills. If the target does not spend the three Willpower, the emotion lasts until the target breaks the commitment, and it costs one Willpower per scene to resist. Once affected, the target cannot suffer the effects of that Exalt's Flawless Brush Discipline again for one full year.

COMBO-OK, EMOTION

LETTER-WITHIN-A-LETTER TECHNIQUE

ECLIPSE	LINGUISTICS	LINGUISTICS 4, ESSENCE 2
6M		INSTANT
SIMPLE		PAGE 232
ANY LINGUISTICS EXCELLENCY		

This Charm allows the character to hide a message within another written work. Only the intended targets for the message can perceive it. The concealed message can include natural or unnatural mental influence. If so, the influence is an attempted surprise attack. Add the author's Linguistics in automatic successes to the Socialize roll to take the target by surprise.

COMBO-OK

POETIC EXPRESSION STYLE

ECLIPSE	LINGUISTICS	LINGUISTICS 2, ESSENCE I
3M		ONE SCENE
REFLEXIVE		PAGE 233
SAGACIOUS READING OF INTENT		
<p>This Charm removes external penalties to dramatic actions and combat actions caused by the character not knowing others' languages. She can convey tactical and strategic necessities with expressive gestures and sounds. For example, she can easily convey "Duck!" or work with backwater natives to develop their agriculture. This Charm does not remove penalties to social or military actions, so the character will have a difficult time persuading or leading others-naturally or unnaturally-if she does not know their language.</p>		

COMBO-OK

SAGACIOUS READING OF INTENT

ECLIPSE	LINGUISTICS	LINGUISTICS I, ESSENCE I
3M		INSTANT
REFLEXIVE (STEP 2)		PAGE 233
NONE		
<p>This Charm identifies the motivation behind a given statement that the Exalt reads or hears-a one-sentence summary of what the person making that statement hopes to gain. If the Exalt invokes this Charm to defend against a social attack and the attacker's purpose is fundamentally hostile to the Exalt or the Exalt's Motivation, this Charm perfectly negates the attack.</p>		

COMBO-OK, SOCIAL

TWISTED WORDS TECHNIQUE

ECLIPSE	LINGUISTICS	LINGUISTICS 4, ESSENCE 2
6M, IWP		INSTANT
SUPPLEMENTAL		PAGE 234
LETTER-WITHIN-A-LETTER TECHNIQUE, SAGACIOUS READING OF INTENT		
<p>This Charm supplements a written attempt to compel or deceive others. It makes the persuasion attempt involved unnatural. The player rolls (Manipulation + an appropriate social Ability). This effects a compulsion or illusion on anyone who reads the written text and whose MDV the successes exceed. The target must spend three Willpower to resist this effect or become committed (see p. 201) to the intention or belief the Solar wishes to instill. If the target does not spend the three Willpower, the influence lasts until the target breaks the commitment and costs one Willpower per scene to resist. This Charm loses effectiveness with repeated use. Increase the target's MDV by three if an Exalt has used Twisted Words Technique or a similar Charm on the target this story.</p>		

COMBO-OK, COMPULSION, ILLUSION

UNBREAKABLE FASCINATION METHOD

ECLIPSE	LINGUISTICS	LINGUISTICS 5, ESSENCE 4
10M, IWP		INSTANT
SIMPLE (DRAMATIC ACTION)		PAGE 234
POETIC EXPRESSION STYLE, TWISTED WORDS TECHNIQUE		
<p>This Charm is a dramatic action to speak before a crowd. It flares the Solar's anima to the 16+ mote level while in use. This Charm exerts unnatural mental influence on all who hear, compelling them to listen raptly. This is automatically successful unless opposed by a defensive Charm. In addition, the Exalt's player rolls (Charisma + Linguistics), and if the successes defeat a target's MDV, that target is compelled to fall to his knees in awe or otherwise react as appropriate to the oration of a creature greater than a god. To resist one or both compulsions for a single action, the target must either have his player succeed on a Temperance roll, or he must spend one Willpower. The target need never spend more Willpower than the Solar's Essence in any given scene. This Charm ends when the Solar interrupts his speech for any reason other than a dramatic pause.</p>		

COMBO-OK, OBVIOUS

WHIRLING BRUSH METHOD

ECLIPSE	LINGUISTICS	LINGUISTICS I, ESSENCE I
4M		INSTANT
SUPPLEMENTAL		PAGE 232
NONE		

This Charm supplements a dramatic action to write something down-be it a copy of an existing book, the transcript of a live conversation or an original work. This Charm allows the character to write at (her Essence x 10) times her normal speed. Instead of dedicating 30 hours to copying a manuscript, an Essence 2 character might finish it in an hour and a half. Instead of six hours writing and polishing a treaty, an Essence 3 ECLIPSE might prepare it in 12 minutes.

COMBO-OK

FLASHING THUNDERBOLT STEED

ECLIPSE	RIDE	RIDE 5, ESSENCE 3
5M, IWP		ONE DAY
SIMPLE		PAGE 236
ANY RIDE EXCELLENCY		

The Lawgiver's mount can run all-out without suffering ill effects. It receives one automatic success on any rolls to keep its footing or successfully jump an obstacle. With this Charm active, a mounted character can reliably cover (the horse's Stamina x 10) miles per hour.

COMBO-OK, TOUCH

MASTER HORSEMAN'S TECHNIQUES

ECLIPSE	RIDE	RIDE 1, ESSENCE 1
-		INSTANT
	PERMANENT	PAGE 234

NONE

This Charm permanently enhances the Exalt's capabilities with one of the following tricks: **Harmony of Spirits Style:** The Lawgiver can spend one mote reflexively to stop himself from falling off a mount, even when inactive. **Horse-Summoning Whistle:** The Lawgiver can spend one mote reflexively to call a mount loyal to him to his side. **Master Horseman's Eye:** The Solar can spend one mote reflexively when evaluating a mount and perfectly recognize its strengths and weaknesses. **Speed-Sustaining Technique:** The Lawgiver can spend one mote reflexively and touch a mount to sustain it for two hours. **Spirit-Steadying Assurances:** The Solar can spend three motes reflexively to prevent a mount from panicking for the scene. Characters can purchase additional tricks for two experience points or one bonus point. Using these abilities does not count as a Charm invocation.

NONE

PHANTOM STEED

ECLIPSE	RIDE	RIDE 5, ESSENCE 3
	10M, IWP	ONE DAY
	SIMPLE	PAGE 236

MASTER HORSEMAN'S TECHNIQUES

The Solar shapes a pure white steed with a burning golden mane from the Essence of the world. This Charm creates a war horse that needs no sleep, rest or food. This war horse is loyal to the character and has Control Rating 2.

COMBO-OK, OBVIOUS

SINGLE SPIRIT METHOD

ECLIPSE	RIDE	RIDE 5, ESSENCE 4
-		INSTANT
	PERMANENT	PAGE 235

WORTHY MOUNT TECHNIQUE

This Charm enhances the character's Worthy Mount Technique. The character can use Supplemental Charms to enhance the horse's actions, adding two motes to their cost. For example, the character can use Thunderbolt Attack Prana to enhance his horse's attack, possibly even in the same action that the character uses it to enhance his own. The character cannot do so when these Supplemental Charms are part of a Combo that includes a Simple Charm.

NONE

SOMETIMES HORSES FLY APPROACH

ECLIPSE	RIDE	RIDE 5, ESSENCE 4
	5M, IWP	ONE HOUR
	SIMPLE	PAGE 236

FLASHING THUNDERBOLT STEED, SINGLE SPIRIT METHOD

This Charm gives a horse the ability to fly, as well as the confidence to do so. It can run on water, clouds and even the air itself with a Move or Dash action, spending two yards of movement to ascend one yard. Reduce this Charm's cost to five motes when used upon a horse summoned with Phantom Steed or a similar Charm.

COMBO-OK, TOUCH

WIND-RACING ESSENCE INFUSION

ECLIPSE	RIDE	RIDE 5, ESSENCE 4
-		PERMANENT
	PERMANENT	PAGE 236

FLASHING THUNDERBOLT STEED

This Charm enhances the character's Flashing Thunderbolt Steed technique, allowing the mount under its influence to reliably travel ($[\text{the creature's Stamina} + \text{the character's Essence}] \times 10$) miles per hour.

OBVIOUS

WORTHY MOUNT TECHNIQUE

ECLIPSE	RIDE	RIDE 3, ESSENCE 3
-		INSTANT
	PERMANENT	PAGE 234

ANY RIDE EXCELLENCY

This Charm lets a character use his reflexive Charms to assist a loyal animal he is riding rather than himself. This counts as the character using that Charm, but adds one mote to its invocation cost. Because this counts as the character using the Charm, it must abide by all of the normal limitations on Charm invocation. For example, the character can't use a Martial Arts Excellency to enhance an attack and also use Reflex Sidestep Technique to help his mount dodge in the same action without a Combo. However, he could use either of these to help both himself and the horse in a single action. If the character has a self-invoking Charm, such as Surprise Anticipation Method, then it invokes to protect his mount as well. If the mount faces unexpected mortal danger, the character reflexively spends two motes to enhance the mount's Awareness and allow it to shy.

NONE

HULL-PRESERVING TECHNIQUE

ECLIPSE	SAIL	SAIL 5, ESSENCE 3
8M, JHL		INSTANT
REFLEXIVE (STEP 2)		PAGE 237
SHIP-CLAIMING STANCE		
<p>The Exalt invokes this Charm in response to an attack upon the ship-whether by a ramming enemy, a reef's cutting edge or the tentacles of an underwater beast. She must be on the ship at the time. This Charm perfectly negates the attack, guaranteeing a post-soak damage of 0.</p>		

COMBO-OK, OBVIOUS, TOUCH

INVINCIBLE ADMIRAL METHOD

ECLIPSE	SAIL	SAIL 4, ESSENCE 2
12M, IWP		ONE SCENE
REFLEXIVE (STEP 1 OR 2)		PAGE 236
SALTY DOG METHOD		
<p>This Charm resembles Salty Dog Method but extends its benefits to others. This Charm assists in naval and shipboard operations. The Solar must be on board a seagoing vessel. This Charm removes one point of external penalties from appropriate combat, social, dramatic and military actions for all units within (Essence x 10) miles that are actively following the character's lead-including solo units. For example, this Charm benefits a Solar's crew during a boarding operation or the Solar's navy during a large-scale fleet battle.</p>		

COMBO-OK, SOCIAL, WAR

PERFECT RECKONING TECHNIQUE

ECLIPSE	SAIL	SAIL 3, ESSENCE I
	4M	INSTANT
	SIMPLE (DRAMATIC ACTION)	PAGE 237
ANY SAIL EXCELLENCY		
<p>This Charm is a dramatic action to guide the ship toward its destination. The Solar must be on board and authorized to navigate. The ship travels on course at its maximum speed until something-sleep, combat or the need to focus on other matters-distracts the character and causes her to take another action. The Solar's player automatically succeeds at any valid Sail roll made for the character to find her way around known hazards to a given destination-though she must have enough information to make this a valid roll.</p>		

COMBO-OK

SALTY DOG METHOD

ECLIPSE	SAIL	SAIL 2, ESSENCE I
	3M	ONE SCENE
	REFLEXIVE (STEP 1 OR 2)	PAGE 236
NONE		
<p>This Charm assists in naval and shipboard operations, from maintaining sea legs during a storm to guiding an invasion fleet through the reefs on a foggy night. This Charm removes up to the character's Essence in external penalties from appropriate battle, social, dramatic and military actions. This includes both penalties directly related to the naval environment, such as fog and the rolling ship, and unrelated penalties such as an enemy's DV or MDV.</p>		

COMBO-OK, SOCIAL, WAR

SEA AMBUSH TECHNIQUE

ECLIPSE	SAIL	SAIL 4, ESSENCE 2
10M, JWP		INSTANT
SUPPLEMENTAL		PAGE 238
ANY SAIL EXCELLENCY		
<p>This Charm allows the character to double successes on a Stealth action taken by a naval unit he commands, before external penalties are applied. Naval units influenced by this Charm can conceal themselves at +4 difficulty even if there are no obstacles to hide behind.</p>		

COMBO-OK, WAR

SHIP-CLAIMING STANCE

ECLIPSE	SAIL	SAIL 4, ESSENCE 3
5M, JWP		INSTANT
SIMPLE (SPEED 6 IN LONG TICKS)		PAGE 236
ANY SAIL EXCELLENCY		
<p>This Charm claims a ship. The target ship must not be owned (see p. 238) by another Essence channeler. This Charm causes the Exalt to own the ship instantly. Other characters subtract one success as an external penalty from all actions while on board until the Exalt formally welcomes them to the ship and unless he later renounces them. This is enforced by the little god of the ship, so the Exalt must welcome and renounce others in the language of the Old Realm and in earshot of the ship itself.</p>		

COMBO-OK, OBVIOUS

SHIPWRECK-SURVIVING STAMINA

ECLIPSE	SAIL	SAIL 5, ESSENCE 3
4M		INDEFINITE
REFLEXIVE (STEP 10)		PAGE 237

HULL-PRESERVING TECHNIQUE

The character invokes this Charm in response to an attack that would shatter or sink her vessel. This Charm holds the ship together as long as the character remains on board and keeps the Essence committed. If the ship takes even one level of damage, it will fall apart, although the character may use this Charm again (maintaining multiple commitments) or other Charms to defend it.

COMBO-OK, OBVIOUS, STACKABLE, TOUCH

STORM-WEATHERING ESSENCE INFUSION

ECLIPSE	SAIL	SAIL 4, ESSENCE 2
6M, IWP		ONE SCENE
REFLEXIVE (STEP 1)		PAGE 237

ANY SAIL EXCELLENCY

This Charm makes sure that a ship and crew survives a storm, maze of reefs, whirlpool or other hazard. The Solar must be on board and authorized to direct the crew. The Solar and the ship's crew receive two bonus successes on every action that directly serves the survival of the ship—whether repelling a unit of aquatic Fair Folk, patching the ship's side before it sinks or taking a simplified dramatic action to bypass a less interesting hazard.

