

Chapter Three: The Solar Exalted

Chosen of the mightiest figure among the heavenly pantheon, the Solar Exalted were the anointed leaders of the armies of the gods. They raised up the Realm in reflection of their glory and ruled over it for thousands of years in the halcyon era that was the First Age.

In the end, they fell into corruption. Their armies were induced to betray them and assume their vacant thrones. Their advisors became their enemies. Their ancient bodyguards and seconds failed and fled. The Solars died and were bound away in darkness.

Now, in the Time of Tumult, they have returned to Creation in their multitudes. They are as yet children re-learning the rudiments of their divine powers, but soon things will change. The Second Age of Man will come to an end, and it will be the struggles of the Solar Exalted that ultimately determine whether the age that replaces it will be one of ruin or a climb back toward heavenly splendor.

What tales will they tell of your deeds?

Play a Solar if you want...

- to be a reborn hero of legend.
- to forge kingdoms, religions, or even worlds.
- to rediscover and reclaim (or reject!) an ancient legacy that once shaped Creation.
- to face a world full of those who fear your rise to power, or wish to guide its course.
- to be mightiest among the Chosen.

The Solar Exalted

Solar Exaltation might descend upon anyone. It is said that the Solars are heroes, but what does that truly mean? The leader of a Delzahn war-band is a hero to the men he leads into battle. His valor stokes the fires of their hearts. His cunning and ferocity make them wealthy and bring them glory. To those forced to give up their wealth or their lives at the point of his blade, he is the blackest of villains.

It was once said that the eye of the Unconquered Sun could see the hidden truths in any heart. It was believed that he chose his champions from among the mighty, yes, and the wise, and the valorous... but that to focus on such things was to miss the truth depth of the sun-god's discernment. Solar Exaltation chooses as the Unconquered Sun would choose, and it cleaves to the *exceptional*. Solars are always people of great promise, even if they do not see it in themselves. They have profound gifts... even if they have never been given the opportunity to discover them. Some Solars are warlords, champions of the bloodsands, revered savants, master burglars. Others are illiterate slaves who have never known a day without hunger, orphan sneak-thieves, painted boys who sell themselves to live, even murderers in service to a demon-cult. The Unconquered Sun has selected virtuous monks and brutal pirates to bear his symbol into the world. The one commonality is that in *every case*, when given true power, a Solar has some notion of what should be done with it... and the will to do that thing.

That, in the eyes of the Unconquered Sun, is excellence. That is what Solar heroism means.

The Golden Exaltation

Solar Exaltation often occurs in a moment of immediate crisis, when a person's back is against the wall. That might mean they're staring down three feet of sharpened steel; in fact, it often does. But it also might mean they're arguing a case in front of a hostile judge; or prying the jewel from an ancient statue's forehead when the statue opens its eyes; or trying, desperately, to discover a cure for the plague killing their village.

Without warning or preamble, the power of the sun descends like lightning and thunder, like a flood, like the fires of heaven. Time stands still as the newly-Exalted Solar's thoughts race with perfect clarity. Limitless energy suffuses her limbs, granting her as much strength or precision as she needs. The impossible is suddenly easy. If the Solar was at the point of collapse, she gains a second, inexhaustible wind. If her body is battered and broken, she finds herself renewed. The rush of power is accompanied by a blinding pulse of golden light that entwines the Exalt's limbs, even as a blazing sun-mark momentarily erupts upon her forehead.

The sense of limitless, roaring potential passes soon enough, but the power doesn't fade with it. The moment of Exaltation transforms an extraordinary man or woman into a god made flesh.

What is This?

The presentation of the Solar Exalted in the **Exalted Demake** draws equally upon all three editions of **Exalted**. For supplemental material, feel free to consult any version of the corebook, or the material in the First Edition Castebooks.

Essence Fever

Solar Essence is fierce, hot, and potent. It fills a young Exalt with wild, sometimes misplaced optimism. When she tries to calculate whether a thing is possible or not, her Essence returns a powerful affirmative: *yes, it says, reach out, take it now*. It roars and revels in accomplishment, flushing a Solar with a sense of absolute completion when she triumphs in battle, solves a problem, or wins someone to her side. This character can be very dangerous in the early weeks and months of a Solar's new life, before she develops a firm sense of her capabilities. Her Essence feels boundless and infinite right up until the moment she exhausts its strength, sending her crashing back down to near-mundanity.

Very new Solars often seem restless, nervous, or hyperactive, as their Essence shouts at them: *go, see, do, achieve*. Their anima banner manifests easily in moments of stress, fear, or anger, as the Solar's instinct is to reach down deep into the well of her power and spend from it as hard as she can.

In time, a Solar who survives learns to master her Essence rather than letting it master her. She becomes able to filter out the haze of wild glory, discerning the true strength at her disposal. She spends her strength in careful measures rather than massive pulses. A Solar in the maturity of her control likely seems the most "normal" of any Exalted. Her Essence provides her with a quiet confidence in her power, but no longer howls for unrestrained glory.

On Playing a Solar

The one thing Solars are not is uncertain of their strength. A Solar may not know what she has become, and may not know exactly what she can do, but she does know she has been

transformed into someone who can challenge the gods and triumph. The nature of her Essence screams of *power*. It is unmistakable.

Even after mastering the early throes of Essence fever, a Solar's Essence quietly radiates a sense of authority. If wickedness displeases her, why not strike it down? If ignorance offends her, why not banish it with enlightenment? If corruption stymies her, why not impose reforms? If she knows a better way, why not share it with others? These questions form easily in a Solar's mind. In the absence of external threats demanding their immediate attention, the Solar Exalted tend to seek gratification of their desires and relief from their frustrations, and the scope of their power means that their focus generally soon shifts to *the state of the world around them*. A mortal who is frustrated by the state of the world goes to a teahouse and drinks away his sorrows. A Solar has the power to banish her sorrows by resolving the ultimate source of her woes, and the hot bright glow of her Essence reminds her of this. As a result, Solars tend to be highly-motivated people, even if they weren't like that prior to Exaltation.

On the Chosen of the Sun

Newly returned to Creation, the Solar Exalted number roughly 150 across the length and breadth of the world. Of these, less than two dozen have been constantly reincarnating throughout the Second Age; the rest appeared in a great mass starting five years ago, with the first solar eclipse since the night of the Usurpation.

The natural lifespan of one of the Solar Exalted is two to three thousand years. In practice, this basic figure is misleading. Few First Age Solars ever died of old age, as they were able to requisition rare and expensive life-extending drugs, utilize experimental age-slowness sorcery, and cultivate supernaturally efficacious fitness regimens to greatly extend their potential lifespans. Solars appear to remain in the full bloom of their health (and often their youth) for nearly all of this span, showing advanced signs of age only in their final decades.

Castes

The Solar Exalted are divided into five castes, which are intrinsic to their Exaltation. A particular Exaltation is always drawn to the sort of hero who embodies the strengths and aptitudes of its embedded caste. Thus, a Dawn Caste, when she dreams of the former bearers of her Exaltation, relives the memories of other Dawn Castes.

Dawn Caste

The Dawn Caste is the caste of warriors. These heroes are the mightiest fighters Creation has ever known. They are chosen from among the ranks of Creation's soldiery, for a certainty, but their ranks also include martial arts students, veteran bar-brawlers, daring bandits, gladiators, military historians, and strapping young farmhands with dreams of adventure.

Caste Mark: The Dawn caste mark is an eight-pointed sunburst consisting of eight bars radiating around a bead of purest gold.

Anima Banner: A Dawn's anima banner is an aura of pale golden-white, tinged with the pastels of sunrise. In dramatic moments, it may momentarily become an iconic symbol of ferocious power.

Caste Abilities: Archery, Athletics, Brawl, Martial Arts, Melee, Resistance, Thrown, War

Anima Power: Once per scene, the Dawn can reflexively lower the difficulty of an attack or damage roll by -1. When the character's anima is flaring, the rule of 1s does not apply to her damage rolls.

Zenith Caste

The Zenith Caste is the caste of holy men and women. Though they are the priesthood of the Unconquered Sun, they are not selected for their great faith. In the eyes of the sun-god, faith without works is dead. Zeniths are Exalted from among those with the strength and fortitude to walk up and down in the land, inspiring those they meet to be more than they currently are. So long as even one of the Zenith Caste endures, there will always be the potential for new Exalted, for men will always have something to look up to and be inspired. As such, people of literally any background at all might become members of this caste.

The Exaltation of the Zenith Caste is slightly different from other sorts of Solars. As the raging envelope of light and power that briefly surrounded her body fades away, a firm, powerful voice speaks from somewhere deep within the Zenith's heart: *"In my anger, I turned my face from the world, but I shall do so no longer. Know you are among my chosen priests. Go, and make the world a righteous place as you know best. Take light into darkness, and know you act with my blessing."*

Caste Mark: The Zenith caste mark is a brilliant disc of glowing gold.

Anima Banner: A Zenith's anima banner is a radiant bonfire of white and gold. In dramatic moments, it may momentarily twist into a reflection of something she considers sacred.

Caste Abilities: Athletics, Empathy, Lore, Medicine, Performance, Presence, Resistance, Survival

Anima Power: By touching an inanimate corpse with a simple action, the Zenith can burn it to ashes and send its soul onward from this world. This will immediately banish and lay to rest any ghost associated with the body. When her anima is flaring, she gains Defense +1 against creatures of darkness, and any action taken by a creature of darkness which aims to oppose, attack, or otherwise thwart the Zenith suffers a dice penalty equal to her Essence rating. Thus, if she had Essence 3, a ghost trying to intimidate her would suffer a -3 penalty to do so.

Twilight Caste

The Twilight Caste is the caste of the learned and the sagacious. They are those who have cultivated strength of mind, strength of technique, strength of accomplishment. They are not, however, Chosen simply to reward them for *knowing things*. Twilights are always people whose learning or talents drive them to go forth and share their light with the world. The First Age was raised up on the labors of the Twilight Caste. They are chosen from among the ranks of diverse folks: savants, sorcerers, blacksmiths, physicians, magistrates, scavenger lords, and more.

Caste Mark: The Twilight caste mark is golden circle, its upper half full, its lower half hollow.

Anima Banner: A Twilight's anima banner is a phantasmal display of evening hues: reds, purples, blues, limned in brightest gold. In dramatic moments, it may momentarily twist into a shape indicative of great wisdom or power.

Caste Abilities: Bureaucracy, Craft, Investigation, Linguistics, Lore, Medicine, Occult, War

Anima Power: By using a simple action, the Twilight may disincorporate herself into the geomancy of the world, reforming some hours later at the boundary of a nearby place of power such as a Demesne or spirit sanctum. Additionally, while her anima flares, she may, at will and as she desires, cause dematerialized beings touched by the light of her anima to become visible and audible in the physical world, and by reflexively paying 1 Mote may enable anyone to interact with them physically so long as they remain illuminated. Generally, a Solar's anima strongly illuminates the entire sector she occupies, barring solid walls and the like blocking its light. Finally, once per story the Twilight may present an explanation of some fact she genuinely believes to be true. Everyone present is able to understand this explanation despite any barriers presented by language or cognition, and the Twilight's words make sense to them. This does not oblige them to accept what she says, but it does guarantee that they remember her argument or explanation, and find it both honest and compelling.

Night Caste

The Night Caste is the caste of those who lived beyond the sun's regard. They are selected from among the ranks of criminals, assassins, pirates, and worse. They are intimately familiar with the ways of the wicked, but not themselves entirely black of heart according to the judgment of the Unconquered Sun. Through Exaltation, they are uplifted and set to hunt the villains whose ways they know so well, utilizing vile means for righteous ends.

Caste Mark: A Night's caste mark always is an empty circle of gleaming gold.

Anima Banner: A Night's anima banner is pale gold, swimming gently with tones of ghostly white, gray, and violet. In dramatic moments, it may momentarily twist into a threatening display of impending retribution.

Caste Abilities: Athletics, Awareness, Investigation, Larceny, Ride, Sail, Socialize, Stealth

Anima Power: For one round per scene, the Night may treat her Mote-per-round limit as though she were flaring her anima when she isn't. She can also re-roll one Stealth roll per scene without spending Willpower or using up her once-per-scene re-roll. Additionally, when her anima *does* flare, she may shroud herself in it like an obscuring cloak, making her impossible to recognize. Anyone in the scene that has already recognized her must roll Willpower against difficulty 9 or forget the blazing stranger's identity, if the Night would rather they didn't remember who she is. She increases her Dodge by +1 against anyone who does not know who she is under the anima haze.

Eclipse Caste

The Eclipse Caste is the caste of diplomats and emissaries. Granted enormous blessings, they are tasked with walking into the halls of foes and making them allies, into the dens of monsters and convincing them to sell their fangs, into the temples of unruly gods and reminding them of the proper order of Heaven and all things beneath it. They are uplifted from the ranks of merchants, aristocrats, ministers, bureaucrats, messengers, diplomats, and poets — any who are adept with words and emotions.

Caste Mark: An Eclipse's caste mark is a disc within a circle, both of beautiful gold.

Anima Banner: An Eclipse's anima banner is a marvel resembling the corona of the sun during a celestial conjunction: a deep-gold core shading to brilliant, sparkling white at the edges. In dramatic moments, it may momentarily twist into a symbolic display of authority or unity.

Caste Abilities: Bureaucracy, Empathy, Linguistics, Occult, Presence, Ride, Sail, Socialize

Anima Power: The Eclipse may use a simple action and spend 1 Mote to sanctify any oath she personally witnesses, scribing the words of the pact on the air with Essence. Any who should break this oath suffers the wrath of Heaven and is afflicted with a potent curse of the Storyteller's devising, which may be subtle or obvious as seems appropriate. Additionally, if the Eclipse approaches beings of the Wyld, Hell, or the Underworld on legitimate business and they offer her or her companions unprovoked violence, then any roll made by the offending beings during the course of that violence which produces even a single 1 become an automatic botch. Finally, once per story, the Eclipse may make a bargain of power with some other supernatural being, gaining a single use of any Charm or supernatural power they know. She must seal this bargain with her own oath-binding power; if she binds herself to whatever price the being demands, then she may activate the borrowed power once at any point before the end of the story as though she knew the Charm or power herself. If the borrowed power is a permanent effect, then she gains its effects for one scene. Antagonist powers which cost Momentum convert their Momentum cost to Motes.

Character Creation

Creating one of the Solar Exalted works a lot like it does in any classic edition of the game. The steps are outlined below:

Step 1: Character Concept

- Consult with the other players and come up with an appealing concept.
- Pick out the caste that fits best, and note its anima effects.
- Select Nature.

Step 2: Attributes

- Mark down one dot in each Attribute.
- Rank categories of Attributes (Physical, Social, Mental) in order of importance to your character.
- Divide 8 dots among primary Attributes, 6 dots among secondary Attributes, and 4 dots among tertiary Attributes.

Step 3: Abilities

- Select five Caste Abilities from the relevant list.
- Select five Favored Abilities, which may not be the same as Caste Abilities.
- Divide 28 dots among Abilities.
- No Ability can have more than 3 points without spending Bonus Points. At least 10 must be spread among Caste and Favored Abilities. Favored Abilities must have at least one dot.

Step 4: Advantages

- Receive the Charm: Excellence of the Blazing Sun for free. Then choose additional Charms (10 dots in total). At least 5 dots of Charms must be from your Caste Charms.
- Select 7 dots of Backgrounds.

- Write down three Intimacies.

Step 5: Finishing Touches

- Record Willpower (5), Essence rating (1), and Mote pool (10). Mote pool begins at maximum.
- Record Health (7).
- Calculate and record Defense, Soak, Dodge, Block, and Stagger Threshold.
- Spend Bonus Points (15).

Bonus Point Costs

Trait	Cost (per dot)
Attribute	4
Ability	2
Caste/Favored Ability	1
Caste/Favored Charm	(rating x 3)
Other Charm	(rating x 4)
Terrestrial spell (favored)	3
Terrestrial spell (unfavored)	4
Essence	9
Backgrounds	1
Willpower	1

Backgrounds

Solars may use any of the Backgrounds found in Chapter Two. They also have some particular considerations for certain Backgrounds.

Artifact

Social Background

Solar Exalted naturally resonate with all of the magical materials, but in the First Age were particularly identified with orichalcum, in part because no other Exalt was able to claim an affinity for it, and in part because its golden luster made it obviously holy to the Unconquered Sun. As a result, First Age Solars strongly favored artifacts made of orichalcum, and any Solar seeking out the panoply of one of her former incarnations is likely to find primarily artifacts made of orichalcum.

Backing

Social Background

Solars might attain Backing from a wide variety of different organizations interested in exploiting their power (or which they belonged to before their Exaltation, and which remain ignorant of their true nature!). One notable group which actively recruits Solar members is the Sidereal-backed Cult of the Illuminated, which offers a network of safehouses, assistance,

worship, and, once a Solar has proven herself worthy of both trust and further investment, direct Sidereal mentorship and contact with a broader network of supernatural support.

Command

Social Background

Most Solars buy this Background as it is described in Chapter Two. However, if the character knows the Charm: Tiger Warrior Training Technique, they may use the scale below:

- X You command no troops.
- A retinue of Tiger Warrior bodyguards (Size 1, Drill 9).
- A squad of Tiger Warriors (Size 2, Drill 9).
- A strike force of Tiger Warriors (Size 3, Drill 9).
- A company of Tiger Warriors (Size 4, Drill 9).
- A full army of Tiger Warriors (Size 5, Drill 9).

Cult

Social Background

The Solars are newly-returned to Creation and the Immaculate Order has spent centuries poisoning the waters of public sentiment against them throughout much of Creation. They cannot generally begin play with this Background above three dots.

Veteran Solar Creation

While the vast majority of the Solar Exalted have only just returned to the world in the last five years, a small handful have been reincarnating ceaselessly since the fall of the First Age. If you want to play one of those harried souls, who managed to avoid the Wyld Hunt for some decades and gather a modicum of power, the following character creation adjustments have got you covered:

Attributes: 9/7/5.

Abilities: 35 dots. These can go all the way to 5 without spending Bonus Points.

Charms: Excellence of the Burning Sun plus 15 dots. At least seven have to be from Caste Charms.

Backgrounds: 12 dots.

Essence Rating: Starts at 2.

Bonus Points: Spend 21.

Special Rules for Solars

In addition to the rules that normally govern the Exalted, Solars have a few unique rules all their own.

Essence Respiration

In addition to the methods for regaining Motes outlined in Chapter Two (see p. XX), Solars also regain Motes in the following ways:

- At the end of a scene in which a Solar triumphed over some meaningful obstacle or adversity, she gains 1 additional Mote, in addition to the 1 Mote all Exalts normally gain.
- If the Solar is a Dawn Caste and she triumphed through the application of martial violence, military acumen, or physical superiority, she gains 1 further additional Mote.
- If the Solar is a Zenith Caste and she triumphed through staying true to her Intimacies, inspiring or convincing someone else, persevering in the face of physical suffering, or delivering someone else from suffering, she gains 1 further additional Mote.
- If the Solar is a Twilight Caste and she triumphed through utilizing applied knowledge, sorcery, or by outsmarting or outthinking a problem, she gains 1 further additional Mote.
- If the Solar is a Night Caste and she triumphed through the use of secrecy, stealth, or criminality; or if she escaped from a problem; or if she thwarted an attempt to subvert some set of laws she cares about, or delivered justice to someone who transgressed against such laws, then she gains 1 further additional Mote.
- If the Solar is an Eclipse Caste and she triumphed by the use of words in any capacity, by applying knowledge she gained in travels far away, by understanding someone else, by forging a path towards a destination, or by knowledge of the laws and systems governing a problem, she gains 1 further additional Mote.

The Great Curse

When the armies of the gods struck down those who had wrought Creation from primordial chaos, the dying demon princes uttered hideous death-curses and hurled them against their treacherous creations. The Incarnae wisely warded themselves in infallible defensive miracles, which protected them from the curses of their foes. What they did not foresee, and did not realize, was that the remnant power of the shattered curses fell on the only fragments of the divine power of the Incarnae not safely guarded behind their potent wards: the Exaltations of their Chosen.

So it is that the Solar Exalted are now and have always been figures of enormous mirth and melancholy, overweening passions and compromised judgment. They are mightier than ordinary men, but not necessarily any more wise, and when the Great Curse rises up in their hearts, it drives them to seek satisfaction without regard for what is right or just.

Each Solar has a Limit track, which runs from 0 to 10 points. Limit is gained in the following fashion:

- Whenever the Solar botches a roll, she gains a point of Limit.
- Whenever the Solar acts in a way that undermines or betrays either her Nature or one of her Intimacies, she gains a point of Limit.
- The first time in a scene the Solar spends Willpower in response to social influence, she gains a point of Limit.
- The Solar has a *Limit Trigger* defined by the player. This is a situation the Solar finds abhorrent or intolerable, such as “Being humiliated,” “Witnessing the mighty abusing the weak,” or “When directly faced with temptations to the life of debauchery I foreswore.” It’s always something personally important and upsetting to the Solar. Whenever the Solar encounters her Limit Trigger, she rolls her Essence rating against difficulty 6 and gains one point of Limit, plus a

point of Limit for each success rolled. The Limit Trigger shouldn't happen every time the Solar turns around, but it also shouldn't be something that *never* comes up.

Once a Solar's Limit track reaches 10 points, she enters Limit Break and the track empties. Her great passions and ambitions boil over and drown her reason, causing her to take foolish and tragic action without regard for the consequences. Once a Solar enters Limit Break, she must do something extremely rash, intemperate, or ill-advised which complicates the story significantly and entertainingly, such as coming to blows with a cherished ally over a minor annoyance or breaking an important vow in favor of a moment's self-indulgence. Until she does so, her player cannot spend experience points or supernal experience points.

The Great Curse is intended to evoke the tragic beats of ancient epics, the moments in which Achilles mourns in his tent when his allies need him to take to the field of battle, Herakles flies into a rage and slaughters his family, and Orpheus looks back at the cusp of completing his quest. The Solar Exalted are clever, passionate heroes endowed with incredible might but not necessarily wiser than any other man or woman. Under the lash of the Great Curse, they are drawn back down to Earth. There they discover that they have not been elevated above regret or prudence, and that their amplified power can create amplified disaster.

