

Version 0.17

An Epic Game of Power and Passion

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Special Thanks

The following people and organizations deserve a special mention as they contributed to the final result of this project in one form or another:

Bailywolf for the initial spark to launch this project
Urs Reupke, Rainer Schmidt and Marc Simon for their Feedback
Skaville and mr float for their ideas on Waste Dice events
Greg Stolze for the ORE system and REIGN
Arcdream Publishing for WILD TALENTS
White Wolf for the getting me hooked on the wonderful world of Exalted
Clinton R. Nixon for the idea on how to make Virtue Flaws and Motivation work

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This is not a complete game!

It only offers guidelines and rule modifications on how to run Exalted using the One Roll Engine of REIGN. It also assumes a certain degree of familiarity with both the ORE rules system and the Exalted setting.

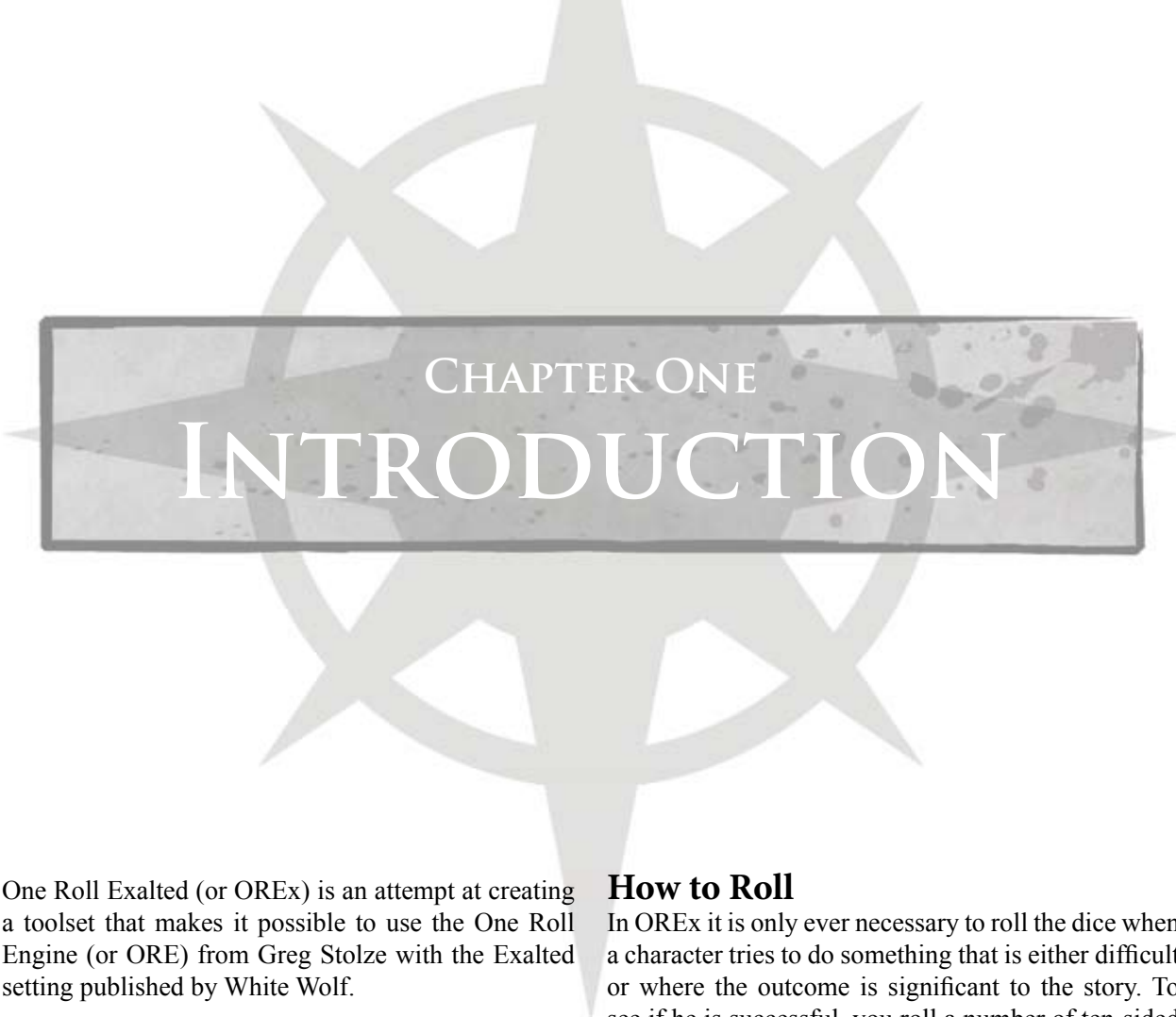
To effectively use this document you should have access to at least two books: the Exalted Second Edition corebook and the REIGN corebook. See the Appendix V: Recommended Reading for more information.

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CHAPTER ONE

INTRODUCTION

One Roll Exalted (or OREx) is an attempt at creating a toolset that makes it possible to use the One Roll Engine (or ORE) from Greg Stolze with the Exalted setting published by White Wolf.

Exalted is a game about powerful beings beyond the scope of mere mortals. Their epic adventures in a world full of wonders are inspired by the over-the-top action of wuxia and anime movies while their flawed protagonists seem to be right out of the traditional greek myths.

Unfortunately I felt that the original rules run counter to the mood and flow of my stories. Whenever battle was joined, the strongly tactical nature of the rules was a hindrance. Furthermore there was no real system to simulate the actions of organizations such as mercenary companies or nations. This seemed counterproductive to the feel and dynamic of my stories.

To fix this “problem” I took up the ORE rules and set out to mold them to fit the style and feel of my vision of Creation. I decided to go with the ORE rules because they are quick when it comes to the resolution of conflict - especially combat – while preserving some of the tactical (you may call it “gamist”) focus that to me is part of Exalted.

ORE Basics

The Rules of OREx are based on the rules featured in REIGN. Use them as written in the corebook except where mentioned. For completion’s sake the core rules of the One Roll Engine are reiterated here, with some changes.

How to Roll

In OREx it is only ever necessary to roll the dice when a character tries to do something that is either difficult or where the outcome is significant to the story. To see if he is successful, you roll a number of ten-sided dice (usually abbreviated with “d” — “8d” stands for eight ten-sided dice). The total number of dice you roll are called a dice pool. When you roll you look for matching dice. These are called sets.

When you get a set, that means two or more dice with matching numbers, your action succeeds. If you fail to roll a set, then your action fails. This means that dice pools with only 1 die in them automatically fail.

Each set has two degrees of information, Width (W) and Height (H). Width is determined by the amount of dice showing the same number, so three dice showing the number 8 would be a set with a width of 3.

Height on the other hand is the number the matching dice show, so in the above example, the Height would be the 8 shown on the dice faces. Width and Height are usually abbreviated as WxH, in this case 3x8. Having the matching dice set be high and wide usually indicates a superior result. An attack in combat for example uses Width for the speed and damage while Height determines the quality of the attack. Width can also determine how long a task takes or how long the effects of an action last.

Time

Depending on the action undertaken, the time scale for a task can be measured in rounds, minutes, hours, scenes, days, seasons or even years. The Storyteller

sets the time scale based on the specifics of the action. For example, breaking down a door might take rounds while decoding a complicated spell might take days. There may be cases when picking a lock might take days and deciphering the spell only minutes. Ultimately it's up to the Storyteller to set the time scale.

Once the time scale is determined, make the relevant roll. Subtract the width of the used set from 5 to find out how many units of time it takes to complete the task. Extremely lengthy or demanding tasks might use a number of time units larger than 5 as their base.

No matter how wide your set is, a task always needs at least one unit of time to. If you get a width of five or wider with a normally timed job, then the action still takes one day, hour, minute, or round.

Difficulties and Penalties

Sometimes actions are particularly hard and so a simple set is not sufficient. There are two ways for the Storyteller to determine the difficulty of the action.

One is the addition of a **difficulty** to the roll – this indicates a minimum height (and/or in a few rare exceptions width) required for the set to be acceptable. Lower sets do not overcome the difficulty and fail.

The other option is a **penalty**. This removes dice from the dice pool before it is rolled. It is important to note that penalties first remove stunt dice from a roll, then they downgrade **Excellency Dice** (see below) and lastly they remove regular dice. This order is important as stunts can prevent the powerful Excellency Dice from being downgraded

Order of Penalty Modifiers

1. Apply to Stunt Dice and remove them.
2. Apply to Excellency Dice and downgrade them.
3. Apply to regular dice and remove them.

A dice pool can never be reduced to less regular dice than the character's Essence unless he did have less dice in the rolled Stat and Skill from the start.

The difference between Difficulties and Penalties in game is that difficulties make the task equally hard for everyone while penalties are a lot harder on people with smaller dice pools than well trained experts.

Usually difficulties should be used most of the time to model complications. Penalties should be reserved for the times when a character's capabilities are limited or reduced. This could be due to a lack of proper equipment when trying to bandage a friend, being in pain or trying to shoot someone without eyesight.

Dice Types

Besides rolling regular ten-sided dice, ORE also makes use of a number of special dice to spice things up. These types are:

Excellency Dice

These dice, often abbreviated as ExD, represent the magical prowess of the different exalted and they are superior to regular dice. The player has more control over their values and thus can produce superior results. How these dice work is covered in the Excellency Dice chapter on page XX. It might be worthwhile to use differently colored dice for your Excellency Dice when those need to be rolled.

Stunt Dice

Stunt Dice (SD) are awarded for interesting and flavorful descriptions. They are generated by Stunts (see below) and they help emphasize the cinematic nature of Exalted. Stunt Dice are rolled like normal dice but they buy off penalties before Excellency Dice do.

Gobble Dice

Gobble Dice (GD) are dice that are in sets used for defensive actions. They remove dice from other sets that are lower than the height of the Gobble Dice Set. These work unchanged.

Waste Dice

The Waste Dice (WD) are all the dice in a rolled pool that do not come up as sets. Some effects (such as magic) make use of those to generate further information about the result.