COMBO-OK

GATHERING THE CONGREGATION

ECLIPSE	SOCIALIZE	SOCIALIZE 3, ESSENCE 3
10M, 1WP		ONE WEEK
SIMPLE (SPEED 5 IN LONG TICKS)		PAGE 240
NONE		
<p>The Exalt attempts to persuade everyone who can hear him to organize in his service, his player rolling (Charisma + [Performance or Socialize]). This Charm organizes all characters whom the Exalt successfully persuades into a social group under the Exalt's direction. The group dissolves if the Exalt abandons it for more than a day.</p>		

COMBO-OK, OBVIOUS, SOCIAL

MASTERY OF SMALL MANNERS

ECLIPSE	SOCIALIZE	SOCIALIZE 2, ESSENCE 1
1M		UNTIL NEXT ACTION
REFLEXIVE (STEP 1 FOR ATTACKER, STEP 2 FOR DEFENDER)		PAGE 239
NONE		
<p>This Charm makes her responses to social situations so natural and appropriate that in social combat she treats all enemy groups as one point of Magnitude smaller than they are (to a minimum of 0.) It also increases her effective Appearance by one dot. When in doubt, other characters will be more apt to do small favors and provide hospitality than not. Finally, this Charm ensures that the character understands the basic motivations of everyone present in the scene, as if her player had rolled three successes on a mundane Investigation roll to estimate each person's motives.</p>		

COMBO-OK, SOCIAL

TABOO-INFLECTING DIATRIBE

ECLIPSE	SOCIALIZE	SOCIALIZE 3, ESSENCE 2
3M, IWP		INSTANT
SIMPLE (6 LONG TICKS)		PAGE 238
NONE		
<p>This Charm is a Socialize-based social attack to compel a social group with Magnitude 1+. The character must have spent several hours within the last month encouraging the desired attitude within this group before using this Charm, and this Charm must be invoked in the presence of at least one member of that group. The Exalt's player rolls ([Charisma or Manipulation] + Socialize). Subtract an external penalty equal to the leader's MDV plus half of the group's Magnitude from the rolled successes. If the character succeeds, the social group adopts a taboo or fad of the character's choice. The society instantly integrates the taboo or fad into its Policy. See the full text for details.</p>		

COMBO-OK, COMPULSION

UNDERSTANDING THE COURT

ECLIPSE	SOCIALIZE	SOCIALIZE 5, ESSENCE 3
20M, IWP		INSTANT
SIMPLE (DRAMATIC ACTION)		PAGE 239
ANY SOCIALIZE EXCELLENCY		
<p>This Charm is an attempt to survey the power relationships in a given social environment. The character builds an accurate profile of the people and relationships involved, which the Storyteller can detail as desired. The Exalt's player rolls ([Perception or Intelligence] + Socialize), adding a dice bonus equal to the Exalt's Essence. The difficulty of this roll is 1. See the full text for details.</p>		

COMBO-OK

VENOMOUS WHISPERS TECHNIQUE

ECLIPSE	SOCIALIZE	SOCIALIZE 5, ESSENCE 3
10M, JWP		INSTANT
SIMPLE (6 LONG TICKS)		PAGE 239
TABOO INFLECTING DIATRIBE		

The Solar must touch an individual target or interact with the targeted group. This Charm is an unnatural Socialize-based social attack to undermine the target's position. The Exalt's player rolls ([Charisma or Manipulation] + Socialize). Subtract an external penalty equal to the target's MDV plus half of the target's Magnitude from the rolled successes. If the character succeeds, the target puts his or its worst foot forward in every social situation. For the rest of the day, in every scene, the individual target or representatives of the group must spend one Willpower to act naturally. Otherwise, he or they subtract the character's Essence in dice as an internal penalty from all social dice pools.

COMBO-OK, COMPULSION, TOUCH

WILD REVELRY APPROACH

ECLIPSE	SOCIALIZE	SOCIALIZE 3, ESSENCE 2
3M, JWP		INSTANT
SIMPLE (6 LONG TICKS)		PAGE 238
NONE		

This Charm is a Socialize-based social attack to make a group feel a strong emotion-to lose itself in hatred, grief, lust or the joy of festival. It functions exactly as Wise-Eyed Courtier Method, save that its unnatural mental influence imposes an Emotion effect rather than a belief.

COMBO-OK, EMOTION

WISE-EYED COURTIER METHOD

ECLIPSE	SOCIALIZE	SOCIALIZE 3, ESSENCE 2
3M, IWP		INSTANT
SIMPLE (6 LONG TICKS)		PAGE 238
NONE		

This Charm is a Socialize-based social attack to make a social group with Magnitude 1+ believe something. The character must have spent several hours within the last year encouraging the desired belief within this group before using this Charm, and this Charm must be invoked in the presence of at least one member of that group. The Exalt's player rolls ([Charisma or Manipulation] + Socialize). Subtract an external penalty equal to the group leader's MDV plus half of the group's Magnitude from the rolled successes. If the character succeeds, the social group accepts the belief. This Charm exerts unnatural mental influence. The targeted group-and any social groups of Magnitude 1+ that splinter off from the target-must spend six Loyalty to break free of the influence forever or one Loyalty to break free for a single scene.

COMBO-OK, ILLUSION

EAGLE-WING STYLE

NIGHT	ATHLETICS	ATHLETICS 5, ESSENCE 4
4M, IWP		ONE SCENE
REFLEXIVE		PAGE 225
SPIDER-FOOT STYLE, FEATHER-FOOT STYLE		

The Solar hero leaps skyward and continues to fly until the scene ends or she wills herself to land. She can fly at triple her normal Move and Dash rates, but must move at least half her normal Move on every tick or she will have to land and end this Charm. The character must remain within $([\text{Strength} + \text{Athletics}] \times 3)$ yards of a surface. She can "climb" walls or cliffs by zooming along their surface, but she can't naturally rise more than the stated distance above the ground. To direct the flows of Essence, the character must keep one hand extended before her. This prevents the use of bows and other two-handed weapons while flying.

COMBO-OK

FEATHER-FOOT STYLE

NIGHT	ATHLETICS	ATHLETICS 4, ESSENCE 2
4M		ONE SCENE
REFLEXIVE		PAGE 225
GRACEFUL CRANE STANCE		

The Lawgivers tread lightly when they choose. This Charm allows the Solar to run or walk on unstable surfaces (using the Move and Dash actions) as if she weighed no more than a feather. This makes surfaces such as rice paper, water, lava and writhing maggots effectively solid beneath her feet-though not necessarily harmless. To stop and stand on such a surface requires a successful reflexive difficulty 2 (Dexterity + Athletics) roll for each action in which the character wishes to maintain balance.

COMBO-OK

FOE-VAULTING METHOD

NIGHT	ATHLETICS	ATHLETICS 5, ESSENCE 2
1M		ONE SCENE
REFLEXIVE		PAGE 223
MONKEY LEAP TECHNIQUE		

For the rest of the scene, this Charm adds the character's Athletics in dice to any attempts to reestablish surprise (see p. 156). The character is not actually better at hiding, but his quicksilver movements make it harder for opponents to keep track of his exact position.

COMBO-OK, OBVIOUS

GRACEFUL CRANE STANCE

NIGHT	ATHLETICS	ATHLETICS 1, ESSENCE 2
3M		ONE SCENE
REFLEXIVE		PAGE 222
NONE		

This Charm lets the Exalt automatically succeed on any valid Athletics action to keep his balance. Moreover, this Charm allows the Exalt to keep his footing on any surface at least as strong and wide as a human hair. He treats it as a three-footwide ledge capable of supporting a thousand pounds of weight when determining what movement and Athletics actions he can take and what penalties to them might apply.

COMBO-OK

INCREASING STRENGTH EXERCISE

NIGHT	ATHLETICS	ATHLETICS 3, ESSENCE 2
3M PER POINT		ONE SCENE
SIMPLE		PAGE 225
NONE		

This Charm suffuses the character with Solar Essence, temporarily increasing his Strength. It adds one dot to the character's Strength for each three motes spent. No combination of Charms that includes Increasing Strength Exercise can increase the character's Strength by more than his Essence, and this bonus is treated as a dice bonus from Charms.

COMBO-OK, OBVIOUS, STACKABLE

LIGHTNING SPEED

NIGHT	ATHLETICS	ATHLETICS 2, ESSENCE 1
3M		ONE SCENE
REFLEXIVE		PAGE 224
ANY ATHLETICS EXCELLENCY		
<p>This Charm increases the distance she can cover with a Move or Dash action by her Athletics score in yards. She can increase this further with Athletics Excellencies, spending notes to increase the static rating of her (Dexterity + Athletics).</p>		

COMBO-OK

MONKEY LEAP TECHNIQUE

NIGHT	ATHLETICS	ATHLETICS 1, ESSENCE 2
3M		ONE SCENE
REFLEXIVE		PAGE 223
NONE		
<p>For the rest of the scene, the character can jump with a movement action instead of a miscellaneous action, and she doubles the length of all jumps.</p>		

COMBO-OK

MOUNTAIN-CROSSING LEAP TECHNIQUE

NIGHT	ATHLETICS	ATHLETICS 5, ESSENCE 4
10M, JWP		INSTANT
SIMPLE (DRAMATIC ACTION)		PAGE 223

SOARING CRANE LEAP

This Charm is a dramatic jumping action, normally taking about five minutes, in which the character leaps up to (Essence x 5) miles. If the character is interrupted mid-leap and forced to take non-reflexive actions, he continues along the original trajectory-but his landing is considered "falling from a great height" rather than "safely completing a jump."

COMBO-OK, OBVIOUS

RACING HARE METHOD

NIGHT	ATHLETICS	ATHLETICS 5, ESSENCE 2
5M, JWP		INSTANT
SIMPLE (DRAMATIC ACTION, DV -6)		PAGE 224

LIGHTNING SPEED

This Charm allows the character to travel ($[her\ Stamina + Essence] \times 10$) miles per hour, for up to one hour. This is a single dramatic action. If the character invokes this Charm again as her next action, she may ignore the Willpower cost.

COMBO-OK, OBVIOUS

SOARING CRANE LEAP

NIGHT	ATHLETICS	ATHLETICS 4, ESSENCE 2
2M		UNTIL NEXT ACTION
REFLEXIVE		PAGE 223
MONKEY LEAP TECHNIQUE		
<p>Supported by Essence, the character can almost fly. Until her next action, the character can jump with a Move action instead of a miscellaneous action, and she multiplies the length of all jumps by five. This is not cumulative with the bonus of Monkey Leap Technique.</p>		

COMBO-OK

SPIDER-FOOT STYLE

NIGHT	ATHLETICS	ATHLETICS 3, ESSENCE 2
4M		ONE SCENE
REFLEXIVE		PAGE 225
GRACEFUL CRANE STANCE		
<p>This Charm allows the character to run (using the Move and Dash actions) on any surface. She cannot stop while standing on a vertical surface or while upside down, however. If she does not make a Move or Dash action on every tick, she falls. If the Solar has Essence 4 or higher, she can spend one mote per action to remain standing on a vertical or inverted surface. She can, for example, fence while standing upside down on the ceiling.</p>		

COMBO-OK, OBVIOUS

THUNDERBOLT ATTACK PRANA

NIGHT	ATHLETICS	ATHLETICS 3, ESSENCE 2
3M, IWP		INSTANT
SUPPLEMENTAL		PAGE 223
ANY ATHLETICS EXCELLENCY		

This Charm uses the Solar's signature athletic move to enhance an attack. A signature move is something like leaping into the air and swinging the character's fists in a brilliant Essenceladen arc, charging an opponent like a bull, or pouncing on an enemy like a tiger. If the character receives mechanical benefits such as extra movement from his Athletics action, then it must be included in his current flurry. This Charm gives one bonus success on this attack in Step 3 of attack resolution and doubles the post-soak damage of the attack in Step 7 of attack resolution. This Charm is explicitly permitted to supplement actions of other Abilities. The player chooses the signature attack when purchasing this Charm, but once this Charm is purchased, the character can purchase new signature attacks for one experience point or one bonus point each.

COMBO-OK, OBVIOUS

EYE OF THE UNCONQUERED SUN

NIGHT	AWARENESS	AWARENESS 5, ESSENCE 5
12M, IWP		ONE SCENE
REFLEXIVE		PAGE 226
UNSURPASSED SIGHT DISCIPLINE		

The Lawgivers see through all deceptions. This Charm lets the Solar see everything that is deliberately concealed within the normal range of his vision. This Charm renders Stealth effects, deception effects and concealment effects-natural and unnatural-inapplicable against the Solar. She may notice the effects, but they have no effect on her. This includes invisibility, mundane disguises, disguises augmented by Lunar shapeshifting or Sidereal astrology and Compulsion and Illusion effects that force her to deny reality. This Charm flares the Solar's anima to the 16+ mote level while in use. If another Charm contests this Charm's effects, Eye of the Unconquered Sun adds twice the Solar's Essence in automatic successes to the opposed roll to maintain the effects of this Charm. This Charm is considered a defense when used to prevent a surprise or social attack.

COMBO-OK, OBVIOUS

KEEN (SENSE) TECHNIQUE

NIGHT	AWARENESS	AWARENESS 3, ESSENCE 2
3M		ONE SCENE
REFLEXIVE		PAGE 225
ANY AWARENESS EXCELLENCY		

Keen (Sense) Technique is actually three Charms, one that heightens sight, one that heightens hearing and touch and one that heightens smell and taste. This Charm gives two bonus successes on Awareness actions that use the relevant senses. It also allows the character to clearly perceive sensory impressions that are normally too faint for human senses to validly observe at all. See the full text for details.