Minor embarrassment or inconvenience does not discharge the Great Curse, but neither is it intended to be a countdown clock to the utter ruination of a character. Limit Break is intended to be a narrative low point for characters who are, frankly, blessed with game system advantages mighty enough to power out of most travails. You don't have to irrevocably destroy your life, but it's worth designing a Solar character keeping in mind that at some point in their story, they *will* turn away from an ally in need, make a selfish decision when it comes time to repay their debts, vent their wrath upon someone who doesn't deserve it, or otherwise fall into one of countless very human failings, *because having divine power has not expunged their humanity*. From a Watsonian perspective, this *will* happen because of the ancient, undiscovered death-curse of the makers of Creation. From a Doylist perspective, Limit Break is there to help your chronicle feel more like *Romance of the Three Kingdoms*, *the Black Company*, *the Odyssey*, *the Books of the New Sun*, *a Wizard of Earthsea*, and any number of other ancient epics and pulp fantasy inspirations at the root of **Exalted**, in which mighty heroes are often the ones responsible for their own greatest setbacks and challenges.

Legacies

Not only are the Solar Exalted the inheritors of the power of the mightiest of all the gods, but they once shaped an entire Age of Creation around the imprint of their power as rulers of the world. Creation still remembers the dim shape of those legends imprinted upon its history. Though newly reborn, the Essence of the resurgent Solar Exalted remembers the legends that they once were, and strives to recapture that lost power.

At the beginning of any story after reaching Essence 2+, a Solar may choose a *Legacy* for herself: the shape of the indelible legend she is growing into. This may echo her accomplishments in a former life, or may be an entirely new path for her destiny that fits some archetypal expression of Solar power. A Solar's Legacy helps accelerate her back toward the heights of power she enjoyed in the First Age, and reinforces her position as a catalyst for change in the fading years of the Age of Sorrows.

A Solar's Legacy provides certain advantages right away, with greater power unlocking each time she increases the potency of her Essence. These advantages are often fueled by a new resource, itself called *Legacy points*. There's no limit on how many Legacy points a Solar can hold at once, and they can only be lost by spending them to activate Legacy advantages. The character gains 1 Legacy point each time she gains Willpower by fulfilling her Nature (even if she already has 10 Willpower points), and certain Legacies also provide additional means by which to gain Legacy points.

Legacies have certain prerequisites a Solar must meet before she can choose to take them. A Solar can only ever have one Legacy, and once it is chosen, the choice is permanent.

Each time a Solar gains a particular bundle of advantages from her Legacy, she may, if she wishes, opt *not* to gain any of the benefits associated with that particular Essence rating, instead receiving her choice of *one* of the following two benefits instead:

- **A Favored Ability of the Solar's choice becomes a Caste Ability.**
- **The Solar gains +2 Health.**

A complete list of all Solar Legacies and their benefits may be found starting on page XX, at the end of this chapter.

Solar Charms

These are the miracles by which the Solar Exalted may, perhaps, shift the course of the world... or speed it on to its doom.

General Solar Charms

The following Charms count as Caste Charms for all Solars.

Excellence of the Blazing Sun (•)

By feeding raw Essence into focused endeavor, the Solar may perform feats far beyond the human norm.

System: Select one Ability when activating this Charm. The player may add (the Attribute being rolled + the Ability in question) additional dice to all rolls using this Ability, save for damage rolls. Activating this Charm is reflexive, and costs 1 Mote if enhancing a Caste or Favored Ability, or 2 Motes for any other Ability.

Excellence of the Blazing Sun lasts until the end of the round. Using it triggers Essence Exhaustion (see p. XX). **Solars begin play with this Charm.**

Threat Range: The first time in each scene you roll a Threat die, subtract each Solar antagonist's Essence rating from it to find x for that particular antagonist. Their threat range for Excellence of the Blazing Sun is $x+$ for the rest of the scene

Should the Sun Not Rise (•)

The Solar's legend and legacy are her own, and though the candle of her life may gutter out, her works will not vanish when she does.

System: Should the Solar die with at least one point of Willpower remaining to her, the guttering sparks of her vitality restore her to fitful life at some point during the next three days. She has only a short time — a few hours at most — before her injuries reclaim her, but may use this very

brief reprieve to locate a hand-selected successor, and, with her final breath, pass her Exaltation on to the mortal inheritor of her choice. Her chosen successor need not be physically present when she expires, but if he is not, she must spend a point of Willpower to send her Exaltation to him.

The newly-Exalted Solar automatically gains Mentor 3 (in the form of the Exaltation's former bearer instructing and advising him in his dreams).

A Solar must have Essence 3+ to purchase this Charm.

Threat Range: N/A, passive

Stubborn Boar Attitude (•)

The Solar forsakes temperance in favor of glory, becoming an unstoppable force when she casts all restraint to the wind.

System: After purchasing this Charm, the Solar's Limit Trigger rolls become immune to the rule of 1s. Additionally, once per session, when she would normally spend Motes, she may choose to spend 1 less Mote than normal and instead in its place gain 1 Limit.

While enacting a Limit Break, the Solar becomes unconditionally immune to all magic that would bind, alter, or manipulate her thoughts, memories, and actions, including shattering any ongoing effects of that nature such that they do not re-assert themselves after Limit Break ends. Additionally, select one three-dot Charm the Solar does not know. She may now never permanently learn this Charm, but always has access to it while acting out a Limit Break.

A Solar must have Essence 2+ to purchase this Charm.

Threat Range: N/A, passive

Final Ray of Light (•••)

Though even her very flesh and divinity falters under the blades and maledictions of a fallen age turned against her, the Solar rises up one last time in defense of those she loves.

System: If the Solar dies in the course of protecting or fighting for one of her Intimacies, she immediately returns to life in a blaze of golden Essence. Her Essence pool restores itself to full, and she heals her most severe wound immediately. Final Ray of Light can only activate once per story.

A Solar must have Essence 3+ to purchase this Charm.

Threat Range: N/A, passive

Dawn Charms

These Charms primarily deal with combat prowess and training and leading soldiers.

Accuracy Without Distance (•)

Resonance: Archery

The Solar may close her eyes before striking, if she desires; she aims with her heart, kills with her will.

System: Reflexively spend 1 Mote when making an attack. The attack is undodgeable and automatically hits its target, no matter how well the opponent defends or how poorly the Exalt

rolls; if the dice indicate that the attack should not strike true, then it hits anyway with zero successes. Accuracy Without Distance can't strike through a perfect defense, however, nor can it strike a target if there's simply no way to reach them (such as if they're on the other side of a wall, or outside of a weapon's maximum range).

Threat Range: 1-3

Dipping Swallow Defense (•)

Resonance: Brawl, Melee, War

The Solar lets instinct guide her defenses, and finds that her blade or fist intercepts every attack in the moment before it strikes her.

System: Reflexively spend 1 Mote to activate this Charm. For the rest of the scene or until she is next Staggered, the Solar increases her Defense by +1. Additionally, while this Charm is active, the Solar ignores the Heavy quality of any attacks directed at her.

While Dipping Swallow Defense is active, the Solar may choose to negate the Overwhelming quality of an attack directed against her, but doing so ends the Charm once the attack finishes resolving.

Threat Range: 2-4

Divine Executioner Stance (•)

Resonance: Empathy, War

The Solar swears to protect that which she holds most dear, and Heaven stands officiant in recognition of her convictions. Her attacks ignite with holy fire, rendering wicked men into wailing ghosts.

System: Reflexively spend 1 Mote and select one of the Solar's Intimacies. For the rest of the scene, whenever the Solar attacks someone who threatens that Intimacy or whose actions or agenda violates it, her attack inflicts Aggravated damage (-1) and increases its base damage by +3. If she incapacitates or kills such a foe, she gains 1 Mote.

At Essence 3+, once per scene when the Solar directs an attack against someone who is a valid target for this Charm's effects, she may enhance it as though with Essence of the Blazing Sun were at no cost.

At Essence 5+, if a Solar strikes someone with an attack enhanced by this Charm, and they do not move at least one zone away from her on their next turn, then at the end of that round after all other characters have acted, she may make an extra attack against them, and may keep doing so in each subsequent round until they flee from her into another zone.

This Charm may only be activated to protect a particular Intimacy once per story. The Solar may waive the Mote cost and once-per-story activation limit if she sees a creature of darkness threatening the Intimacy she activates this Charm to protect.

Threat Range: 5

Edge of Morning Sunlight (•)

Resonance: Archery, Melee, Presence

The Solar's attacks burn the undead, the unholy, and other such creatures of darkness like fire.

System: The Solar may reflexively spend 1 Mote to make all of her attacks against creatures of darkness until the end of the scene or she is next Staggered inflict Aggravated damage and gain Brutal (-2).

Threat Range: 5-6

Creatures of Darkness

Creatures of darkness include all beings of Hell and the Underworld, such as ghosts and demons, or whose nature is intrinsically tied to darkness or death. Abyssal, Infernal, and Liminal Exalted are considered creatures of darkness.

Foe-Cleaving Focus (•)

Resonance: Melee, Thrown

Seizing upon a momentary weakness in her foe's battle pattern, the Solar strikes like a thunderbolt.

System: The Solar's attacks against Staggered enemies inflict Brutal damage (-1) and gain Piercing (-1). She may also reflexively spend 1 Mote to make an attack unblockable *or* to grant it the Heavy quality.

Threat Range: Passive, active element is Threat 2

Hauberk-Summoning Gesture (•)

Resonance: Resistance

The Solar extends her limbs and closes her eyes, remembering the weight of her armor, and a moment later memory becomes reality as she becomes enwrapped in steel.

System: The Solar either uses a swift action to summon a suit of armor she owns onto herself, regardless of how far away it may be, causing it to appear and enwrap her in a matter of moments; or else she may reflexively spend 1 Mote to instantly don the armor in a flash of light, so quickly that it can protect her from a spear already being thrust at her body.

Threat Range: 3+

Immortal Armory of the Sun (•)

Resonance: Archery, Melee, Thrown, War

The Solar becomes absolute master of all weaponry, and may even sculpt weapons from her own anima.

System: By using a re-arm action or reflexively spending 1 Mote, the Solar can call any weapon she can see into her hand, so long as it's not actively in someone else's possession.

Alternately, by using a re-arm action and reflexively spending 1 Mote, she can forge any personal-scale mundane weapon she desires out of raw Essence; this weapon persists for the rest of the scene, but becomes ephemeral and useless in any hands save the Solar's own. Created weapons may be anything from a great sword to a brace of throwing hatchets. Created ranged weapons enjoy effectively limitless ammunition.

Finally, the Solar may reflexively spend 1 Mote to charge an existing ranged weapon with power, granting it infinite ammunition for the rest of the scene. Firewands form an exception.

Created firewands, or those firing phantom firedust, require the additional use of a re-arm action to create enough packets of phantom firedust to last until the Solar is next Staggered or until the scene ends, whichever comes first.

With Essence 5+, the Solar may create artifact weapons rather than mundane weapons with this Charm, although they express no Evocations or other special powers.

Threat Range: 4+

Rout-Stemming Inspiration (•)

Resonance: War

Leading from the front, the Solar's example gives heart to her troops and stiffens their resolve when it wavers.

System: A number of times per scene equal to her War rating, the Solar may treat a successful attack against an enemy as also being a successful rally or rally for numbers action (see p. XX), with a number of successes equal to her successes rolled against her enemy. Additionally, she takes heart from the renewed vigor of her troops; when she makes a successful rally or rally for numbers action, she may also increase her Dodge or Block rating by +1.

Threat Range: N/A, passive

Stark Truth of Steel Method (•)

Resonance: Melee, War

Spotting a moment of acute vulnerability, the Solar delivers a killing strike to her enemy's weak point.

System: Reflexively spend 1 Mote when attacking a Staggered opponent. The attack gains +3 base damage, Piercing (-2), Brutal (-1), and if it causes a Wound, the Solar may make it a mauled Wound at no additional cost.

Threat Range: 6-7

Thunderclap Rush Attack (•)

Resonance: Brawl, War

The Solar's Essence rises in reaction to killing intent projected against it, giving her the edge on her foes.

System: The Solar may reflexively spend 1 Mote to activate this Charm. For the rest of the scene, she and her allies hold the initiative (see p. XX). She can also, at no cost, cut ahead during the scene without spending Willpower a number of times equal to (highest of Brawl, Martial Arts, or Melee ratings).

Threat Range: Passive. Active element is Threat 9+.

Unassailable Guardian Posture (•)

Resonance: Melee, Resistance

Setting herself to the protection of comrades and innocents alike, the Solar forges herself into an unbreakable bulwark.

System: The Solar may protect an ally as a swift rather than simple action. When the Solar uses the protect action to defend someone, once per round she may redirect an attack directed against her ward so that she becomes its target instead.

Threat Range: N/A, passive

Dragon Coil Technique (••)

Resonance: Brawl

Those caught in the Solar's grasp find that it is like being entwined in iron chains.

System: The Solar locks herself in a deadly embrace with an opponent, immobilizing him and wrenching apart his joints one by one. By reflexively paying 1 Mote upon landing a successful unarmed attack, the Exalt locks herself and her target in place. Unless she voluntarily relinquishes the power of this Charm, neither can move from the zone they currently occupy.

While this Charm remains active, the target is subjected to an ongoing hazard (difficulty 8, damage 5, lacerated, disabled arm, or disabled leg as the Solar chooses, one round intervals). This hazard must be resisted with (Strength or Dexterity) + (Brawl or Martial Arts), or with an Aptitude appropriate for wrestling.

If the Solar attacks anyone other than her grappled target, is forcibly moved to another zone, is Staggered, or reflexively chooses to relinquish the Charm, Dragon Coil Technique ends immediately.

Threat Range: 8-9

Empty Palm Technique (••)

Resonance: Martial Arts, Thrown

The Solar strikes with the speed of a cobra and the shock of an earthquake, neatly disarming an opponent and throwing his weapon away.

System: (Essence rating) times per scene, the Solar may reduce the cost of making a disarming attack to 0 Willpower. If the attack rolls at least three thresholds successes, then the Solar may either throw the target's weapon into an adjacent zone when she disarms him, or may reflexively catch and equip the disarmed weapon herself.

At Essence 2+, the Solar may simply pay 1 Mote upon successfully striking an opponent to forfeit all damage and disarm him instead.

At Essence 4+, when the Solar pays 1 Mote, as above, she only forfeits threshold damage, and may still inflict base damage. If this Staggers the target, she may inflict a disabled arm Wound.

Threat Range: 10

Excellent Strike (••)

Resonance: Archery, Melee, Thrown

The Solar's attack is simply without flaw, slashing through her enemy's defenses and cutting deep or striking true.

System: By reflexively spending 1 Mote when making an attack, the Solar grants that attack Overwhelming (-2) and the Fierce quality.

At Essence 3+, if the Solar Staggers her opponent with an attack enhanced with this Charm, then the next time during the scene she activates Excellence of the Blazing Sun to enhance the Ability she made that attack with, she may do so at no cost.

Threat Range: 6-8

Fire and Stones Strike (••)

Resonance: Brawl, Thrown

The Solar's blows burn with the roaring heat of her Essence, striking grievous wounds through the strongest armor and the most potent defenses.

System: The Solar reflexively spends 1 Mote. For the rest of the round, all of her attacks increase their base damage by the Solar's (highest of Strength, Dexterity, or the Ability used to launch the attack).

At Essence 3+, if an attack enhanced by Fire and Stones Strike Staggers or Incapacitates its target, the Solar's next use of Fire and Stones Strike within the same scene costs 0 Motes.

Threat Range: 4-7

Hail-Shattering Practice (••)

Resonance: Melee

The Solar pitches herself into her foes' attacks, meeting aggression with aggression. A clumsy thrust cannot harm her.

System: If the Solar chooses to Block an attack directed against her which struck her with 2 or fewer successes on its attack roll, she does not have to spend Willpower to invoke her Block.

At Essence 2+, the Solar may reflexively spend 1 Mote. For the rest of the scene, she may ignore the Heavy quality on any attacks directed against her.

Threat Range: 1

Hammer on Iron Technique (••)

Resonance: Brawl

The Exalt seizes up her foe and strikes him with triphammer repetition until there is nothing left in her grasp.

System: Upon attacking and damaging a foe, the Solar may reflexively spend 1 Mote to set up a shattering rhythm of repetitious blows. Henceforth, each time she strikes and damages the same target again, her attack gains a cumulative +3 to its base damage and is Heavy. This damage bonus continues to mount until the Solar launches an attack that fails to damage her target, fails to strike her target, attacks anyone other than the target, or until a full round elapses in which she does not launch a damaging attack at her target.

At Essence 3+, the Solar may also activate this Charm when striking inanimate objects or structures, allowing her to eventually punch her way through a fortress wall or smash a vast crater into the middle of the street.

Threat Range: 4

Heavenly Guardian Defense (••)

Resonance: Brawl, Melee

Focusing her Essence into an unassailable barrier, the Solar may block or parry any single attack of which she is aware.

System: The Solar may reflexively spend 2 Motes when Blocking an attack to increase her Block value by an arbitrarily high number of her choosing against it, guaranteeing that the attack inflicts 0 damage. If the attack she wishes to defeat is unblockable, she may spend +1 Mote to remove that quality from it in exchange for making it Heavy instead; however, if she performs such a parry with a mortal weapon, then it shatters under she strain the subjects it to.

After Heavenly Guardian Defense protects the Solar, her Block returns to its previous value and is reduced as usual.

This Charm cannot be invoked against unexpected attacks, or if the Solar's Block value is 0 or less. When invoked, this Charm is considered a perfect defense.

Threat Range: 1

Hungry Tiger Technique (••)

Resonance: Archery, Brawl, Melee

When the Solar focuses all her attention on a single foe, her strikes become peerlessly deadly.

System: Reflexively spend 1 Mote. Whenever an attack the Solar makes during the rest of the round succeeds, count its successes twice when adding them to the attack's threshold damage.

Threat Range: 2, 6, and 8

Sandstorm Wind Attack (••)

Resonance: Melee

The Solar strikes with such swiftness and power that a blur of force erupts from her hand or weapon. Touched by naught more than a liquid shimmer of displaced dust or divided leaves, foes far beyond the reach of her blade may be cleft in twain.

System: Reflexively spend 1 Mote. For the rest of the scene, the Solar may direct what would normally be close-range Brawl, Martial Arts, and Melee attacks against enemies up to one zone away. By reflexively spending 1 additional Mote upon making such an attack, she can target an enemy one additional zone farther away than this Charm would otherwise normally permit.

At Essence 4+, this Charm's default range increases to two zones.

Threat Range: 3-4

There Is No Wind (••)

Resonance: Archery, Thrown

Summoning the totality of her concentration, the Solar delivers her attack along a divinely ordained vector. Distance, wind resistance: these things are of no consequence.

System: Use a simple action to spend 1 Mote and make a ranged attack. That attack gains unlimited range and can strike a target any number of zones, sectors, or districts away. If the Solar can see her target and her projectile has an unobstructed path to reach him, she can kill him.

Threat Range: Any even number

War Lion Stance (••)

Resonance: Martial Arts, Melee, Resistance, War

Dedicating herself to the protection of an ally, the Solar becomes a steel-edged shadow, striking down everything which threatens her comrade.

System: Reflexively spend 1 Mote to apply a protect action to a comrade in the same zone. This protection continues until one of the characters moves to a different zone, until the end of the scene, or until the Solar is Staggered, whichever comes first.

Threat Range: 1-3

Fivefold Bulwark Stance (•••)

Resonance: Melee

Focusing her battle awareness into a preternatural trance, the Solar beholds the violent intent of her foes as golden trceries forecasting where their attacks will occur.

System: Reflexively spend 1 Mote. The Solar does not have to spend Willpower to Block attacks until the end of the scene, until she is next Staggered, or until her Block value drops to 0, whichever comes first.

Threat Range: N/A, affects a rule antagonists don't use

Lightning Strikes Twice (•••)

Resonance: Brawl, Thrown

The Solar strikes at a single opponent again and again, shattering his defenses, his bones, his hopes of victory, until only she remains standing.

System: Reflexively spend 2 Motes upon Staggering a target. After all other characters have acted, the Solar may launch an additional attack at that same target. If this attack Staggers the target again, then the Solar may instantly launch another attack by reflexively paying 1 Mote. Up to (Essence rating) 1 Mote attacks can be launched per round with this Charm.

If an opponent is incapacitated by an attack generated by Lightning Strikes Twice, the Solar may choose to increase her Block by +3 rather than the usual Block +1 or Dodge +1.

Threat Range: 1 or 10

Meteor Storm Affray (•••)

Resonance: Archery, Thrown

Pouring her Essence into a ranged attack, the Solar causes one projectile to become dozens, blanketing an area in arrows or blades.

System: Use a simple action to spend 2 Motes and make a ranged attack. The Solar makes a single attack roll against the highest Defense rating in the zone she targets, and applies its result to everyone in that zone.

Alternately, use a simple action to spend 1 Mote and launch a ranged attack against a group. The attack gains Brutal (-4).

Threat Range: 7

Peony Blossom Technique (•••)

Resonance: Archery, Melee, Thrown

The Solar moves like ice on hot metal, like a deadly mirage, like an angry god amidst flying arrows, bright flashes of steel, and hanging trails of blood spatter.

System: Reflexively spend 2 Motes at the end of the Solar's turn. At the conclusion of the round, after all other characters have acted, the Solar may launch one attack at each Staggered opponent within reach of her weapon.

Threat Range: 6

Ready in Eight Directions Stance (•••)

Resonance: Melee, Thrown

The Solar directs Essence into her killing intent until it becomes a deadly guardian angel guiding her motions by sheer instinct, cutting down those who would strike at her.

System: Spend 2 Motes reflexively to activate this Charm. For the rest of the round, anyone within reach of the Exalt's weapon who attacks her is subjected to a one-time hazard (difficulty 8, damage 4, same damage type as the Solar's weapon) after his attack resolves, representing the Solar making an instant counterstrike against them.

Threat Range: 3-4

Heaven Thunder Hammer (•••)

Resonance: Brawl

The Solar strikes or throws her opponent, sending him hurtling unto the distant horizon.