Area Dice

Area Dice (AD) are special dice that are rolled when certain effects engulf a large area. Each of these dice is rolled and checked on its own dealing damage if it rolls higher than the AR of the target. Type and amount of damage is described by the effect. By default AD do 1S for each rolled die. Area Dice ignore armor unless otherwise specified.

Stunts

Stunts are a vital part of Exalted that have been introduced to the OREx system to preserve the high action feel of Exalted. A stunt is an interesting, thematic or plain cool description of a character's action that adds to the mood and setting. For well worded actions that Storyteller can (and should) award Stunts of varying levels. These add dice to your rolls and let you regain motes on the fly.

Players can also add details to the scenery when they stunt. For example a character could make a jump and hang on to a nicely placed flag instead of falling to his

death. Of course the storyteller can always veto such “dramatic edits” if it should be necessary.

Level 1 Stunt

This is a short and interesting description. Add 1d to your roll and gain 2 motes if your stunt is successful.

Level 2 Stunt

This stunt makes use of the surroundings in an interesting way. Add 2d to your roll, gain 4 motes if your action is successful.

Level 3 Stunt

This stunt makes everyone at the table go “Woah!” You should know when these happen. Add 3d to your roll, gain 6 motes and 1 XP (max. once per session) if successful.

If your character is actively pursuing his motivation with a stunt, then you may add 1 Stunt Dice to your pool. This means that if you perform a Level 1 Stunt, you may roll 2 stunt dice but still just gain 2 motes if your stunt is successful. If you do not stunt, then you do not automatically gain the motivation benefit. Also remember that Stunt Dice buy off penalties before Excellency Dice do.

Differences

If you’re familiar with either the One Roll Engine or Exalted you will notice a number of differences to their respective rules mechanics. The most important differences are listed here to help you learn the system.

Differences to Exalted

One Roll Exalted tries to focus on the parts of Exalted that stand out as important to me. This means that a few elements from the original game have fallen by the wayside while others behave slightly differently in the new system. See the list below for information.

Excellencies are not Charms

To model the supernatural aptitude of the Exalted the system uses Excellency Dice. Excellencies as they were known in Exalted Second Edition do not exist anymore. For more information about this be sure to check out the section on “Excellency Dice”.

One mote pool and different Animas

For simplicity’s sake the distinction between personal and peripheral mote pools was removed. This also brings with it the fact that there no longer are the Anima Powers as written. The Exalted still have their iconic animas but they do not cause any special effects such as fear or improved spellcasting instead

they improve the Excellency Dice. Also Mote Pools are slightly smaller and calculated differently.

Martial Arts are Sub Skills

The system for Martial Arts was changed. Instead of the Martial Arts skill players now have the Brawl skill. Refined and structured Martial Arts now are sub-skills not unlike the original Crafts skills. The important part is that Martial Arts sub skills have their parent skill and their weapon proficiencies determined by the Style learned.

No Specialties, no Virtues, no Willpower

One Roll Exalted makes no use of any of these elements.

There is no Essence Ping or Hardness

The One Roll Engine doesn’t need a mechanic such as Essence Ping and thus Hardness is superfluous as well. This helps in simplifying combat a lot.

No Magical Material Bonuses

The coarser rule set of OREx makes it difficult if not impossible to model something like the benefits as granted by the magical materials. There are less statistics available and a single point increase is much more potent.

Artifacts are limited by Essence

To simplify the amount of mote management and to shift the focus to the Exalted and away from their gear, artifacts are now limited by a character’s Essence score. The total level of all his personal artifacts can not be higher than twice his Essence score.

Charms are aligned in Paths not Trees

As another measure of simplifying the game, Charms are no longer aligned in complicated trees. Instead they are aligned in linear paths of usually about 3 to 5 Charms. Custom Charms are created by inserting them at any point in a path where they would make sense.

Essence is much more powerful

The permanent Essence Trait is used both as a limit and prerequisite much more often than in regular Exalted. Thus it is much more powerful and important.

Virtue Flaws and Motivation

An important source of experience points are now the Virtue Flaw and Motivation of a character. Furthermore intimacies are no longer necessary.

Differences to REIGN

Using the ORE system from REIGN as a basis, the following rules have been changed, replaced or other-

wise altered for One Roll Exalted:

Maximum Dice Pools

The maximum amount of dice rolled is no longer limited to 10. Instead the maximum is either 10 or twice a character's Essence. Always pick the higher number for the dice pool limit.

Maximum Height

Another difference is the fact that One Roll Exalted does not have an upper limit for the height of a roll. Even though the dice can only show numbers as high as 10, there are many effects such as Charms or Spells that raise this number even higher.

Different Stats and Skills

OREx uses a Stat and Skill setup that closely resembles the original attributes and abilities found in Exalted. Furthermore it is possible to favor skills or stats for XP discounts.

Essence Stat and Motes

One Roll Exalted also introduces the Essence stat and a resource called motes. Essence determines the general mystical aptitude of a character and motes are used to fuel all manner of supernatural effects.

Motivation and Flaw instead of Passions

The passions mentioned in REIGN (Duty, Mission and Craving) are replaced by the Motivation and Flaw Keys that determine a character's desires and shortcomings. They are one of the main sources of XP and do not generate Passion Dice. Instead Stunts have taken over this function.

Different XP System and Character Generation

Experience points are gained differently than in REIGN, and usually in a larger number. Instead of having the GM determine XP players earn them by following motivation and playing out their virtue flaw. This in turn produces larger amounts of XP. To adapt to this, the point costs for character advancement were raised to fit. This, coupled with the new stats and capabilities modifies the process of Character Generation somewhat.

Excellency Dice replace Master and Expert Dice

The only types of special dice available to the Exalted are the Excellency Dice. They entirely replace Master and Expert Dice and each type of Exalted has a unique dice mechanic.

No Damage Locations

The high-cinematic kung-fu action world of Exalted is not suited to gritty, location-based damage. The height of a roll in combat is only used to determine

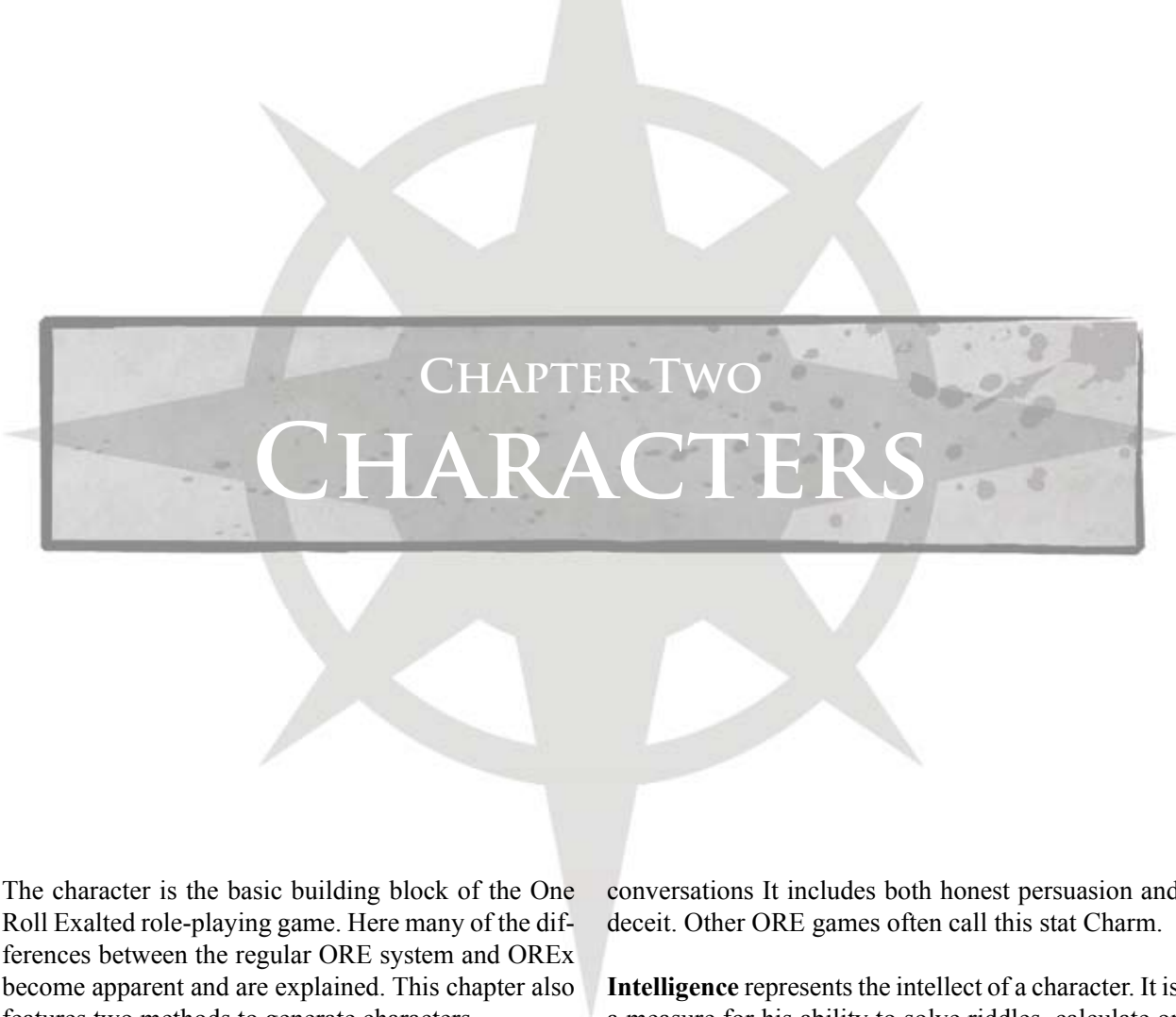
quality (who can parry whom) and armor only has a single AR value. Additional players only have a single pool of wound boxes. See the section on health on page XX for more info.