COMBO-OK

SURPRISE ANTICIPATION METHOD

NIGHT	AWARENESS	AWARENESS 5, ESSENCE 2
1M		INSTANT
REFLEXIVE (STEP 2)		PAGE 226
NONE		

This Charm guarantees success on any valid Awareness roll to notice immediate mortal danger. This Charm works whether in or out of battle, awake or asleep. If the Exalt's player must make such a roll and has a chance of failing it, and if the Solar can invoke this Charm, this Charm invokes itself automatically. At that time, if the player has a Combo containing this Charm, he may declare the use of that Combo instead of just the Surprise Anticipation Method Charm. Surprise Anticipation Method does not invoke itself if the character has already used his Charm for the action, if the character does not have any motes of Essence, if the character is Inactive and cannot become active, if the character is already certain to succeed on the Awareness roll or if the character cannot normally attempt an Awareness roll.

COMBO-OK

UNSURPASSED (SENSE) DISCIPLINE

NIGHT	AWARENESS	AWARENESS 5, ESSENCE 2
2M		ONE SCENE
REFLEXIVE		PAGE 226
APPROPRIATE KEEN (SENSE) TECHNIQUE		

Unsurpassed (Sense) Discipline is actually three Charms. One heightens sight, one heightens hearing and touch, and one heightens smell and taste. This Charm doubles the character's successes on Awareness rolls, before subtracting any external penalties. Should the character employ this Charm in combination with the appropriate Keen (Sense) Technique, it is reasonable to imagine that she could critique the mating practices of insects, read with her fingertips or gauge an individual's mood by scent.

COMBO-OK

FLOW LIKE BLOOD

NIGHT	DODGE	DODGE 5, ESSENCE 3
5M, IWP		ONE SCENE
SIMPLE		PAGE 227
ANY DODGE EXCELLENCY, SEVEN SHADOW EVASION, REFLEX SIDESTEP TECHNIQUE		

For the remainder of the scene, this Charm negates the onslaught and coordinated attack penalties that others' attacks impose on the Exalt's DV.

COMBO-OK, OBVIOUS

LEAPING DODGE METHOD

NIGHT	DODGE	DODGE 3, ESSENCE 2
	3M	INSTANT
	REFLEXIVE (STEP 9)	PAGE 227

SHADOW OVER WATER

The Exalt invokes this Charm after using her Dodge DV to defend against an attack. This Charm allows her to leap away from her opponent, jumping up to $([\text{Strength} + \text{Dodge}] \times 3)$ yards vertically or twice this distance horizontally. The Exalt chooses the exact direction and distance of this leap, so long as it is away from her attacker. This Charm is treated as a counterattack, even though the jump is not hostile. It reduces the character's DV by one, it cannot be used with a counterattack, and it is resolved in Step 9 of attack resolution.

COMBO-OK, COUNTERATTACK

REFLEX SIDESTEP TECHNIQUE

NIGHT	DODGE	DODGE 3, ESSENCE 1
	1M	INSTANT
	REFLEXIVE (STEP 2)	PAGE 227

NONE

The Exalt invokes this Charm in response to an unexpected attack. The attack is no longer unexpected (but if an appropriate Charm, it remains unblockable). This allows the character to use his Dodge DV and Charms such as Seven Shadow Evasion against the attack.

COMBO-OK

SEVEN SHADOW EVASION

NIGHT	DODGE	DODGE 4, ESSENCE 2
3M		INSTANT
REFLEXIVE (STEP 2)		PAGE 227

SHADOW OVER WATER

The Exalt invokes this Charm in response to an attack. The attack must not be unexpected. This Charm is a dodge that perfectly defends against the attack—even if the attack is undodgeable. This Charm has one of the Four Flaws of Invulnerability (see p. 194).

COMBO-OK, OBVIOUS

SHADOW OVER WATER

NIGHT	DODGE	DODGE 3, ESSENCE 1
1M		INSTANT
REFLEXIVE (STEP 2)		PAGE 227

NONE

This Charm is used in response to an attack. It allows the Exalt to ignore all penalties that apply to her Dodge DV when resolving that attack. Her Dodge DV is still 0 against an undodgeable attack, but she takes no further penalties.

COMBO-OK

DOOR-EVADING TECHNIQUE

NIGHT	LARCENY	LARCENY 5, ESSENCE 4
10M, JWP		INSTANT
REFLEXIVE		PAGE 229
LOCK-OPENING TOUCH		
<p>This Charm is a Move action with the normal movement allowance, which bypasses a single closed portal. The character must be able to move, and this Charm uses up the character's Move action for the tick. The character can move through a closed door, a fallen portcullis or a sealed grate as if it were not there. This Charm only allows movement through portals—that is, objects intentionally designed for people, animals or spirits to pass through them. The character cannot use this Charm to walk through walls, squeeze through arrow slits or fish around inside a sealed chest</p>		

COMBO-OK

FLAWLESS PICKPOCKETING TECHNIQUE

NIGHT	LARCENY	LARCENY 2, ESSENCE 1
3M		INSTANT
SUPPLEMENTAL		PAGE 228
NONE		
<p>This Charm enhances a valid pickpocketing roll. The character cannot steal things in active use, such as the sword in someone's hand, the boots from the target's feet or an artifact to which someone has committed motes, unless the target is an extra. This Charm guarantees success on the pickpocketing roll. If another Charm contests this effect, add the character's Essence in automatic successes to the (Dexterity + Larceny) roll to oppose the other Charm. In addition, characters using ordinary senses cannot spot the theft with Awareness. Even players of characters with inhuman sensory acuity have a +4 difficulty penalty on the opposed roll to catch the character in the act.</p>		

COMBO-OK

FLAWLESSLY IMPENETRABLE DISGUISE

NIGHT	LARCENY	LARCENY 4, ESSENCE 2
7M		UNTIL THE CHARACTER SLEEPS
SIMPLE (SPEED 6 IN LONG TICKS)		PAGE 227

ANY LARCENY EXCELLENCY

This Charm involves creating a disguise, and the player rolls ([Wits or Manipulation] + Larceny) to determine the disguise's quality. This Charm allows the character to change his coloration, skin texture, hair color, and eye color. It also lets the character seem anywhere between half and twice his actual age, change his apparent ethnicity, change his apparent gender and adjust his height by as much as 10% in either direction. The character can adjust his voice, accent, speaking style and scent to match. These aspects of the disguise are impenetrable. Characters with inhuman sensory acuity, such as Lawgivers using Keen Sight Technique or a dog scenting its master, can see through the character's disguise, but the opposed roll incurs a +4 difficulty penalty. The disguise is impenetrable, not exact. If someone sees through an imitation, they will see the character as an imposter who happens to naturally look almost exactly like the target the character is impersonating.

COMBO-OK

LOCK-OPENING TOUCH

NIGHT	LARCENY	LARCENY 3, ESSENCE 1
3M		INSTANT
SUPPLEMENTAL		PAGE 229

NONE

This Charm enhances a miscellaneous action to pick a lock. It makes success automatic even if the character has no tools (though such use makes the Charm Obvious). If this effect is opposed by another Charm or magical effect, add the character's Essence in automatic successes to the (Dexterity + Larceny) roll to oppose the rival magic.

COMBO-OK

PERFECT MIRROR

NIGHT	LARCENY	LARCENY 5, ESSENCE 3
10M, 1WP		ONE HOUR
SIMPLE (SPEED 6 IN LONG TICKS)		PAGE 228

FLAWLESSLY IMPENETRABLE DISGUISE

This Charm involves creating a disguise, and the Solar's player rolls ([Wits or Manipulation] + Larceny) to determine the disguise's quality. This Charm functions as Flawlessly Impenetrable Disguise, save that it has a shorter duration, a higher cost and two additional abilities. First, the character can halve or double his apparent Essence and can appear to possess a mystical trait. Second, if the character has sufficient familiarity to disguise himself as someone else and that person's appearance is within the limits of this Charm, the character can perfectly imitate that person. See the full text for details.

COMBO-OK

STEALING FROM PLAIN SIGHT SPIRIT

NIGHT	LARCENY	LARCENY 5, ESSENCE 2
5M, 0WP OR 1WP		UNTIL DV REFRESHES (ESSENCE) TIMES
SIMPLE		PAGE 229

FLAWLESS PICKPOCKETING TECHNIQUE

This Charm is an attempt to steal something in plain sight, within (the Solar's Essence) yards. The character must be able to carry the item, and the character cannot steal things in active use unless he is stealing from an extra's person. The character automatically succeeds in stealing the item. If another Charm contests this effect, add the character's Essence in automatic successes to the ([Dexterity or Wits] + Larceny) roll to oppose the other Charm. This Charm normally costs five motes. To steal an item that he could not reach the character must also spend 1 Willpower.

COMBO-OK

EASILY OVERLOOKED PRESENCE METHOD

NIGHT	STEALTH	STEALTH 3, ESSENCE 1
3M		ONE SCENE
SIMPLE		PAGE 230
NONE		
<p>This Charm makes the character difficult to notice unless circumstances or battle readiness make him obvious. It causes Awareness and Investigation rolls made to notice the Solar to fail automatically unless the Solar is currently joined in battle (see p. 141) or the observer has a minimum two-die bonus from circumstances. Examples of relevant circumstances include the +1 bonus guards receive from alertness, the +1 bonus to notice a Northerner in a Southern city and the +3 bonus to notice a blood-drenched orichalcumarmored Solar at a formal dress party.</p>		

COMBO-OK

INVISIBLE STATUE SPIRIT

NIGHT	STEALTH	STEALTH 3, ESSENCE 2
5M		INDEFINITE
SIMPLE		PAGE 230
EASILY OVERLOOKED PRESENCE METHOD		
<p>This Charm makes it impossible to detect the character with any sense save touch-unless they bump into him, observers simply cannot spot the character. This Charm fades instantly if the character joins battle or moves (with the Move action, the Dash action or their narrative and dramatic equivalents.) It fades automatically five ticks after someone notices the character by touch.</p>		

COMBO-OK

MENTAL INVISIBILITY TECHNIQUE

NIGHT	STEALTH	STEALTH 4, ESSENCE 2
5M, IWP		ONE SCENE
SIMPLE		PAGE 230
EASILY OVERLOOKED PRESENCE METHOD		

The Mental Invisibility Technique bends the minds of those who might observe the character. The Exalt's player rolls ([Dexterity or Manipulation] + Stealth), adding her Essence in automatic successes. This Charm exerts unnatural mental influence on all those who observe her. If the character's successes exceed a target's Dodge MDV, the target is compelled to ignore the Solar's presence whenever the Solar is not joined in battle (see p. 141). The target must spend four Willpower to resist this compulsion, which drops to one Willpower if someone calls the target's attention to the Solar.

COMBO-OK, COMPULSION

VANISHING FROM MIND'S EYE METHOD

NIGHT	STEALTH	STEALTH 5, ESSENCE 3
10M, IWP		INDEFINITE
SIMPLE		PAGE 230
MENTAL INVISIBILITY TECHNIQUE		

This Charm allows the character to apply Stealth retroactively. The Solar's player rolls ([Wits or Manipulation] + Stealth), adding a number of automatic successes equal to the Exalt's Essence. This stealth veils the character in others' memories. The first time in each day that someone attempts to remember an event involving the character or attempts to recognize the character, that person's player must reflexively roll (Wits + Lore) and achieve more successes than did the Exalt's player. If he fails, the character does not remember or recognize the character-in his memories of past interactions with the character, the character is either a nameless, unremembered figure or simply not present at all.

COMBO-OK

(ABILITY) ESSENCE FLOW

NONE	NONE	(ABILITY) 5, ESSENCE 4
-	INSTANT	
PERMANENT		PAGE 187

ANY (ABILITY) EXCELLENCY

Purchasing this Charm allows the Solar to invoke the First, Second and Third Excellencies for the relevant Ability as innate powers rather than Charms. This means that the character can use them even with a Combo that does not contain them or when she has already used a Charm for an action. However, she cannot use them out of place on the order of combat actions (see p. 145), nor may she apply the same Charm repeatedly to a single roll. The character must abide by the dice pool maximums as normal. The Third Excellency remains incompatible with the first two, even if some or all of them are invoked as natural Abilities. The character must first buy the relevant Excellency to use it with this Charm, but he need not buy this Charm for each Excellency. This Charm is incompatible with any effect that reduces the mote cost of the first three Excellencies. Characters using these Charms as innate powers cannot benefit from any discount.

NONE

FIRST (ABILITY) EXCELLENCY

NONE	NONE	(ABILITY) 1, ESSENCE 1
1M PER DIE	INSTANT	
REFLEXIVE (STEP 1 FOR ATTACKER, STEP 2 FOR DEFENDER)		PAGE 183

NONE

The Exalt's player can invoke this Charm when making a roll based on the relevant Ability. This Charm then adds one die to that roll for each mote spent. Solars are prohibited from increasing a dice pool by more than their (Attribute + Ability). When enhancing static values, her player rolls one die for each mote spent on the First Excellency. Each success on the First Excellency roll increases an applicable static value by one. Characters cannot use this or other Excellencies or dice adding Charms to "create" actions. A character who uses this or other reflexive Charms to add to an attack can also use it to enhance her defense until the next tick when she acts, but she must spend Essence for each separate roll she wishes to modify. This Charm can never be used on the same roll as the Third Excellency.