System: The Solar uses a simple action to spend 1 Mote and makes a Brawl, close-range Martial Arts, or Melee attack against an opponent within the same zone. If the attack strikes its target it knocks him into an adjacent zone, knocks him prone, and Staggers him, even if the attack's damage does not meet his Stagger Threshold. If his Stagger Threshold is not met, the target is not Wounded when Staggered by this feature of the Charm.

If Heaven Thunder Hammer inflicts damage equal to or in excess of the target's Stagger Threshold, he is Staggered and Wounded as normal, as well as hurled into an adjacent *sector* and knocked prone. The Solar can choose for the Wound inflicted to be a dazed Wound if she desires. At Essence 4+, she may also reflexively pay +1 additional Mote at the end of the round, after all other characters have acted, to accelerate at lightning speed through the trail of broken walls and debris left in her target's wake, appearing at his feet, and to immediately target him with a second Heaven Thunder Hammer-empowered attack. Only one such follow-up attack can be made per scene.

With Essence 5+, instead of knocking an opponent into an adjacent sector, the Solar can choose to reflexively spend +1 additional Mote when she sends him flying to knock him into an adjacent *district*.

Threat Range: 4 or 6

Tiger Warrior Training Technique (•••)

Resonance: War

By putting groups of soldiers through a dedicated training regimen, the Solar can transform even a ragtag mob of peasants into Creation's deadliest fighters in short order.

System: The Solar dedicates herself to leading a group of would-be soldiers through a daily regimen of drills and training exercises taking up at least one hour over the course of two weeks. She can dedicate her efforts to the training of a group of up to Size (current Essence rating + 1, maximum 5) at a time. While she's actively training a group of Tiger Warriors, her maximum Mote pool is reduced by one. She can reclaim this capacity by abandoning her students' training, but if she does this and returns to their tutelage later, she must start their training over from scratch.

After two weeks, clueless farmers gain the battle profile of professional soldiers (see p. XX), and when fighting as a unit enjoy Drill 8. Already-qualified soldiers, even green ones, gain the battle profile of elite troops and when fighting as a unit enjoy Drill 8. Elite troops subjected to this training gain the battle profile of Tiger Warriors, and when fighting as a unit enjoy Drill 9. A group of fighters may be run through this training regimen repeatedly to hone them from civilians to Tiger Warriors, if the Solar has sufficient time and inclination.

If a protagonist partakes of Tiger Warrior training, then after two weeks of training they may purchase one dot of Athletics, Archery, Brawl, Martial Arts, Melee, Resistance, Ride, Thrown, or War as though it were a Favored Ability.

Threat Range: N/A, not useable in battle

Zenith Charms

These Charms deal with self-discipline, physical toughness and survival, leadership, inspiration, and smiting the unholy.

Armored Scout's Invigoration (•)

Resonance: Resistance

The Exalt uses efficacious breathing practices to circulate a cushion of Essence between her body and her armor, allowing it to ride light upon her and burden her not.

System: Reflexively spend 1 Mote to activate this Charm. For the next 24 hours, if the Exalt's armor has a worse Defense modifier than +1, it is set to +1; if it has a worse Dodge modifier than -0, it is set to -0; and its Fatigue is set to +0.

At Essence 2+, while this Charm is active, the Solar counts as being unarmored for the purpose of qualifying to use Martial Arts Charms.

Threat Range: N/A, interacts with resource-tracking unnecessary for antagonists

Clear Mind Discipline (•)

Resonance: Resistance, Survival

Emptying her mind for a few brief and refreshing minutes, the Solar sinks into the deep pool of her own Essence, and emerges renewed.

System: The Solar may substitute 15 minutes of meditation for a full night's sleep, leaving her refreshed and well-rested. She may regain Willpower by this method, but only once per day, and

she cannot “double up” and regain Willpower later by sleeping as well. This Charm’s window of eligibility for use refreshes at sunrise each day.

At Essence 4+, the Solar is a self-supporting bastion. She may go for up to a month without food, water, or rest with no ill effects, and 15 minutes of meditation at any point fulfills all of these needs for up to a month.

Threat Range: N/A, interacts with resource-tracking unnecessary for antagonists

Enemy-Castigating Solar Judgment (•)

Resonance: Performance, Presence, War

The Solar’s words burn and sear with righteous truth, laying bare the souls of the enemies of Creation before her sermons.

System: Creatures of darkness suffer a –3 penalty to all dice pools to resist the Solar’s social and mind-affecting Charms. Whenever such a roll uses a creature of darkness’s traits (such as Willpower) to set its difficulty, reduce the difficulty by –2. If a creature of darkness spends Willpower to resist the Solar’s social influence or mind-influencing Charms, they must double the amount spent to get any benefit from doing so.

Threat Range: N/A, passive

Harmony with Nature Approach (•)

Resonance: Survival

The Solar becomes as one with the natural world. Even the most savage of predators will avoid rather than attack her. The world offers up shelter from extreme environments merely for the asking, and finding forage is effortless.

System: The Solar reduces the difficulty of all Survival rolls to remain safe, comfortable, and fed in the wilderness, or to provide these amenities for others, by –5.

By reflexively spending 1 Mote, she becomes completely immune to damage and penalties from environmental hazards such as burning heat, blizzards, and lava for the rest of the scene.

Alternately, by reflexively spending 1 Mote, for the rest of the scene the Solar may understand animals as though they were able to speak her native language, and beasts similarly understand her when she speaks.

With Essence 3+, all of the effects of Harmony with Nature Approach are permanently active at no cost, and the Solar has no difficulty operating in environments with no breathable air, or sensing her surroundings in environments that make doing so difficult or nearly impossible (such as lightless trenches at the bottom of the sea, or when burrowing deep into a sandy dune).

Threat Range: 4+

Iron Kettle Body (•)

Resonance: Resistance

Infusing her body with her sense of discipline, the Solar treats even grievous injuries as mere nuisances.

System: Reflexively spend 1 Mote. For the rest of the scene, the Solar's Stagger Threshold is increased by +2 and Brutal damage reduces the penalty it inflicts by one. If an attack would inflict a bruised Wound on the Solar, increase her Stagger Threshold against it by +3 instead.

Threat Range: 1-3

Listener-Swaying Argument (•)

Resonance: Presence, Socialize

The Solar's words burn with conviction, striking through the cynicism and doubt of any who listen.

System: By reflexively spending 1 Mote, the Solar's words become impossible to ignore, and she reduces the difficulty of all social rolls by -2 for the rest of the scene. Anyone who wishes to spend 1 Willpower to reject her social influence must spend +1 additional Willpower to do so.

With Essence 2+, once per session the Solar may activate Excellence of the Blazing Sun to enhance Empathy, Performance, Presence, or Socialize at a cost of 0 Motes.

Threat Range: 3-7

Ox-Body Technique (•)

Resonance: Athletics, Resistance, War

The Solar's body is fortified with divine power, enabling her to survive grievous injuries.

System: The Solar permanently gains +3 maximum Health.

This Charm can be purchased a number of times equal to the higher of the character's Stamina or Resistance ratings.

Threat Range: N/A, passive

Phantom-Conjuring Performance (•)

Resonance: Performance

When the Solar tells a story, enacts a performance, or simply engages in dramatic actions while her anima is flaring, it spawns brief-lived and clearly unreal golden phantoms to play out her tale, emphasize her actions, or otherwise act as props. She might conjure a phantom partner for a dance, emphasize a mighty blow by surrounding herself with a larger-than-life roaring tiger, or cause her anima to unfold behind her as blazing golden wings to emphasize her divine nature.

System: This Charm is active whenever the Exalt's anima is flaring. Creative use of Phantom-Conjuring Performance can lower the difficulty of some social actions by -1 when accompanied by a dramatic stunt.

Threat Range: N/A, passive

Respect Commanding Attitude (•)

Resonance: Performance, Presence

The Solar fixes her audience's attention upon her with the golden nail of her Essence. While they may not like or believe what she has to say, nor enjoy her performance, they will neither leave her presence, heckle her, nor cease paying attention to her before she's had her say.

System: Reflexively spend 1 Mote and roll (Charisma or Appearance) + Performance against difficulty 3. Anyone whose Willpower rating is equal to or lower than the successes rolled falls under this Charm's sway until the end of the Solar's performance. They can still be distracted by violence or urgent demands such as someone stealing their coinpurse.

Threat Range: 4+

Righteous Lion Defense (•)

Resonance: Presence, Resistance

The Solar fortifies her convictions with the very fabric of the cosmos, making an invincible fortress of her heart.

System: The Exalt may reject or ignore any attempt to cause or force her to betray, undermine, or abandon her Intimacies or Nature at no cost and with no penalty.

Threat Range: N/A, passive

Rose-Lipped Seduction Style (•)

Resonance: Presence, Socialize

The Solar's movements answer the needs of those around her. Her smile evokes carnal dreams whose fulfilment seemed impossible until that moment. She becomes a figure of intense desire, breaking every heart that beholds her and remaking it anew in the next moment, twice what it was before.

System: Reflexively spend 1 Mote. For the rest of the scene, all Appearance rolls are made at -2 difficulty. Anyone the Solar favors with a smile or a kind word may voluntarily accept a temporary Intimacy of desire for her for the rest of the story, so long as they don't already have one; doing so restores two points of Willpower.

Threat Range: 5-7

Body-Mending Meditation (••)

Resonance: Resistance

The Solar may heal at an accelerated rate by resting.

System: So long as she takes no strenuous activity, the Solar may heal one point of damage to her Health per hour. Wounds are healed in one quarter of the time they would normally take. Aggravated damage and Wounds cannot have their healing times shortened by this Charm.

Threat Range: N/A, passive

Hypnotic Tongue Technique (••)

Resonance: Empathy, Linguistics, Performance, Presence

By using nothing more than a steady patten of dialogue, the Solar can lull someone into a hypnotic trance and then talk them into doing whatever she wishes.

System: Use a simple action to spend 2 Motes and roll Manipulation + (Empathy, Linguistics, or Presence) as a simple action against a difficulty of the target's Willpower rating. One or two successes will allow the Solar to command her target to do anything that doesn't seem tremendously unusual or out of character. With three or four successes, she can command the

target to do anything that doesn't endanger himself or a loved one. With five or more successes, the target will risk his life and the lives of others at the Solar's command. The target *will* be aware his actions are unusual and inexplicable afterwards, unless the Solar spends an additional +1 Willpower. In this case, the target will rationalize his actions to the best of his ability.

Hypnotic Tongue Technique cannot hypnotize a target into harming or killing himself, compel him into certain death, or force him to betray his Nature. Those targeted by this Charm may spend 1 Willpower to escape its effects for a scene if they can cite an Intimacy that it is forcing them to act against. Spending a number of points of Willpower equal to the Solar's Essence rating breaks the Charm's hold.

Threat Range: 4-7

Immunity to Everything Technique (••)

Resonance: Resistance

The Solar gains the hardiness of the very gods themselves.

System: Poison and disease can no longer harm or penalize the character in any way whatsoever.

Threat Range: N/A, passive

Integrity-Protecting Prana (••)

Resonance: Empathy, Resistance

Fortifying her will with Essence, the Solar throws off any attempt to control or beguile her.

System: Reflexively spend 2 Motes to become immune to all thought and emotion-altering magic for the rest of the scene. If used in response to an attempt to use such magic upon the character, the Solar gains 1 Limit.

Threat Range: 4+

Inviolable Essence Bastion (••)

Resonance: Empathy, Lore, Resistance

Sinking into a meditative state, the Solar becomes utterly immune to worldly concerns. So long as her concentration remains unbroken, she is invincible.

System: The Solar takes a moment to sink into a lotus posture, empty her mind, and close out the world around her. Spend 2 Motes and roll Willpower against difficulty 8 as a simple action. Success allows the Solar to maintain an invincible meditative state for one hour. While meditating, she cannot take any voluntary actions, including deliberate thought or planning, and is completely immune to all damage of any kind. Attempts to strike her deflect harmlessly off of the momentarily-visible golden barrier of her anima. She cannot drown, suffocate, or otherwise suffer any physical harm of any kind. If the Solar wishes to extend her meditation beyond the first hour, she must pay 1 Willpower point at the beginning of each additional hour.

This Charm doesn't protect the Solar from attacks on her mind or spirit, such as possession by a ghost, a sorcerer attempting to control her mind, or even an ordinary person attempting to talk her into abandoning her meditations to act upon some pressing concern.

With Essence 3+, Inviolable Essence Bastion lasts for a number of hours equal to the successes on the Willpower roll. By paying a point of Willpower, the Solar may extend this Charm's

duration for as long as she can go without food, drink, or sleep. One Zenith holy man survived for three years during the Usurpation under the auspices of this Charm, until the head of his Lunar wife was presented before him and he accepted at last that no help would ever come. In the moment that a tear formed at the corner of his eye, he was beheaded by Rakan Thulio.

Threat Range: 7-9

Iron Skin Concentration (••)

Resonance: Resistance

The Solar fortifies her body with Essence, making her skin as tough as steel.

System: Reflexively spending 1 Mote increases the Solar's Soak rating by +1 for the rest of the scene, or +2 if unarmored. Whenever she Staggers or incapacitates an opponent, this Charm's bonus rises by +1 until the end of the round.

Threat Range: 3-5

Ruin-Abasing Shrug (••)

Resonance: Resistance

Suppressing merely mortal limitations with a forceful circulation of Essence and harnessed breathing techniques, the Solar rises above the pain of her injuries.

System: Reduce the Wound penalty inflicted by each individual Wound the Solar suffers by -1, to a minimum of -0. The Solar may reflexively pay 1 Mote to ignore *all* Wound penalties for the rest of the scene.

With Essence 2+, the Solar may also reflexively pay 1 Mote while Staggered to immediately escape from the Staggered state. This does not negate the fact that she was Staggered or prevent her from suffering a Wound; it merely ends the Staggered state.

With Essence 3+, once per session the Solar may activate Excellence of the Blazing Sun to enhance Resistance for a cost of 0 Motes.

Threat Range: Passive, 3 for the active effect

Saga Beast Virtue (••)

Resonance: Empathy, Survival

The Solar may pour the might of her Essence into her Familiar, briefly transforming it into a god-beast of the battlefield.

System: Reflexively spend 1 Mote to trigger a dramatic transformation in the Solar's Familiar, causing it to swell into a divine beast of legend for the rest of the scene. The transformation grants the familiar +2 to its Expertise pool, +3 Base Damage, and +2 Soak, along with +3 Temporary Health.

Threat Range: 1-2

Undying Solar Resolve (••)

Resonance: Empathy, Presence

The Solar roots her sense of self deep in her Essence, fortifying her will against all that might assail it.

System: Reflexively spend 1 Mote. For the rest of the scene, Willpower rolls are not subject to the rule of 1s, and count results of 9 and 10 as two successes. If such a roll fails anyway (or is defeated in a contested roll), the Solar gains a point of Limit as the pillar of her confidence is cracked.

Threat Range: 2

Unshakeable Bloodhound Technique (••)

Resonance: Awareness, Survival

No force can evade the Solar once she's picked up her quarry's trail.

System: Once the character finds some evidence of a trail to follow, her player may reflexively spend 1 Mote to perfectly track the target for the next 24 hours. No roll is needed. If she knows she's tracking a creature of darkness, this Charm's Mote cost falls to 0.

Threat Range: N/A, generally used outside of combat

Adamant Skin Technique (•••)

Resonance: Resistance

Focusing her Essence into her body, the Solar becomes momentarily indestructible.

System: Upon being damaged, the Solar may reflexively spend 2 Motes to activate this Charm. She rolls (Stamina + Resistance) against difficulty 6, reducing the final damage applied to her Health by -1 for each success she rolls. Additionally, her Stagger Threshold is increased against this damage to any arbitrarily high number she desires.

Alternately, when the Solar should take an automatic Wound for some reason (such as from falling from a great height), she may activate this Charm and simply choose not to take the Wound. Adamant Skin Technique can't be used for this purpose if the Wound is inflicted by a Charm or similar power that the Solar herself invoked.

Threat Range: 5

Demon-Wracking Shout (•••)

Resonance: Performance

The Solar can bellow forth a wordless but divine cry of condemnation, shattering the resolve of the unholy.

System: Spend 1 Mote and use a simple action to roll (Charisma + Performance) against difficulty 6. The Demon-Wracking shout is audible across the entirety of the sector the Solar occupies. All creatures of darkness who hear the Demon-Wracking Shout lose 1 point of Willpower per success rolled. If this reduces them to 0 Willpower or less, they must flee from the Solar in a blind stew of panic and self-loathing for at minimum the Solar's Essence rating in minutes. If the Solar's Essence rating is higher than the creature of darkness's, they run until they collapse of exhaustion.

At Essence 4+, the Demon-Wracking Shout becomes audible across the entire *district* the Solar occupies.

This Charm can only be used once per scene.

Threat Range: 1

Essence-Gathering Temper (•••)

Resonance: Resistance

The Solar learns to take the pain and fury she feels when wounded and strike them against her Exaltation, producing brilliant sparks of power.

System: Whenever the Solar suffers a Wound, she may reflexively spend a point of Willpower and gain 1 Mote, or 2 Motes if her Essence is 3+. This causes the Wound to become Aggravated if it was not already.

Threat Range: N/A, interacts with resources antagonists don't use

Fervent Missionary-Uplifting Practice (•••)

Resonance: Presence, Performance

By putting someone through a dedicated training regimen, the Solar can prepare him to carry out works of faith and inspiration. In little more than a week, a Solar with this Charm can transform a group of criminal wastrels into devout holy men, mendicants, eremites, preachers, priests, leaders, and propagandists.

System: The Solar dedicates herself to educating a group of students, stoking the fires of their fervor with her sermons and challenging their dedication through ordeals which she oversees. This takes up at least one hour every day over the course of two weeks. She can dedicate her efforts to the training of a group of up to Size (current Essence rating, maximum 5) at a time. While she's actively training a group of students, her maximum Mote pool is reduced by one. She can reclaim this capacity by abandoning her students' training, but if she does this and returns to their tutelage later, she must start their training over from scratch.

After two weeks, disorganized rabble gain an Expertise pool of 5 and an Aptitude for one of the following: Demonstrations of faith, leadership, oratory, prayer, propaganda, sermons, or spreading the faith. Already-competent priests, missionaries, dogmatics, and so on instead gain an Expertise pool of 7. Experts in the Solar's class advance to an Expertise pool of 9. A group of students may be run through this training regimen repeatedly to hone them from complete indolence to Fervent Missionaries, or to branch them out into multidisciplinary mastery, if the Solar has sufficient time and inclination.

If a protagonist partakes of Fervent Missionary training, then after two weeks of training they may purchase one dot of Empathy, Presence, Performance, Lore, Survival, or Resistance as though it were a Favored Ability.

Threat Range: N/A, not used in combat

Majestic Radiant Presence (•••)

Resonance: Presence

The Solar dons the authority of kings and burns with the incandescent glory of the sun. It becomes nigh-unthinkable to belittle or deny her in any way, much less actively oppose her or raise a hand against her.

System: The Solar reflexively spends 2 Motes. For the rest of the scene, whenever anyone seeks to oppose her in any respect, either socially or physically, they must make a Willpower roll

against a difficulty of the Solar's (Charisma or Appearance) + Presence or else abort their action and bow their head in shame at their own temerity, forfeiting their current turn. Characters may still freely defend against the Solar's attacks.

Threat Range: 10

Memory-Reweaving Discipline (•••)

Resonance: Empathy, Performance

Focusing her will and her words, the Solar may rewrite the memories of another.

System: Spend 2 Motes while detailing the subject's new memories and roll (Manipulation + Performance) as a simple action, resisted by the target's Willpower (both at difficulty 6). The subject's memories can be rewritten based on the number of successes left after subtracting the result of the opposed Willpower roll:

1 success: The events of a recent scene can be rewritten.

2 successes: The events of a recent day can be rewritten.

3 successes: A single pivotal memory in the subject's life can be rewritten. Alternately, entire weeks of the subject's past can be written so long as they're not crucial to the substance of her life or identity.

4 successes: A major feature of the subject's life can be rewritten (such as who they're married to, where they grew up, or whether the Solar is a hated enemy or their childhood friend).

5+ successes: The subject can be given an entirely new history.

Threat Range: 5-6

Terrible Sun King Condemnation (•••)

Resonance: Lore, Presence

The Solar castigates her enemy as a foe to Creation and villain in the eyes of all upright individuals, crushing him beneath the weight of her disdain and casting a pall over him which becomes obvious to everyone he meets.

System: The Solar spends 2 Motes and uses a simple action to roll Charisma + (Presence or Performance) against a difficulty of the target's Willpower rating. The target may attempt to rebut the Solar's words by spending a point of Willpower and making a (Charisma or Manipulation) + (Empathy, Linguistics, Presence, or Socialize) roll of his own, at a difficulty of the Solar's Willpower. If he neglects to do so, or fails to gain more successes than the Solar, then he is condemned and accursed. Everyone who meets the target knows instinctively that he is a wretch and a scoundrel; the difficulty of all his social rolls increase by +2, and people distrust him on general principle. This condemnation lingers for the Solar's Essence rating in weeks. She can extend this by one additional week per extra Mote spent to activate this Charm.

With Essence 5+, the target is also considered a creature of darkness while this Charm is in effect.

Threat Range: 4-6

You Can Be More (•••)

Resonance: Empathy, Linguistics, Performance

Drawing someone aside, the Solar speaks with eloquence and conviction of the wonders she's seen and the potential for the world to be something more and better than what it is. Her words are seeds brimming with Essence, and may take root in the soul of the listener, blossoming into wisdom and power.

System: The Solar reflexively spends 2 Motes when making an attempt to instill a temporary Intimacy into someone (see p. XX). If the attempt succeeds, a true Intimacy rather than a temporary Intimacy is formed. The target can reject the formation of this Intimacy by spending 3 Willpower.

An individual can't be targeted with this Charm more than once per story.

Threat Range: 6+

Twilight Charms

These Charms deal with spirits, academics, sorcery, craftsmanship, medicine, and the power of the mind.

Anodyne of Celestial Dreaming (•)

Resonance: Empathy, Medicine, Occult

The Exalt may journey into her patient's mind, thereby confronting and defeating injuries to her psyche and demons that haunt her dreams.