Aggravated Damage

A new type of damage, called aggravated damage, is added to the system. It is treated just like killing damage but it's much harder to heal with magical means. More information can be found in the section on Health.

Exalted round up, Mortals round down

Some instances of the ORE always round down when fractions of dice (or bonuses/penalties) are concerned. OREx adjusts this rule: Mortals always round down, Exalted always round up. The spirit of this is that mortals always use the value that's less beneficial while the Exalted use the one they benefit more from.



CHAPTER TWO

CHARACTERS

The character is the basic building block of the One Roll Exalted role-playing game. Here many of the differences between the regular ORE system and OREx become apparent and are explained. This chapter also features two methods to generate characters.

Stats (Attributes)

OREx makes use of six different stats. These represent the attributes in Exalted but the name Stats is used to maintain closer ties to other ORE modules. Each of these stats can normally range from 1 to 5 dice but a high Essence score can raise this Limit.

Stat List

Strength is the measure of a character's physical might. It includes his raw muscular power as well as his toughness and endurance. How much an individual can lift or carry is also determined by the stat. It is often called Body in other ORE games.

Dexterity is representative of the coordination and reflexes of a character. This includes manual dexterity as well as general body control. This stat is often called Coordination in other ORE games.

Charisma is not unlike Strength in that it measures raw power: social power. This stat stands both for force of personality and a resolute mind. This is often called Command in other ORE games although it includes elements of Cool.

Manipulation represents a character's conscious ability to affect the minds and thoughts of others with his words. It measures a character's skill of navigating

conversations. It includes both honest persuasion and deceit. Other ORE games often call this stat Charm.

Intelligence represents the intellect of a character. It is a measure for his ability to solve riddles, calculate or to create strategic plans for a battle. It also represents a character's memory and mental "armor". Intelligence is generally rolled when trying to find out whether a character knows about something. Other ORE games call this stat Brains or Knowledge.

Wits, the last of the stats, is the ability to think outside the bounds and to perceive things. This is both used for quick tactical decisions and other actions of a more improvisational nature. Wits is also used as the stat to determine the order of declaration in combat. Character with a lower Wits score have to declare their actions first, allowing those with a quicker grasp on things to react accordingly. Other ORE games use the stats Sense and Cool to represent this.

Charisma vs. Manipulation

Charisma is generally used when trying to personally overpower someone and affect their feelings. Grand speeches to motivate an army are part of this just as the attempt at attracting a potential lover with pure charm.

Manipulation on the other hand is the clever use of arguments and body language to affect other people's thoughts or to convince them of something. This can be used for a lawyer's speech or when haggling based on facts.

Favored Stats

Lunar and Alchemical Exalted choose to favor certain Stats. Some of the stats they favor are predetermined by the Caste they belong to while other favored stats may be freely chosen. These stats represent a natural aptitude and provide a discount in XP costs when raising the stat, buying Excellency Dice or associated Charms.

Skills (Abilities)

The OREx system skills are closely based on the 25 abilities found in Exalted. Each one of these can range from 0 up to 5 dice or up to Essence dice, whichever is higher.

Skill List

Archery is generally rolled in conjunction with Dexterity. It's used to determine a character's capabilities with ranged weapons such as bows, crossbows or flame pieces.

Athletics is used for feats of bodily coordination. This includes climbing, running, swimming and lifting things. Depending on the type of activity it is common to either use Dexterity or Strength with Athletics.

Awareness is a measure of a character's acuteness of the senses when not actively searching for something. It is commonly used in conjunction with Wits.

Brawl is used for fighting barehanded. It is used with Strength and represents an untrained but effective fighting style. Weapons such as brass knuckles, fighting gauntlets and reinforced boots can be used with the brawl skill. The use of improvised weapons such as broken beer bottles, shields or stools is also part of this. For more refined fighting styles, both armed and unarmed, see the chapter on Martial Arts on page XX.

Bureaucracy represents a character's aptitude in organizing and navigating bureaucracies. Both when managing them or trying to gain something from them. This is commonly used with Manipulation, Intelligence or Wits.

Crafts is commonly used with Coordination or Intelligence. It is rolled when a character tries to build things. If he tries to forge a sword or brew a poison, Crafts is the skill to use

Dodge is used when trying to stay out of the way of harmful blows. It is a purely defensive skill and commonly uses Coordination.

Integrity represents a PC's mental resilience. This is applicable for both social and mental situations. It is commonly rolled in conjunction with Charisma or Intelligence.

Investigation is the skill of choice when characters are actively searching. Usually Wits is the stat to use, but when torturing or interrogating someone, Charisma or Manipulation might be appropriate.

Larceny covers all kinds of criminal activities: Breaking into a house, knowing where and how to steal and disguising oneself. It also covers knowledge of the criminal underground and how to best acquire illegal items. It is commonly rolled with Dexterity or Wits.

Linguistics measures a PC's grasp of languages and his ability to communicate in written form. It is commonly used with Manipulation or Intelligence. Each die in Linguistics grants proficiency in a single language. Each ExD grants fluency in two.

Lore is a general measure for a character's knowledge about the world and its inhabitants, this includes fields such as geography and history. A character also needs a Lore score of at least 1 to know how to read and write. This skill is usually rolled with Intelligence.

Medicine encompasses both the ability to repair bodily harm, combat disease and poisons and knowledge about the human anatomy. It is commonly rolled with Intelligence.

Melee is the measure of proficiency with all manner of killing implements. It is usually rolled with Strength and can be used with a wide variety of weapons. Specialized arms such as rope darts or fighting chains need specialized Martial Arts skills (see page XX).

Occult represents the familiarity with all manner of magic. This includes common wards against the Wyld, knowledge about Ghosts and the circles of magic. It is a vital skill for sorcerers and it's commonly rolled with Intelligence.

Performance measures a PC's ability to play musical instruments, sing, dance and orate. Any kind of impersonal, one-way activity or communion that aims to affect all observers is part of this skill. Prayers are another element of Performance. The skill is usually rolled with Charisma or Manipulation.

Presence is the opposite of Performance as it deals with personal interaction. Seduction, Persuasion and haggling are common activities for this skill. It is most often rolled with either Charisma or Manipulation.

Resistance represents the ability to withstand pain and exhaustion. It helps shrug off blows, disease, poison and torture. It is commonly rolled with Strength.

Ride is a measure for a character's ability to control a subservient being. Usually this is a steed like a horse or a wild cat but the skill also deals with the use of personal vehicles such as flying carpets or warstriders. Rise is also applicable when moving other creatures (such as zombies) via mind control. Dexterity, Charisma or Intelligence are usually the stats to use.

Sail covers all actions dealing with all manner of ships. This includes regular ships but is equally true for sand- or airships. It is common to use Dexterity or Strength when manually piloting the craft or Wits or Charisma when only commandeering or steering it.

Socialize is the skill of working crowds and societies. It is used when trying to remain unnoticed in a crowd, when behaving in a proper manner in a given environment or when organizing social events. It is usually rolled with Charisma or Manipulation.

Stealth covers all activities with the goal of remaining unnoticed. Sneaking, skulking and hiding are all part of this skill. It is usually rolled with Dexterity.

Survival covers the arts of surviving in the wilderness and the handling of animals. It can be used for foraging up supplies, taming a wild beast and knowing which plants are poisonous. It is most often used with Wits.

Thrown is the skill of choice when a character wants to hurl objects at another one. This covers throwing knives, spears and boomerangs. It's commonly used with Dexterity for smaller weapons or Strength for large objects.

War is used both to train troops and people in the art of war and to conduct warfare itself. When used to train it is commonly used in conjunction with Charisma. When used on a strategic level it is commonly rolled with Intelligence, on a tactical level it uses Wits instead.

Favored Skills

Solar, Abyssal, Sidereal and Terrestrial Exalted may favor certain Skills. Some of these are predetermined by the Caste while others may be freely chosen. Favored Skills represent a natural aptitude and provide an XP cost discount to raise the chosen Skills and when buying Charms associated with them.

Martial Arts

The Martial Arts Styles are a special case of skills called sub-skills. Each of these skills represents a certain fighting style. Martial Arts skills are usually linked to the Brawl skill but some are based on Melee or even Archery. A few rare and esoteric skills may even be sub-skills of Bureaucracy or Linguistics.

Regardless of their parent skill, Martial Arts always grant proficiency to a number of weapons and modes of attack specified in the skill description. It is also important to note that most Martial Arts sub-skills use Dexterity to attack, while the Brawl and Melee parent-skills both rely on the Strength stat.

If the parent-skill is favored then all relevant sub-skills are granted the same experience discount. Rankings in the sub-skill are unaffected by the parent skill and vice versa. So a character could have Brawl 0d and Brawl (Tiger Style) with 5d. Note that Sub-Skills are usually written with the parent skill in front and the sub-skill in brackets.

Martial Arts and Charms

Proficiency in a sub-skill does not fulfill requirements for parent-skill charms but they grant the user access to a specialized Charm Path. Each style has a path that is usually 5 to 8 Charms in length. These Charms can be learned by any exalt capable of mastering that level of Martial Arts (see below).

The limitation to Martial Arts is that when using a Martial Arts skill to attack or defend, the character may not use Charms from the parent skill and has to rely solely on his Martial Arts. However a character may, for example, make a multi action and attack with a style compatible weapon using his Brawl (Snake Style) skill and defend with his Melee skill. He could then use Snake Style charms with his attack and Melee charms with his defense but he will suffer Multiple Action penalties as usual.

The Perfected Lotus

Sidereal Martial Arts. The most powerful arts can only be used by Sidereals, Abyssals and Solars. Lunars require special charms first.

Celestial Martial Arts. The Sidereals, Solars, Lunars and Abyssals can use them. Terrestrial Exalted need to unlock them.

Terrestrial Martial Arts. Every Essence User can learn them. Mortals need to become enlightened and reach an Essence of 2.

Essence

Essence is a special characteristic that measures an individual's command of the mystical energies of the world. Only the enlightened and the Exalted have ratings between 2 and 10. Normal mortals themselves are limited to a level of 1.