COMBO-OK

INFINITE (ABILITY) MASTERY

NONE	NONE	(ABILITY) 4, ESSENCE 3
2M+, IWP		ONE SCENE
SIMPLE		PAGE 185

ANY (ABILITY) EXCELLENCY

Each two motes committed to this Charm reduces the mote cost for the first three (Ability) Excellencies by one, to a minimum of 0. Exalted with Essence 3 can spend up to six motes on this Charm, while Exalted with Essence 4+ can spend as many motes as they like. Any additional effect-adding more dice cost the normal price. Apply the discount to the total expenditure on Excellencies relating to a given roll. A character who spends motes on the Combined effects of the First and Second Excellencies does not receive the discount for the use of both Excellencies on a given roll. This Charm and the relevant discount are incompatible with any effect that invokes the effects of Excellencies as innate powers rather than as Charms. A character must have the Excellency in order to invoke it at a discount through the use of this Charm.

NONE

SECOND (ABILITY) EXCELLENCY

NONE	NONE	(ABILITY) 1, ESSENCE 1
2M PER SUCCESS		INSTANT
REFLEXIVE (STEP 1 FOR ATTACKER, STEP 2 FOR DEFENDER)		PAGE 184

NONE

The Exalt's player can invoke this Charm when making a roll based on the relevant Ability. The Exalt then spends up to (Attribute + Ability) in motes. This Charm adds one success to a roll for every two motes spent. Each success purchased with Essence Triumphant is the equivalent of purchasing two dice with the First Excellency or some other dice adder. The Exalt can also use this Charm to enhance unrolled uses of the relevant Ability. Each two motes spent increase a static value like a DV by one. This Charm can never be used on the same roll as the Third Excellency.

COMBO-OK

THIRD (ABILITY) EXCELLENCY

NONE	NONE	(ABILITY) 1, ESSENCE 1
4M		INSTANT
REFLEXIVE (STEP 4 FOR ATTACKER, STEP 6 FOR DEFENDER)		PAGE 184
NONE		

The Exalt's player can invoke this Charm after making a roll based on the relevant Ability. This Charm allows her player to make the roll again, using the new result if the Exalt prefers it. The Exalt can also use this Charm to enhance static values derived from the relevant Ability. Doing so increases the character's effective DV by half the relevant Ability.

COMBO-OK

CHAOS RESISTANCE PREPARATION

TWILIGHT	CRAFT	CRAFT 4, ESSENCE 2
5M, 2WP		INDEFINITE
SIMPLE (SPEED 6 IN LONG TICKS)		PAGE 212
OBJECT-STRENGTHENING TOUCH		

This Charm makes an object immune to Shaping effects and Wyld chaos for as long as the Essence remains committed. The object is also permanently made stronger. Specifically, in the Wyld, this Charm permanently makes random unfortunate incidents affecting the object 10 times less frequent. This Charm permanently increases the difficulty of rolled Shaping effects targeting the object by two.

COMBO-OK, TOUCH

CRACK-MENDING TECHNIQUE

TWILIGHT	CRAFT	CRAFT 5, ESSENCE 3
10M, JWP		INSTANT
SUPPLEMENTAL		PAGE 212
ANY CRAFT EXCELLENCY		

This Charm supplements any valid dramatic action to repair an object. This Charm allows the character to accomplish (Essence x 3) hours worth of normal repair work for each hour invested. It also allows the character to mend cracks and seal broken pieces together without glue or nails, leaving a join as strong and seamless as if the object were new. The character can perform the equivalent of days of painstaking labor in a few hours, reassembling and cleaning the shreds of a burnt letter or piecing a shattered crystal decanter back together.

COMBO-OK, TOUCH

CRAFTSMAN NEEDS NO TOOLS

TWILIGHT	CRAFT	CRAFT 4, ESSENCE 3
7M, JWP		INSTANT
SUPPLEMENTAL		PAGE 213
ANY CRAFT EXCELLENCY		

This Charm supplements a Craft action. It removes the need for tools as well as penalties for crafting without tools. The character still needs raw materials. This Charm can enhance a Craft action to build something, in which case the character accomplishes (Essence x 3) hours of work for each hour invested.

COMBO-OK

DURABILITY-ENHANCING TECHNIQUE

TWILIGHT	CRAFT	CRAFT 3, ESSENCE 2
	3M	INSTANT
	SIMPLE (SPEED 6 IN LONG TICKS)	PAGE 211

OBJECT-STRENGTHENING TOUCH

This Charm increases the number of successes necessary to damage the object by one. It increases the (Strength + Athletics) rating necessary to break the object by one. These effects are permanent, but no combination of Charms that includes Durability-Enhancing Technique can increase these totals by more than the character's Essence.

COMBO-OK, TOUCH

OBJECT-STRENGTHENING TOUCH

TWILIGHT	CRAFT	CRAFT 2, ESSENCE 1
	5M	ONE SCENE
	SIMPLE (SPEED 5)	PAGE 211

ANY CRAFT EXCELLENCY

This Charm makes an object more difficult to break. It increases the number of successes necessary to damage the object by the character's Essence. It increases the (Strength + Athletics) rating necessary to break the object with a feat of strength by the character's Essence. No combination of Charms that includes Object-Strengthening Touch can increase these totals by more than the character's Essence.

COMBO-OK, TOUCH

SHATTERING GRASP

TWILIGHT	CRAFT	CRAFT 5, ESSENCE 2
5M		ONE SCENE
SIMPLE (DRAMATIC ACTION)		PAGE 212
ANY CRAFT EXCELLENCY		

This Charm is a dramatic action taken to disassemble an object or structure. The character chooses whether to harmlessly or destructively take the object apart. This Charm allows the disassembly of only those objects the character can break with a feat of strength, adding twice the character's Craft to the character's (Strength + Athletics) pool to determine valid feats. This Charm can disassemble a single object in (8 – Essence) minutes, with a minimum of three minutes. To take apart a large structure, the Exalt must dedicate at least (8 – Essence) hours, with a minimum of three hours, to the task; he cannot stop early unless he finishes or unexpected events interrupt him. The Exalt cannot demolish anything larger than a large castle or village with a single invocation of this Charm.

COMBO-OK

CONSUMER-EVALUATING GLANCE

TWILIGHT	INVESTIGATION	INVESTIGATION 3, ESSENCE 1
2M		INSTANT
REFLEXIVE		PAGE 214
COURTIER'S EYE TECHNIQUE		

The Exalt uses this Charm immediately after interacting with a target. The Solar's player rolls (Perception + Investigation). The difficulty of this roll is 1, but subtract an external penalty of $(\text{the target's Manipulation} + \text{Socialize}) \div 2$ from the successes on the Investigation roll. On a success, this Charm forces the target's player to declare the target's intentions in this interaction.

COMBO-OK, COMPULSION

COURTIER'S EYE TECHNIQUE

TWILIGHT	INVESTIGATION	INVESTIGATION 3, ESSENCE 1
	3M	INSTANT
	SIMPLE	PAGE 214
NONE		
<p>This Charm allows the character to detect others' importance or wealth with a glance. This Charm targets one individual the character can sense. The Exalt's player rolls (Perception + Investigation), adding the Solar's Essence in automatic successes. If the target is concealing his identity or Resources in any way, subtract an external penalty of $(\text{[the target's Manipulation + Socialize]} \div 2)$ from the successes on the Investigation roll. If the Exalt succeeds, she learns the target's Resources and Influence ratings. In addition, she can make a rough but solid estimate of how many allies the target considers himself to have in the immediate circumstances and how much wealth and power the target wields through organization-specific Backgrounds such as Backing and Followers. The Solar may not attempt to use this Charm on a given target more than once per scene.</p>		

COMBO-OK

CRAFTY OBSERVATION METHOD

TWILIGHT	INVESTIGATION	INVESTIGATION 3, ESSENCE 2
	5M	INSTANT
	SIMPLE (DV -I)	PAGE 213
ANY INVESTIGATION EXCELLENCY		
<p>This Charm is an Investigation-based action wherein the character studies observable evidence. This Charm functions exactly as a dramatic Investigation action that takes up to 15 minutes, save that the character performs it in a handful of seconds and does not need to ransack the scene.</p>		

COMBO-OK

EVIDENCE-DISCERNING METHOD

TWILIGHT	INVESTIGATION	INVESTIGATION 4, ESSENCE 1
	5M, IWP	ONE STORY
	SIMPLE (SPEED 5 IN LONG TICKS)	PAGE 213

ANY INVESTIGATION EXCELLENCY

This Charm allows the character to make an Investigation-based roll to profile someone's personality. The character need not interact with the target, but must have sufficient material evidence of the target's personality to estimate the target's nature. If the target deliberately sends out misleading cues, subtract an external penalty of $([\text{the target's Manipulation} + \text{Socialize}] \div 2)$ from the successes on the Investigation roll. Corrupted or incomplete evidence can also impose an external penalty. If the roll succeeds, then each success reduces external penalties on dramatic, social and mass combat actions the character takes against the target. This Charm cannot reduce external penalties by an amount greater than the Solar's Essence. The Exalt can have only one profile of a given target.

COMBO-OK

IRRESISTIBLE QUESTIONING TECHNIQUE

TWILIGHT	INVESTIGATION	INVESTIGATION 3, ESSENCE 2
	4M	ONE SCENE
	SIMPLE (SPEED 6 IN LONG TICKS)	PAGE 213

JUDGE'S EAR TECHNIQUE

This Charm forces the truth from those who would lie to the heroes of the dawn. It involves an interrogation, and the Solar's player rolls (the appropriate Social Attribute + Investigation) when the Exalt invokes Irresistible Questioning Technique. This Charm exerts unnatural mental influence on the target. The target can resist with MDV. If the roll succeeds, the target is compelled to answer the Exalt's questions honestly. Resisting costs one Willpower per five minutes, to a maximum of three Willpower, and the compulsion lasts for one scene. This Charm loses effectiveness with repeated use. Increase the target's MDV by three if an Exalt has used Irresistible Questioning Technique or a similar Charm on the target this story.

COMBO-OK, COMPULSION, OBVIOUS, SOCIAL

JUDGE'S EAR TECHNIQUE

TWILIGHT	INVESTIGATION	INVESTIGATION 2, ESSENCE 1
	3M	ONE SCENE
	REFLEXIVE (STEP 1)	PAGE 213
ANY INVESTIGATION EXCELLENCY		

This Charm allows the character to recognize as lies all deliberate lies presented to her. The character can also recognize the deliberate use of half-truths, though doing so does not tell her which part of the statement is true. If another Charm contests these effects (see p. 179), add the character's Essence in automatic successes to the (Perception + Investigation) roll to oppose the other Charm.

COMBO-OK

KNOW THE SOUL'S PRICE

TWILIGHT	INVESTIGATION	INVESTIGATION 4, ESSENCE 2
	5M, IWP	INSTANT
	REFLEXIVE	PAGE 214
COURTIER'S EYE TECHNIQUE, JUDGE'S EAR TECHNIQUE		

The Exalt uses this Charm immediately after interacting with a target. The Solar's player rolls (Perception + Investigation). The difficulty for this roll is 1, but subtract an external penalty of $(\text{[the target's Manipulation + Socialize]} \div 2)$ from the successes on the Investigation roll. On a success, this Charm forces the target's player to declare the target's price-sex, fame, the reclaimed honor of an ancestor or the salvation of the world. If the Exalt meets that price, this Charm invokes an unnatural Servitude effect-the target becomes loyal to the Exalt and must spend one Willpower per scene to act in a knowingly disloyal fashion. This servitude lasts until the Exalt betrays the bargain-as by reclaiming an object given as the price-or the target has spent a total of 10 Willpower to act disloyally.

COMBO-OK, SERVITUDE

CHAOS-REPELLING PATTERN

TWILIGHT	LORE	LORE 3, ESSENCE 3
8M		ONE HOUR
SIMPLE		PAGE 216
NONE		

This Charm surrounds the character with a mystic pattern of Essence. The character's immediate vicinity-out to (her Essence) in yards-functions according to the laws of Creation, even if the character is in the Wyld, Malfeas or some stranger location.

COMBO-OK, OBVIOUS

ESSENCE-LENDING METHOD

TWILIGHT	LORE	LORE 2, ESSENCE 1
3M		INSTANT
SIMPLE (SPEED 4)		PAGE 217
NONE		

The intricate Essence flows of the anima are as a child's toys to the savants of the Sun. This Charm allows the Solar to give up to (her Essence x 3) motes to another character. The Solar loses exactly as many motes as the target gains, in addition to the cost of this Charm, but this transfer does not count as spending motes for the purposes of anima banner flare. Transferred motes go first to the target's personal and then to the target's peripheral Essence but cannot increase either the target's personal or the target's peripheral Essence past their normal maximums.

COMBO-OK, OBVIOUS, TOUCH

HARMONIOUS ACADEMIC METHODOLOGY

TWILIGHT	LORE	LORE 5, ESSENCE 3
10M, 2WP		ONE WEEK
SIMPLE (DRAMATIC ACTION)		PAGE 215
ANY TWO LORE EXCELLENCIES		
<p>This Charm involves training an organized social group such as a class, ministry or guild. This action requires five or more hours of effort in any given week to bear fruit. In each week of training, the trainer picks one trait to train: Conviction, Temperance, Perception, Intelligence, Craft (Air, Earth, Fire, Water or Wood), Investigation, Lore, Linguistics, Performance, Presence or Socialize. This Charm increases that trait for each member of the unit by one dot, to a maximum of 4. The Solar can train with the group or as a solo character, increasing her own traits. She cannot increase others' traits past her own.</p>		

OBVIOUS, TOUCH, TRAINING

IMMANENT SOLAR GLORY

TWILIGHT	LORE	LORE 5, ESSENCE 3
-		INDEFINITE
PERMANENT		PAGE 218
ANY LORE EXCELLENCY		
<p>This Charm allows the Solar to recover motes by tending to the affairs of a kingdom, organization or social or military unit he leads. Each hour spent inspiring the people or performing administrative tasks allows the Solar to recover motes equal to the unit's Magnitude. In addition, each purchase of this Charm increases the character's Peripheral Essence pool by 10 motes. This Essence cannot be committed to an artifact. The character cannot recover this Essence normally-he can refill this pool only through the technique above and with Essence-recovery Charms. The player may purchase this Charm a total number of times equal to the Exalt's Essence.</p>		

OBVIOUS

LEGENDARY SCHOLAR CURRICULUM

TWILIGHT	LORE	LORE 5, ESSENCE 4
-		ONE WEEK
	PERMANENT	PAGE 215

HARMONIOUS ACADEMIC METHODOLOGY

This Charm enhances the Exalt's ability to train others. This Charm allows him to use Harmonious Academic Methodology to train others in any of the following: Social and scholarly Abilities he possesses at 4 or more. In addition to the Abilities already available through Harmonious Academic Methodology, appropriate Abilities include: Awareness, Bureaucracy, exotic Crafts, Integrity, Larceny, Medicine and Occult. Virtues: The Exalt can train any Virtue to a maximum of 4. Attributes: The Exalt can train others' Charisma, Manipulation and Wits to a maximum of 4. She can even train Appearance with an appropriate rationale. Specialties: The Exalt can train others in specialties for any Ability she can train.