System: Spend 2 Motes and use a simple action while sitting beside a sleeping patient to descend into the depths of her mind. Once within, the Solar may examine her patient's mind with (Perception + Medicine) against a difficulty of the patient's Willpower to determine the presence and nature of any Derangements, as well as to detect if his memories or personality have been tampered with by hostile magic. Such altered thoughts or memories (such as those created with Hypnotic Tongue Technique or Memory-Reweaving Discipline) can be corrected with a difficulty (patient's Willpower) (Intelligence + Medicine) action. Each such treatment takes one hour. Derangements may be exorcised with another such action. Exorcising a derangement ends the treatment, awakening the Solar from her trance and creating a hostile spirit which immediately attacks her.

Threat Range: N/A, not a battle Charm

Spirit of Madness

Aptitudes: *Attack*, frighten, manipulate, be nimble, be tough, *convince others to give up on the patient from whom the spirit originated.*

Expertise: 8; **Utility:** 3

Base Damage: 5 (lacerated)

Defense: 6; **Soak:** 6; **Resolve:** 4

Essence: 1; **Willpower:** 9

Health: 12; **Stagger Threshold:** 4+

Powers

Homeward Bound (passive): The spirit can always sense the location of the person it was excised from. If it can gain access to them while they are asleep, it may spend one hour re-insinuating itself into their mind, restoring their Derangement.

Savage Spirit (passive): The spirit always initiates violence, no matter how well-prepared others are for its appearance. If it does so in the presence of the person who spawned it, it contributes +3 starting Momentum.

Principle of Motion (1 Momentum, reflexive): The spirit of madness makes one extra attack at the end of the round, after all other characters have acted.

Dematerialize (3 simple actions): The spirit of madness may, by taking three consecutive unrolled simple actions, become dematerialized. It can only use this power once per week, and may reflexively resume a materialized state at any time. It cannot dematerialize during the scene of its creation.

Burning Eye of the Deliverer (•)

Resonance: Awareness, Investigation, Lore, Occult

The Solar's searing gaze burns through supernatural deceptions and cuts through to the truth.

System: The character may reflexively spend 1 Mote to pierce supernatural disguises and transformations for the rest of the scene. If another character is using magic to appear to be someone or something she is not, the Solar automatically sees through their disguise. This pierces *deceptions*, not attempts at hiding. Thus, it could see through Flawlessly Impenetrable Disguise, but not Vanishing From Mind's Eye Method. Burning Eye of the Deliverer sees the true face of Lunars in a form from their shapeshifting library (though it detects nothing out of place if they are wearing any of their true forms), and will detect spirits possessing a person.

Threat Range: 1-2

Chaos-Resistance Preparation (•)

Resonance: Craft, Lore

The Solar's works and blessings provide protection from the corrosive touch of the Wyld.

System: Any item the Solar makes is eternally immune to being transformed or tainted by exposure to the Wyld. The Solar may also use a simple action to lay her hand on an object, spend 1 Mote, and roll (Intelligence + Lore) against difficulty 7. The object is protected from the Wyld for one month per success.

Alternately, the Solar may construct a vessel designed to offer protection from the Wyld, spending 1 Mote at the beginning of each session of working to construct it and increasing the difficulty of all rolls to make the vessel by +1. "Vessels" may be containers such as crates, jars, or barrels designed to hold other goods (which are protected while inside), vehicles such as wagons or ships (which protect the people and goods within), or clothes or barding for animals (which protect those who wear them). Such protections remain efficacious for a number of years equal to the Solar's Essence rating, after which they are merely ordinary crates, wagons, and clothes (albeit crates, wagons, and clothes immune to the Wyld's corrosion, since the Solar made them).

With Essence 4+, blessings of protection granted with this Charm last for one year per success rather than one month. Protective vessels retain their potency for a number of centuries equal to the Solar's Essence rating, rather than years.

With Essence 6+, blessings of protection last for one century per success, while protective vessels retain their potency for a number of millennia equal to the Solar's Essence rating.

Threat Range: N/A, not a battle Charm

Crafty Observation Method (•)

Resonance: Investigation

The Solar may observe a scene to its minutest detail in a matter of seconds.

System: Reflexively spend 1 Mote to compress a scene's worth of observation into the time it takes to draw in a deep breath, allowing for such feats as a reflexive (Perception + Investigation) roll while running through a room at a full sprint.

Threat Range: N/A, not a battle Charm

Essence-Lending Method (•)

Resonance: Craft, Empathy, Lore

By touching another Exalt or other supernatural being, the Solar may grant them a gift of her Essence.

System: Use an action to touch another character and spend as many Motes as desired. The recipient gains those Motes if they are able. If used to lend Motes to an antagonist, then once during the current scene, the antagonist may modify the round's Threat profile up or down for herself by an amount equal to the number of Motes given.

This Charm's cost does not count against the Exalt's Motes-per-turn limit.

Threat Range: 10. An antagonist who uses this Charm only ever gives 1 Mote, and may only do so once per story.

Ghost-Eating Technique (•)

Resonance: Occult

The Solar wields the ancient art of destroying the eternal. This was the dread Charm which slew the enemies of the gods and made of them the Neverborn.

System: When the Solar slays a god, elemental, ghost, demon, or other sort of spirit, the player can reflexively roll (Wits + Occult) against difficulty (4 + the target's Essence rating). Success tears the spirit's Essence apart, preventing him from ever reforming and destroying him forever. The Solar gains 1 Mote on the spot. Additionally, the Solar is a godslayer. If she wishes it to be so, any spirit that looks upon her *knows*, beyond a shadow of a doubt, that he beholds a being capable of casually ending his existence. When her caste mark shines, she cannot hide this knowledge even if she wishes to.

At Essence 4+, when she ends a being's existence forever with Ghost-Eating Technique, a shockwave ripples out that causes all spirits that witness the destruction to lose 2 points of Willpower as the outer fragments of their power are drawn out and sucked into the momentary void the Solar's act has left in the substance of the universe. The Solar, in turn, gains an

additional +1 Mote of Essence if any bystanders are affected in this way. Spirits cannot be traumatized in this fashion more than once per story.

Threat Range: N/A, passive.

Instant Treatment Methodology (•)

Resonance: Medicine

The Solar becomes capable of blindingly swift medical treatment, able to cycle through an entire field hospital in under ten minutes while providing world-class care.

System: Reflexively spend 1 Mote. For the rest of the scene, the Solar can complete any medical assessment or treatment she undertakes, regardless of its complexity, in no more than a minute at most; the vast majority of treatments can be completed in mere seconds (i.e. with one simple action during of combat time).

Threat Range: 2+

Material Exegesis Prana (•)

Resonance: Occult

The Solar steeps the air in her lungs in a boiling cauldron of divine authority, then speaks a short phrase of resonant power which bestows substance to the unreal and solidity to the divine.

System: Spend a simple action formulating the phrase and speaking it. Any spirit who hears the Solar utter this phrase may repeat it himself at some point during the next (Essence rating) hours, drawing upon its power to immediately materialize and remain in that state for up to the next (Solar's Essence rating) days without paying any of the normal costs of the Materialize power, or indeed needing to possess that power at all. However, repeating the phrase also creates a temporary Intimacy of reverence for the Solar that lasts for the rest of the story.

At Essence 4+, spirits must make a difficulty 9 Willpower roll *not* to repeat the Solar's words of power upon hearing them.

Threat Range: 6+

Order-Affirming Blow (•)

Resonance: Lore

Taking up the foundational principles of Creation in her fist, the Solar wields causality, mathematics, history, and law as hammer and chisel, shattering the corrosive dreams of the Wyld, the warping effects of sorcery, and the entangling threads of engineered destiny and leaving behind only the original form of a child of Creation.

System: Spend 2 Motes, use a simple action to strike the target, and roll (Intelligence + Lore) against difficulty 9. Each success removes one distinct change on the target imposed by the Wyld or transformative magic such as a sorcerous working or the Lunar Charm: Blood-Reshaping Technique. Alternately, this Charm can be used to knock the influence of one instance of Sidereal Astrology or Getimian Alchemy off of a target. If aimed against a Resplendent Destiny, that destiny is destroyed and the Sidereal gains a point of Paradox. If the same is done to a Getimian, her current Alchemy formula is disrupted and loses its power for the rest of the story.

Threat Range: 3+

Setting Sun Aegis (•)

Resonance: Resistance

While bending the Essence of Creation to her will, the Solar may also craft it into a protective barrier of gold-and-violet energy that flashes into visibility when intercepting harm that would otherwise befall her.

System: When the Solar is shaping a spell, she may reflexively sacrifice one success from her shape sorcery roll to increase her Soak and Stagger Threshold by +1 until her next turn.

Threat Range: N/A, passive

Spirit-Detecting Glance (•)

Resonance: Occult

The character may attune her senses to otherworldly emanations, glimpsing the ghosts as they haunt their graves and the gods in their temples. Having seen such spirits, she may also strike them.

System: Reflexively spend 1 Mote. The Solar may see dematerialized beings and the entrance of spirit sanctums for the rest of the scene. She may also physically interact with dematerialized beings, including attacking them.

Threat Range: 2-9

Terrestrial Circle Sorcery (•)

Resonance: Occult

The Solar has been initiated into the practice of sorcery. She can cast Terrestrial Circle spells and enact sorcerous workings. Purchase of this Charm grants one shaping ritual and one Terrestrial Circle spell.

System: See Chapter Seven for rules on playing a sorcerer.

Threat Range: N/A, passive

All-Encompassing Sorcerer's Sight (••)

Resonance: Occult

The Solar attunes her senses to the subtle flows of Essence itself, sensing its active manifestations in the form of what mortals call magic.

System: The Solar can use a swift or simple action to roll (Perception + Occult) against difficulty 7 to survey the Essence of the world around her. Depending on the number of successes rolled and the presence of anything interesting to detect, she might uncover things like the radiance of a nearby Manse or Demesne, a subtle but active spell or sorcerous working, or the fact that a ferocious amount of Essence was spent in the area sometime recently. She can also discern particular profiles, flavors, or “colors” of Essence if she has encountered them before, and thus might use this Charm to track a missing Circlemate by the trail of his expended Essence, or to deduce that a particular Abyssal she has encountered in the past was responsible for a scene of carnage she stumbles upon.

Knowledge of this Charm also counts as a Means which adds +1 roll to sorcerous workings (see p. XX).

Threat Range: N/A, passive

Celestial Circle Sorcery (••)

Resonance: Occult

The Solar has been initiated into the mighty workings of the Celestial Circle of sorcery. She can cast Celestial Circle spells. Purchase of this Charm grants one shaping ritual and one Celestial Circle spell.

System: See Chapter Seven for rules on playing a sorcerer.

A Solar must have Essence 3+ to purchase this Charm.

Threat Range: N/A, passive

Chaos-Repelling Pattern (••)

Resonance: Lore

The Solar draws a fortifying pattern of Essence to protect her from hostile curses and transformations.

System: Whenever the character is the subject of any supernatural power that seeks to transform, infect, taint, transport, or control her body or spirit, or to alter her destiny or her place in the world (such as by magically altering her Backgrounds), she may reflexively spend 1 Mote and roll (Wits + Occult) against difficulty 7. Success shatters the hostile magic, protecting the Solar completely, and immunizes her against repeated attempts to exert the same sort of influence for the rest of the scene.

Threat Range: 3-8

Contagion-Curing Touch (••)

Resonance: Medicine

Even in the absence of proper medicines, the Solar may use the purity of her Essence to burn out the most persistent and powerful of diseases.

System: The Solar needs merely lay her hands on a patient with a simple action, spend 1 Mote, and roll (Intelligence + Medicine). The difficulty is 6 for serious mundane illnesses, 7 for normally-incurable mundane diseases such as cancer or leprosy, 8 for supernatural maladies, and 9 for the Great Contagion. Success immediately burns out the disease, leaving the patient cured.

At Essence 4+, the Solar may spend 2 Motes and make an (Intelligence + Medicine) roll to banish a particular disease or malady. If she succeeds, then for the rest of the scene, anyone touched by the radiance of her anima banner is immediately cured of that illness.

Threat Range: 4+

Craftsman Needs No Tools (••)

Resonance: Craft

The Solar is a genius with her hands, able to improvise whatever works of craftsmanship she may need in even the most adverse of circumstances. Give her a cave and a box of scraps, and she can make just about anything.

System: The Solar can work ten times faster than normal when creating, modifying, or repairing something. By reflexively spending 1 Mote, she can forego any need for tools until she stops working, as well.

Threat Range: N/A, not a battle Charm

Heaven-Turning Calculations (••)

Resonance: Lore

Though she may not be the strongest, fastest, or most skilled, the Solar can make up for all other deficiencies with her lightning acumen and precise analytical abilities.

System: Reflexively spend 1 Mote to substitute Intelligence in place of any other Attribute, *or* Lore in place of any other Ability for the rest of the scene, or until the Solar is Staggered, whichever comes first. Alternately, by reflexively spending 2 Motes, the Exalt can roll (Intelligence + Lore) in place of another *specific* Attribute + Ability pool for that duration, such as replacing (Charisma + Presence) or (Dexterity + Brawl).

With Essence 3+, the Solar is connected, in the depths of her soul, to the wellspring of all knowledge. By meditating for an hour and descending deep into the archive of human accomplishment, she may spend 1 Mote use a simple action to make an (Intelligence + Lore) roll to retrieve a desired knowledge-based Ability such as Medicine (difficulty 6), or skill-based Ability such as Archery (difficulty 8). She gains a number of dots in the retrieved Ability equal to the successes rolled (to a maximum rating of 5) until she next sleeps or meditates.

Threat Range: 8+

Incalculable Flowing Mind (••)

Resonance: Craft, Investigation, Lore

The Solar encounters an obstacle or mishap, but thanks to her canny foresight, has already anticipated such difficulties in advance and planned for them accordingly.

System: When makes a re-roll (usually by spending Willpower), she may use a stunt to describe how she anticipated the difficulty that faces her and planned ahead for it in advance, and then continue to re-roll all results of 1 until 1s cease to appear. Alternately, the player can spend 1 Willpower to retroactively declare that the Solar brought along some useful bit of equipment (or performed a useful bit of research), and has had it with her all along, so long as this isn't clearly in violation of the established scene. For example, a Solar might have smuggled a knife or set of lockpicks into a high-society gala, but she definitely hasn't been toting around a grand daiklave unnoticed and unremarked all evening.

With Essence 2+, when the player uses a re-roll to retcon the scene, she may cite one or more of the Solar's Backgrounds and call upon some truly implausible or significant bit of foresight: she had one of her Contacts stow her faithful yeddim Familiar within the grounds, or the courier she hired with her Resources arrives at that moment and delivers her grand daiklave.

Threat Range: N/A, interacts with resources antagonists don't have

Irresistible Questioning Technique (••)

Resonance: Investigation

The Solar focuses her Essence into an interrogatory beam, compelling answers from those she puts to the question.

System: The Solar may ask someone a question, spend 1 Mote, and make a contested roll of (Charisma + Investigation) against their Willpower (both at difficulty 6). If the Solar gains more successes, the target is compelled to answer honestly. Their only alternatives if they cannot or will not do so are to flee from the Solar's presence or attack her to make her shut up and stop interrogating them. If they can do neither (for example, because they are tied to a chair), they *must* answer.

With Essence 2+, the Solar may use this Charm at no cost whenever interrogating someone who is unable to leave her presence (for example, a prisoner in a jail cell, or someone whose throat she is holding a sword to).

Threat Range: 5-7

Wound-Mending Care Technique (••)

Resonance: Medicine

The Solar's ministrations grant health and hardiness with a speed and efficiency unknown to mortal medicine.

System: After a mere scene of treating and ministering another character, the Solar may spend 2 Motes and roll (Intelligence + Medicine) against difficulty 6. She may spend her successes to immediately heal her patient's wounds according to the following table:

Successes	Wound
One	Bruised or dazed
Two	Drained or lacerated
Three	Burned, blinded, disabled arm, or disabled leg
Four	Maimed or Mauled
+3 successes	Wound is Aggravated

This Charm cannot repair lasting Wounds or replace missing limbs or organs, only heal the body so that it is healthy and stable. Repairing such lasting damage is the province of Wholeness-Restoring Meditation.

With Essence 5+, the Solar is the archetypal healer behind every prayer ever uttered by the sick and the dying, the deliverer of woes. The difficulty of all Medicine rolls are permanently lowered by -1, but moreover, if the Solar arrives with the intent to render aid (medical or otherwise), she needs only say something along the lines of "I'm here to help," and anyone who hears her is able to perfectly and unerringly gauge the sincerity and intent of her words, even if they don't speak the language she utters them in.

Threat Range: N/A, not a battle Charm

All-Knowing Enlightened Sovereign (•••)

Resonance: Lore

The Solar closes her eyes and aligns her perceptions with the cumulative wisdom of the cosmos as a whole. Her insight momentarily touches on the vast annexes of Heaven, the drifting memories of the dead, and even the dread secrets of the lords of Hell. In that moment, no insight, no leap of understanding, is beyond her grasp.

System: Using this Charm requires at least a minute of undisturbed concentration and the expenditure of 3 Motes, 1 Willpower. The Solar may make an (Intelligence + Lore) roll to recall a fact as though she were consulting a library containing the accumulated lore of all that is, regardless of the particulars of her own education and knowledge-base. The difficulty is set by the obscurity of the knowledge sought. The more successes rolled, the more detailed the answer the Solar gains.

All-Knowing Enlightened Sovereign is of great use in probing topics of scholarly interest, but cannot return more than the vaguest hints if the Solar attempts to use it to uncover a highly specific fact about the current state of the world, such as another character's personal secrets or the answer to a mystic riddle, regardless of the successes rolled. Its purview is unveiling the secrets of history, the cosmos, and natural law, not the secrets of Ragara Jonin's infidelity or who kidnapped Fakharu's lover three days ago.

This Charm inflicts one point of Limit when used, and cannot be used more than once per story.

With Essence 2+, the Solar may also, once per session and without gaining Limit, use Excellence of the Blazing Sun to enhance Craft, Investigation, Lore, Medicine, or Occult for a cost of 0 Motes.

Threat Range: N/A, not a battle Charm

Dogstar Ruminations (•••)

Resonance: Lore

Sage-emperors returned from a long slumber, the Solars' vast beards have shattered their stone tables. In their great and terrible throes, they may call upon the forces of doom in order to save their world. Through this Charm, also sometimes known as God-King's Shrike, the Solar realizes that a certain calamity must happen, and her consciousness is recognized, in turn, by the universe.

System: The Solar must spend a full week contemplating and researching a region's history, climate, geography, and so on before using this Charm. Select a foe within the region who will be harmed by this disaster, spend 5 Motes, 2 Willpower, and roll (Intelligence + Lore) against difficulty 9. One success means the Solar has foreseen a serious natural disaster such as a flash flood, wildfire, or earthquake. At least three successes means she has foreseen a catastrophic disaster such as a tsunami, an earthquake that cracks the mountains, or the eruption of a city-destroying volcano. Five+ successes means the Solar has foreseen one of the seven great dooms: a star falls and annihilates the region; a behemoth rises from its slumber and plows through her foe's cities; an army of the dead spills from its shadowland during Calibration to wreak havoc; and so on.

The Solar decides what region to research and pronounce doom upon, but the Storyteller decides the nature of the doom she divines based on the result of the roll. The Solar *may* show mercy at any point before the cataclysm manifests itself by using a simple action to enact a counter-omen

that indefinitely forestalls the catastrophe, which she also uncovered during the course of her research. This omen is always simple enough to bring about without the need of a dice roll, should the Solar choose to do so.

Using this Charm causes the Solar to gain two points of Limit. It may not be used again until the Solar has experienced Limit Break.

Threat Range: N/A, not a battle Charm

Emerald Induction Technique (•••)

Resonance: Occult

The Solar fortifies her Essence and will through countless hours of painstaking study and practice of various spiritual disciplines, becoming a puissant master of the mystic arts thereby.

System: Upon purchasing this Charm, the Solar lowers the difficulty of all shape sorcery rolls by -1.

Threat Range: N/A, passive

Judge's Ear Technique (••)

Resonance: Awareness, Empathy, Investigation

None can lie to the canny Chosen of the Sun without their deceit being known. Some distinct sensation alerts the Solar to attempted deception – a sour taste or smell, perhaps, or a ringing in her ears.

System: Reflexively spend 1 Mote. For the rest of the scene, whenever someone knowingly lies to the Solar, she recognizes the lie immediately for what it is.

With Essence 3+, the Solar is a master of the nuances of truth and deceit, and can construct detailed psychological profiles from the lies people tell. When she catches someone in a lie with Judge's Ear Technique, this counts as them having revealed themselves, and she can attempt to read their intentions, lowering the difficulty of her attempt by -2 (see p. XX).

Threat Range: 9+

Legendary Scholar's Curriculum (•••)

Resonance: Lore

By putting someone through a dedicated training regimen, the Solar can fill him with wisdom to rival the sage-kings of old. In little more than a week, a Solar with this Charm can transform a group of poor farmers into world-class physicians or savants.

System: The Solar dedicates herself to educating a group of students, subjecting them to daily lectures and demonstrations of her knowledge and expertise, which take up at least one hour every day over the course of two weeks. She can dedicate her efforts to the training of a group of up to Size (current Essence rating, maximum 5) at a time. While she's actively training a group of students, her maximum Mote pool is reduced by one. She can reclaim this capacity by abandoning her students' training, but if she does this and returns to their tutelage later, she must start their training over from scratch.

After two weeks, ignorant peasants gain an Expertise pool of 5 and an Aptitude for one of the following: Scholarship, medicine, skilled craftsmanship, the occult, or investigation. They also

become literate. Already-competent ministers, savants, physicians, and so on instead gain an Expertise pool of 7. Experts in the Solar's class advance to an Expertise pool of 9. A group of students may be run through this training regimen repeatedly to hone them from total ignorance to Legendary Scholars, or to branch them out into multidisciplinary mastery, if the Solar has sufficient time and inclination.