Stat and Skill Maximums

Essence determines the maximum levels of skills and stats. These are both set at 5 or permanent Essence, whichever is higher. For example an Essence 7 Solar may have Stats and Skills as high as 7d.

Dice Pool Size

Essence also has an effect on the maximum amount of dice a player may roll. Usually you never roll more than 10 dice or twice your permanent Essence, whichever is higher. Essence also determines the minimum dice pool size: Penalties can never cause a dice pool to contain less regular dice than your Essence score. This is of course only true if the stat and skill were higher than your Essence in the first place.

Mote Pools

Essence also determines the amount of motes a character has at his disposal. Motes are used to fuel all sorts of magical powers such as Charms and Spells. Motes are determined by a character's type and his Essence score. See the sidebar below for details.

Magical Power Prerequisites

Another effect of a higher Essence score is that it allows access to improved powers. Charms and Excellency dice are limited by Essence, and higher Essence allows the character to learn and use better powers. Essence also limits the amount and power of artifacts a character can use. It also determines how many Charms a character may cast in a single round of combat. For more information see Chapter Three: Magical Powers on page 25.

Mote Pool Calculations

Solar & Abyssal Exalted, the Incarna, Death-lords and Third Circle Demons have access to pools based on **25 + (5 x Essence) motes**

Celestial Exalted, Gods, Demons of the Second Circle and other powerful essence users are granted pools of **20 + (4 x Essence) motes**

Enlightened Mortals, the Terrestrial Exalted, Elementals, First Circle Demons and other minor powers get **15 + (3 x Essence) motes**

Anima

Each Exalt has what is called an Anima Banner. It's often an iconic image of something that exemplifies the Exalt, such as an ethereal bull made of sunlight or a complicated mandala formed of shadows. Other Essence Users such as gods, ghosts or enlightened mortals do not possess an Anima Banner.

Whenever an Exalt makes heavy use of his Essence based powers these Anima Banners appear and grow in intensity the more Charms are used. See the section XX on page XX for more information.

Alternatively a character can expend 1m to automatically increase the level of his Anima Banner by one. This is a free action that can be undertaken at any time and as often as the player wants until his anima reaches the uppermost level. This is most often used to intimidate opponents or to quickly activate a character's Anima Power.

Anima Banner Levels

There are a number of stages through which the Anima Banner of a character progresses as it intensifies. The more imposing it becomes the harder it is for the Exalt to hide.

Caste Mark glitters	-1 penalty to Stealth rolls
Caste Mark shines	-2 penalty to Stealth rolls
Glowing Aura	Stealth impossible
Anima Bonfire	Stealth impossible
Totemic Image	Stealth impossible

At the end of a scene (roughly 15 minutes), the Anima Banner of a character automatically decreases by 1. If it reached Totemic level, then it degrades even faster: The Anima Banner reverts to the Bonfire level if the exalt does not use a charm for three consecutive rounds.

Anima Powers

Exalted have the Anima Power, a powerful effect that automatically activates when the Anima Banner reaches the totemic level (which can be quickly turned on for 10 motes, that is 2m per Anima Banner Level). As long as his Anima is Totemic all of a character's ExD in Caste Skills are automatically activated for free.

Zenith Caste

Zenith Caste Exalted are the priests of the Unconquered Sun. In addition to their regular Anima abilities, they may burn a body for 1m, sending it's soul to heaven. The cost of this ability is reduced to 0 if the Zenith's Anima is on the Totemic level.

Additionally Zenith Caste Solar Exalted automatically add 1d to all their performance rolls when praying to the gods.

Eclipse Caste

The Eclipse Caste are the diplomats and courtiers of the Solar Exalted. Their special Anima ability is a certain diplomatic immunity among the Gods, Fair Folk and the denizens of Malfeas.

Additionally these Exalted may learn the Charm from other Exalt types. This however is more expensive than learning regular Solar Charms.

Personality

Apart from Stats, Skills and Essence, a character also has a few non-numerical traits that describe his or her personality and goals. These keys are one of the primary methods for a player to gain experience and improve his character.

Motivation

The motivation is an essential part of each character. This should be larger than life goal to suit the epic style of Exalted. When choosing a motivation it is your duty as a player to make sure that it is compatible with the Motivations of your fellow players and the intended campaign of the storyteller. This helps avoid problems of incompatibility down the road.

Once you have decided on a motivation (for inspiration check out the example motivations in Appendix I: Example Keys on page XX) write it down on your character sheet. Whenever your character acts according to his Motivation he gains a number of Experience Points (XP) depending on his action. See below for more information. Either the storyteller or the player may point appropriate behavior out but it is ultimately up to the Storyteller to decide whether or not to award the points. A player can only gain XP from the highest option each scene.

Attempt an Action

Whenever the character attempts an action towards fulfilling his motivation he gains 1 XP.

Succeed at an Action

Whenever the player succeeds at a step to fulfill his motivation he gains 2 XP.

Complete a Milestone

Whenever a significant portion of your Motivation is fulfilled you gain 5 XP.

Complete your Motivation

When a character manages to complete his motivation the character automatically gains 20 XP and can raise his Essence score without long training times.

Abandon your Motivation

When a character acts contrary to his motivation, he may abandon it in favor of a new Motivation. Buying off a motivation costs 10 XP and should only be caused by a significant setback or enlightenment. Choose a new motivation immediately.

While pursuing his motivation the player can add 1 Stunt Die to every Stunt he makes. See the section on Stunts on page XX for more information.

Virtue Flaw

The Virtue Flaw of the Exalted is similar to the Motivation, except that is a negative behavior based in on overly strong character trait. This flaw is the manifestation of the Great Curse and it's mechanics are similar to that of a Motivation.

The main differences are the strong interaction with the Limit attribute (see below) and the fact that a Virtue Flaw can never be bought off (with the exception of the breaking of the Great Curse). Instead Virtue Flaws possess Break Conditions that accumulates Limit and eventually causes the most extreme behavior.

Break Conditions

When a Break Condition comes up, or at other times where it would be appropriate, the Storyteller can offer the opportunity for one or multiple XP to the player if he acts as appropriate to his flaw. Of course the player can act in accordance with his Virtue Flaw on his own and then point these opportunities out either before or after the fact. The Storyteller may disagree and not hand out the XP but this should not be the normal case. Either way a player can only gain XP from the highest option each scene.

Should the player refuse to act appropriately when pointed out by the storyteller then he does not get the XP and instead accumulates a point of Limit. A player can only gain 1 point of limit in this manner per scene.

Limit

Limit is a trait that ranges from 0 to 10. It is a measure for the mental stress of the Exalted and the higher this value is; the closer the Chosen is to losing control and succumbing to his Virtue Flaw. If a character ever hits 10 Limit then he immediately suffers Limit Break.

Limit Break

Limit Break is when an Exalted loses all control over himself and succumbs to the Great Curse. The character has his Limit rest to 0 but he has to act as defined by his Virtue Flaw. The player can also choose his character to suffer Limit Break whenever it would be appropriate to do so even if not having reached 10 Limit yet.

While suffering from Limit Break, the character's passions fuel him and he's stronger than ever. While in the throes of Limit Break the character can spend a number of motes each round equal to the amount of Limit he had when he broke. This pool of "phantom" motes are available each round but if the player does not use them then they do not recharge his regular mote pools.

See Appendix I: Example Keys on page XX for example Virtue Flaws.

Picking a Flaw

A flaw is something that will inconvenience your character but hopefully not do so to you, the player. To avoid this you should take care when picking a flaw and choose one whose adverse effects would be interesting for you to portray in the game. If you play a very social character, then picking a flaw which makes you fly into a murderous rage whenever someone insults him might not be a good idea. On the other hand the conflict it causes with your character's specialty and his flaw might just as well provide for interesting and challenging situations as the character has to cope with the results of his outbursts afterwards.

Regardless of your choice it is your responsibility to make sure the other players and the storyteller accept your Flaw and think it would be interesting and fitting. If the entire group wants to play in a highly social setting, reveling in the social maneuvering, then the aforementioned berserker might hamper their enjoyment of the game.

Creating your own Flaws

It's encouraged to build your own flaw if you do not find one that is suitable to your character. If you decide to create a custom flaw, be sure to talk this through with your Storyteller before you do any work. If possible work out the flaw in close cooperation with him and possibly your other players too.

The first thing you have to consider about a Virtue Flaw is to what aspect of the Character it is tied to. There are four major virtues known: Compassion, Conviction, Temperance and Valor but don't let yourself be restricted by those. If you can find other virtues

that could be the basis for a Flaw go ahead but remember that a Virtue Flaw results from an imbalance of character. Usually a virtue is too pronounced in the character's personality, which causes him to resort to extreme behavior.

Once you know which Virtue your Flaw is grounded in it's time to think about the specifics. What exactly are the behaviors and results? It's important to clearly define the three stages (1XP, 2XP and 5XP) of the flaw. When writing up the specifics keep in mind that the Limit Flaw should only grant XP if it inconveniences the player while at the same time making for interesting situations. Also for most flaws the full limit break should always last an entire day.

You also need to set a few Break Conditions for your flaw. These should be closely linked to your character and common enough to possibly show up at least once a session. Also make sure to have more than one condition to allow for more varied situation.

Advantages

Advantages is a catchall term for all positive things a character could either own or have access to that are not part of the stats and skills system. Material resources and loyal followers are as much part of this as are special merits such as having a beautiful face.

Advantages can only be purchased with Generation Points (GP) during character generation. Some of the Advantages can be earned in play, such as an increase in wealth or a stolen artifact, while others (like Beauty) can be bought with XP if your Storyteller approves. In some cases the Storyteller might even want to consider paying XP for advantages you gained in play as this will make them more "permanent" and less subject to the ravages of the story. More information can be found in REIGN on page XX.

Example Advantages

REIGN presents a large number of advantages for players to choose from. These can be found on page XX but before you use those you should make sure to have the approval of your storyteller. Other, Exalted specific advantages can be found below.