OBVIOUS

ORDER-AFFIRMING BLOW

TWILIGHT	LORE	LORE 5, ESSENCE 4
15M, IWP PER ESSENCE		INSTANT
	SIMPLE	PAGE 218

WYLD-SHAPING TECHNIQUE, WILL-BOLSTERING METHOD

This Charm targets an individual, whom the Solar must touch. The Lawgiver spends 15 motes and an amount of Willpower equal to the target's permanent Essence. This Charm shatters all Shaping effects on the target, including long-term or permanent effects such as Wyld mutations and Sidereal astrology. The target is immune to further Shaping effects for the remainder of the scene. Using this Charm outside the Wyld on one of the Fair Folk destroys the target. The dream-wrought bodies of the Fair Folk are a Shaping effect, and this Charm renders them into statues, dreams, objects, animals or ordinary humans at the Storyteller's discretion. Note that the Exalt must successfully touch Fair Folk to use this Charm against them.

COMBO-OK, SHAPING, TOUCH

POWER-AWARDING PRANA

TWILIGHT	LORE	LORE 4, ESSENCE 3
15M, JWP		INDEFINITE
SIMPLE		PAGE 218
ESSENCE-LENDING METHOD		

This Charm targets an Essence 1 character who cannot channel Essence. This Charm increases the target's effective Essence to 2, allows him an (initially empty) 15-mote pool and the ability to regain Essence as a Solar Exalt, and it permits him to learn Solar Charms with the normal training time for 10 experience points each. The target has access to this increased Essence, pool and Charms only when actively under the influence of Power-Awarding Prana.

COMBO-OK, TOUCH

WILL-BOLSTERING METHOD

TWILIGHT	LORE	LORE 3, ESSENCE 1
5M, JWP		INSTANT
SIMPLE		PAGE 217
ESSENCE-LENDING METHOD		

This Charm allows the character to give up to (her Essence) in Willpower to the target. The Solar loses exactly as much Willpower as the target gains, in addition to the Willpower spent on this Charm, but this does not count against the normal limits on Willpower expenditure. This Charm cannot increase the target's Willpower past its normal maximum.

COMBO-OK, OBVIOUS, TOUCH

WYLD CAULDRON TECHNOLOGY

TWILIGHT	LORE	LORE 5, ESSENCE 4
-		INSTANT
PERMANENT		PAGE 217
WYLD-SHAPING TECHNIQUE		
<p>This Charm enhances the Exalt's Wyld-Shaping Technique, allowing the character to make permanent and real things. Land/Wealth: The character can make real land or wealth with Wyld-Shaping Technique. Magical Things: If the character builds a manse or artifact out of materials imported from Creation, the result is real. People: The character can change a person or a social group with Wyld-Shaping Technique. See the full text for details.</p>		

NONE

WYLD-SHAPING TECHNIQUE

TWILIGHT	LORE	LORE 5, ESSENCE 3
20M, IWP		INSTANT
SIMPLE (DRAMATIC ACTION)		PAGE 216
ANY TWO LORE EXCELLENCIES, CHAOS-REPELLING PATTERN		
<p>Wyld-Shaping Technique is an extended dramatic action. The dice pool used equals (the Solar's Intelligence + Lore). Each roll requires five hours of effort, and the character pays the Charm's cost with each roll. This roll has a base difficulty of 1 in regions of Pure Chaos, 3 in the Deep Wyld, 5 in the Middlemarches and 10 in the Bordermarches of the Wyld. The Lawgiver can spend accumulated successes at any point to complete part of her construction. See the full text for details.</p>		

COMBO-OK, OBVIOUS, SHAPING

HARDSHIP-SURVIVING MENDICANT SPIRIT

TWILIGHT	MARTIAL ARTS (SOLAR HERO STYLE)	INVESTIGATION 4, ESSENCE 1
1M PER PRE-SOAK DAMAGE DIE REMOVED		UNTIL DV REFRESHES (ESSENCE) TIMES
REFLEXIVE (STEP 1 FOR ATTACKER, STEP 2 FOR DEFENDER)		PAGE 216
ANY DODGE EXCELLENCY, SEVEN SHADOW EVASION, REFLEX SIDESTEP TECHNIQUE		

This Charm involves creating a disguise, and the player rolls ([Wits or Manipulation] + Larceny) to determine the disguise's quality. This Charm allows the character to change his coloration, skin texture, hair color, and eye color. It also lets the character seem anywhere between half and twice his actual age, change his apparent ethnicity, change his apparent gender and adjust his height by as much as 10% in either direction. The character can adjust his voice, accent, speaking style and scent to match. These aspects of the disguise are impenetrable. Characters with inhuman sensory acuity, such as Lawgivers using Keen Sight Technique or a dog scenting its master, can see through the character's disguise, but the opposed roll incurs a +4 difficulty penalty. The disguise is impenetrable, not exact. If someone sees through an imitation, they will see the character as an imposter who happens to naturally look almost exactly like the target the character is impersonating.

COMBO-OK, COMPULSION, OBVIOUS, SOCIAL

AILMENT-RECTIFYING METHOD

TWILIGHT	MEDICINE	MEDICINE 3, ESSENCE 2
-		INSTANT
PERMANENT		PAGE 220
FLAWLESS DIAGNOSIS TECHNIQUE		

Solar Exalted with this Charm can cure any Sickness effect. This Charm guarantees that any attempt Solars make to treat a sickness is considered supernatural. It halves the length of the patient's convalescence. If the Exalt's player rolls five or more successes on a Medicine roll for the Solar to treat an ordinarily incurable illness, such as the Great Contagion, she can spend five motes and banish it from the patient's system. Treating sickness in this fashion is a dramatic Medicine-based action that takes one hour unless sped by a stunt or Charm.

TOUCH

ANOINTMENT OF MIRACULOUS HEALTH

TWILIGHT	MEDICINE	MEDICINE 4, ESSENCE 2
10M		INDEFINITE
SIMPLE (SPEED 5)		PAGE 219

WOUND-MENDING CARE TECHNIQUE

This Charm gives the target a number of temporary -1 health levels equal to the user's Essence. These health levels are the first lost when the character takes damage, and they are never healed back. When the Solar stops committing Essence to this Charm, the additional health levels fade without ill effect, whether or not they have been lost. They also fade instantly if Anointment of Miraculous Health is used on the target again.

COMBO-OK, OBVIOUS, TOUCH

BODY-PURIFYING ADMONITIONS

TWILIGHT	MEDICINE	MEDICINE 3, ESSENCE 2
-		INSTANT
PERMANENT		PAGE 220

FLAWLESS DIAGNOSIS TECHNIQUE

Solar Exalted with this Charm can force even the most terrible Poison effects from the target's body. This Charm guarantees that any attempt they make to treat a poison is considered supernatural. If the Exalt's player rolls five or more successes on a Medicine roll for the Solar to treat an ordinarily incurable poison, such as spiritual taint, Yozi impregnation or even spells such as Blood of Boiling Oil, she can spend five motes and banish it from the patient's system. Treating poison in this fashion is a dramatic Medicine-based action that takes 20 minutes unless sped by a stunt or Charm.

TOUCH

CONTAGION-CURING TOUCH

TWILIGHT	MEDICINE	MEDICINE 3, ESSENCE 2
2M		INSTANT
SUPPLEMENTAL		PAGE 218

ANY MEDICINE EXCELLENCY

This Charm supplements a Medicine-based action to treat a patient. It does not reduce the time required for medical treatment, but otherwise allows the Solar to treat patients in unfavorable conditions without medicines, penalties or a stunt. The medical shortcuts involved depend on the Exalt in question. Some learn special pressure points, others channel raw Essence to heal, and still others inspire new strength in their patients through words and actions.

COMBO-OK, TOUCH

FLAWLESS DIAGNOSIS TECHNIQUE

TWILIGHT	MEDICINE	MEDICINE I, ESSENCE I
1M		INSTANT
REFLEXIVE		PAGE 220

NONE

This Charm lets the Solar automatically determine which of the target's observable traits and described symptoms are medically related. If the Solar uses this Charm in the process of a formal diagnosis, normally a dramatic (Perception + Medicine) action with a Speed of 5 long ticks, this Charm protects her from any error in diagnosis. If she has enough information, she accurately identifies each condition, its source and its additional effect. If she does not have enough information-as when a target who caught an unknown disease from eating infected human brains successfully conceals his cannibalism-she recognizes that some key piece of the puzzle is missing.

COMBO-OK

INSTANT TREATMENT METHODOLOGY

TWILIGHT	MEDICINE	MEDICINE 2, ESSENCE 2
	7M	INSTANT
	SIMPLE (SPEED 7, DV -1)	PAGE 220
ANY MEDICINE EXCELLENCY, FLAWLESS DIAGNOSIS TECHNIQUE		

This Charm is a Medicine-based action in which the character treats a patient. The Charm functions exactly as any Medicine-based dramatic action that takes up to one hour, save that the character performs it in a handful of seconds. As with Contagion-Curing Touch, the medical shortcuts involved depend on the Exalt in question. This Charm does not remove the need for appropriate medicine, surgical tools and suchlike, but the Solar can use a stunt or Combo to work around these limitations. This Charm speeds only that portion of treatment that actively involves the physician. It does not accelerate any rest, recovery and convalescence the patient normally performs on his own. It can act as the dramatic action required by Charms such as Wholeness- Restoring Meditation and Wound-Mending Care Technique.

COMBO-OK, TOUCH

TOUCH OF BLISSFUL RELEASE

TWILIGHT	MEDICINE	MEDICINE 2, ESSENCE 2
	5M	SOLAR'S ESSENCE IN HOURS
	SIMPLE (SPEED 5)	PAGE 218
ANY MEDICINE EXCELLENCY		

The recipient of this Charm feels a temporary euphoria qualitatively similar to an opium high. This Charm cancels up to three points of the target's penalties from Sickness, Poison and Crippling effects and wound penalties. Its effects linger for five minutes after the duration expires. Touch of Blissful Release is not physically addictive to the target.

COMBO-OK, TOUCH

WHOLENESS-RESTORING MEDITATION

TWILIGHT	MEDICINE	MEDICINE 3, ESSENCE 3
-		PERMANENT
	PERMANENT	PAGE 220

FLAWLESS DIAGNOSIS TECHNIQUE

Solar Exalted with this Charm can cure any Crippling effect. This Charm guarantees that any attempt they make to treat the effect is considered supernatural. If the Exalt's player rolls five or more successes on a Medicine roll for the Solar to treat an ordinarily incurable Crippling effect, such as limb amputation or Charm-induced paralysis, she can spend five motes and restore the patient. Treating Crippling injuries in this fashion is a dramatic Medicine-based action that takes one hour unless sped by a stunt or Charm. It takes the patient several days of convalescence to repair otherwise permanent damage such as lost limbs or blindness.

TOUCH

WOUND-CLEANSING MEDITATION

TWILIGHT	MEDICINE	MEDICINE 3, ESSENCE 2
	10M	INSTANT
	SUPPLEMENTAL	PAGE 219

CONTAGION-CURING TOUCH, WOUND-MENDING CARE TECHNIQUE

This Charm enhances a dramatic action to treat, monitor and tend to the patient. This action requires one hour without a stunt or a Charm. This Charm replaces the normal benefits of medical care. Instead, the Solar's player rolls (Intelligence + Medicine). If she succeeds, the Solar converts the target's aggravated wound levels to lethal wound levels.

COMBO-OK, OBVIOUS, TOUCH

WOUND-MENDING CARE TECHNIQUE

TWILIGHT	MEDICINE	MEDICINE 3, ESSENCE 2
	10M	UNTIL THE DAY ENDS
	SUPPLEMENTAL	PAGE 219

ANY MEDICINE EXCELLENCY

This Charm supplements a dramatic action to treat, monitor and tend to the patient. This action requires one hour spent without a stunt or a Charm. The Solar's player rolls (Intelligence + Medicine). This Charm replaces the normal benefits of medical care, instead allowing the target to recover a number of lethal or bashing health levels equal to the number of successes at the end of the day. If the target spends the day resting, the target recovers a number of additional lethal and bashing health levels equal to the Solar's permanent Essence. No patient can benefit from this Charm more than once per day.

COMBO-OK, TOUCH

ALL-ENCOMPASSING SORCERER'S SIGHT

TWILIGHT	OCCULT	OCCULT 5, ESSENCE 2
	6M	ONE SCENE
	REFLEXIVE (STEP 1)	PAGE 222

SPIRIT-DETECTING GLANCE

This Charm allows the character to see motes, Essence-fueled effects, power and dematerialized or invisible but magical creatures and effects. These things become valid targets for the character's visual Awareness rolls. All Charms are treated as Obvious. The character recognizes all artifacts, manses and demesnes as such. The character can automatically recognize a creature with Essence 4+ as a supernatural creature. Characters using Stealth to avoid detection are not automatically revealed by their Charms, Essence trait or carried artifacts. Instead, add the target's Essence in dice to any attempt by the character to pierce mundane or magical Stealth. If the character makes a conscious attempt to analyze what he sees, this Charm allows an (Intelligence + Occult) roll to do so. Identifying the exact effects of an unknown Charm or spell is difficulty 5. Gauging the rating of a person's Essence trait, a demesne, a manse or an artifact has difficulty 2.