If a protagonist partakes of Legendary Scholar training, then after two weeks of training they may purchase one dot of Bureaucracy, Investigation, Linguistics, Lore, Medicine, or Occult as though it were a Favored Ability.

Threat Range: N/A, not a battle Charm

Solar Circle Sorcery (•••)

Resonance: Occult

The Solar has grasped the workings of the all-powerful Solar Circle of sorcery. She can cast Solar Circle spells. Purchase of this Charm grants one shaping ritual and one Solar Circle spell.

System: See Chapter Seven for rules on playing a sorcerer.

A Solar must have Essence 5+ to purchase this Charm.

Threat Range: N/A, passive

Wholeness-Restoring Meditation (•••)

Resonance: Medicine

Such is the Solar's genius that her medical care can cure the incurable, or mend permanent maiming or ailments.

System: The Solar may spend several hours treating an untreatable patient, then spend 2 Motes and roll (Intelligence + Medicine) against difficulty 9. Success cures her patient of any unwanted congenital disease, defect, or disorder; or repairs any one undesired physical debility, such as blindness, a weak heart, a missing limb, or a damaged spine. If the Solar possesses Craft rated at 3+, she may accomplish this through the construction of a wondrous prosthesis that in all respects works as well as a true part of the patient's body, and reduce the Charm's cost to 1 Mote. Otherwise, her Essence and medical expertise promotes the regrowth, realignment, or regeneration of the patient's body.

Threat Range: N/A, not a battle Charm

Wyld-Shaping Technique (•••)

Resonance: Lore

This is the legendary Charm by which the Solar Exalted once dreamed forth new worlds to conquer. Now that they have returned, they may do so again. The Solar strides deep into the lands of chaos and imposes her dreams upon the inchoate stuff of the Wyld, forcing it to conform to her demands.

There are few more potent miracles known to the Exalted than Wyld-Shaping Technique... and few more dangerous.

System: This Charm can only be used in a powerfully Wyld-suffused area of Creation, or at the world's margins where the fabric of the real spills out into the unformed madness beyond. The Solar casts her will into the teeth of the Wyld and forces it to yield up her desires.

Wyld-Shaping Technique is an action demanding the Solar's full attention, consisting of an extended roll of (Solar's Essence rating), made at one-hour intervals. The Solar must pay 5 Motes before making each roll. When she runs out of time, Motes, or decides she is finished, she may cash in her successes to enact a miracle of creation, or else may release the Charm's power and allow the Wyld to resume its natural courses if she is not satisfied with the successes she's gained. A botch at any point causes the Charm to run dangerously amok. If the Exalt is *lucky* this will only conjure forth a savage behemoth, a reality-shredding storm that engulfs miles of Creation, or a hostile warband of the Fair Folk. Profound transformation by the hostile Wyld is almost guaranteed without protective miracles in such circumstances.

The difficulty of the Essence roll is determined by what the Solar is trying to create.

Wealth (difficulty 6): The Solar forces the Wyld to shower her with treasure and riches which are not, in and of themselves, otherwise particularly useful. The Solar might create heaps of silver coins, bags of precious gems, or beautiful artworks and tapestries. One success is enough to make a single mortal wealthy enough to live comfortably for the rest of his days. Three successes are enough to fund any sort of ambitious business venture such as the building of a Direction-spanning road, the construction of a fleet of ships, or the outfitting of an army. Five successes conjure enough wealth to found a nation upon. The problem of transporting such treasure is left up to the Solar's ingenuity. The Solar cannot create jade currency.

Great Works (difficulty 6): The Solar summons buildings, roads, aqueducts, and other infrastructure into existence. One success may create a simple keep, rustic town, or rough road. Three successes can make a powerful fortress, modest city, or wide, well-constructed road. Five successes conjure up either an interconnected array of useful structures — a palace and surrounding fortified city with road networks — or else one incredible structure, such as a truly unassailable fortress, enormous city, or massive series of viaducts. These works are still located within the Wyld unless a subsequent use of Wyld-Shaping Technique is used to stabilize the land. Wyld-Shaping Technique doesn't create manses.

Demesne (difficulty 7): The Solar concentrates geomantic Essence until a place of power forms beneath her. The resulting Demesne has a rating equal to the successes spent on it. It is still located within a Wyld-tainted landscape, however, unless Wyld-Shaping Technique is later used again to stabilize the region.

Land (difficulty 7): The Solar conjures forth vast tracts of new landscape and adds them to Creation. If used in a Wyld-tainted area deep within Creation, Wyld-Shaping Technique cleanses the Wyld energies and stabilizes everything within 25 miles per success spent. If used to dredge new lands from the borders of chaos, the Solar creates hundreds of square miles of new lands roughly according to her vision. One success creates hard, barren lands which are hostile to any sort of useful cultivation and filled with deadly dangers. Three successes creates a frontier of adventure filled with useful resources or the potential for developed cultivation, but first requiring conquest and taming. Five successes creates a gentle landscape of abundant natural resources, fertile lands, or natural mineral wealth which might be extracted with only modest development. The land is always congruent with the general character of the nearby Poles, so tropical jungles cannot be conjured from the uttermost North, though alpine forests could.

If the Solar wishes the land to already feature inhabitants, towns, fortresses, and the like, who are *not* familiar with her or innately inclined to trust or like her, increase the difficulty to 8.

Upon enacting this form of Wyld-Shaping, a region ceases to harbor the power of the Wyld, and cannot be transformed any further with Wyld-Shaping Technique.

People (difficulty 8): The Solar creates useful, skilled human beings from nothing. They come into being knowing who she is and possessing some manner of Intimacy of positive regard and loyalty toward her, although this is no more robust than any other Intimacy if she subsequently gives them reason to dislike her. The Solar conjures a group of people whose Size is equal to the successes spent. Those created are either a medley of the dominant ethnotypes of the direction where she's working, or appear to hail from whatever land the Solar does, as she desires. They come into being at whatever age or range of ages the Solar desires, with average levels of any range of skills desired; the Solar could make a broad cross-section of people suitable to found a settlement, for example, or she could create a platoon of soldiers. The people have a general awareness of the current state of the world, can speak their direction's dominant language, know its major landmarks, and so on; but are aware they have been dreamed from the Wyld and do not have personal histories. The task of leading them out of the Wyld is left up to the Solar's resourcefulness.

Prodigies (difficulty 9): The Solar creates magical prodigies. This mode of Wyld-Shaping doesn't make Manses or Artifacts; rather, it creates objects with unusual or impossible properties, or fixed locations which perform useful magical functions. Generally, prodigies are things like frozen flames or glass spheres containing a single suspended moment of time: little impossibilities which might be used in the creation of Artifacts, offered as bribes to gods or sorcerers, and other miscellany. The Solar may make a number of portable prodigies equal to the successes rolled, or may expend three successes at a time for a truly impressive oddment worthy of being used for making a 4 or 5-dot Artifact. Alternately, she may create ongoing works of magic equivalent to a localized sorcerous working, such as a factory that creates an iron golem once a week, or a grotto where pink crystals grow into reflections of the dreams of those who sleep within. One success produces a magical phenomenon equal to a Terrestrial Circle working, three successes equals a Celestial Circle working, and five successes is roughly equivalent to a localized Solar Circle working. Ongoing splendors soon weaken and lose most of their miraculous properties if the region is stabilized through further uses of Wyld-Shaping Technique; the First Age Solars were forever forced to build new locations from which to harvest useful impossibilities as the borders of Creation expanded and obsoleted their old works.

Things created with Wyld-Shaping Technique do not have the same intrinsic stability as the original heartlands of Creation. If they are not routinely exposed to real people, places, and things from Creation proper, they tend to lose their reality and slowly revert back into pure possibility. Thus, it is important to import real people to explore and settle Wyld-Shaped lands, or garrison and tend to Wyld-Shaped prodigies and outposts, lest they simply vanish after a few months or years of neglect. Wyld-Shaped wealth, in particular, doesn't tend to stick around if simply left in a vault and not actively spent and traded by real people in real markets, and it is best to integrate Wyld-Shaped troops into mixed regiments with more mundane natives of Creation.

Threat Range: N/A, not a battle Charm

Night Charms

These Charms deal with stealth and criminality, dodging attacks, and athleticism.

Dust Motes Whirling (•)

Resonance: Athletics

The Solar fades easily into the chaos of combat by outpacing the tempo of her foes. When they look up from their frustrated blows, she is nowhere to be found.

System: After being struck before her turn, the Solar may use any swift action that would normally be unavailable as a result up to (Essence) times per scene. By reflexively spending 1 Mote, she may reset this Charm's per-scene use limit.

Threat Range: Passive, active element is 2

Easily Overlooked Presence Meditation (•)

Resonance: Stealth

The Solar can blend into any crowd, becoming impossible to discern or spot.

System: Reflexively spend 1 Mote and roll (Wits + Stealth) against difficulty 5. For a number of hours equal to the successes rolled, it's impossible to specifically notice the Solar's presence so long as she's not doing anything to stand out from the movement or activities of the people around her. The eye slides right off of her without noticing anything unusual or suspicious about her, even if the observer is watching for her specifically. There must be at least a dozen other people present for the Solar to hide among in order to use this Charm.

Threat Range: N/A, not a battle Charm

Falling Icicle Strike (•)

Resonance: Stealth, Thrown

Those who cannot see the Solar coming for their life also cannot survive her displeasure.

System: The Solar may reflexively spend 1 Mote when launching an unexpected attack against a target. The final damage inflicted by the attack is doubled and if it inflicts a Wound, the Solar can choose for it to be a mauled Wound. If the Solar kills her target, she may reflexively spend 1 Mote to ensure the target's death makes no noise and will not be discovered for the rest of the scene, if that is at all possible. The Solar could hurl a knife into a guard's body in such a way that he falls behind some bushes or a carriage and isn't missed for a few minutes, for example, but couldn't hurl a knife into a prince's throat in the middle of a speech and keep his death secret from the crowd of people staring directly at him for very long at all — at best, it might look for a few moments as though the man is leaning over to consider his next words.

Threat Range: 4 or 8

Graceful Crane Stance (•)

Resonance: Athletics

The Solar becomes near-weightless, and enjoys perfect balance.

System: The character needs never roll to maintain her balance, no matter how precarious her footing, and may stand or run upon even the weakest or most insubstantial of surfaces, such as falling leaves, individual threads, drops of rain, or even the surface of water. Reflexively

spending 1 Mote allows her to run and stand upon walls or even to cling to ceilings for the rest of the scene.

Threat Range: Passive, active element is 3-7

Proof-Eating Palm (•)

Resonance: Larceny

The Solar may easily conceal anything she has on her which she ought not to have, producing it later at her convenience.

System: The Exalt can perfectly hide anything she can carry in one hand which might conceivably be concealed inside of a long coat, even if she's not wearing a long coat. Indeed, even if strip-searched by a team of experts, the Solar's contraband will not be found. When she has need of a concealed object, she may reflexively bring it to hand: it could be that it drops into place from a sleeve; or maybe she plucks it from concealment in a nearby potted plant; or perhaps she simply produces it with a magician's flourish from somewhere else. She can simultaneously conceal up to (1 + her Larceny rating) objects with this Charm.

Threat Range: N/A, passive

Reed in the Wind (•)

Resonance: Athletics

The Solar yields in the face of deadly attacks, presenting no solid target for her foes to inflict calamitous damage against. Her grace ensures she can suffer no worse than mere bruises and nicks.

System: Reflexively spend 1 Mote. For the rest of the scene or until Staggered, whichever comes first, the Solar's base Dodge is increased by +2, and if she Dodges an attack but it still strikes her, then her Stagger Threshold is increased by +2 against that attack.

Threat Range: 3

Sensory Acuity Prana (•)

Resonance: Awareness

By focusing Essence into her awareness of the world, the Solar's senses become impossibly, superhumanly sharp. She can hear a person's heartbeat from rooms away, read a sheet of paper by letting her fingers trail across the ink on it, and count the hairs on a fly's legs from across a room.

System: The Solar must use a simple or swift action to activate or banish this Charm. While it is active, the difficulty of all Perception rolls drops by -3. Since Sensory Acuity Prana sharpens the Solar's senses indiscriminately, few of the Chosen leave it active at all times, having no desire to smell the odor of every midden heap they pass in superhuman detail.

Threat Range: N/A, passive

Shadow-Crossing Leap (•)

Resonance: Stealth

Just when it seems certain that the Solar's hiding place will be discovered, it becomes clear that she foresaw this turn of events and has already stealthily relocated to somewhere else.

System: (Essence rating) times per scene, when another character enters a zone where the Solar is hiding in concealment and makes a (Perception + Awareness) roll to spot her, she may reflexively declare that she already snuck away, and is in an adjacent zone. The classic use for this Charm is to sneak into the room the interloper just came from, but it can also be used to backtrack, vanish into the rafters, and for many other purposes. The Solar may ignore any problems that would normally arise from complex movement or the like when exploiting this Charm.

Threat Range: N/A, passive

Shadow Feint Concealment (•)

Resonance: Stealth

The Solar's opponent swings a halberd at her face. She ducks, a blur of steel obscures her for but a heartbeat... and then she is gone.

System: Once per scene, when the Solar is the target of an attack which fails to strike her, she may reflexively make a (Dexterity + Stealth) roll to enter concealment. The difficulty is 6 if the attack occurs in a dim, shadowy environment with lots of hiding places, 7 if in a well-lit but cluttered area, 8 if the Solar is in plain view with little to nothing in the way of good hiding spots, and 9 if there is really absolutely nowhere to hide other than directly behind her opponent.

Threat Range: N/A, passive

Shadow Over Water (•)

Resonance: Athletics

The Solar is elusive as a shadow upon the surface of a running stream, confounding all attempts to strike her.

System: Reflexively spend 1 Mote to activate this Charm. For the rest of the scene or until she is next Staggered, the Solar increases her Defense by +1 and her base Dodge value by +1. Additionally, while this Charm is active, the Solar ignores the Fierce quality of any attacks directed at her.

While Shadow Over Water is active, the Solar may choose to negate the Overwhelming quality of an attack directed against her, but doing so ends the Charm once the attack finishes resolving.

Threat Range: 4-5

Soaring Crane Leap (•)

Resonance: Athletics

Essence surges through the Solar's legs, propelling her effortlessly through the air.

System: The Solar's jumping distance and height is tripled, lowering the difficulty of tricky jumps by -3. In combat, she can easily relocate to zones above her without recourse to complex movement. By spending 1 Mote and using a swift action, the Solar may leap into an adjacent sector without the need for a roll of any kind.

With Essence 3+, the character always lands on her feet and is permanently immune to falling damage.

Threat Range: N/A, passive

Drifting Leaf Elusion (••)

Resonance: Athletics

The Solar, finely attuned to danger, moves to avoid it at the last moment as a matter of bone-deep reflex. Even if it appears the Solar has been struck down, it may be revealed that she is safe after all, having faded away from the blow with nothing left to spare.

System: If an attack directed at the Solar generates only one success and she invokes her Dodge against it, her Dodge rating is lowered by one less than it would otherwise be (generally meaning that it is reduced by -0). Once per scene, she can also activate this effect when she attempts to Dodge an attack from a creature of darkness, regardless of how many successes are generated.

Threat Range: N/A, passive

Evidence-Banishing Method (••)

Resonance: Larceny

Whatsoever the Solar does, she leaves no evidence of her activities behind.

System: Reflexively spend 1 Mote immediately after committing some sort of crime or other questionable act for which punishment or retribution might befall the Exalt if anyone links it back to her. No evidence which links her back to the act can be discovered with Investigation rolls. The only thing this Charm won't cover up are the memories of eyewitnesses.

Threat Range: 2+

Foe-Scenting Method (••)

Resonance: Awareness, Occult

The Solar's senses, attuned to the uncanny, immediately pick out Essence-users.

System: Reflexively spend 1 Mote. For the rest of the next 24 hours, the Solar becomes aware when she stands in the presence of any supernatural being, though she doesn't inherently know what *sort* of supernatural being any given individual may be. This Charm doesn't detect dematerialized beings unless the Solar is currently able to perceive them in some fashion.

By concentrating on an individual the Solar believes to be a supernatural entity, she may scrutinize that creature's Essence for clues to its nature. Use a swift action to roll (Perception + Occult) against difficulty 8. Success causes the Solar to receive compelling clues. For example: "A deathly aura hangs about him." Or: "A great hulking wolf-shadow looms above her." Or: "A second, pale figure lurks within him." If the Solar has encountered and scrutinized this sort of supernatural being in the past, then she can identify them as such. "He's an Abyssal." "She's a Lunar." "He's being possessed by a ghost."

Threat Range: 7+

Flawlessly Impenetrable Disguise (••)

Resonance: Larceny, Performance

The Solar becomes a master of disguise, able to appear as whoever or whatever she likes with only a few moments of preparation.

System: The difficulty to see through any of the Solar's disguise attempts is permanently set at 9. By spending 1 Mote when donning a disguise, the character can make her disguise absolutely perfect so long as she chooses to maintain it, even mimicking supernatural elements such as a god's storm-lashed hair, a Dragon-Blooded's aura of flames, or a ghost floating just off of the ground. These are tricks and cosmetic imitations, and won't grant any special powers (the Solar isn't really levitating, and the fire aura can't burn things).

Threat Range: N/A, not a battle Charm

Ghost-Walking Prana (••)

Resonance: Stealth, Survival

Wheresoever the Solar goes, she leaves no trace behind.

System: Reflexively spend 1 Mote. This Charm lasts until the Solar stops to rest for at least an hour. Until then she leaves absolutely no evidence of her passage behind, making it impossible to track her using mundane effort. Those with supernaturally acute senses or supernaturally accurate tracking must still roll against difficulty 9 to follow the Solar's trail.

Threat Range: 5+

Leaping Dodge Method (••)

Resonance: Athletics

The Solar dances gracefully away from the foe's aggressions, leaving him frustrated and confounded.

System: Reflexively spend 1 Mote. For the rest of the scene or until Staggered, whichever comes first, the Solar may reflexively move to an adjacent zone each time an attack fails to strike her. She can use this to get away from a rapid flurry of extra action attacks, or disentangle herself from a pile of enemies.

At Essence 2+, once per round this Charm may be used to move to an adjacent zone even in response to a successful attack.

Threat Range: 5

Lightning Speed (••)

Resonance: Athletics

The Solar moves with the speed of darting sunbeams, able to flash from place to place almost faster than the eye can follow.

System: The difficulty of all actions to run someone down, get somewhere quickly, or jump a difficult gap are permanently lowered by -2. By reflexively spending 1 Mote when using a move action, the Solar may move one additional zone farther away than she otherwise could.

With Essence 3+, this Charm's 1 Mote mode enhances all of the Solar's move actions for the rest of the scene or until she is Staggered, whichever comes first.

Threat Range: 4-5

Mountain-Crossing Leap Technique (••)

Resonance: Athletics

Gathering all her power into her legs, the Solar propels herself into the air and over the horizon with a mighty leap.

System: The Solar spends 2 Motes and uses a simple action to roll (Strength + Athletics) against a difficulty determined by the density and complexity of the Solar's destination. Open farmland would be difficulty 5, while the middle of Nexus would be difficulty 8. The more successes rolled, the more accurately the Solar touches down exactly where she wants to land. This Charm can carry the Solar up to (Essence rating x 3) miles in a single leap. Everyone within the same zone as the Solar when she takes off or lands must make a reflexive (Stamina + Resistance) roll against difficulty 6 to avoid being knocked prone.

With Essence 3+, the Solar may reflexively pay 1 additional Mote while soaring through the air with Mountain-Crossing Leap Technique, or indeed at any time when she is plummeting toward the ground from a great height for any reason, to wrap herself in a powerful corona of Essence. When she lands, this Essence-corona detonates, and she strikes the ground without suffering any injury whatsoever with the force of a runaway meteorite. Everyone and everything within the same zone or a directly adjacent zone of the Solar's point of impact is afflicted with a one-time shockwave hazard (difficulty 6, difficulty 9 for groups, 4 damage, bruised).

Threat Range: 5-6

Seasoned Criminal Method (••)

Resonance: Larceny

The Solar is a master of all criminal enterprise, able to trivially go where she will and take what she likes.

System: Any career criminal the Solar meets instinctively recognizes her as a fellow member of the underworld, and furthermore, one who represents potential opportunities for enrichment and advancement rather than a potential threat or rival. This is a potent first impression, but won't negate or erase any knowledge to the contrary that an individual might have (it won't make them forget their boss telling them that the Solar is an enemy and should be killed on sight, for example).

Threat Range: N/A, passive

Surprise Anticipation Method (••)

Resonance: Athletics, Awareness

A sixth sense warns the Solar of impending danger, making her impossible to take unaware so long as she hasn't totally exhausted both body and spirit.

System: The Solar may reflexively spend 1 Mote to automatically notice an ambush or other such unexpected attack, removing its unexpected quality.

Threat Range: 2+

Ten-Ox Meditation (••)

Resonance: Athletics

Essence burns and surges in the Solar's muscles, granting strength beyond strength.

System: The difficulty of feats of strength to lift or break something are lowered by -3. The Solar may reflexively spend 1 Mote to cause her hand-to-hand attacks to gain +3 damage for the rest of the scene.

Threat Range: 5

Bonfire Anima Wings (•••)

Resonance: Athletics

The Solar's anima bears her aloft like a comet or a pair of angelic wings, allowing her to fly.

System: Reflexively spend 3 Motes. For the rest of the scene, the Solar can fly. If activated at the apex of Mountain-Crossing Leap Technique, this Charm costs only 1 Mote. Even if her anima has otherwise faded from visibility, it streams out like a contrail behind her when she flies at maximum speed (Essence x 10 miles per hour), making her highly visible. When performing fine maneuvering in combat, she must slow down to her normal movement rate.

With Essence 4+, the Solar may use this Charm for free whenever her anima is flaring.

Threat Range: 8-9

Clever Bandit's Rook (•••)

Resonance: Larceny

The Solar is a master of all criminal enterprise, able to trivially go where she will and take what she likes.

System: Use a simple action and spend 1 Mote to perform any of the following feats: Cause a lock to spring open, pass through a closed door or window without disturbing it, or attempt to steal an object in plain sight without anyone noticing the attempt.