Artifacts

Artifacts is an Advantage of which each instance represents an individual artifact. The Advantage itself scales from 1 to 5 to represent the Level of the Artifact associated with it. Each level of this very powerful Advantage costs double during character generation and advancement.

Wealth

A very important Advantage is Wealth, as described in REIGN on page XX. It deals with the general resources a character has and it's an abstract measurement for his personal finances. For a rough idea on the amount of money a character with varying levels of the Advantage owns or has access to, see the sidebar Currencies of Creation.

Health**Health Boxes**

Where other incarnations of the ORE use hit boxes assigned to different body locations, One Roll Exalted makes use of a single pool of health boxes. This also means that armor now only has a single AR rating that covers the entire body.

Each character has access to 20 health boxes, the first five of which represent minor and superficial damage. The second set of 10 boxes constitute serious damage and a character with at least one of those boxes filled with shock or killing damage, then he incurs a -1 penalty to all actions. If one of the last set of 5 boxes is filled, then the character is in dire danger and incurs a -2 penalty to all actions.

Additionally all players have a final box, the incapacitated (or "X") box. If this is filled, regardless of type, then the character is taken out of the fight. If it is filled with shock then the character is unconscious but will come to his senses after the fight (removing half the taken shock as usual). If it is filled with killing then the character is in mortal danger and will eventually bleed to death (see the section on Death below).

Damage

If a character has all his boxes filled with shock damage, then additional damage just makes things a lot worse. Each further point of shock damage transforms one shocked box into one killing box. Each additional point of killing damage changes two shock boxes into killing damage.

Aggravated Damage

Aggravated Damage (abbreviated as A) acts like Killing damage in every regard, except that it is much harder to resist or heal magically. Magical effects that do not specifically mention that they prevent or heal aggravated damage do not do so. Aggravated damage is marked with an asterisk or by blacking out the box in question.

Healing

Because of the changed wound-box setup as compared to REIGN, characters also heal differently.

Natural Healing

Killing damage heals slowly and only if the character did not take any damage during the day. The time it takes for a single wound box to be transformed into shock depends on the penalties it inflicts. Mortals need 2 days of rest for a -0 killing box, 4 days for -1 and 8 days for -2. Double these times if the character is active. The last box requires 16 days and can not be healed without rest.

Exalted need only half a day for a -0 killing box, 1 day for -1 and 2 days for -2. The final box requires 4 days of rest. All of these times are doubled when the exalt is up and about.

Shock damage is healed much faster and regardless of penalty level. The exalted require one hour of rest to remove one shock box, two hours if active. Mortals need 4 hours and eight if not resting.

Medical Healing

When treating shock damage, a medic may roll Intelligence+Medicine and if successful heal a num-

Currencies of Creation

The following tables give rough estimates of the amount of currency a character or company owns depending on their Wealth and Treasure scores:

Wealth	Realm	West
1	2-4 Koku	2-5 Dinar
2	1-2 Obols	10-15 Dinar
3	1 Shekel	60 Dinar
4	1 Mina	125 Dinar
5	2 Minae	250 Dinar
6	4 Minae	1 Dirham
7	1 Bar	2 Dirham
8	2 Bars	1 Talent
9	4 Bars	2 Talents
10	1 Talent	4 Talents

Treasure	Realm	Silver
0	1-2 Obols	10-15 Dinar
1	1-2 Minae	100-250 Din
2	1-2 Bars	1-4 Dirhams
3	1-2 Talents	2-4 Talents
4	6-8 Talents	20-30 Talents
5	50-60 Talents	100-250 Talents
6	300-500 Talents	1000-2000 Talents

ber of shock boxes equal to the width of the set. When trying to treat killing damage, then a successful roll only transforms a single box into shock damage. Aggravated damage may only be healed naturally and a character can only benefit from one such roll each day.

Dying

Because Exalted is a game of high, cinematic action, death is less likely than in other ORE systems. Unlike in REIGN a character does not immediately die once his health boxes are filled with Killing damage. Instead a character has an additional set of boxes that stand between incapacitation and final death.

Each character has a number of additional “dying” health boxes equal to his Essence + Strength. These can under no circumstances be hit directly. Any damage taken when the regular boxes already filled with killed or aggravated damage goes directly into these boxes. Should all of them be filled with damage (regardless of type) then the character truly dies.

While has at least a single dying health box filled, the character is in mortal danger. He will automatically suffer 1K to one of these dying health box every three rounds. Either a magical effect or a skilled healer has to come in and stop the blood loss to prevent death. A Wits+Medicine roll with a difficulty equal to the wounds suffered to the dying health boxes is sufficient to stabilize a character and prevent further automatic health box loss. If this roll is failed, the patient instantly suffers 1K to his dying boxes.

As long as a single Dying health box is filled the character remains unable to act, hovering between life and death. It is wholly possible to have a character that has all his regular health boxes healed while still retaining dying health boxes. Such a character might have his body mended while his mind is still in a coma from the damage caused.

Mortals who have at least one of their dying health boxes filled and manage to somehow survive are sure to suffer some permanent damage that is typically reflected as a loss of stats or skills. This might be anything from a missing eye to permanent brain damage or a punctured lung. Discuss with your ST to find something appropriate.

CHAPTER THREE

CHAR. GENERATION

There are two primary methods for Character Generation, the Point Buy System which gives the player great control over the result but takes more time, and the One Roll System that randomly generates stats, skills and a history for a character.

Point Buy System

When using this method the player has full control over the character he wishes to generate. The advantage is that the player can tweak with the individual values until he has a starting character that he is happy with. The downside is that it takes more effort and time than the One Roll System.

Step 1: Character Basics

At first you should have a general concept of your character. A concept is usually not much more than a simple sentence. “A spoiled princess trying to further her political influence” is as valid as “An honorable mercenary out for revenge”. As with everything it’s important that you ensure that the character is compatible with the story and the other players’ characters.

Once you have a concept it’s time to decide on a type of Exalted and an appropriate Caste for your character. Often the storyteller has a certain type of Chosen in mind for his campaign. This choice determines your magical and mundane capabilities.

Step 2: Favored Stats and Skills

Once you have chosen your Caste you can mark the appropriate caste traits (that means stats or skills) as favored on your character sheet. Depending on your type of Exalted you can also select a number of ad-

ditional skills or stats as favored.

Exalted Type and Favored Traits

Solar Exalted, Abyssal Exalted	5 skills
Sidereal Exalted	4 skills
Terrestrial Exalted	3 skills
Heroic Mortals	2 skills
Lunar Exalted, Alchemical Exalted	1 stat, 2 skills

Step 3: Motivation and Virtue Flaw

The next step is to determine your motivation. This is important for your character as it is one of the most important ways to gain Experience Points and thus to advance. You can find inspiration for a Motivation in Appendix I: Example Keys (page XX).

The second part of this step is choosing a Virtue Flaw. You can select one of the example flaws found in Appendix I: Example Keys or you can make up your own in cooperation with your storyteller.

Step 4: Spend Generation Points

The final step is to spend a number of Generation Points (GP) on Stats, Skills, Charms, Spells, Essence and other attributes. The amount of points you can spend depends on the type of Exalt you choose to play. Your storyteller might adjust this amount either up or down to suit his campaign.

Exalt Type and Generation Points

Solar Exalted, Abyssal Exalted	300 GP
Lunar Exalted, Sidereal Exalted	280 GP
Terrestrial Exalted, Alchemical Exalted	260 GP
Heroic Mortals	160 GP

Your character automatically starts with 1 in each Stat and an Essence of 2 (unless you decide to play a heroic mortal: they start play with an Essence of 1). The player then uses the assigned Generation Points to build his character. Use the table below to determine the different costs.

Generation Point Costs

Increase a Stat by 1:	10 GP
Increase a favored Stat by 1:	8 GP
Increase a Skill by 1:	3 GP
Increase a favored Skill by 1:	2 GP
Increase Essence by 1 (max Essence 3):	25 GP
Promote a dice in to an Excellency Dice:	10 GP
Promote a favored dice to an ExD:	8 GP
Buy a Charm or Spell:	10 GP
Buy a favored Charm or Spell:	8 GP
Buy 1 level of an Advantage:	3 GP

There are only three restrictions on how you spend your points, apart from the natural trait maximums and Charm minimums of course. These restrictions are: At least 25% of your GP need to go into your Stats; At least 25% need to be used to buy Skills and Advantages; At least 25% of your GP need to be spent on magic, which includes everything from raising Essence to buying Charms, Spells and Excellency Dice. The remaining 25% may be used to round out the character and can be spent anywhere.

For example a starting Solar Exalt has 300 GP to spend, 25% of this are 75 GP. To raise his stats, each one costing 10GP, the solar has to spend a minimum of 75 GP, which effectively means 80 GP as he can't raise a stat by half a point. This gives him 8 stat increases. Then he needs to spend 75 GP on Skills, which with favored and unfavored Skills roughly gives him 30 Skill/Advantage increases. The next batch of 75GP goes into his magic, giving him about 8 charms or ExD for the cost of roughly 80GP. Whatever is remaining can be spent to increase whatever the Player wants to.

One Roll System

The One Roll Generation System is a fun way to quickly generate a random character to start play with. One advantage of this system is you might end up playing a character you wouldn't have thought of on your own but that ends up being tremendous fun because it's a change from your usual play style. The system also gives player a rough life path (though that one requires some manual assembly) that helps flesh out the character.

Step 1: Determine Exalt Type

The first (and only) thing you have to do before rolling the dice is to determine what kind of Exalt you

will play. Usually this has a strong impact on the campaign and so the Storyteller might restrict you to certain options. This choice determines the amount of Generation Points your character will start with and thus influences the number of dice you roll later on.

If you really want to leave everything up to chance (and your Storyteller is okay with that), then roll a single d10 and consult the following table. You should however be aware that this makes the generation process a two roll system. If you don't mind that, go right ahead.