NONE

CELESTIAL CIRCLE SORCERY

TWILIGHT	OCCULT	OCCULT 4, ESSENCE 4
-		INSTANT
	PERMANENT	PAGE 220

TERRESTRIAL CIRCLE SORCERY

Celestial Circle Sorcery can slay thousands, level fortresses and bind Second Circle demons to the Exalt's will. Only the Celestial Exalted can master this powerful sorcerous initiation. This Charm permits the character to take Celestial Circle Sorcery actions (see p. 252).

NONE

GHOST-EATING TECHNIQUE

TWILIGHT	OCCULT	OCCULT 4, ESSENCE 3
2M		INSTANT
	REFLEXIVE (STEP 10)	PAGE 221

SPIRIT-CUTTING ATTACK

Spirits normally dissipate rather than dying when they lose all of their health levels to damage. The Solar invokes this Charm after making a successful attack that damages or dissipates a spirit. In addition to the normal damage from this attack, this Charm transfers a number of motes from the spirit to the Solar equal to (the Solar's permanent Essence x 2). If the spirit loses its last health level to this attack and dissipates, this Charm consumes the spirit utterly. Its Essence dissolves, and it will never be remade.

COMBO-OK, OBVIOUS

SOLAR CIRCLE SORCERY

TWILIGHT	OCCULT	OCCULT 5, ESSENCE 5
-		INSTANT
	PERMANENT	PAGE 221

CELESTIAL CIRCLE SORCERY

The sorcery reserved for the Lawgivers is a work of perfection and adamant. The spells of Solar Circle Sorcery are awesome beyond words—they can bring life to regions or slay entire armies. This Charm permits the character to take Solar Circle Sorcery actions (see p. 252).

NONE

SORCERER'S BURNING CHAKRA CHARM

TWILIGHT	OCCULT	OCCULT 5, ESSENCE 4
-		VARIES
	PERMANENT	PAGE 222

ALL-ENCOMPASSING SORCERER'S SIGHT

This Charm functions as All-Encompassing Sorcerer's Sight, but it has no cost—the character gains the benefits automatically whenever her anima banner is at or beyond the 4-7 mote level. If she wishes to use Essence sight at some other time, she may commit one mote reflexively to do so. While that mote remains committed, her Caste Mark burns visibly, and she has access to the benefits of All-Encompassing Sorcerer's Sight.

OBVIOUS

SPIRIT-CUTTING ATTACK

TWILIGHT	OCCULT	OCCULT 2, ESSENCE 2
1M		INSTANT
SUPPLEMENTAL		PAGE 221

SPIRIT-DETECTING GLANCE

This Charm enhances an attack, making dematerialized creatures within the attack's normal range valid targets. The attack deals aggravated damage to spirits, materialized or otherwise. This Charm is explicitly permitted to supplement actions using other Abilities. Note that if the character cannot see the spirit he attacks, he receives the normal -2 external penalty.

COMBO-OK, OBVIOUS

SPIRIT-DETECTING GLANCE

TWILIGHT	OCCULT	OCCULT 2, ESSENCE 2
3M		ONE SCENE
REFLEXIVE (STEP 1)		PAGE 221

NONE

This Charm lets the character see, hear, smell and feel-but not touch-dematerialized creatures. It makes dematerialized creatures within the normal range of the character's senses valid targets for the character's Awareness actions, including reflexive Awareness actions.

COMBO-OK

SPIRIT-REPELLING DIAGRAM

TWILIGHT	OCCULT	OCCULT 5, ESSENCE 2
10M		ONE SCENE
SIMPLE		PAGE 221
SPIRIT-CUTTING ATTACK		
<p>The Solar spreads her arms, and a blazing ring of gold-white light spreads from her, forming a circle centered on the character with a radius equal to (the character's Essence) yards. This circle remains centered on the character for the remainder of the scene. This Charm imposes a Compulsion effect on all dematerialized creatures who take actions in this scene. They are compelled not to enter the circle while dematerialized and not to stay within the circle while dematerialized. Resisting costs Willpower equal to the Lawgiver's Essence, after which the spirit can ignore the Spirit-Repelling Diagram for the remainder of the scene.</p>		

COMBO-OK, COMPULSION, OBVIOUS

TERRESTRIAL CIRCLE SORCERY

TWILIGHT	OCCULT	OCCULT 3, ESSENCE 3
-		INSTANT
PERMANENT		PAGE 220
NONE		
<p>The Exalted shape the Essence of the world. This Charm lets the character hone her will to the razor-sharp edge necessary to perform magic of the so-called First Circle—a power infinitely greater than mortal thaumaturgy. This magic can affect up to a few hundred individuals at a time, and its spells take only a few moments to cast. This Charm allows the character to take Terrestrial Circle Sorcery actions (see p. 252).</p>		

NONE

DESTINY-MANIFESTING METHOD

ZENITH	INTEGRITY	INTEGRITY 3, ESSENCE 2
-		N/A
	PERMANENT	PAGE 199
INTEGRITY-PROTECTING PRANA		
<p>This Charm increases the difficulty of any rolled Shaping effect (see p. 217) used against the character by two. Characters using Shaping effects that involve the character can remove this penalty with any stunt that reconciles the Shaping effect with the Lawgiver's sense of her own destiny. In the Wyld or the Labyrinth, this Charm reduces the frequency of random unfortunate incidents by a factor of 10. There is no cost to use this Charm-it is a permanent enhancement to the Exalt's nature.</p>		

NONE

ELUSIVE DREAM DEFENSE

ZENITH	INTEGRITY	INTEGRITY 4, ESSENCE 2
5M		INSTANT (STORY)
	REFLEXIVE (STEP 2)	PAGE 200
TEMPTATION-RESISTING STANCE		
<p>The Solar uses this Charm in response to an attempt at mental influence. In addition to its core effects, this Charm perfectly negates that attempt at influence. This Charm defends the character against mental influence by forging an instant, sorcerously charged Intimacy to an idea or ideal that protects him. See the full text for details.</p>		

COMBO-OK, SOCIAL

INTEGRITY-PROTECTING PRANA

ZENITH	INTEGRITY	INTEGRITY 1, ESSENCE 1
5M, IWP		ONE DAY
REFLEXIVE (STEP 2)		PAGE 199
NONE		

This Charm protects the character from any Shaping effect that directly alters her mind, body, spirit or traits. This includes instantaneous Shaping effects and any new alterations caused by long-term Shaping effects. This Charm also protects the character from any undodgeable, unblockable Shaping attacks. This Charm does not protect against the miscellaneous dangers of the Wyld. If a Wyld effect creates a hundred-headed snake monster with burning chalcedony eyes that then eats the character, this is not directly altering the character's body through shaping. Nor is it an "attack" when a Wyld effect transforms the character's armor into harmless gossamer spider webs—simply an undesirable effect.

COMBO-OK

PHOENIX RENEWAL TACTIC

ZENITH	INTEGRITY	INTEGRITY 4, ESSENCE 3
-		INSTANT
PERMANENT		PAGE 200
ANY INTEGRITY EXCELLENCY		

The player picks one Virtue when purchasing this Charm and can purchase this Charm multiple times to cover additional Virtues. Whenever the Solar would otherwise recover one or more Willpower points from stunts or natural recovery, this Charm gives the character the option to recover one point of the chosen Virtue instead. The Storyteller may veto Virtue recovery from stunts opposed to that Virtue, such as the restoration of a Compassion point garnered from ripping an enemy's heart out of his chest.

NONE

RIGHTEOUS LION DEFENSE

ZENITH	INTEGRITY	INTEGRITY 3, ESSENCE 1
-		PERMANENT
	PERMANENT	PAGE 199
NONE		

This Charm helps a character hold fast to her fundamental Intimacies in the face of temptation. The player picks one of the character's Intimacies when purchasing this Charm. For the purposes of this Solar Charm, this loyalty must be to an ideal. This Charm allows the character to treat mental influence to betray or forsake that Intimacy as an unacceptable order (see p. 180). If the character voluntarily abandons that Intimacy or it becomes obsolete, this Charm ceases to function until, first, a new story begins and, second, the character chooses a new Intimacy to which the Charm applies. Players can also shift this Charm to a new Intimacy at any time by spending one experience point.

NONE

SPIRIT-MAINTAINING MANEUVER

ZENITH	INTEGRITY	INTEGRITY 4, ESSENCE 2
	5M PER JWP	INSTANT
	REFLEXIVE	PAGE 201
ANY INTEGRITY EXCELLENCY		

This Charm allows the Exalt to refuse unnatural mind control effects (see p. 180) and Virtue compulsions (see p. 115) at a reduced Willpower cost. This Charm reduces the Willpower cost by one point for each five motes spent. If the Exalt pays the entire cost in Essence, she does not accumulate Limit. For example, if rejecting a supernaturally persuasive offer would normally require two Willpower, the Exalt can spend two Willpower; five motes, one Willpower; or 10 motes. If the character would normally break free of the mental influence after spending a certain amount of Willpower, treat the character as having paid the full Willpower price even if it is paid in motes.

COMBO-OK, SOCIAL

STUBBORN BOAR DEFENSE

ZENITH	INTEGRITY	INTEGRITY 3, ESSENCE 2
-		N/A
	PERMANENT	PAGE 199
NONE		
<p>Solar Exalted in Limit Break cannot temper their glory with wisdom. This Charm causes the character to treat all directives from unnatural mental influence as unacceptable orders while in Limit Break.</p>		

NONE

SUN KING RADIANCE

ZENITH	INTEGRITY	INTEGRITY 5, ESSENCE 4
-		INSTANT
	PERMANENT	PAGE 201
ELUSIVE DREAM DEFENSE		
<p>This Charm allows characters loyal to the Solar to replace their own Essence with the Solar's Integrity score when calculating mental defense. It subtracts two dice (as a -2 internal penalty) from the dice pools of characters loyal to the Solar when they are actively attempting to betray that loyalty. This Charm has no effect on Abyssal Exalted or other Solar Exalted.</p>		

OBVIOUS

TEMPTATION-RESISTING STANCE

ZENITH	INTEGRITY	INTEGRITY 2, ESSENCE 1
6M		ONE SCENE
REFLEXIVE (STEP 2)		PAGE 200
ANY INTEGRITY EXCELLENCY		
<p>This Charm increases the character's Dodge MDV by his Temperance for the remainder of the scene. Storytellers can allow the Exalt to use his Conviction, Compassion or Valor score instead of Temperance if the character has appropriate motivation.</p>		

COMBO-OK, STACKABLE, SOCIAL

TRANSCENDENT HERO'S MEDITATION

ZENITH	INTEGRITY	INTEGRITY 5, ESSENCE 4
10M, 4WP		INSTANT
SIMPLE (SPEED 5 IN LONG TICKS)		PAGE 201
ELUSIVE DREAM DEFENSE		
<p>This Charm shatters all long-term Compulsion, Illusion and Servitude effects upon the Solar. The character can ignore mental influence that would prevent her from using this Charm. Characters can substitute an unsoakable aggravated health level of damage for the mote portion of this Charm's cost if they are otherwise unable to pay.</p>		

COMBO-OK, OBVIOUS, SOCIAL

UNHESITATING DEDICATION

ZENITH	INTEGRITY	INTEGRITY 3, ESSENCE 2
4M, IWP		INDEFINITE
SIMPLE		PAGE 202
RIGHTEOUS LION DEFENSE		
<p>The Solar dedicates himself to a new goal or ideal. If the Solar has not already established an Intimacy to this ideal, this Charm allows him to do so instantly. This Charm lets the Solar treat this Intimacy as an additional Motivation, with all the benefits and drawbacks thereof. Lawgivers can invoke this Charm repeatedly but they can benefit from only a number of additional Motivations equal to their Conviction.</p>		

COMBO-OK, STACKABLE

HEART-COMPELLING METHOD

ZENITH	PERFORMANCE	PERFORMANCE 4, ESSENCE 2
6M		ONE SCENE
SUPPLEMENTAL		PAGE 202
ANY PERFORMANCE EXCELLENCY		
<p>This Charm supplements a Performance-based roll to rouse emotion in others. It exerts unnatural mental influence on every valid target of this roll. If their MDV is less than the extra successes on the roll, this Charm inspires the desired emotion intensely for a scene. Resisting the influence costs two Willpower.</p>		

COMBO-OK, EMOTION, SOCIAL

HUSBAND-SEDUCING DEMON DANCE

ZENITH	PERFORMANCE	PERFORMANCE 5, ESSENCE 3
	IOM, IWP	INSTANT
	SIMPLE (SPEED 6 IN LONG TICKS)	PAGE 203

HEART-COMPELLING METHOD

The Solar gives a performance, her player rolling ((Charisma or Manipulation] + Performance) and adding her Appearance in bonus dice. This Charm exerts unnatural mental influence on all who witness it. Characters with Mental DV less than the Solar's successes must spend two Willpower or fall instantly in love either with the Solar or something the Solar represents. Targets incapable of sexual attraction to the Solar suffer starry-eyed infatuation or dedication to the Solar's cause rather than romantic desire. This love is a form of commitment (see p. 201). Targets can break the commitment naturally but they must spend one Willpower in each scene where they deliberately attempt to shake it off.