With Essence 5+, once per session, shortly after leaving a location, the Solar may spend 2 Motes to retroactively declare that she successfully stole something without anyone noticing and that she has it on her right now. The object must have actually been there for her to steal it, but it otherwise doesn't matter how implausible the theft is. Stealing Mask of Winters's pants after he addressed the Circle from the battlements of Thorns is well within the Solar's capabilities.

Threat Range: 6-8

Eye of the Unconquered Sun (•••)

Resonance: Awareness

The Solar's eyes cut through all supernatural obscurity, unerringly sighting her foes.

System: Reflexively spend 1 Mote to immediately defeat all forms of supernatural concealment, invisibility, and the like. Any character that is trying to hide from the Solar is immediately revealed to her senses.

With Essence 3+, the Solar may spend 2 Motes when activating Eye of the Unconquered Sun to open her caste mark and unleash a flood of searing, all-revealing light. Any being within three zones of the Solar that is attempting to hide or conceal itself is outlined in brilliant white flames that shine through all covering and concealment, even through walls, revealing him to *all*

characters present, not just the Solar. There's nothing subtle about this display: the air quakes and seethes with golden light, shining through walls and obstacles to banish all shadows. This display lasts until the Solar wills it to end. All attempts to target an individual wrapped in white flames (which linger for as long as a marked individual stays in the Solar's light) lower their difficulty by -1.

Threat Range: 9+

Flow Like Blood (•••)

Resonance: Athletics, War

The Solar moves with an impossible fluid grace. Whenever it seems that an attack has struck her down, it becomes clear a moment later that this is not the case. Indeed, when her enemies surround her on all sides, their frenzied and futile offense merely opens them to her reprisal.

System: Reflexively spend 1 Mote. The Solar does not have to spend Willpower to Dodge attacks until the end of the scene, until she is next Staggered, or until her Dodge value drops to 0, whichever comes first.

Threat Range: N/A, interacts with a resource antagonists don't use

Secret Police Indoctrination (•••)

Resonance: Larceny

By putting someone through a dedicated training regimen, the Solar can train him to undertake the necessary dirty-work of government. In little more than a week, a Solar with this Charm can transform a group of clueless farmhands into assassins, spies, torturers, and kidnapers with nerves of steel.

System: The Solar dedicates herself to training a group of students, subjecting them to daily exercises and drills under her oversight, which take up at least one hour every day over the course of two weeks. She can dedicate her efforts to the training of a group of up to Size (current Essence rating, maximum 5) at a time. While she's actively training a group of students, her maximum Mote pool is reduced by one. She can reclaim this capacity by abandoning her students' training, but if she does this and returns to their tutelage later, she must start their training over from scratch.

After two weeks, bumbling oafs gain an Expertise pool of 5 and an Aptitude for one of the following: Assassination, interrogation, intimidation, making people vanish, or spying. They also become familiar with a series of codes and ciphers of the Solar's devising. Already-competent intelligence agents instead gain an Expertise pool of 7. Experts in the Solar's class advance to an Expertise pool of 9. A group of students may be run through this training regimen repeatedly to hone them from total ignorance to Secret Police, or to branch them out into multidisciplinary mastery, if the Solar has sufficient time and inclination.

If a protagonist partakes of Secret Police training, then after two weeks of training they may purchase one dot of Athletics, Awareness, Investigation, Larceny, Martial Arts, Presence, Stealth, or Thrown as though it were a Favored Ability.

Threat Range: N/A, not a battle Charm

Seven Shadow Evasion (•••)

Resonance: Athletics

Letting her Essence instinctively carry her out of harm's way, the Solar may dodge any single attack of which she is aware.

System: The Solar may reflexively spend 2 Motes when Dodging an attack to increase her Dodge value by an arbitrarily high number of her choosing against it, guaranteeing that the attack does not strike her. If the attack she wishes to defeat is undodgeable, she may spend +1 Mote to remove that quality from it in exchange for making it Fierce instead.

After Seven Shadow Evasion protects the Solar, her Dodge returns to its previous value and is reduced as usual.

This Charm cannot be invoked against unexpected attacks, or if the Solar's Dodge value is 0 or less. When invoked, this Charm is considered a perfect defense.

Threat Range: 10

Vanishing From Mind's Eye Method (•••)

Resonance: Stealth

The Solar can still her Essence, vanishing from sight and awareness completely.

System: By using a simple action to stand still in a shadowed place or obscure corner and remaining quiet, the Solar can become functionally invisible and impossible to notice so long as nobody's actively watching her. This obscurity remains in place so long as she doesn't move or make noise.

Reflexively spending 1 Mote while in a shadowed place or obscure corner renders the Solar genuinely invisible and impossible to notice for the rest of the scene, enabling her to move about without being detected, so long as she doesn't make some sort of loud noise or take blatant action such as attacking or tipping over a bookshelf.

With Essence 5+, the Solar's true invisibility is unimpeachable. She may vanish even under direct observation and in bright light, and even if she makes loud noises or begins fighting, the invisibility granted by Vanishing From Mind's Eye Method won't break. Only her anima flaring will break the Charm. See page XX for rules with dealing with invisible people.

Threat Range: 9+

Eclipse Charms

These Charms deal with travel, mercantilism, bureaucracy, etiquette and language, and complex social situations.

Foul Air of Argument Technique (•)

Resonance: Bureaucracy

Simply by briefly conversing with someone involved, the Solar may embed her Essence in a bureaucracy or project like a curse, causing it to bog down in inefficiency, errors, and red tape.

System: The character can spend 2 Motes to target a specific office or project with terrible inefficiency for the rest of the current story. Everyone involved in pushing the project forward increases the difficulty of all rolls to do so by +2. In narrative terms (since Storytellers rarely

bother to roll out unseen antagonists' attempts to manage workers and correctly file paperwork) the project is plagued with conflicts and inefficiency and grinds to a near-halt.

Threat Range: N/A, not used in battle

Guarded Thoughts Meditation (•)

Resonance: Awareness, Empathy

The Solar's mind is a vault, holding her thoughts within like precious gems.

System: Whenever someone attempts to read the Solar's mind by any means, reflexively roll (Perception + Awareness) against difficulty 6. Success reveals not only the mind-reading attempt, but also who is responsible. If she succeeded, the Solar may then pay 1 Mote to reflexively shield her thoughts, making them impossible to read for the rest of the scene. The Solar may also pre-emptively shield her thoughts for the rest of the scene by paying 1 Mote, even before anyone attempts to pry.

Additionally, all read intentions actions directed against the Solar must discard one success, or two successes if Guarded Thoughts Meditation is being actively used to shield the Exalt's thoughts.

Threat Range: 4+ for active element

Insightful Buyer Technique (•)

Resonance: Bureaucracy

The Solar entangles her Essence with something she wishes to sell, transforming it into a subtle beacon that will, in time, bring a buyer into her presence.

System: Spend 1 Mote while using an unrolled simple action to contemplate something the Solar owns and wishes to sell. In time, a buyer with both the interest *and* the resources to offer a reasonable price for the item will appear. If this is a mundane transaction for something such as a well-made sword or a horse, a buyer will appear almost immediately. For more exotic sales, like the command codes for a squadron of brass legionaries, it may take several days or weeks for the Solar to bump into a suitable buyer (largely to give the Storyteller time to craft an interesting story rather than having to pull something out of their ass on the spot), but the buyer *will* appear in time.

Threat Range: N/A, not used in battle

Inverted Ego Mask (•)

Resonance: Socialize

The Solar builds up a wall of masks around the innermost truths of her heart, ensuring that none can discover who she really is unless she permits it.

System: Any ordinary or supernatural attempt to discern the Solar's Nature automatically fails, revealing whichever result she wishes to project in its place. This Charm's effects are permanent.

Threat Range: N/A, passive

Irresistible Salesman Spirit (•)

Resonance: Bureaucracy

The Solar focuses her Essence into the ultimate high-pressure sales pitch, capable of convincing almost anyone to buy almost anything, and for outrageous prices.

System: After spending a few moments and a simple action delivering her pitch, the Solar's player spends 1 Mote and rolls (Manipulation + Bureaucracy) against a difficulty equal to the target's Willpower. She can raise or lower the fundamental value of whatever she's trying to buy, sell, barter, or bargain for in the target's eyes by a factor of (successes rolled + 1). This Charm is equally as applicable to political favors as to financial transactions; a Solar who rolled five successes might convince the Despot of Gem to pay her six times as much silver as he'd initially considered in exchange for her help discovering who or what is murdering his supporters, for example.

This Charm doesn't force the target to accept a deal, only to re-evaluate its reasonable worth; it also doesn't mystically enforce any agreements made under its auspices. Its enchantment fades after the Solar's (Essence rating) days, at which point the target may very well realize he's been swindled.

If the target's Willpower is equal to or lower than the Solar's Essence rating, she may use this Charm to convince him that absolutely any price she cares to name is reasonable.

Threat Range: 8+

Master Equestrian's Techniques (•)

Resonance: Ride

The Solar exhibits the traits of a horseman of legend.

System: This Charm conveys the following benefits:

- All Ride rolls are made at -1 difficulty.
- The Solar may reflexively whistle and spend 1 Mote, and any mount she owns, or which regards her with deep fondness even if she doesn't own it, will appear within a matter of moments, ready to be mounted and ridden.
- Any mount the Solar rides can race all out for 12 hours without tiring, and can move twice as fast as it would if bearing any other rider.
- The Solar may reflexively redirect any attack aimed at her mount to herself, unless her mount is another potent supernatural being such as a Lunar Exalt or lesser elemental dragon.
- The Solar may reflexively spend 1 Mote while riding a steed to grant it the power to gallop on air for the rest of the scene.

Threat Range: 2+ for active benefits

Phantom Steed (•)

Resonance: Ride

Reaching deep within herself, the Solar finds a mount that expresses her innermost self and brings it forth into the world to serve her. Generally, her anima hardens into a golden horse to carry her into battle or to convey her along her way.

System: Use a simple action and spend 1 Mote to solidify a mount out of the Solar's anima until the sun next sets. Should she dismount, it dissipates back into the pure Essence from which it came.

With Essence 2+, a Solar's phantom steed may be some beast other than a horse that is suitable for carrying one or two riders, such as an ox or austrech.

With Essence 3+, the Solar may reflexively spend 1 Mote to maintain the solidity of her Phantom Steed even while no longer in contact with it. Not only will the mount continue to exist, it can move of its own accord in response to the Solar's will as though she were riding it, making rolls to maneuver with the Solar's dice pool. The Phantom Steed always "knows" where the Solar is and how to find her, and is otherwise as "intelligent" as the Solar in carrying out the tasks the Solar assigns to it. The Solar doesn't need to be able to see or communicate with her Phantom Steed to give it commands.

With Essence 4+, a Solar's phantom steed may be some enormous creature with an Essence-sculpted howdah on its back capable of holding up to a Size 1 group of soldiers, such as an elephant, yeddim, or tyrant lizard.

Threat Range: 2+

Salty Dog Method (•)

Resonance: Sail

The Solar is an exemplar of nautical daring and perseverance.

System: This Charm conveys the following benefits:

- All Sail rolls are made at -2 difficulty.
- Having stared the worst horrors of weather and the deeps directly in their dead and hateful eyes, the Solar has become inured to fear. The difficulty of all attempts to frighten her by supernatural means is increased by +1, and the first time in any given session that someone or something tries to terrify her in such a fashion and fails, she gains one point of Willpower.
- The Solar can swim without it counting as complex movement, and may hold her breath for up to 15 minutes at a time. By reflexively spending 1 Mote, she can extend this to (Essence rating) hours, and also survive the crushing pressure of the deepest ocean trenches during that period.
- So long as she can see the sky and feel the wind against her skin, the Solar can use a simple action and spend 1 Mote to accurately predict the local weather over the next (Essence rating) days.

Threat Range: 3+ for active effect

Subtle Speech Method (•)

Resonance: Linguistics, Socialize

The Solar becomes a master of hidden meaning, coding messages inside messages that only reveal themselves to those she wishes.

System: Spend 1 Mote while speaking or composing a written work to embed a second, hidden message inside the statement or writing. This hidden message can only be discerned by those the Solar intends to address it to.

Threat Range: 2-6

Whirling Brush Method (•)

Resonance: Lore, Linguistics

Words pour through the Solar's mind like a rushing river, leaving wisdom behind in their wake without consuming her precious time.

System: Reflexively spend 1 Mote. For the rest of the scene, the Solar may read and absorb information as fast as she can track her eyes across the page. Books can be consumed in moments. Moreover, she can copy text by hand at lightning speed, transcribing an entire book in minutes, up to and including any diagrams or illustrations.

Threat Range: 4-5

Wyld Emissary's Resolve (•)

Resonance: Bureaucracy, Lore

The Solar fixes the certainty of her existence upon a singular mission and then strides forth into the lands of chaos, protected from its transformative touch.

System: The Solar envisions a distinct objective for herself with an attainable end-goal, such as "Sitting down with the Court of Laughing Eyes and hammering out a non-aggression treaty," or "Returning home," and then activates this Charm. Upon doing so, her maximum Mote pool capacity is reduced by one, but she gains complete protection from being transformed in mind, body, or spirit by the Wyld so long as she is acting in pursuit of her mission. If this Charm's protection abates due to completion of her mission or the mission becoming impossible, the Solar may immediately select a new mission and reactivate Wyld Emissary's Resolve, but each time she does this it increases the Mote pool reduction by one.

Secondary activities such as traveling to the Court of Laughing Eyes, or preparing a meal or resting during that journey, are considered part of a mission, but while the Solar does anything completely unrelated to her mission (pursuing a beautiful faerie she saw in the forest), this Charm's protection lapses. She may have multiple activations running concurrently to give her multiple missions to pursue for additional protection, but each mission inflicts its own (potentially mounting) Mote pool reduction.

The Solar may voluntarily abandon this Charm at any time, but doing so leaves her unable to activate it until the sun has risen and set three times.

Threat Range: N/A, not used in battle

Elusive Mount Technique (••)

Resonance: Ride

The Solar and her mount weave through the fury of battle with the grace of the wind and the shock of a thunderbolt. Her foes' meager efforts cannot stop her.

System: The Solar can always use a move action while she is mounted, whether she has already been struck that round or not. If the Solar is Staggered, this Charm fails to function on her next turn.

Threat Range: N/A, passive

Friend to All Nations Attitude (••)

Resonance: Socialize

The Solar layers her requests with the formal authority of the Most High, a blessing by which she and her peers once ruled over all Creation. To refuse the small courtesies she demands calls down Heaven's displeasure.

System: When the Solar uses a persuade action to request someone undertake an inconvenience (see p. XX), the first time per session that they decide to refuse, then in addition to the normal cost of doing so, they also suffer one "drained" Wound.

By reflexively spending 1 Mote, the Solar may also add this Charm's price to an ordeal (see p. XX) she demands of someone.

Threat Range: 6-7

Indecent Proposal Method (••)

Resonance: Socialize

The Solar layers her words with formality and buttresses them with conditional necessity, allowing her to propose the shocking and the treasonous without causing dismay or alarm.

System: Spend 1 Mote when making a proposal to another character. No matter what it is the Solar asks or advises, it is impossible for the target to become alarmed, angered, or disgusted as a consequence; whatever the Solar says seems to fall within a strange quirk of propriety or at the very least to plainly be a necessary evil, even if she is asking an Immaculate monk to salaciously abandon his vows or a loving father to slay his children. The target may well say no, but he won't say it with heat and rancor and then report the Solar to the authorities or dash his tea in her face.

Threat Range: 7

Mastery of Small Manners (••)

Resonance: Linguistics, Socialize

An instinctive facility for etiquette and social currents ensures that the Solar never commits *faux pas* or social gaffes when dealing with unfamiliar cultures or social situations.

System: The Solar lowers the difficulty of all Socialize rolls by -1, and cannot botch with Socialize when rolling it. Re-rolling a social influence action now costs 0 Willpower.

With Essence 2+, the Solar unfailingly gives excellent first impressions to all those she meets, lowering the difficulty of all social rolls against a character during the first scene she meets them in by -1. Unless given some pressing reason to act otherwise, those who first encounter the Solar are inclined to regard her well and behave favorably toward her; in short, they like her.

With Essence 3+, once per session the Solar may activate Excellence of the Blazing Sun with Bureaucracy, Linguistics, or Socialize for a cost of 0 Motes.

Threat Range: N/A, passive

Orichalcum Letters of Marque (••)

Resonance: Sail

The Solar invites her vessel to partake of her legend, steeping its decks and sails in the power that once cast down the makers of the world.

System: Upon credibly claiming a ship as her own — that is to say, coming to command its crew and having her orders obeyed — the Solar may spend 1 Mote, 1 Willpower to enchant the vessel. Those she has not formally accepted aboard suffer a –2 penalty to all actions while aboard her ship. Moreover, any spirit entered into the ranks of her crew may materialize reflexively and at no cost while aboard the ship. Creatures of darkness that she officially recognizes as crew are exempted from that status while serving her aboard the ship as well.

Finally, if the Solar has an Intimacy toward the vessel, it counts as a sun-aspected Demesne equal to her Essence rating while she is aboard, which she owns and is attuned to. The Solar may only have one enchanted vessel at a time.

Threat Range: N/A, not used in battle

Sagacious Reading of Intent (••)

Resonance: Lore, Linguistics

The Solar's keen insight cuts through all attempts at dissembling, allowing her to easily decipher the intentions of others.

System: The Solar needs only hear someone speak a few words or to read something they've written to make an attempt to read their intentions (see p. XX). Reflexively spending 1 Mote after a successful roll will also let the Solar read the target's surface thoughts for a few moments.

With Essence 3+, the Solar may continue reading a target's thoughts for as long as he remains in her line of sight, rather than for only a few moments.

Threat Range: N/A, passive

Speed the Wheels (••)

Resonance: Bureaucracy

The Solar is like a saint of complex systems, leaving efficiency in her wake.

System: When the Solar engages with bureaucracy or labyrinthine systems such as courts of law, corporate networks, or government offices, red tape parts before her like the Red Sea and she is able to proceed in a mere fraction of the normal time. Moreover, simply by briefly conversing with someone involved, she can spend 2 Motes to place her blessing upon a project such as a certain magistrate investigation, bit of legislation, or attempt at reforming city government, and everyone involved in pushing the project forward reduces the difficulty of all rolls to do so by –2. In narrative terms, the project steams forward with uncanny speed and efficiency.

Threat Range: N/A, not used in battle

Strange Tongue Understanding (••)

Resonance: Linguistics

The Solar is a master of tongues, able to understand and be understood despite any language barrier.

System: The Solar can understand any language after a few minutes of exposure to it, and make herself understood after a few minutes more. Reflexively spending 1 Mote grants instant fluency for the rest of the scene, and makes the character sound like a native speaker.

With Essence 2+, the Solar may spend 2 Willpower to permanently retain any language she learns with Strange Tongue Understanding.

Threat Range: N/A, passive

Storm-Weathering Essence Infusion (••)

Resonance: Sail

The Solar's Essence bends the sympathies of wind and tide toward her, and permeates her vessel in a protective coating.

System: Spend 1 Mote while commanding or aboard a sailing vessel, and use a simple action to roll (Wits + Sail) against difficulty 6. The ship enjoys favorable winds and cooperative currents for one day per success rolled, and if there is inclement weather, then the ship somehow manages to find calm patches that do not impair its progress. The Solar may also reflexively pay 2 Motes when the ship suffers any form of substantial harm such as being struck by a battle spell or being smashed against rocks. The ship miraculously escapes from what should have been serious damage without anything worse than some singed boards or scraped-off paint.

Threat Range: 3-5 for active element

Twisted Words Technique (••)

Resonance: Linguistics

The Solar places careful, subliminal emphasis on certain words, striking key points in a chosen listener or reader's psyche. When that individual hears or reads her words, they awaken a deep well of feeling within him.

System: Spend 1 Mote while making a verbal speech or composing a letter, pamphlet, essay, poem, or other such written work. The Exalt must have a specific target in mind for the speech or composition. When that person hears or reads the speech, they must succeed at a (Wits + Linguistics) roll against difficulty (4 + Solar's Linguistics) or else immediately develop a temporary Intimacy of the Solar's choosing. This Intimacy persists until the end of the current story. Protagonists may spend 3 points of Willpower to reject this Intimacy for the rest of the current story, while antagonists must cite an incompatible Intimacy before doing so.

Threat Range: 3-5

Wise-Eyed Courtier Method (••)

Resonance: Awareness, Investigation, Socialize

The Solar can quickly unravel the dynamics of any social situation she finds herself in by observing little more than word choice and body language.

System: The Solar can analyze the relationship between any two characters by spending a simple action observing them, then spending 1 Mote and rolling (Perception + Socialize) against difficulty 8. Even so much as one success not only reveals whether the two characters know one another, but also the depth and nature of that relationship ("They're business partners, but they don't advertise that relationship, and they don't trust one another").

Threat Range: 1-3

All-Seeing Master Procurer (•••)

Resonance: Bureaucracy, Socialize

Essence connecting her to the world around her, the Solar has learned to be all things to all people.

System: By spending an hour in meditation and spending 2 Motes, the Solar may grant herself a dot of a social Background of her choice for the next 24 hours, letting her Essence lead her to the needed contacts, money, support, or whatever else.

With Essence 4+, this Charm grants two dots of Backgrounds, which may be assigned to the same Background or separately.

Threat Range: N/A, not used in combat

Asp Bites Its Tail (•••)

Resonance: Presence, Socialize

Such is the Solar's assurance and bearing that she may effortlessly turn barbs and imprecations cast against her back on those so foolish as to slander her.

System: When slighted, humiliated, or accused of wrongdoing, the player can reflexively spend 1 Mote and roll (Manipulation + Socialize) against the accuser's resisted (Charisma + Socialize) (both difficulty 6). Should the Solar gain more successes, then everyone present becomes convinced the aggressor was in fact the one who belittled, insulted, or implicated herself.

With Essence 3+, when using this Charm, the Solar rolls against difficulty 5 and her aggressor against difficulty 7. Additionally, should she successfully turn the tables, the difficulty of all of her social rolls against that target for the rest of the scene drop by -2, while the difficulty of all social actions made by the individual who embarrassed himself are increased by +2.