Nr.	Exalt Type
1	Heroic Mortal (hey, you wanted to roll!)
2	Terrestrial Exalted
3	Terrestrial Exalted
4	Terrestrial Exalted
5	Terrestrial Exalted
6	Alchemical Exalted
7	Sidereal Exalted
8	Lunar Exalted
9	Abyssal Exalted
10	Solar Exalted

Regardless of the result your character begins play with two regular die in each of the six stats and an Essence of two (one for Heroic Mortals)

Step 2: Roll the dice

With your Exalt type determined you can go and grab the number of dice appropriate to your Chosen. Each of these dice represents a package of 20 GP. Please note that this system is specifically built for Solar characters but can be adapted for other Exalted.

Exalt Type One Roll Dice Pools

Solar Exalted, Abyssal Exalted	12 dice
Lunar Exalted, Sidereal Exalted	11 dice
Terrestrial Exalted, Alchemical Exalted	10 dice
Heroic Mortals	5 dice

Now roll the dice. You can find out what the sets you rolled mean by checking the table below. Each set represents a certain profession, with the height determining the actual profession and the width measuring the general aptitude.

The Waste Dice (that is the dice that do not come up as sets) are applied to one of the 5 other tables, one for each direction of Creation. You can choose to apply them as you see fit. These dice represent special events that happened to your character during his life, either before or after his exaltation. These lists aren't necessarily linked to that location but also to the ideas behind the element. This means that even if your char-

acter is someone who never left the blessed isle, you may still select events from the other lists.

If you got a match with a width of 6 or higher, take the excess dice and treat them as Waste Dice and assign them to event lists. Note that in the lists below, stats are always written in capitals so that you don't have to look for them in the skill lists. Whenever Excellency Dice are listed (for example in the form of "1 ExD (Stealth)"), an upgrade is concerned. This means that one of the regular dice in the listed skill is turned into an ExD. If different skills are listed then the player may choose which one to receive the ExD in. The same is true for Charms: Listing like "2 Charms (Larceny or Awareness)" mean that the player is granted two Charms which he may pick from the Larceny and Awareness skills.

Solar Professions

2x1 Lowly Beggar

+1 WITS, +2 Larceny, +1 Dodge +1 Awareness. 2 Charms (Larceny or Awareness)

3x1 Canny Beggar

+1 Larceny, +1 Stealth, +1 Presence, +1 Performance. 1 ExD (Larceny)

4x1 Experienced Beggar

+1 Larceny, +1 Performance, +2 Awareness. 1 Charm (Larceny or Awareness)

5x1 Beggar Monarch

+1 CHARISMA. 1 ExD (Awareness)

2x2 Petty Thief

+1 DEXTERITY, +1 Larceny, +2 Stealth, +1 Athletics. 2 Charms (Stealth)

3x2 Cutpurse

+1 Stealth, +1 Athletics +1 Larceny, +1 Advantage: Wealth. 1 Charm (Athletics or Stealth)

4x2 Burglar

1 ExD (Stealth), 1 ExD (Athletics)

5x2 Criminal Mastermind

+1 MANIPULATION, +1 Awareness or +1 Investigation, +1 Athletics, +2 Advantage: Wealth

2x3 Street Entertainer

+1 CHARISMA, +1 Performance, +1 Presence, +1 Socialize, +1 Dodge. 2 Charms (Performance or Socialize)

3x3 Traveling Bard

+1 MANIPULATION. 1 ExD (Performance or Socialize)

4x3 Successful Player

+1 Performance, +2 Socialize, +1 Linguistics. 1 Charm (Performance or Socialize)

5x3 Renowned Performer

+1 Lore, +1 Linguistics, +1 Advantage:

Artifact (performance related). 1 ExD (Performance)

2x4 Miserly Merchant

+1 CHARISMA, +2 Presence, +1 Bureaucracy, +1 Linguistics, +1 Lore. +1 Advantage: Wealth, +2 Advantage: Possession. 1 Charm (Presence)

3x4 Canny Tradesman

+1 WITS, +1 Bureaucracy, +1 Presence, +1 Survival, +1 Ride or Sail

4x4 Banker

+1 Bureaucracy, +1 Investigation. +2 Advantage: Wealth. 1 ExD (Bureaucracy or Presence)

5x4 Captain of Industry

2 Charms (Presence or Bureaucracy)

2x5 Poacher

+1 WITS, +2 Survival, +2 Investigation. 2 Charms (Survival or Investigation)

3x5 Experienced Hunter

+1 Awareness, +1 Archery or Thrown, +1 Dodge, +1 Resistance. 1 ExD (Survival)

4x5 Expert Woodsman

+1 STRENGTH, +1 Awareness, +1 Crafts, +1 Archery or Thrown, +1 Linguistics

5x5 Master Wildsman

1 ExD (Investigation), 1 Charm (Survival or Investigation)

2x6 Foot Soldier

+1 STRENGTH, +2 Brawl or Melee, +1 Awareness, +1 Resistance. 2 Charms (Brawl) or 2 Charms (Melee)

3x6 Veteran Soldier

+1 DEXTERITY, +2 Archery or Thrown, +1 Brawl or Melee, +1 War

4x6 Elite Warrior

+1 Medicine, +1 Resistance, +1 Archery or Thrown, +1 Awareness. 1 ExD (Brawl or Melee)

5x6 Master of Combat

1 ExD (Archery or Thrown), 1 Charm (Archery, Brawl, Melee or Thrown)

2x7 Lowly Sage

+1 INTELLIGENCE, +2 Lore, +1 Medicine, +1 Linguistics. 1 Charm (Lore), 1 ExD (Lore or Medicine)

3x7 Canny Sage

+1 Lore, +1 Crafts, +1 Dodge, +1 Medicine. 1 Charm (Lore or Medicine)

4x7 Expert Sage

+1 WITS, +1 Investigation, +1 Occult, +1 Linguistics, +1 Medicine

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5x7 Master Sage

+1 Lore, +2 Medicine, +1 Crafts. 1 Charm (Lore or Medicine)

2x8 Squad Leader

+1 STRENGTH, +2 War, +2 Melee. 1 Charm (War), 1 ExD (War)

3x8 Officer

+1 Awareness, +1 Melee, +1 Ride, +1 Performance or Presence. 1 ExD (Performance or Presence)

4x8 Commander

+1 WITS, +1 War, +1 Lore, +1 Integrity, +1 Advantage: Status

5x8 General

+2 War, +1 Performance or Presence, +1 Advantage: Status. 1 Charm (Presence, Performance or War)

2x9 Sorcerer's Apprentice

+1 INTELLIGENCE, +2 Occult, +1 Lore, +1 Dodge. 2 Charms (Occult)

3x9 Hedge Wizard

+1 Occult, +2 Crafts, +1 Dodge. 1 Charm (Crafts)

4x9 Adept

+1 INTELLIGENCE, +1 Occult, +1 Investigation, +1 Integrity, +1 Lore

5x9 Master Enchanter

1 Charm (Occult or Crafts), 1 Charm (Occult)

2x10 Noble By-Blow

+1 DEXTERITY, +1 Socialize or Bureaucracy, +1 Melee or Archery, +1 Advantage: Wealth, +1 Advantage: Status. 2 Charms (Socialize or Bureaucracy)

3x10 Minor Noble

+1 MANIPULATION +1 Dodge, +1 Ride, +1 Melee or Archery, +1 Advantage: Wealth

4x10 Prominent Noble

+1 Linguistics, +1 Integrity, +1 Socialize or Bureaucracy, +1 Advantage: Status. 1 Charm (Integrity)

5x10 Of Royal Blood

+1 Integrity, +1 War, +1 Advantage: Wealth, +1 Advantage: Status. 1 ExD (Integrity)

With the Professions done, we go over to the Random Events for the different regions of Creation. Apply your Waste Dice to the sections as you see fit.

Events of the North

These events often deal with the rugged conditions of wild nature. The strongly intellectual nature of the element of Air stands in contrast to this.

1 Lost Artifact

You've found a useful artifact that looked like someone had lost it and kept it. Maybe you found it on the remains of a battlefield or in a ruin hidden away from the rest of the world.

+1 WITS, +2 Awareness, +1 Advantage: Artifact

2 Wilderness Explorer

You enjoy being outdoors and moving through the world. Maybe you've been a very active child climbing on trees and rooftops in between work.

You know how to move and where to go.

+2 Athletics, +1 Dodge, +1 Brawl

Upgrade 1 die in Athletics to an Excellency Dice

3 Keeper of the Traditions

You were taught the old legends and traditions by a teacher, parent or hired sage. You still know most of them and the truth they contain always comes in handy.

+2 Performance, +2 Lore

Upgrade 1 Die in Lore or Performance to an Excellency Dice

4 Bureaucratic Swindle

You've noticed the loophole and you've exploited it to your heart's content. You took some of the money for yourself or you've secretly rerouted some shipments with a few well placed letters.

Now you're richer and no one's any wiser.

+1 MANIPULATION, +2 Bureaucracy, +1

Advantage: Possession, +1 Advantage: Wealth

5 Lived with Barbarians

You spent some time with a roving barbarian tribe. Did they snatch you during a raid? Did they find you lost in the wilderness? Did they let you go or did you escape? Regardless of the circumstances, you learned many a useful thing from your captors, not the least their language.

+2 Survival, +1 Resistance, +1 Linguistics. 1

ExD (Survival)

6 Harsh Winter

It came as a surprise to everyone and it was the coldest winter in ages. It might have been wyld storms, air elementals on strike or just plain bad luck but the people suffered and fought for food with only the toughest surviving. You did but at what cost?

+1 STRENGTH, +1 Brawl, +2 Resistance, +1 Survival

7 Left for Dead

Attacked by bandits, barbarians or beasts you were left behind for dead. With sheer will and endurance you managed to survive, patch yourself up to the best of your abilities and then stumble back into civilization.

+2 Medicine, +1 Resistance, +1 Dodge. 1 Charm (Medicine)

8 Exiled

You rivaled the leaders of your community with your personal influence and new ideas and you were exiled. Or did you maybe just commit a heinous crime?