COMBO-OK, EMOTION, OBVIOUS, SOCIAL

MEMORY-REWEAVING DISCIPLINE

ZENITH	PERFORMANCE	PERFORMANCE 5, ESSENCE 2
	IOM, IWP	INSTANT
	SIMPLE (SPEED 5 IN LONG TICKS)	PAGE 202

PHANTOM-CONJURING PERFORMANCE, HEART-COMPELLING METHOD

This Charm is a Performance-based social attack that encourages a specific belief—for example, overwriting the audience's memories and convincing them that the Solar has always lived in their town. This Charm exerts unnatural mental influence on every valid target of this roll. If their MDV is less than the extra successes on the roll, this Charm inspires them to believe. It also creates an instant commitment (see p. 201) to that belief. Shaking off the illusion requires one Willpower per scene, and the effect lasts until the targets break their commitment to the false belief.

COMBO-OK, ILLUSION, SOCIAL

PHANTOM-CONJURING PERFORMANCE

ZENITH	PERFORMANCE	PERFORMANCE 3, ESSENCE 3
-		VARIABLE
	PERMANENT	PAGE 202
ANY PERFORMANCE EXCELLENCY		
<p>This Charm allows the Solar to create ghostly images, Essence flares, ethereal music and strange sensory effects when using a Performance Excellency or Presence Excellency. These effects do not seem entirely real, they remain within (Essence x 10) yards of the Solar, and they cannot be used to confuse or deceive others without a stunt. This Charm has no cost, but the Solar need not use its effects.</p>		

OBVIOUS

RESPECT-COMMANDING ATTITUDE

ZENITH	PERFORMANCE	PERFORMANCE 3, ESSENCE 2
5M		ONE SCENE
	SIMPLE (SPEED 4 IN LONG TICKS)	PAGE 202
NONE		
<p>This Charm involves a performance or oration, and the Solar's player rolls (an appropriate Social Attribute + Performance) when invoking Respect Commanding Attitude. This Charm exerts unnatural mental influence on everyone who can see or hear the character. If the extra successes exceed a given target's MDV, that target suffers a compulsion to stay in the Exalt's company and respectfully observe the performance. Resisting this compulsion for five minutes costs one Willpower, up to a maximum of three Willpower per scene, and such resistance allows the target to leave, heckle or even forcibly silence the character.</p>		

COMBO-OK, COMPULSION, SOCIAL

AUTHORITY-RADIATING STANCE

ZENITH	PRESENCE	PRESENCE 4, ESSENCE 3
	3M	ONE SCENE
	SIMPLE (SPEED 4 IN LONG TICKS)	PAGE 204
MAJESTIC RADIANT PRESENCE		

For the rest of the scene, each character who interacts personally with the Exalt and has a lower MDV than the Exalt's Presence suffers an unnatural Illusion effect. He believes that the Exalt is someone with authority over him. Recognizing this belief as an illusion costs two Willpower. This Charm, as a specific exception to the usual rules for unnatural effects, does not cost Limit to resist.

COMBO-OK, SOCIAL

ENEMY-CASTIGATING SOLAR JUDGMENT

ZENITH	PRESENCE	PRESENCE 1, ESSENCE 3
	2M	INSTANT
	SUPPLEMENTAL	PAGE 205
ANY PRESENCE EXCELLENCY		

This Charm can enhance a physical attack. This Charm makes the attack Holy and causes the attack to inflict aggravated damage against creatures of darkness (see p. 192). This Charm can also enhance social attacks that create guilt, shame or fear, or where the Exalt uses a stunt to draw on these emotions. It makes the attack Holy. This Charm makes creatures of darkness treat the social attack as unnatural mental influence that costs one Willpower to resist. This Charm also halves the creature's base MDVs against the attack. This Charm is specifically permitted to enhance rolls based on other Abilities.

COMBO-OK, HOLY, OBVIOUS, SOCIAL

HYPNOTIC TONGUE TECHNIQUE

ZENITH	PRESENCE	PRESENCE 3, ESSENCE 2
10M, 1WP		SOLAR'S CHARISMA IN DAYS
SIMPLE		PAGE 203
ANY PRESENCE EXCELLENCY		

The Lawgiver's player rolls (Manipulation + Presence). If the result exceeds the target's Mental DV, the target receives a compulsion to follow one order given by the Solar. The order can be as complicated as the Solar desires. The target must spend one Willpower to resist the order but need pay this cost only once per day. The influence fades when the Charm expires. When the Solar uses Hypnotic Tongue Technique, the target is not aware of the compulsion, nor does the Solar need to spell out the order explicitly in words. If the target wishes to recognize the influence or remember it later he must spend four Willpower, which must be spent all at once. Recognizing or remembering the influence is not considered "resisting" it, and the target does not gain Limit from doing so.

COMBO-OK, SOCIAL, STACKABLE, TOUCH

IRRESISTIBLE SALESMAN SPIRIT

ZENITH	PRESENCE	PRESENCE 4, ESSENCE 2
3M		INSTANT
SUPPLEMENTAL		PAGE 204
ANY PRESENCE EXCELLENCY		

This Charm makes the Solars the ultimate salesmen and recruiters. Irresistible Salesman Spirit enhances a Presence-based roll to exert mental influence and make a favorable bargain or encourage a specific action. This Charm doubles the Solar's successes on the roll before comparing them to the target's MDV.

COMBO-BASIC, SOCIAL

MAJESTIC RADIANT PRESENCE

ZENITH	PRESENCE	PRESENCE 4, ESSENCE 3
7M		ONE SCENE
REFLEXIVE (STEP 2)		PAGE 204
ANY PRESENCE EXCELLENCY		

This Charm intimidates others, negating any physical or social attack made against the Solar unless the attacker's player succeeds on a reflexive resistance roll. The Solar's player chooses when purchasing this Charm whether a difficulty 1 Valor roll or a difficulty 2 Willpower roll is the appropriate form of resistance. The attacker need succeed only once per action, no matter how many attacks she makes during a flurry. This Charm's effects are a form of unnatural mental influence, and characters can spend three Willpower to resist the effects of Majestic Radiant Presence for a scene.

OBVIOUS, SOCIAL

TERRIFYING APPARITION OF GLORY

ZENITH	PRESENCE	PRESENCE 5, ESSENCE 3
3M		INSTANT
SUPPLEMENTAL		PAGE 204
MAJESTIC RADIANT PRESENCE		

This Charm can supplement any attempt at natural mental influence. It renders the target's Dodge MDV inapplicable. This Charm is specifically permitted to supplement rolls for other Abilities. Reduce this Charm's cost to 2 motes if Majestic Radiant Presence is already active.

COMBO-OK, SOCIAL

UNDERLING-PROMOTING TOUCH

ZENITH	PRESENCE	PRESENCE 5, ESSENCE 3
7M, IWP		ONE STORY
SIMPLE		PAGE 204
MAJESTIC RADIANT PRESENCE		
<p>This Charm imbues a target character with Solar Essence. When the target believes herself to be acting or speaking in the Solar's name, her player adds the Solar's Essence in dice to Presence rolls made for the character.</p>		

OBVIOUS, TOUCH

WORSHIPFUL LACKEY ACQUISITION

ZENITH	PRESENCE	PRESENCE 5, ESSENCE 4
12M, IWP		SOLAR'S CHARISMA IN DAYS
SIMPLE (SPEED 6 IN LONG TICKS)		PAGE 205
ANY PRESENCE EXCELLENCY		
<p>This Charm is a Presence-based social attack that inspires someone to recognize the Solar's greatness. The target chosen must be a valid target for persuasion attempts. The Solar's player rolls ([Charisma or Manipulation] + Presence), subtracting the target's MDV from the successes as an external penalty. If the Solar succeeds, this Charm exerts unnatural mental influence and creates a Servitude effect. It compels the target to serve the Solar loyally. This effect costs one Willpower per day to resist. This Charm creates an instant commitment (see p. 201) to the Solar. The target cannot begin breaking faith (see p. 201) with that commitment until the Charm's effects end. The mental influence lasts until the target has fully shaken off this loyalty.</p>		

COMBO-OK, OBVIOUS, SERVITUDE, SOCIAL

ADAMANT SKIN TECHNIQUE

ZENITH	RESISTANCE	RESISTANCE 5, ESSENCE 3
	4M	INSTANT
	REFLEXIVE (STEP 7)	PAGE 207
SPIRIT STRENGTHENS THE SKIN, IRON SKIN CONCENTRATION		
<p>The Solar invokes this Charm immediately before the damage of a physical attack or similar effect is rolled. This Charm is a perfect defense against the raw damage of the attack, reducing it to zero after all other effects. This Charm has one of the Four Flaws of Invulnerability (see p. 194).</p>		

COMBO-OK, OBVIOUS

ARMORED SCOUT'S INVIGORATION

ZENITH	RESISTANCE	RESISTANCE 4, ESSENCE 1
	3M PER FATIGUE/MOBILITY REDUCTION	INDEFINITE
	SIMPLE	PAGE 205
HAUBERK-LIGHTENING GESTURE		
<p>For each three motes spent, this Charm reduces both the fatigue value and the mobility penalty of the Solar's armor by one, to a minimum of 0. A fatigue value of 0 means that the Solar's player need never roll to see whether her character becomes fatigued from wearing the armor. This Charm lasts until the character removes the armor in question. This Charm applies to any combination of worn items that give a mobility or fatigue penalty. This includes body armor, shields, combinations of body armor and shields, warstriders and articles of clothing that impose mobility or fatigue.</p>		

COMBO-OK

BATTLE FURY FOCUS

ZENITH	RESISTANCE	RESISTANCE 3, ESSENCE 1
5M		ONE SCENE
SIMPLE (SPEED 7)		PAGE 208
ANY RESISTANCE EXCELLENCY		
<p>This Charm gives the character an extra die to all combat-related pools and reduces all wound penalties by one. The character must be engaged in combat or attempting to become so engaged. She can attack at range and differentiate friend from foe, but she cannot utter sentences of more than a few words, move away from the enemy or perform complex actions such as retrieving a small object from a pack. To end this Charm prematurely, her player must spend one Willpower.</p>		

NONE

BLOODTHIRSTY SWORD-DANCER SPIRIT

ZENITH	RESISTANCE	RESISTANCE 4, ESSENCE 2
10M, IWP		ONE SCENE
SIMPLE (SPEED 7)		PAGE 208
BATTLE FURY FOCUS		
<p>This Charm functions as Battle Fury Focus but is in all ways greater. It gives the character three extra dice to all combat-related pools and removes all wound penalties. The character's mind is consumed by the battle-trance. The character cannot speak coherently and cannot retreat. She may only take one or more of the following actions: moving toward her current target by the shortest route, attacking enemies within range, waiting for an attacker to engage her or selecting the nearest enemy as a new target when her previous target is incapacitated, dead or not locatable. This Charm lasts until the character can no longer locate an enemy to kill. To end this Charm prematurely, the Solar must spend three Willpower and gain one Limit. Reduce this to one Willpower and no Limit if a loved one or friend attempts to restrain the character. See the full text for details.</p>		

OBVIOUS

BODY-MENDING MEDITATION

ZENITH	RESISTANCE	RESISTANCE 1, ESSENCE 1
10M		UNTIL THE DAY ENDS
SUPPLEMENTAL		PAGE 208
NONE		

This Charm supplements a dramatic action to marshal the character's inner resources for recovery. This action requires one hour without a stunt or another Charm. The Solar's player rolls (Stamina + Resistance). Success speeds his healing rate by a factor of 10 or, if the character prefers, adds directly to the successes of a physician using Wound-Mending Care Technique on the character. See page 149 for more on natural healing rates. Characters can activate Body-Mending Meditation when inactive (see p. 143).

COMBO-OK

DURABILITY OF OAK MEDITATION

ZENITH	RESISTANCE	RESISTANCE 2, ESSENCE 1
3M		INSTANT
REFLEXIVE (STEP 7)		PAGE 206
NONE		

The Solar invokes this Charm after an attack hits but before damage is rolled. This Charm sets her Hardness against that attack to 8.

COMBO-OK

ESSENCE-GATHERING TEMPER

ZENITH	RESISTANCE	RESISTANCE 1, ESSENCE 1
	1M	INSTANT
	REFLEXIVE (STEP 8)	PAGE 207
NONE		

The Solar invokes this Charm when hit by an attack with the potential to damage her—that is, an attack with a calculated raw damage exceeding her Hardness, which therefore rolls at least one die of damage. The Solar's player rolls two dice for each damage die rolled. For each success on this roll, to a maximum of her Stamina in successes, the Lawgiver receives a number of motes of Essence equal to her permanent Essence score. This Charm cannot increase the Solar's Essence pool past its normal maximum, and the Solar can never gain more than 20 motes from any combination of Charms including Essence- Gathering Temper during a single one of her actions.

COMBO-OK

GLORIOUS SOLAR PLATE

ZENITH	RESISTANCE	RESISTANCE 4, ESSENCE 3
	10M, 1WP OR 13M, 1WP	ONE SCENE
	SIMPLE	PAGE 205
HAUBERK-LIGHTENING GESTURE		

This Charm creates a suit of golden body armor from the Solar's anima. The character can design the armor to suit his personal aesthetic and mood. Regardless of aesthetic, it is always unmistakably medium or heavy armor and it always glows with a golden light resembling an 8-10 mote Solar anima display. This light is bright enough to read by in a three-yard radius. Characters can only use this Charm if they are not already wearing body armor or a warstrider. It creates armor with 10L/10B soak, 5 Hardness, a -1 mobility penalty and no fatigue penalty. The character is instantly fully armored. For an additional three motes, if the character is not carrying a shield, he can create a glowing shield that gives a +1 cover DV bonus against hand-to-hand attacks and a +3 cover DV bonus against ranged attacks. This shield bears the sunburst emblem of the Unconquered Sun.