Threat Range: 1-2

Cup Boils Over (•••)

Resonance: Linguistics

The Solar composes a condemnation of purposeless existence, which is so profound that it strikes dead those with no bastion of ego to protect them against the Exalt's words.

System: Spend 3 Motes and use a simple action to roll (Manipulation + Linguistics) against a difficulty of a particular target's Willpower rating in order to craft a condemnation of their specific life within the world. This condemnation can be verbal or written. Should a protagonist hear or read this condemnation while they have 0 Willpower points, their soul leaves their body, and they die soon after. Antagonists can be targeted at any time their Willpower rating is reduced to 0. The soul-eaten victims of the Fair Folk are also vulnerable to being destroyed by this Charm, as are artificial beings with no real personality.

The Solar must be familiar enough with her target to be able to criticize his life in at least very broad strokes, and a condemnation devised with this Charm loses its potency after one month, as the events and circumstances of the target's life cause him to no longer perfectly match the Solar's critiques.

With Essence 5+, when the target hears or reads the Solar's condemnation, he loses a number of points of Willpower equal to the successes she rolled. If this reduces him to 0 Willpower, Cup Boils Over knocks his soul off and kills him.

Threat Range: 10

Heart-Eclipsing Shroud (•••)

Resonance: Socialize

As useful as it is to be herself, it sometimes suits a Solar's purposes to be someone else. She devises another persona, feeding Essence into this identity until it takes on a reality of its own.

System: Upon purchasing this Charm, design a second persona for the character. This identity has its own name, Nature, and Intimacies, which need have no connection with the Solar's own. It also has its own memories, separate from those of the Solar, and a false history she devises, with false memories to uphold it.

Each day, when the Solar awakens, her player decides which of her personas she is wearing. The Solar may voluntarily switch to a different persona at any time by using an unrolled action and spending 1 Mote, 1 Willpower. If a persona's "appearance" varies significantly from the Solar's own, the difficulty of any (Intelligence or Wits) + Larceny roll to construct a disguise to take on that appearance is reduced to 3, or 4 even in the near-total absence of useful props. Additionally, any mental compulsions or other mind-altering enchantments laid upon her only affect whatever identity they were directed against, and so switching personas is an effective way to temporarily escape from mind control.

This Charm may be purchased a number of times equal to the Solar's Essence rating. All purchases past the first treat Heart-Eclipsing Shroud as a one-dot Charm.

With Essence 3+, when designing a persona, the Solar may reallocate up to one dot in each of her Attribute categories (Physical, Social, Mental) so that, for example, a certain persona is less observant than she is but has a keener mind. She also transforms into a persona's appearance upon assuming it rather than needing to don a disguise.

Threat Range: N/A, not used in battle

Knowing the Soul's Price (•••)

Resonance: Empathy, Investigation, Socialize

Everyone, no matter their integrity, no matter their morals, has a price for which they will bend to the Solar's desires. This Charm cuts through to the soul's innermost secrets, revealing that price.

System: Spend 3 Motes and use a simple action to roll (Perception + Empathy) against a difficulty of the target's Willpower. Success reveals the price that will cause the target to do what the Solar wants, whether it's as simple as a sum of money or as daunting as the return of a dead loved one.

Should the Solar accumulate five or more successes when using Knowing the Soul's Price, she also gains an instinctive hunch where to start looking to find the price she's uncovered, if she doesn't have it already.

Threat Range: 2

Venomous Rumors Technique (•••)

Resonance: Performance, Socialize

Insinuating a thread of her Essence into ill-intended gossip, the Solar assures that her poison reaches every ear that might matter.

System: Spend 2 Motes and use a simple action to roll (Manipulation + Socialize) against a difficulty of (4 + highest of the target's Allies, Backing, Command, Influence, or Resources) while spreading a bit of gossip. While this Charm can't ensure that everyone *believes* whatever terrible rumor the Solar wishes to spread, success does guarantee that within a day or two, everyone who matters has at least *heard* it.

With Essence 3+, by spending 3 Motes rather than 2 when activating Venomous Rumors Technique, the Solar may define the scope of the damage her rumors inflict, causing the target to lose a dot of a Background she chooses to target. This can only damage social Backgrounds like Resources and Connections.

Threat Range: N/A, not used in battle

Wise Minister Academy (•••)

Resonance: Bureaucracy

By putting someone through a dedicated training regimen, the Solar can prepare him to smoothly execute the running of a nation. In little more than a week, a Solar with this Charm can transform a group of drunken layabouts into respectable magistrates, ministers, couriers, and diplomats.

System: The Solar dedicates herself to educating a group of students, subjecting them to daily lectures and rigorous testing under her oversight, which take up at least one hour every day over the course of two weeks. She can dedicate her efforts to the training of a group of up to Size (current Essence rating, maximum 5) at a time. While she's actively training a group of students, her maximum Mote pool is reduced by one. She can reclaim this capacity by abandoning her students' training, but if she does this and returns to their tutelage later, she must start their training over from scratch.

After two weeks, ignorant peasants gain an Expertise pool of 5 and an Aptitude for one of the following: Bureaucracy, mercantilism, diplomacy, sailing, or message delivery. They also become literate. Already-competent ministers, diplomats, sailors, and so on instead gain an Expertise pool of 7. Experts in the Solar's class advance to an Expertise pool of 9. A group of students may be run through this training regimen repeatedly to hone them from total ignorance to Wise Ministers, or to branch them out into multidisciplinary mastery, if the Solar has sufficient time and inclination.

If a protagonist partakes of Wise Minister training, then after two weeks of training they may purchase one dot of Bureaucracy, Linguistics, Presence, Ride, Sail, or Socialize as though it were a Favored Ability.

Threat Range: N/A, not used in battle

Legacies

A Solar may choose a Legacy at the beginning of any story after reaching Essence 2+. The Legacies outlined below are not meant to be exhaustive, merely a representational sample.

Players and Storytellers should free to work together to develop new Legacies if none of the ones below seem suitable.

Ancient Master

The Solar dedicates herself to the absolute mastery of the deepest secrets of philosophical combat, forging meaning and martial prowess into an inspiring and undefeatable singularity which she comes to embody.

To assume this Legacy, at least one of the following must be true:

- The Solar is of the Dawn Caste.
- The Solar has one of the following Natures: Bravo, Caregiver, Critic, Paragon, Savant, Survivor, or Visionary; or a Nature not found in this book which is based around imposing yourself on the world or seeking deeper meaning.
- The Solar has learned at least one complete Martial Arts style.
- The Solar has Martial Arts as one of her Caste or Favored Abilities.

At Essence 2+: Select one of the character's Caste Abilities. Instead of spending Motes, the Solar may choose to spend 1 Legacy or gain 1 Limit when using Excellence of the Blazing Sun to enhance this Ability. Furthermore, she treats Stamina as a Caste Attribute for the purpose of the rule of 1s.

Additionally, the first time in each scene that the Solar encounters someone who employs a method of fighting she is not familiar with (such as a martial arts style she has never seen before, a novel tactical approach to combat, or a powerful and unique battle-artifact), the Solar is considered to have satisfied her Nature.

At Essence 3+: When engaged in a one-on-one fight with an opponent doing most of their fighting with a martial arts style, the Solar's attacks gain Overwhelming (-1).

If the Solar is *not* a Dawn, she may add the following feature to her anima power: once per scene, she can reflexively lower the difficulty of an attack or damage roll by -1.

If the Solar *is* a Dawn, then when she uses her anima power to lower the difficulty of an attack or damage roll by -1, she instead lowers it by -2.

At Essence 4+: When she already has a Martial Arts "Form"-type Charm active, the Solar may activate a second "Form"-type Charm without canceling her already-active "Form," paying 1 Legacy or gaining 1 Limit instead of paying the Charm's normal activation cost.

Additionally, the Solar may use a swift action to roll (Perception + Martial Arts) against a difficulty depending on how hectic and distracting the Solar's surroundings are; a quiet room would be difficulty 5, the middle of the Nexus Little Market at noon could be difficulty 9. Success allows her to open her eyes and perceive anyone who would see her hurt or dead if given the opportunity as surrounded by a writhing red-black anima. Characters displaying such murderous intent cannot strike the Solar with unexpected attacks for the remainder of the scene, and if they try to initiate violence against her, she is always considered to have the initiative and the opportunity to act first and start the fight herself.

Finally, the Solar always has the option to spend 1 Legacy or gain 1 Limit to automatically trigger any condition a “Form”-type Charm might have that would allow her to activate it reflexively.

At Essence 5+: The Solar may learn 3-dot Charms from the Forbidden Arts (see p. XX), develop Forbidden Arts herself, and teach them to others, all as though she were one of the Sidereal Exalted.

Dreaded Shadow

The Solar becomes fear, the sharp gleaming edge of doom in the absence of the sun’s kind light.

To assume this Legacy, at least one of the following must be true:

- The Solar is of the Night Caste.
- The Solar has one of the following Natures: Architect, Conniver, Follower, Judge, Rebel, Survivor, or Thrillseeker; or a Nature not found in this book which is based around bringing order to the world or surviving hostility.
- The Solar has the Dexterity Attribute rated at 4+.
- The Solar has Larceny or Stealth as a Caste or Favored Ability.

At Essence 2+: Select one of the character’s Caste Abilities. Instead of spending Motes, the Solar may choose to spend 1 Legacy or gain 1 Limit when using Excellence of the Blazing Sun to enhance this Ability. Furthermore, she treats Dexterity as a Caste Attribute for the purpose of the rule of 1s.

Additionally, the first time in each scene that the Solar inspires fear in a powerful being, she is considered to have satisfied her Nature.

At Essence 3+: The Solar is aware whenever she perceives someone who harbors an Intimacy of fear toward her, and may use a read intentions action against such individuals without needing to observe or interact with them.

Additionally, whenever someone with an Intimacy of fear toward the Solar attempts to detect her when she is in hiding, or to see through one of her disguises, the difficulty of his roll increases by +2 and he must discard one success from his result.

The Solar may reflexively spend 1 Legacy or gain 1 Limit when in the presence of such an individual if she wishes to enter concealment but she is being actively observed, or else there is nowhere for her to plausibly hide. The target’s fear *creates* a place of concealment, a moment in which everyone present momentarily takes their eyes off the Solar to observe his nervousness; when sweat runs into his eyes and he is forced to blink. In that moment, she may attempt to conceal herself anyway, hiding within the liminal shadow of the target’s fear.

If the Solar is *not* a Night, she may add one the following feature to her anima power: When her anima flares, she may shroud herself in it like an obscuring cloak, making her impossible to recognize. Anyone in the scene that has already recognized her must roll Willpower against difficulty 9 or forget the blazing stranger’s identity, if the Solar would rather they didn’t remember who she is. She increases her Dodge by +1 against anyone who fears her while shrouded in an anima haze.

If the Solar *is* a Night, then while her anima is flaring, she increases her Dodge by +2 rather than +1, and against anyone who does not know who she is *and* anyone who harbors an Intimacy of fear against her.

At Essence 4+: When the Solar strikes someone with an unexpected attack and damages him, and she lets him see who it was that struck him; *or* if the Solar sneaks into a target's home and leaves some clear evidence that she has been there, and he uncovers this evidence; *or* if the Solar approaches someone openly and names his crimes, and he recognizes these crimes and is not confused by them being framed as crimes: then the target must make a Willpower roll against difficulty 9 or develop an Intimacy of fear of the Solar.

Additionally, when the Solar attacks someone who harbors an Intimacy of fear against her, her attack gains Piercing (-2).

At Essence 5+: The Solar gains a +2 bonus to Block anyone who harbors an Intimacy of fear toward her.

Additionally, while in concealment, the Solar may spend 1 Legacy or gain 1 Limit to reveal herself to a single target who harbors an Intimacy of fear for her. No matter how frantic the target becomes, no one else can make rolls to notice the Solar based solely on his words or behavior, nor can he articulately speak past the lump of terror in his throat of who he sees coming for him or where she is. Any attacks the Solar launches against the target do not spoil her stealth or reveal her to others.

Finally, the Solar may spend 1 Legacy or gain 1 Limit when her anima flares to suppress it absolutely, gaining all the benefits of a flaring anima without producing any visible display.

Forger of Accords

The Solar is a bridge, bringing together disparate groups and philosophies and finding common ground by which they might raise up new pacts, new societies, new worlds; or using her silvered tongue to secure advantage for those she has chosen to favor, and ruin for those who will not fall into line with her vision of the world.

To assume this Legacy, at least one of the following must be true:

- The Solar is of the Eclipse Caste.
- The Solar has one of the following Natures: Architect, Bureaucrat, Caregiver, Conniver, Critic, Follower, or Jester; or a Nature not found in this book which is based around getting what you want or need out of interactions with others.
- The Solar has the Manipulation *or* Appearance Attribute rated at 4+.
- The Solar has Bureaucracy or Socialize as a Caste or Favored Ability.

At Essence 2+: Select one of the character's Caste Abilities. Instead of spending Motes, the Solar may choose to spend 1 Legacy or gain 1 Limit when using Excellence of the Blazing Sun to enhance this Ability. Furthermore, she treats Manipulation as a Caste Attribute for the purpose of the rule of 1s.

Additionally, the first time in any given scene that someone who has never done so before vocally expresses that they are placing their trust in the Solar in regards to a serious matter, or

signs or swears to a consequential agreement, contract, or oath with her, or with another party with the Solar as witness and arbiter, the Solar is considered to have satisfied her Nature.

At Essence 3+: The Solar may re-roll any read intentions action she makes once without spending Willpower or using up her once per scene Willpower-based re-roll.

Additionally, she may use a simple action and spend 1 Legacy or gain 1 Limit to use a read intentions action on someone without even meeting them, working only by second- or third-hand rumors or descriptions she has heard about them from others.

If the Solar is *not* an Eclipse, she may use a simple action and spend 1 Legacy or gain 1 Limit to sanctify an oath she witnesses in the same manner as an Eclipse Caste would.

If the Solar *is* an Eclipse, then the cost to sanctify an oath becomes 0 Motes and she may do so reflexively.

At Essence 4+: The Solar gains Overwhelming and Piercing (–2) against anyone she knows with absolute certainty has broken a promise, contract, or oath they made to her, or which they made with her as the explicit witness or keeper of the oath, whether it was magically sanctified or not.

By spending 1 Legacy or gaining 1 Limit while using a read intentions action against a being, if the action succeeds with 3+ successes, the Solar also learns whether that being has ever made any oaths or promises to any of her former incarnations which might still be relevant today. With 4+ successes, she learns exactly what those promises or oaths were. With 5+ successes, she learns whether the being ever broke those oaths.

“Relevant” in this context means things like a promise to always support the Solar if called upon, or an outstanding debt that was never repaid because the Usurpation cut it short; an agreement to repay a loan, which was then successfully repaid, thus closing the matter, would not be relevant and this Legacy benefit would not detect it (although a promise to repay a loan which the being defaulted on *would* be detected, and with 5+ successes the Solar would be aware of that default).

At Essence 5+: When the Solar becomes aware with irrefutable certainty that someone has broken a promise, oath, or contract made to her or which she stood in surety of, the Solar may reflexively spend 1 Legacy or gain 1 Limit to punish the oathbreaker by causing him to burst into beautiful golden flames: a hazard with difficulty 9, damage 5, burned (Aggravated), penalty –2, one round; it persists until the victim uses a simple action to extinguish himself. If the oath was magically sanctified in some way, such as by the Eclipse anima power, she reflexively becomes aware that it has been broken in the moment the oathbreaking occurs. If these flames inflict any Wounds, the Solar becomes reflexively aware of what direction she needs to head in to find the oathbreaker until those Wounds heal.

Great Sage Equal to Heaven

The Solar takes the matter of all wisdom, all knowledge, and all learning to be her business, educating the world either directly or by granting it the opportunity to admire her sagacity and splendor.

To assume this Legacy, at least one of the following must be true:

- The Solar is of the Twilight Caste.

- The Solar has one of the following Natures: Caregiver, Critic, Explorer, Gallant, Rebel, Savant, or Visionary; or a Nature not found in this book which is based around innovation, self-centeredness, or a thirst for knowledge.
- The Solar's Mental Attributes were set as her primary Attribute category during character creation.
- The Solar has Lore as a Caste or Favored Ability.

At Essence 2+: Select one of the character's Caste Abilities. Instead of spending Motes, the Solar may choose to spend 1 Legacy or gain 1 Limit when using Excellence of the Blazing Sun to enhance this Ability. Furthermore, she treats Intelligence as a Caste Attribute for the purpose of the rule of 1s.

Additionally, the first time in each scene that the Solar is able to change the course of events by doing something that no one present has ever seen someone do before, or that no one involved in the situation believed was possible, or solves a problem by applying knowledge that no one but she possessed, *or* that she inspires someone to upend his life to follow in her footsteps, the Solar is considered to have satisfied her Nature.

At Essence 3+: The Solar may enact sorcerous workings in which she substitutes Craft, Medicine, or Survival in place of the Occult Ability. Such workings must reflect the Ability being used, such as a Survival project to breed an impossible beast via animal husbandry, an advanced surgery using Medicine to give someone wings, or the construction of a wondrous device with Craft to purify a polluted lake. If she is not a sorcerer, the working requires three extra successes. If she is a sorcerer, and her Occult is equal to or higher than the substitute Ability she wishes to use, then making that substitution instead grants her working +1 Means and reduces the number of Motes by which her maximum Mote pool is lessened at project's end by one.

Additionally, if she knows the Charm: All-Knowing Enlightened Sovereign, she may spend 1 Legacy to reset it so that it may be used again during the same story.

If the Solar is *not* a Twilight, then when her anima flares she may, at will and as she desires, cause dematerialized beings touched by the light of her anima to become visible and audible in the physical world, and by reflexively paying 1 Mote may enable anyone to interact with them physically so long as they remain illuminated. Generally, a Solar's anima strongly illuminates the entire sector she occupies, barring solid walls and the like blocking its light.

If the Solar *is* a Twilight, then when she uses her anima power to disincorporate herself, she may choose any of the following locations she has previously visited that happen to be within (Essence x 10) miles of her: the entry of a god's sanctum that she has entered in the past; a significant private or public library; an institution dedicated to learning; an active archaeological base camp; a Manse to which she is attuned; any gateway to Yu-Shan.

At Essence 4+: If the Solar knows the Charm: Dogstar Ruminations, she may reflexively pay 1 Legacy to reset it so that it may be used again without first undergoing Limit Break.

If the Solar knows the Charm: Wyld-Shaping Technique, she may spend 1 Legacy rather than 5 Motes when she fuels the Charm for one interval of its extended roll.

At Essence 5+: Because her understanding surpasses that of all others, the Solar may spend 1 Legacy or gain 1 Limit and use a simple action to make a (Wits + Lore) roll against difficulty 8.

Success permits her to declare a fact about the world, and for the rest of the scene, this fact is true. The power of this declaration can be equal to that of a fluid sorcerous working with an Ambition equal to the successes rolled. For example, if the Solar gained enough successes for an Ambition 7 working, she might reveal that in this particular city, on this particular day, in this particular hour, anyone who attempts to enact violence will be instantly banished to Hell. For the rest of the scene, this is true.

Invincible Sword Princess

The Solar makes of herself a paragon of battle, excellent in all martial endeavor beyond even the considerable prowess of the Chosen.

To assume this Legacy, at least one of the following must be true:

- The Solar is of the Dawn Caste.
- The Solar has one of the following Natures: Bravo, Caregiver, Follower, Paragon, Rebel, Survivor, or Thrillseeker; or a Nature not found in this book which is based around using great strength for great purpose, or else pursuit of excellence.
- The Solar has one of the following Abilities rated at 5+: Archery, Brawl, Martial Arts, Melee, or Thrown.

At Essence 2+: Select one of the character's Caste Abilities. Instead of spending Motes, the Solar may choose to spend 1 Legacy or gain 1 Limit when using Excellence of the Blazing Sun to enhance this Ability. Furthermore, she treats Perception as a Caste Attribute for the purpose of the rule of 1s.

Additionally, the first time in each scene that the Solar Staggered or incapacitates a serious opponent despite them invoking Dodge or Block against her attack, the Solar is considered to have satisfied her Nature. All Exalted and all supernatural beings with Essence 2+ are considered serious opponents.

At Essence 3+: When she attacks with her bare hands or a weapon, the Solar may reflexively pay 1 Legacy or gain 1 Limit to make the attack unblockable and to cause the attack to emit a shockwave which blasts out in a rough line encompassing every zone in the direction she directed the attack for the rest of the sector she's in. Everyone in the afflicted zones (save for people standing to the side of or behind her in the zone she occupies when making the attack) must contend with a one-time hazard with difficulty 6, damage (attack's base damage after modification by Charms), and the same damage type as the attack itself. This hazard can be avoided by anyone who throws down all of their weapons on the ground, voluntarily disarming himself and not attempting to reclaim those weapons during his next three turns; or, if unarmed, by turning and fleeing for at least his next three turns. Attempting to fake this surrender or retreat by going for a discarded weapon or ceasing to flee during those three turns results in the hazard immediately being applied.

If the Solar is *not* a Dawn, she may add one the following feature to her anima power: while her anima is flaring, the rule of 1s does not apply to her damage rolls.

If the Solar *is* a Dawn, then she enjoys the anima benefits of a flaring anima at all times.

At Essence 4+: When the Solar incapacitates an opponent, she may use a stunt to describe the ludicrously overkill manner in which she defeats him (splitting an opponent into a dozen pieces

and spraying her name on the wall behind him in a gout of blood; or punching him all the way down a long table, at the end of which he tumbles off and falls down a flight of stairs and smashes through a pile of crates at the bottom; and so on) and reflexively spend 1 Legacy or gain 1 Limit. Any enemy who witnesses this defeat must succeed at a difficulty 9 Willpower roll or instantly develop a full-blown Intimacy of fear toward the Solar.

Additionally, the Solar must select one of the following Abilities: Archery, Brawl, Martial Arts, Melee, or Thrown. The base damage of all attacks made using this Ability are permanently increased by +1.

At Essence 5+: If the Solar did not gain the ability to create sector-spanning hazard attacks at Essence 3, she gains that ability now. If she already has that ability, then when she uses it, she may cause the hazard to fire off in a line stretching through a distance up to the full length of the *district* she occupies, if she wishes.