+1 CHARISMA; +2 Presence, +1 Integrity, +1 Dodge

9 Learned from a Shaman

Just how it did it come about that you spent some time learning about the spirits and their secrets from a Shaman? Whatever the cause he taught you many occult secrets.

+2 Occult, +1 Lore, +1 Medicine. 1 Charm (Occult)

10 Strict Physical Regimen

You decided to undergo a dietary restriction and daily training for personal or religious reasons and it led to a clarity of mind. But what do or don't you eat? And why did you start?

+2 Integrity, +1 Lore, +1 Brawl or Athletics. 1 Charm (Integrity)

Events of the Blessed Isle

The events from this list deal with society and its pitfalls. They are also based on the stable and creating nature of the element of earth.

1 False Hero

You were considered a hero for a deed you never accomplished. Maybe you made the story up or someone else was responsible and you just took credit for it. What was the deed?

+1 CHARISMA, +2 Performance, +1 Larceny, +1 Presence

2 Secret Love

The two of you were deeply in love but it had to remain secret, for the sake of both of you. Maybe the social standing was too different or she/he was of a feuding family or religion. Whatever the cause, your love had to remain a secret and you spent a lot of your time sneaking about.

+1 DEXTERITY, +2 Stealth, +1 Athletics, Advantage: Beauty (1)

3 The Unseen Eye

You've been hired by someone to spy on someone else. The question is why? And were you successful?

+1 Stealth, +1 Performance, +1 Presence, +1 Socialize. 1 Charm (Stealth or Performance)

4 Marriage of Convenience

Maybe you were forced into it by your family or you chose your spouse on your own but you're stuck in an uncomfortable marriage of convenience. What was the reason for buying into a dry and loveless marriage? And are you still stuck with him/her or did you flee one night?

+2 Bureaucracy, +1 Dodge, +1 Integrity. 1 ExD (Bureaucracy)

5 Uncovered a treacherous Plot

Either through dumb luck or cunning you stumbled over a treacherous plot against one of the powerful. You uncovered the conspiracy and unmasked the traitors leading to their swift execution. You have been sufficiently rewarded but you might have earned some enemies.

+2 Investigation, +1 Integrity, +1 Advantage: Wealth. 1 Charm (Investigation)

6 Privately Tutored in the Art of Combat

At some point during your life you had the luxury of being trained in the arts of Combat by a talented master of his art. Someone most likely spend a lot of money to get you there or maybe your master just discovered your hidden talent.

+1 STRENGTH, +2 Brawl or Melee, +1 Archery, +1 Integrity

7 Librarian to the Powerful

For some reason or another you spend some time of your life tending the library of the rich and influential. You've learned many a thing from the books and your masters alike.

+2 Lore, +1 Socialize, +1 Bureaucracy. 1 Charm (Lore)

8 Board game Master

At some point you've discovered that you had an aptitude for the strategic board games in vogue with the powerful. You actually won a few tournaments and earned some accolades for yourself. You might have even taught a few spoiled children how to play the game and think strategically, preparing them for their future careers as officers.

+2 War, +1 Presence, +1 Lore. 1 ExD (War)

9 Secret Workshop

You were once working on secret projects for a lord. You might have been part of the workforce secretly building catapults for a siege or you've been the master craftsman forging a masterful blade in secret.

+3 Crafts, +1 Stealth. 1 Charm (Crafts)

10 Bastard Child

You're the bastard child to someone with a significant degree of influence. You had to hide your identity and you've hardly known your real parent. Who is or was your parent? And who raised you?

+1 MANIPULATION, +1 Integrity, +1 Stealth, +1 Socialize, +1 Advantage: Wealth

Events of the East

The events from this deal with the manifold lands of the east and their large variety in vegetation and inhabitants. Other elements are the themes of growth,

life and death that can be found in the element of Wood.

1 *Murder!*

You had to commit a cruel and cold act of murder. Was it long planned and out of spite or greed? Or didn't you have any choice left and just did what had to be done? Who did you kill, and why?

+2 Melee, +1 Stealth, +1 Larceny. 1 Charm (Melee or Stealth)

2 *Scavenger Expedition*

You've taken part in at least one expedition trying to unearth the secrets of the First Age. You might have been the leader of the expedition or just someone responsible for carrying the food. Either way you managed to snatch something of great value for yourself.

+2 Stealth, +1 Athletics, +1 Larceny, +2 Advantage: Artifact

3 *Growing Capital*

You are involved with a bar or brothel or other establishment that benefited from a burst of growth: You might be the owner or just someone who invested into the project but you reap the rewards.

+2 Socialize, +2 Advantage: Wealth. 1 ExD (Socialize)

4 *Survived a Death Sentence*

You were supposed to be hanged, or decapitated but you managed to free yourself at the last minute. Maybe someone rescued you or general turmoil allowed you to escape. Maybe someone even declared you innocent at the last second.

+2 Presence, +1 Bureaucracy, +1 Dodge. 1 Charm (Presence)

5 *Adopted an Animal*

Maybe you rescued an injured animal or you raised it from its birth. Whatever the reason you have a trusty animal that not only follows your commands but that also loves and wants to protect you.

+1 WITS, +1 Survival, +3 Advantage: Animal Companion

6 *Caught in a War*

A war broke out and you were right in the middle. Maybe the neighboring kingdom decided to invade or it was an attack from one of the lords of the Underworld. Regardless of the cause you were forced to fight for your life and maybe even for the life of your family.

+1 Melee, +1 Brawl, +1 Stealth, +1 Athletics. 1 ExD (Melee or Brawl)

7 *Spontaneous Midwife*

You never intended to get your hands this dirty but for some reason you were the only one on site

to deliver the baby. And you actually succeeded in bringing the child out alive. Whose baby was it and is the mother still alive?

+1 DEXTERITY, +2 Medicine, +1 Lore, +1 Survival

8 *Band of Drifters*

You've joined the rowdy bunch roaming the countryside and before you knew it you were their leader. The group might be a few cutthroats or a few honorable deserters from a lost war but they are loyal to you.

+1 CHARISMA; +1 War, +1 Presence, +1 Archery or Thrown, +1 Advantage: Followers

9 *Gravedigger*

You've dug your fair share of graves in your lifetime. Maybe you worked for a big morticians guild or you've just been the only one with a proper shovel in your village. Whatever the reason, you learned a lot about life and death.

+1 INTELLIGENCE, +2 Occult, +1 Medicine, +1 Athletics

10 *You rescued them!*

You were at the right place at the right time and managed to save someone important from a dire fate. Not only did they reward you they also gave you all the duly deserved glory and people know your name now.

+2 Integrity, +1 Advantage: Wealth, +1 Advantage: Status. 1 Charm (Integrity)

Events of the South

These events are inspired by the hot lands of the southern Direction. Because the element of Fire is closely linked to the wide range of human passions these events are often social in nature.

1 *Blind Love*

You've met her (or him) and you've been swept off your feet from the first moment. You were madly in love and it took you too long to figure out that he/she just wasn't good for you. He/she got you involved in things that you'd rather not be involved in and you've done things for him/her you'd rather not have done. But you've left him/her and you're over it now, right?

+2 Larceny, +1 Stealth, +1 Melee. 1 ExD (Larceny)

2 *Professional Athlete*

You were at one time a professional athlete, performing in theaters for the amusement of the audience.

+1 DEXTERITY, +2 Athletics or +2 Ride, +1 Resistance, +1 Advantage: Status

3 *Served in a Harem*

You might have been one of the beautiful wives or husbands of an influential potentate or you had

just been the boy to clean the pool, serve the wine and change the sheets. Whatever you did, you know what people desire and how to use this for your own ends.

+1 MANIPULATION, +1 Presence, +1 Performance +1 Socialize, +1 Stealth

4 Bureaucratic Nightmare

For some reason or another you were lost in a bureaucratic nightmare and had to navigate the offices and bureaus of a city to keep your life intact. Did you succeed?

+1 WITS, +2 Bureaucracy, +1 Presence, +1 Integrity

5 Lost in the Desert

You were part of a caravan traveling the southern sands when something went awry. Bandits attacked, the guide lost his way or a wild storm raged. Whatever the cause, you got separated and lost in the desert. Only through sheer will did you manage to survive and stumble back to civilization.

+1 STRENGTH, +2 Resistance, +2 Survival

6 Fought as a Gladiator

You fought for money or fame in an arena while the crowd cheered on. Did you do so at your own volition or at the behest of others? Whatever the cause you've emerged a strong fighter.

+2 Brawl or Melee, +1 Dodge, +1 Performance. 1 Charm (Brawl or Melee)

7 Learned Slave

You lived some time of your life as a slave to the rich and mighty. Maybe raiders snatched you from a caravan or your family sold you into slavery to survive? Instead of the life of hard work that awaited most other slaves you were taught in the arts of medicine as to be a useful servant to your lord.

+2 Medicine, +1 Lore, +1 Resistance. 1 ExD (Medicine)

8 Vengeance!

You were wronged by someone in a way that only blood could wash away the stain. Whether in boiling rage or cold vengefulness you got your revenge and someone got what he deserved. But just what happened?

+1 Integrity, +2 Brawl or Melee, +1 War. 1 Charm (Brawl or Melee)

9 Favored Artist

Your talent and work captured the eyes of the important and they supported you with both contracts and exposure. You lived the good life, taking part in parties and showing your works to the influential. But what now? Do you still own their favor or did you fall from grace?

+3 Crafts, +1 Socialize. 1 Charm (Crafts)

10 Drug Delirium

You've been a regular drug user and seller but at some point you just took too much of the drug of your choice and nearly killed yourself. You're lucky to have survived and now you're trying to stay sober. Luckily the money you made dealing with drugs helps to distract you from your cravings.

+1 Integrity, +1 Socialize, +1 Resistance, +1 Advantage: Wealth. 1 Charm (Integrity or Resistance)

Events of the West

The events of the West not only deal with water and sailing but with sudden changes of fortune and the characters success (or failure) in adapting to those.