OBVIOUS

HAUBERK-LIGHTENING GESTURE

ZENITH	RESISTANCE	RESISTANCE 3, ESSENCE 3
	1M	INDEFINITE
	SIMPLE (SPEED 3)	PAGE 205
WHIRLWIND ARMOR-DONNING PRANA		

The Solar first dons a suit of armor that she owns and has worn in battle. This Charm banishes that armor to Elsewhere. The Solar can gird herself in that armor directly from Elsewhere. Doing so takes as much time as donning the armor normally would, and she can use Whirlwind Armor-Donning Prana to speed the process. The Charm ends when she does so. If she cancels the Essence committed to this Charm while the armor is fully or partially Elsewhere, any donned pieces return Elsewhere, and then, the entire suit appears within arm's reach. This Charm applies to body armor and shields, but not other worn items.

COMBO-OK, OBVIOUS

IMMUNITY TO EVERYTHING TECHNIQUE

ZENITH	RESISTANCE	RESISTANCE 5, ESSENCE 3
	6M, IWP	ONE SCENE
	SIMPLE (SPEED 4)	PAGE 208
ANY RESISTANCE EXCELLENCY		

This Charm stops poison and sickness from doing further damage to the character for one scene. This Charm also prevents the character from suffering new Poison or Sickness effects during this scene. Effects that would poison or sicken him have no effect whatsoever. The character can walk hand-in-hand with plague victims, sprinkle poison on his food and eat ichneumon eggs as caviar. There are never ill effects later from these indiscretions.

COMBO-OK

IRON KETTLE BODY

ZENITH	RESISTANCE	RESISTANCE 3 ESSENCE 2
		SCENE
SIMPLE		PAGE 207
IRON SKIN CONCENTRATION		
<p>This Charm gives the character +4A/+8L/+8B soak for the scene. This Charm cannot be used by characters wearing armor. The defense provided by this Charm is compatible with Iron Skin Concentration's effects.</p>		

NONE

IRON SKIN CONCENTRATION

ZENITH	RESISTANCE	RESISTANCE 3, ESSENCE 2
2M		INSTANT
REFLEXIVE (STEP 7)		PAGE 207
DURABILITY OF OAK MEDITATION		
<p>The Solar invokes this Charm after an attack hits him but before damage is rolled. Roll (his Stamina + Resistance) against a difficulty equal to the attacker's Essence (up to a maximum of 6). On a success, this Charm prevents all damage from the attack; on a failure, this Charm still gives him +4A/+8L/+8B soak.</p>		

COMBO-OK, OBVIOUS

OX-BODY TECHNIQUE

ZENITH	RESISTANCE	RESISTANCE 1, ESSENCE 1
-		PERMANENT
	PERMANENT	PAGE 208
NONE		

This Charm gives the Lawgiver additional health levels. A player may purchase this Charm up to once per dot of the Resistance Ability her character possesses. Each purchase provides one of the following, at the player's option, determined at the time of purchase: One -0 health level, two -1 health levels, or one -1 health level and two -2 health levels

STACKABLE

SPIRIT STRENGTHENS THE SKIN

ZENITH	RESISTANCE	RESISTANCE 2, ESSENCE 2
1M PER PRE-SOAK DAMAGE DIE REMOVED		INSTANT
	REFLEXIVE (STEP 7)	PAGE 207
DURABILITY OF OAK MEDITATION		

The Solar invokes this Charm after an attack hits her but before damage is rolled. This Charm reduces the raw (presoak) damage of the attack by one die for each mote spent. This Charm can reduce the damage of the attack to zero.

COMBO-OK, OBVIOUS

UNBREAKABLE WARRIOR'S MASTERY

ZENITH	RESISTANCE	RESISTANCE 5, ESSENCE 2
3M, IWP		INSTANT
REFLEXIVE (STEP 10)		PAGE 208
ANY RESISTANCE EXCELLENCY, OX-BODY TECHNIQUE		

The Solar shakes off wounds that would cripple a lesser person. This Charm applies when someone uses an attack with a Crippling effect against the Solar. The Solar's player rolls (Stamina + Resistance) against a difficulty of the attacker's Essence. If she succeeds, this Charm negates the Crippling effect.

COMBO-OK

WHIRLWIND ARMOR-DONNING PRANA

ZENITH	RESISTANCE	RESISTANCE 1, ESSENCE 1
1M		INSTANT
SIMPLE		PAGE 205
NONE		

This Charm allows the Exalt to make one minute's progress on donning armor in a single action. The Solar Exalted normally use this Charm for a number of successive actions equal to the armor's mobility penalty in order to complete the armor-donning process. For example, six actions and six invocations allows an Exalt to gird himself in chain swathing. Facing exigent circumstances such as limited Essence or frequent interruptions, he could also spend two minutes' effort and four invocations of the Charm. This Charm applies to personal worn items, including body armor, shields, clothing and warstriders.

COMBO-OK

WILLPOWER-ENHANCING SPIRIT

ZENITH	RESISTANCE	RESISTANCE 3, ESSENCE 1
	4M	INSTANT
	REFLEXIVE (STEP 10)	PAGE 207

ESSENCE-GATHERING TEMPER

The Lawgiver invokes this Charm when hit by an attack that damaged him—that is, an attack that cost him at least one health level of damage. His player rolls one die for each health level lost. This Charm restores one point of temporary Willpower plus one point for each success rolled. This Charm cannot raise the Exalt's Willpower above its normal value.

COMBO-OK

BESTIAL TRAITS TECHNIQUE

ZENITH	SURVIVAL	SURVIVAL 4, ESSENCE 3
	10M, 2WP	ONE WEEK
	SIMPLE (DRAMATIC ACTION)	PAGE 210

FRIENDSHIP WITH ANIMALS APPROACH

This Charm involves training a natural animal or familiar. This Charm requires five or more hours of effort in any given week. In each week of training, the trainer picks one of the following to train: Strength, Dexterity, Stamina or Perception: Increases the animal's Attribute by one dot, to a maximum of (its species average + 2). Valor: Increases the animal's Valor by one dot, to a maximum of 4. Athletics, Awareness, Martial Arts, Resistance or Survival: Increases the animal's Ability by one dot, to a maximum of the Solar's own rating in that Ability. Health and size: Gives the animal an additional -1 health level and, optionally, increases its size by 10%. This Charm can give an animal a number of extra levels up to its Stamina. Intelligence: Gives the animal the effective intelligence of a six-year-old human. Using this Charm on a familiar increases all of these maximums by one and allows training the animal to adult intelligence.

OBVIOUS, TOUCH, TRAINING

CITY-MOVING SECRETS

ZENITH	SURVIVAL	SURVIVAL 5, ESSENCE 5
-	PERMANENT	
PERMANENT		PAGE 211
ANY SURVIVAL EXCELLENCY		

This Charm enhances the character's Survival Charms. Survival Charms that allow the character to extend their benefits to a group of Magnitude 1 or more increase the allowed Magnitude for that unit by one. Players can purchase this Charm a number of times equal to the Solar's Essence.

NONE

ELEMENT-RESISTING PRANA

ZENITH	SURVIVAL	SURVIVAL 5, ESSENCE 3
-	PERMANENT	
PERMANENT		PAGE 210
HARDSHIP-SURVIVING MENDICANT SPIRIT		

This Charm enhances the character's Hardship-Surviving Mendicant Spirit. When using that Charm, the character now becomes immune to environmental hazards. She can survive in a bonfire, underwater, in a volcano's caldera or in a pool of boiling acid, all with ease. She takes damage or suffers Poison, Crippling or Sickness effects only when directly inflicted upon her by some character's action.

NONE

ETERNAL ELEMENTAL HARMONY

ZENITH	SURVIVAL	SURVIVAL 5, ESSENCE 4
-		PERMANENT
	PERMANENT	PAGE 210

HARDSHIP-SURVIVING MENDICANT SPIRIT

This Charm enhances the character's Hardship-Surviving Mendicant Spirit. It reduces that Charm's cost to 5 motes and allows the character to activate Hardship-Surviving Mendicant Spirit even when she's inactive (see p. 143). If the Solar has Essence 6+, this Charm negates the cost for Hardship-Surviving Mendicant Spirit entirely.

NONE

EYE-DECEIVING CAMOUFLAGE

ZENITH	SURVIVAL	SURVIVAL 5, ESSENCE 3
6M		INDEFINITE
	SIMPLE (DRAMATIC ACTION)	PAGE 211

TRACKLESS REGION NAVIGATION

This Charm is a dramatic action to camouflage the Solar or some person or object, and it normally takes one hour to perform. The player rolls (Intelligence + Survival) to determine the quality of the camouflage. This Charm makes the camouflaged thing impossible to detect with Awareness rolls using ordinary senses. Characters with inhuman sensory acuity, such as Lawgivers using Keen Smell and Taste Technique, can discover the hidden thing by opposing the camouflage roll with (their Perception + Awareness). Characters conducting a thorough search, such as a miscellaneous Investigation action with a normal Speed of five long ticks, can oppose the camouflage roll with an appropriate dice pool.

COMBO-OK

FOOD-GATHERING EXERCISE

ZENITH	SURVIVAL	SURVIVAL 5, ESSENCE 2
	3M	INSTANT
	SIMPLE (SPEED 5 IN LONG TICKS)	PAGE 210
ANY SURVIVAL EXCELLENCY		
<p>This Charm affects the character or a group she leads with a Magnitude no greater than her Essence. The character or group may forage in the wild and find enough food for a small meal each. It takes five applications of this Charm per day to keep a group well fed. If the Solar has dependents not foraging with her, food found with this Charm can be brought back to them. For example, for three motes, a 10-person group can find enough food to maintain two dependents for a day.</p>		

COMBO-OK

FRIENDSHIP WITH ANIMALS APPROACH

ZENITH	SURVIVAL	SURVIVAL 1, ESSENCE 2
	3M	ONE SCENE
	REFLEXIVE (STEP 1 OR 2)	PAGE 209
MAJESTIC RADIANT PRESENCE		
<p>This Charm keeps natural animals from attacking the character unless they are provoked or driven by unusual pain or fear. It allows the Exalt to communicate with natural animals-with sounds and gestures-as if they shared a common language. Animals have limited capacity for comprehension, and the Exalt cannot convince an animal to adopt a belief or plan that it cannot understand. Characters can activate Friendship with Animals Approach when inactive (see p. 143).</p>		

COMBO-OK

HARDSHIP-SURVIVING MENDICANT SPIRIT

ZENITH	SURVIVAL	SURVIVAL 3, ESSENCE 1
	IOM	INDEFINITE
	REFLEXIVE	PAGE 210
NONE		

This Charm negates any environmental external penalties to Survival rolls made for the Solar. This means that the coldest glacier and the hottest desert are no more deadly for the Solar than the gentlest rolling plain. She can find food and water easily, she ignores inclement weather even when lightly dressed, and she does not suffer undue blisters, bug bites or plant poison even walking barefoot through the Far East. This Charm does not protect against environmental damage, however, so if the environment is deadly enough to force regular Resistance rolls, the Solar needs Element-Resisting Prana to endure it.

COMBO-OK

SPIRIT-TIED PET

ZENITH	SURVIVAL	SURVIVAL 3, ESSENCE 2
	IOM, IWP, IXP	INSTANT
	SIMPLE (DRAMATIC ACTION)	PAGE 209
FRIENDSHIP WITH ANIMALS APPROACH		

The target of this Charm must be an animal loyal (see p. 175) to the Exalt. Normally, the Exalt wins this loyalty through persuasion and the use of the Friendship with Animals Approach. The Exalt can only use this Charm if he has no familiar, and using it on a new animal for the first time removes his Familiar Background entirely. This Charm is a dramatic action requiring several hours of interaction with the target. It increases the Exalt's Familiar Background by one dot, to a maximum of five. When the Exalt's Familiar Background reaches a sufficient level to have the animal as a Familiar, it becomes his familiar. For example, a tiger requires three applications of this Charm to become the Exalt's familiar, and two more to give the Exalt the abilities conveyed by Familiar 5.

COMBO-OK, TOUCH

TRACELESS PASSAGE

ZENITH	SURVIVAL	SURVIVAL 5, ESSENCE 3
5M, IWP		INSTANT
SUPPLEMENTAL		PAGE 211
UNSHAKEABLE BLOODHOUND TECHNIQUE		

This Charm affects the Solar or a group she leads with a Magnitude no greater than her Essence. It enhances a roll made to travel without leaving signs of her (or the group's) presence. This Charm guarantees that any tracker achieves, at most, zero successes on the contest to track the character or group. If another Charm contests this effect, such as Unshakeable Bloodhound Technique, add the Solar's Essence in automatic successes to her opposed roll to maintain the effects of this Charm.

COMBO-OK

TRACKLESS REGION NAVIGATION

ZENITH	SURVIVAL	SURVIVAL 4, ESSENCE 2
7M		INDEFINITE
REFLEXIVE		PAGE 211
ANY SURVIVAL EXCELLENCY		

This Charm affects the character herself or a group she leads with a Magnitude no greater than her Essence. While this Charm is in effect, the character or group travels 10 miles per day across the harshest terrain and 20 miles per day across normal wilderness. The Solar's player automatically succeeds at any valid Survival roll for the Exalt to find her way-though the character must have enough information to make this a valid roll.

COMBO-OK

UNSHAKEABLE BLOODHOUND TECHNIQUE

ZENITH

SURVIVAL

SURVIVAL 5, ESSENCE 2

8M, IWP

INSTANT

SUPPLEMENTAL

PAGE 211

TRACKLESS REGION NAVIGATION

This Charm supplements a roll to track an opponent. It guarantees that the Solar achieves at least (target's successes + 1) successes on the tracking contest, after taking all penalties into account. If another Charm contests this effect, add the Solar's Essence in automatic successes to her opposed roll to maintain the effects of this Charm.

COMBO-OK

PAGE