Additionally, if the Solar did not gain the ability to increase the base damage of a particular Ability by +1 at Essence 4, she gains it now. If she already has that ability, then she increases the base damage of all attacks made using that Ability by +2 instead.

Judge Above All

The Solar is the final arbiter of the fates of the wicked and the just, judging the hearts of those before her and meting out whatever fate she decides they have earned.

To assume this Legacy, at least one of the following must be true:

- The Solar is of the Night Caste.
- The Solar has one of the following Natures: Bravo, Critic, Judge, Rebel, Savant, Survivor, or Visionary; or a Nature based around imposing yourself on the world, or examining others and applying what you've learned.
- The Solar has the Perception Attribute rated at 4+.
- The Solar has Larceny or Investigation as a Favored Ability.

At Essence 2+: Select one of the character's Caste Abilities. Instead of spending Motes, the Solar may choose to spend 1 Legacy or gain 1 Limit when using Excellence of the Blazing Sun to enhance this Ability. Furthermore, she treats Perception as a Caste Attribute for the purpose of the rule of 1s.

Additionally, the first time in each scene that she proclaims a judgment against someone she feels has committed some wickedness and gives that individual whatever it is she believes he deserves, the Solar is considered to have satisfied her Nature.

At Essence 3+: When the Solar uses a read intentions action on someone, she may always lower the difficulty by -1.

The Solar may use a simple action and spend 1 Legacy or gain 1 Limit to verbally *condemn* someone in whose presence she stands. A condemned individual immediately becomes a creature of darkness, and remains condemned until the Solar enacts some retribution against him that she feels suits whatever wrong she feels he has done.

Additionally, the Solar may reject any social influence or magical compulsion to overlook a perceived crime or injustice at no cost.

If the Solar is *not* a Night, she may add the following feature to her anima power: For one round per scene, she may treat her Mote-per-round limit as though she were flaring her anima when she isn't.

If the Solar *is* a Night, then she uses her flaring Mote-per-round limit even when not flaring at all times *so long as* she is in some way acting against or pursuing someone she has condemned.

At Essence 4+: The Solar permanently gains Overwhelming and Piercing (–1) against creatures of darkness. By using a swift action, she gains a general idea of which direction to head in to find some evidence left behind by a specific person she has condemned, be it evidence of a crime or signs of a trail she can follow to track him.

At Essence 5+: The Solar reduces the difficulty of all Stealth rolls to conceal herself from creatures of darkness by –2. When she Wounds a target she has condemned, she may inflict any manner of Wound she desires at no cost.

Additionally, she may spend 1 Legacy or gain 1 Limit when observing any individual who doesn't know she is there, and use a simple action to roll (Perception + Investigation) against a difficulty of their Willpower. If she gains any successes, she can hear their thoughts for as long as she continues to observe them without her being aware of her presence.

Living God

The Solar makes of herself a divinity in human flesh, living as the gods themselves do and becoming an object of naked veneration and worship.

To assume this Legacy, at least one of the following must be true:

- The Solar is of the Zenith Caste.
- The Solar has one of the following Natures: Bravo, Conniver, Gallant, Hedonist, Leader, Reject, or Visionary; or a Nature not found in this book which is based around self-indulgence or self-gratification.
- The Solar has the Appearance Attribute rated at 4+.
- The Solar has the Cult Background rated at 1+.

At Essence 2+: Select one of the character's Caste Abilities. Instead of spending Motes, the Solar may choose to spend 1 Legacy or gain 1 Limit when using Excellence of the Blazing Sun to enhance this Ability. Furthermore, she treats Charisma as a Caste Attribute for the purpose of the rule of 1s.

Additionally, the first time in each scene that the Solar is present for a scene in which a group of people worship her as a divine being, the Solar is considered to have satisfied her Nature.

At Essence 3+: The Exalt may relax as completely as she is able, in a place relatively free of distractions, and make a (Perception + Occult) roll against difficulty 7. Success allows her to hear prayers uttered within a number of miles equal to her (successes x 10) miles. These prayers must be issued with sincerity, and they must be directed to the Exalt.

Once per day while doing this, if the Solar is being actively prayed to, she may pluck a particular prayer from the air and pop it into her mouth where it melts like honey, immediately restoring 2 Motes. This capability resets at sunrise.

If the Solar is *not* a Zenith, she may add one of the following features to her anima power: the Zenith ability to burn corpses, *or* +1 Defense against creatures of darkness while her anima is flaring.

If the Solar *is* a Zenith, then all benefits of her anima which apply to creatures of darkness additionally apply to gods and elementals.

At Essence 4+: The Solar may use a simple action and spend 1 Legacy or gain 1 Limit to dematerialize at the end of the current round. She may use a swift action to immediately materialize again whenever she likes.

The Solar also gains the Inheritance power: Measure the Wind, and the ability to use it against anyone praying to her or engaged in worship of her.

Additionally, the Solar gains the Inheritance power: Domain Manipulation, which she may use exclusively to attempt to answer the prayers of her worshipers.

Finally, the Solar may nominate a certain site dedicated exclusively to her worship and veneration as her sanctum. At any time, she may reflexively spend 1 Legacy, and at the end of the round she will teleport back to her sanctum. The first time she claims a sanctum there is no attached cost, but if her sanctum is destroyed, abandoned, or becomes a place that is not exclusively dedicated to her worship; or if the Solar simply wishes to relocate her center of operations to a different place of worship, then she may spend 2 Legacy and use a simple action while in that location to make it her sanctum. She can, in any case, only have one sanctum at a time.

At Essence 5+: If the Solar gained Domain Manipulation from this Legacy, she may spend 1 Legacy or gain 1 Limit when using it to roll (Essence + Willpower) rather than (Essence) to fulfill prayers.

Additionally, she gains a conditional immortality: so long as she retains at least Cult 3+, she does not age, and if slain, she may roll her (Essence + Cult) against difficulty 8. Success causes her to re-manifest at a site of worship, during a worship ceremony. With one success, this takes place at the next Calibration. With 2 or 3 successes, this takes place at the beginning of the next elemental cycle of the seasons. With 4 or 5 successes, this happens after one month has passed. Any means of destruction which would permanently obliterate a god bypasses this immortality and truly kills the Solar.

Finally, if one of the Solar's worshipers gives himself to her, whole-heartedly and with nothing in his heart but adoration and devotion, she may touch his brow, spend 1 Legacy or gain 1 Limit, and permanently change his Nature to "Lackey." He is now motivated only by pleasing and obeying the Solar, and regains Willpower by doing so.

Master Sorcerer

The Solar has dedicated herself to investigating the depths of reality's construction and the means by which it may be manipulated by symbol, ritual action, and the correct application of her Exalted will.

To assume this Legacy, the Solar *must* be a sorcerer, and at least one of the following must also be true:

- The Solar is of the Twilight Caste.

- The Solar has one of the following Natures: Architect, Bravo, Critic, Explorer, Martyr, Savant, or Visionary; or a Nature not found in this book which is based around investigation, inquiry, or a drive to be the best.
- The Solar has the Intelligence Attribute rated at 4+.
- The Solar has Occult as a Caste or Favored Ability.

At Essence 2+: Select one of the character's Caste Abilities. Instead of spending Motes, the Solar may choose to spend 1 Legacy or gain 1 Limit when using Excellence of the Blazing Sun to enhance this Ability. Furthermore, she treats Intelligence as a Caste Attribute for the purpose of the rule of 1s.

Additionally, the first time in each scene that the Solar creates a wonder-work of sorcery, discovers lost secrets of sorcery, or solves a problem with her mastery of sorcery, she is considered to have satisfied her Nature.

At Essence 3+: The Solar may select one additional control spell at the beginning of each story, losing the benefits of whatever control spell she used this advantage to select previously.

Additionally, she gains the following shaping ritual:

Shaping Ritual (Heritor of the Sun): While standing in direct sunlight not created by a Solar anima, the sorcerer adds one bonus success to all shape sorcery actions.

If the Solar is *not* a Twilight, she may use a simple action to disincorporate herself into the geomancy of the world, reforming some hours later at the boundary of a nearby place of power such as a Demesne or spirit sanctum.

If the Solar *is* a Twilight, then while taking a shape sorcery action, she gains +1 Soak and is able to perceive dematerialized beings, and to target them with whatever spell she is shaping.

At Essence 4+: The Solar no longer suffers a -1 penalty to her Defense while taking shape sorcery actions.

Additionally, after performing a sorcerous working, the Solar may spend 1 Legacy or gain 1 Limit to lessen the amount by which her Mote capacity is reduced by -1. This benefit may be invoked repeatedly on a single working by paying Legacy, but only 1 Limit may be gained per working. For example, a Solar performing an Ambition 6 working could spend 2 Legacy and gain 1 Limit in order to reduce her Mote capacity by a mere -3.

At Essence 5+: Once per scene, the Solar may use a swift action rather than a simple action for one interval of a shape sorcery action.

Once per day, the Solar may reduce the Willpower cost of a shape sorcery attempt by -1. This benefit resets at sunrise.

Both of these benefits may be reset by paying 1 Legacy.

Prince of the Earth

The Solar molds herself into the legend of a holy ruler, sovereign over all the powers of Creation: a leader of men and speaker for Heaven, before whom the wicked tremble and the gods stand in awe.

To assume this Legacy, at least one of the following must be true:

- The Solar is of the Zenith Caste.
- The Solar has one of the following Natures: Architect, Bravo, Gallant, Judge, Leader, Paragon, or Visionary; or a Nature not found in this book which is based around principles of leadership or pursuing a particular vision of the world.
- The Solar has the Charisma Attribute rated at 4+.
- The Solar has Presence or Performance as a Caste or Favored Ability.

At Essence 2+: Select one of the character's Caste Abilities. Instead of spending Motes, the Solar may choose to spend 1 Legacy or gain 1 Limit when using Excellence of the Blazing Sun to enhance this Ability. Furthermore, she treats Charisma as a Caste Attribute for the purpose of the rule of 1s.

Additionally, the first time in each scene that any given ruler of a group of at least 1,000 people, or any supernatural being with at least Essence 2+ acknowledges the Solar as his superior and vows to follow her, the Solar is considered to have satisfied her Nature.

At Essence 3+: When someone formally swears fealty or loyalty to the Solar, she may use a swift action to place a hand upon his brow and spend 1 Legacy. Doing so cures the target's most severe Wound, even if it is aggravated; *or* cures one unwanted Derangement; *or* cures one unwanted permanent physical debility or lasting Wound; *or* removes, repairs, or corrects an unwanted Wyld mutation, sorcerous alteration, or physical characteristic. Henceforth, when the target claims with sincerity that he is acting on the Solar's behalf or following her orders, he may reflexively cause a pale, tremulous copy of her caste mark to appear upon his brow. If the target attempts to manifest this proof of authority falsely, the Solar reflexively becomes aware that he has done so and in what circumstances this occurred.

If the Solar is *not* a Zenith, she may add one of the following features to her anima power: the Zenith ability to burn corpses, *or* +1 Defense against creatures of darkness while her anima is flaring.

If the Solar *is* a Zenith, then she enjoys the anima benefits of a flaring anima against creatures of darkness even when her anima is not flaring; and while it is flaring, she instead gains +2 Defense against them, and becomes immune to Piercing from their attacks.

At Essence 4+: The Solar's mental and emotional control Charms are able to force targets to violate their Nature or even to kill themselves. She also permanently inflicts Aggravated damage (-1) against creatures of darkness.

At Essence 5+: When the Solar's anima flares, she may stoke it into a towering pillar stretching miles into the sky and encompassing the entire sector in which she stands. This imposes a -5 penalty on anyone attempting to hide from her, conceal his identity from her, or deceive her. Additionally, she may spend +2 Motes per round more than she normally could while flaring her anima.

Seeker of Horizons

The Solar is a footloose adventurer, seeking to explore all the vistas of Creation and experience all it has to offer, and perhaps thence to explore even stranger horizons.

To assume this Legacy, at least one of the following must be true:

- The Solar is of the Eclipse Caste.
- The Solar has one of the following Natures: Caregiver, Explorer, Gallant, Hedonist, Jester, Reject, Survivor, or Thrillseeker; or a Nature not found in this book which is based around finding joy in life or a new place in the world.
- The Solar has the Wits Attribute rated at 4+.
- The Solar has Ride, Sail, or Survival as a Caste or Favored Ability.

At Essence 2+: Select one of the character's Caste Abilities. Instead of spending Motes, the Solar may choose to spend 1 Legacy or gain 1 Limit when using Excellence of the Blazing Sun to enhance this Ability. Furthermore, she treats Wits as a Caste Attribute for the purpose of the rule of 1s.

Additionally, the first time in each scene that the Solar leaves behind one of her accomplishments in pursuit of something new, reaches a place she has never been before, or meets someone she's never met before, she is considered to have satisfied her Nature.

At Essence 3+: So long as the Solar continues to travel, she is tireless and needs neither sleep nor rest nor nourishment. If she rides a mount, this benefit extends to it as well. If she commands a ship, this benefit extends to her crew.

Additionally, for the duration of the first story she spends in any general area (such as a particular province, city, forest, or mountain) she has never visited before, the Solar is immune to any native environmental hazards, up to and including corrosion of self by the Wyld if the area is Wyld-tainted, and becoming immune to drowning and the crushing pressure of the deep sea if an abundance of water and such pressures are part of the area (she can, oddly, still be drowned in circumstances where this is not the case, such as while exploring Nexus if a thug decides to hold her head in a water-filled bucket until she stops moving).

If the Solar is *not* an Eclipse, she may add the following feature to her anima power: If she approaches beings of the Wyld, Hell, or the Underworld on legitimate business and they offer her or her companions unprovoked violence, then any roll made by the offending beings during the course of that violence which produces even a single 1 become an automatic botch.

If the Solar *is* an Eclipse, then exploring, carousing, or engaging in tourism always counts as legitimate business for the purpose of her anima power's protection.

At Essence 4+: The Solar's carefree adventures delight the strange mechanical arachnid gods tasked with the drudgery of weaving the bulk of Creation's fate and manufacturing destinies for its inhabitants, leaving them willing to cheat the grand narrative of history on her behalf to facilitate them. When some circumstance or obstacle stops the Solar from traveling freely, she needs only verbally express her confidence that there's some way forward so long as she doesn't give up, spend 1 Legacy or gain 1 Limit, and in short order an opportunity, however implausible, will present itself. Perhaps a gullible guard sneaks her out of her cell so that she might regale his family with a tale of hers that he particularly admired; perhaps there is a clerical error indicating that she does, in fact, have proper paperwork to admit her through a militarized checkpoint; perhaps a smitten lesser faerie smuggles her through his lord's domain.

Additionally, the Solar may reject at no cost any social influence or mind-altering magic that seeks to convince her to abandon an adventure or not to embark on a journey. If someone tries to physically stop her from such activities, she becomes immune to Overwhelming penalties from

them, gains a +1 bonus when using Block or Dodge to protect herself from their efforts, and her attacks gain Overwhelming (–1) against them.

At Essence 5+: When the Solar leaves a place whose inhabitants she has helped in some meaningful way (deposing a tyrant, cleansing a poisoned well, killing a monster, and so on), and does so in a dramatic fashion (such as by walking off into the sunset, pausing to cut an iconic figure on the horizon, rearing her steed so it can churn the air before galloping away, or sailing her ship off into a raging thunderstorm), she may roll her Willpower against difficulty 9 and discard 1 Limit per success.

When the Solar arrives in a new place and finds some sort of trouble going on, she may make the same roll with the same consequences if she immediately dives into the thick of the situation and tries to help whoever seems worthy of her help. If she does so by making a dramatic entrance (such as by crashing through a window, appearing in a doorway framed by a storm, or leaping from the deck of a burning ship), the roll is made at difficulty 8 and, if there's a fight going on, whatever side she throws herself in with gains the initiative and goes first each round.

Wheel-Turning Prince

Far too many of the Solars of old lost themselves in the throes of the Great Curse. This Solar echoes that tragedy, embracing power above wisdom, sanity, or restraint, but gaining great power in the depths of reckless madness.

To assume this Legacy, at least one of the following must be true:

- The Solar has have experienced at least one Limit Break in which she did something horrible.
- The Solar knows the Charm: Stubborn Boar Attitude.

At Essence 2+: Select one of the character's Caste Abilities. Instead of spending Motes, the Solar may choose to spend 1 Legacy or gain 1 Limit when using Excellence of the Blazing Sun to enhance this Ability. Furthermore, she treats Strength as a Caste Attribute for the purpose of the rule of 1s.

Additionally, the first time in each scene that she experiences any circumstance that causes her to gain Limit for any reason *other* than a benefit provided by this Legacy, the Solar is considered to have satisfied her Nature.

At Essence 3+: The Solar may “push” her Essence for advantage once per day, rolling her Essence rating against difficulty 7. Each success grants her 1 Mote. Each 1 rolled generates 1 Limit. This benefit resets at sunrise each day.

While in Limit Break, a small alteration in her appearance manifests as a sort of “tell.” This is always subtle, such as a slight change in the coloration of her eyes or a distortion in her anima banner.

While in Limit Break, the Solar gains a +1 bonus to Dodge and Block and can cut ahead without spending Willpower, empowered by her paranoia.

At Essence 4+: The Solar may gamble her stability for greater power. Once per scene, when she spends Motes, she may roll her current Limit total against difficulty 9. If she generates any successes, the Mote cost of whatever she is trying to do is reduced by –1. If the roll fails, she gains 1 Limit. If the roll botches, she gains 3 Limit.

While in Limit Break, the Solar's attacks inflict Aggravated damage (-1). Her visual "tell" is now quite distinct, even if she did not take this Legacy's Essence 3 benefit, such as a completely different eye color, hair color, or hair style.

At Essence 5+: The Solar gains a new Derangement each time she exits Limit Break. This Derangement is based on whatever happened while the Solar was in Limit Break. The Derangement is resolved and lost when her next Limit Break begins.

While in Limit Break, the Solar may reflexively spend 1 Legacy to invoke an apocalyptic visage for the rest of the scene. In her apocalyptic visage, the Solar manifests a consistent set of signature clothing, and her visual "tell" becomes wildly dominant (glowing eyes, hair streaming out wild and windblown even indoors, blazing tattoos, etc), including one Uncanny feature (see p. XX). She may reflexively summon and equip any or all artifacts to which she is attuned.

While wearing her apocalyptic visage, the Solar may move an extra zone when using a move action. She adds +2 dice to all actions, gains +1 base damage on all attacks, and may re-roll all feats of strength at no cost and without using up her once-per-scene re-roll. She gains the ability to use a simple action to concentrate upon anyone she harbors an Intimacy toward that she can perceive, reading their thoughts so long as she continues to dedicate her simple actions in this fashion. When she inflicts a Wound, she may make it any sort of Wound she likes at no cost. While wearing this visage, the Solar gains the ability to reflexively spend up to 1 Legacy per round to increase her Block or Dodge by +2 for the rest of the scene.

Scarred by the Void

This Solar was captured by one of the Deathlords not long after her Exaltation, cast into a cruelly barbed soulsteel cage, and subjected to what seemed an eternity of torment as her Essence sought to invert itself into something unspeakable. Something blasphemous. Her will held out. She stood fast. She did not give in, and eventually, she escaped.

But the scars upon her Exaltation linger.

To assume this Legacy, the Solar must have been captured by a Deathlord and subjected to a failed attempt to convert her into one of the Abyssal Exalted.

At Essence 2+: Select one of the character's Caste Abilities. Instead of spending Motes, the Solar may choose to spend 1 Legacy or gain 1 Limit when using Excellence of the Blazing Sun to enhance this Ability. Furthermore, she treats Stamina as a Caste Attribute for the purpose of the rule of 1s.

Additionally, the first time in each scene that she opposes or defeats a significant manifestation of death, the Solar is considered to have satisfied her Nature.

At Essence 3+: Once per session, the Solar may reflexively spend 1 Legacy or gain 1 Limit to transform one of her Solar Charms into an Abyssal Charm for the rest of the scene. The transformed Charm must be of the same dot rating, from the equivalent caste, and share at least one resonant Ability. Thus, Wholeness-Restoring Meditation (a 3-dot Twilight Charm that resonates with Medicine) could be exchanged for Corpse-Graft Technique (a 3-dot Daybreak Charm that resonates with Medicine).

Further, in addition to her own anima power, the Solar may utilize the anima power of the Abyssal equivalent to her caste. If the two powers are identical, then the Solar instead gains the

ability to respire Essence at the same rate she would in Creation while in the Underworld (see Volume II, p. XX).

At Essence 4+: The Solar's anima banner acts as true sunlight, illuminating everything within the same sector she occupies that isn't blocked off from its radiance by something like a solid wall. Among any other effects sunlight might have, this notably banishes hungry ghosts, and robs ghosts within a shadowland of their material state.

Additionally, the Solar gains a sixth sense which alerts her whenever she is in the presence of one of the Unquiet or one of the Abyssal Exalted, even if the triggering creature is dematerialized or disguised.

Furthermore, the Solar may cite the taint upon her Exaltation as a Means when performing a necromantic working (see Volume II, p. XX).

Finally, while in Limit Break, the Solar's caste mark emits a thin trickle of blood upon first manifesting, and her anima occasionally darkens as patches of shadow ripple through it.

At Essence 5+: The Solar may reflexively spend 1 Legacy to invoke a deathly visage for the rest of the scene. In her deathly visage, the Solar manifests a consistent set of trappings of the grave (see Volume II, p. XX), her hair darkens, her skin becomes pale, and she may dematerialize or rematerialize with a swift action.

While wearing her deathly visage, the Solar can perceive and interact with dematerialized beings. She adds +2 base damage to all attacks against the Unquiet and the Abyssal Exalted, and may reflexively use a protect action on each turn to defend anyone or anything toward which she harbors an Intimacy. While wearing this visage, the Solar gains the ability to reflexively spend 1 Legacy to grant all of her attacks for the rest of the round Aggravated damage (-3).

Finally, the Solar may spend supernal experience points to permanently learn up to three Abyssal Charms from the Abyssal equivalent of her caste.