1 Theft of Opportunity

You always had a thing for shiny and expensive things, especially when they belonged to other people and that one time you just couldn't resist. You've snatched something valuable and nobody suspects you.

+2 Larceny, +1 Dodge, +1 Advantage: Wealth. 1 ExD (Larceny)

2 Escape in the Night

Things changed suddenly and drastically and you had no other option but to flee in the dark of night.

+2 Stealth, +1 Athletics, +1 Resistance. 1 ExD (Stealth)

3 Traitor!

You betrayed someone or something and promptly switched sides. Unfortunately your betrayal has become more widely known than you might have desired.

+1 MANIPULATION, +2 Performance, +1 Presence, +1 Dodge

4 Robbed

You were robbed and somebody took almost everything you owned. Maybe pirates raided the merchant expedition that you invested all your money in. Or you were simply mugged with brute force.

+1 WITS, +2 Bureaucracy, +1 Awareness, +1 Integrity

5 Shipwrecked

Through some ill fortune you were onboard a ship that was wrecked. But how exactly did you survive? And did anyone else or are you the only one left?

+2 Sail, +1 Survival, +1 Resistance. 1 Charm (Sail or Survival)

6 Ambushed

Someone ambushed you and you had to fight back to survive. Was it a group of bandits or a

single stealthy assassin? And what was the reason for the attack?

+2 Awareness, +1 Dodge, +1 Melee or Brawl. 1 Charm (Awareness)

7 *Unlikely Tutor*

A wise old man told you a lot of surprisingly accurate stories about the world. Maybe it was your uncle or the old sailor you traveled with. Or you simply shared a room with him because you couldn't afford one on your own.

+1 INTELLIGENCE, +2 Lore, +1 Linguistics, +1 Crafts

8 *Press Ganged*

You were pressed into military service aboard a war ship against your will. Just how did you manage to get out of this?

+1 STRENGTH, +2 Resistance, +1 Sail, +1 War

9 *Religious Convert*

An occult revelation caused you to change your beliefs. What did you believe in and who do you pray to now? And just what happened to change your mind?

+2 Occult, +1 Lore, +1 Performance. 1 Charm (Occult)

10 *Unexpected Treasure*

Maybe you won it or you've just stumbled over it on a deserted Island. Either way fortune has been smiling at you and now you're in possession of something very valuable.

+1 Integrity, +1 Socialize, +2 Advantage: Artifact or +4 Advantage: Possession, +2 Advantage: Wealth

Smoothing the Edges

After rolling up your character you'll still have to do some manual assembly. The first thing you have to do is to check if you have more points in a skill or stat than would be possible. If so, then simply rearrange those skill points as you see fit. You also have to do this whenever a heroic mortal is granted ExD or Charms. Simply transform them into GP and spend

them as you please.

Step 3: Caste and favored Skills

The next step is to choose a Caste that would be appropriate to his different statistics and previous lifepath. Skip this step if you created a heroic mortal.

The choice of Caste can be based on the widest profession set using the table below. This ensures that the character is proficient in his special field. Alternatively you can look for your highest skills and stats and assign the caste appropriately. Don't forget to check in your favored Caste skills (and stats) as you would in the regular character generation.

Once this is done you may choose your free favored skills or stats as described on page XX. Once again it might be useful to look for already strong stats and skills that your character excels at. He most likely has a special proficiency in those.

Step 4: Select Charms

With your caste determined and all your stats & skills set you might want to choose the charms that you were granted during character generation. Make sure that you meet the requirements where possible. If you should – for some reason – not be able to buy a charm in a skill or stat because you lack the requirements, then either change the Charm into an Excellency Die for the trait or choose a Charm from a different trait.

Step 5: Personality

The last step is to determine the Motivation and the Virtue Flaw of the character. Here a random system would be poorly placed as the personality of your character is something only you can really decide on. During this step be sure to be in touch with your Storyteller and your fellow players to ensure compatible and interesting characters.

Profession Sets and Castes

Prof. Nr.	Solar	Abyssal	Lunar	Sidereal	Terrestrial	Alchemical
1	Night	Day	No Moon	Serenity	Water	Moonsilver
2	Night	Day	Changing Moon	Endings	Air	Soulsteel
3	Zenith	Midnight	Changing Moon	Serenity	Wood	Soulsteel
4	Eclipse	Moonsh.	Casteless	Endings	Water	Moonsilver
5	Zenith	Midnight	Full Moon	Journeys	Wood	Jade
6	Dawn	Dusk	Full Moon	Battles	Fire	Jade
7	Twilight	Daybreak	No Moon	Secrets	Earth	Orichalcum
8	Dawn	Dusk	Full Moon	Battles	Earth	Orichalcum
9	Twilight	Daybreak	No Moon	Secrets	Air	Starmetal
10	Eclipse	Moonsh.	Changing Moon	Integrity	Fire	Starmetal

Strategies and Tips

A few handy tips about using the One Roll Character Generation system can be found below. They provide ideas on how to shape the results and interpret them.

Roll again

Remember that this system is a tool to quickly come up with cool characters. If the character you rolled up just doesn't look like he's going to be fun for you, then don't hesitate to scrap it and start over.

Use the same events to bond

If you want to make your character mesh well with those of your fellow players, look if you have the same events appearing in both histories. If you do then you can easily use those to bring the two characters closer together. If there are no identical events or professions, then maybe you can use similar (or even opposed) ones and interlink them. However this technique requires the players to go through the One Roll Character Generation together.

Keep them or roll them?

If you have a set with a width of 6 or more then you usually treat the excess dice as Waste Dice and apply them to events. This creates more focused characters as is typical for Exalted. If you want a less focused but better rounded character, then re-roll the excess profession dice and apply the results as usual.

Roll less dice

You might want to roll a few dice less than you are allowed to and then spend GP just as in the regular character generation after you rolled. For each die held back in that manner you gain 20 GP to spend as you see fit.

Fix some dice

Instead of taking out some dice you can simply set them to a desired number to make sure you end up with a character that has the skills you desire. Either look at the various event and profession tables and find those that interest you or check out the table below to find out which number on the dice roughly corresponds with what skills and stats.

Nr: Relevant Stats & Skills

- 1 Charisma, Wits, Larceny, Performance
- 2 Dexterity, Manipulation, Stealth, Athletics
- 3 Charisma, Manipulation, Performance, Socialize
- 4 Manipulation, Wits, Presence, Bureaucracy
- 5 Strength, Wits, Investigation, Survival
- 6 Strength, Dexterity, Close & Ranged Combat
- 7 Intelligence, Wits, Lore, Medicine
- 8 Strength, Charisma, War, Presence
- 9 Intelligence, Occult, Lore

10 Dexterity, Manipulation, Integrity, Socialize

Where are the Martial Arts Styles?

If you want a character who has learned a Martial Arts style, then choose a style and use the levels gained in the parent skill to instead raise the sub-skill to a level you are satisfied with.

What about the favored GP discount?

The One Roll Generation requires a certain degree of abstraction. Because favored skills and stats are not determined at the time of the rolling, it is impossible to determine the actual point cost of the varying trait changes. To compensate the various stat packages add slightly more traits than 20 GP would allow them to but this might still result in less effective characters than when using the point buy method.

Advancement

During the course of his existence, a character can learn and improve. The resource to do this with is called Experience Points (or XP for short). They are earned during and at the end of a session and can be spent to raise Stats and Skills, buy Excellency Dice or learn Charms and Spells. All improvements usually require the okay of the Storyteller.

Earned Experience Points

There are a number of sources for experience points, most of which are awarded at the end of a session. Some however can be gained mid-game.

Attendance

Simply for attending the game you get 2 XP at the end of the session.

OOO Enhancement

For enhancing the game through out of character actions, your character can gain 1 XP at the end of the session. This can include the guy getting the pizza or writing a journal about his character.

Player-Award

At the end of each session, the players may award 1 XP to one of their ranks. They can nominate and vote for whomever they want. This is generally used to award cool actions and interesting role-playing.

Storyteller-Award

Similar to the Player-Award, the Storyteller can also grant 1 XP to one of the players for interesting ideas and in character action.

Level 3 Stunts

Level 3 Stunts can award the PC an extra point of experience. This is limited to 1 XP per session however but that one is gained immediately.

Motivation

Whenever a PC acts in accordance to his motivation he gains XP as appropriate (see page XX). These XP are gained immediately, even mid-session.

Virtue Flaw

When succumbing to his Virtue Flaw, a character can also gain XP similar to that of his motivation. See the Virtue Flaw section on page XX for more information. Also these XP are gained mid-session.

Story Achievement

At the end of the session, the Storyteller may also award up to 5 XP to the players if a story-arc was brought to its conclusion. This can be more or less as appropriate. A particularly tough challenge might herald 7 XP while a minor plot point might only net the PCs 3 XP.

Note that the average experience point gain of the players should be about 15 XP per session. Of course this will sometimes be more (usually at the end of a story arc) and sometimes less but the experience point costs were designed with this number in mind. If you desire faster or slower character advancement, be sure to tell that to your players and modify the XP gain as appropriate.

Long-Term Experience Points

When calculating the amount of XP character gain during off-screen time, consult the table on page 275 of the Exalted Second Edition corebook and double all XP values.

Spending Experience Points

Now it's time to spend those sweet, sweet experience points. To do so you need to decide what you want to increase and then pay the appropriate amount of Experience Points from your reserves. If you do not have enough XP then you can not improve in that area.

Experience Point Costs

Increase a Stat by 1:	50 XP
Increase a favored Stat by 1:	45 XP
Increase a Skill by 1:	10 XP
Increase a favored Skill by 1:	8 XP
Increase Essence by 1:	(25 x New Level) XP
Promote a dice to an ExD:	50 XP
Promote a favored dice to an ExD:	40 XP
Learn a Charm or Spell:	25 XP
Learn a favored Charm or Spell:	20 XP

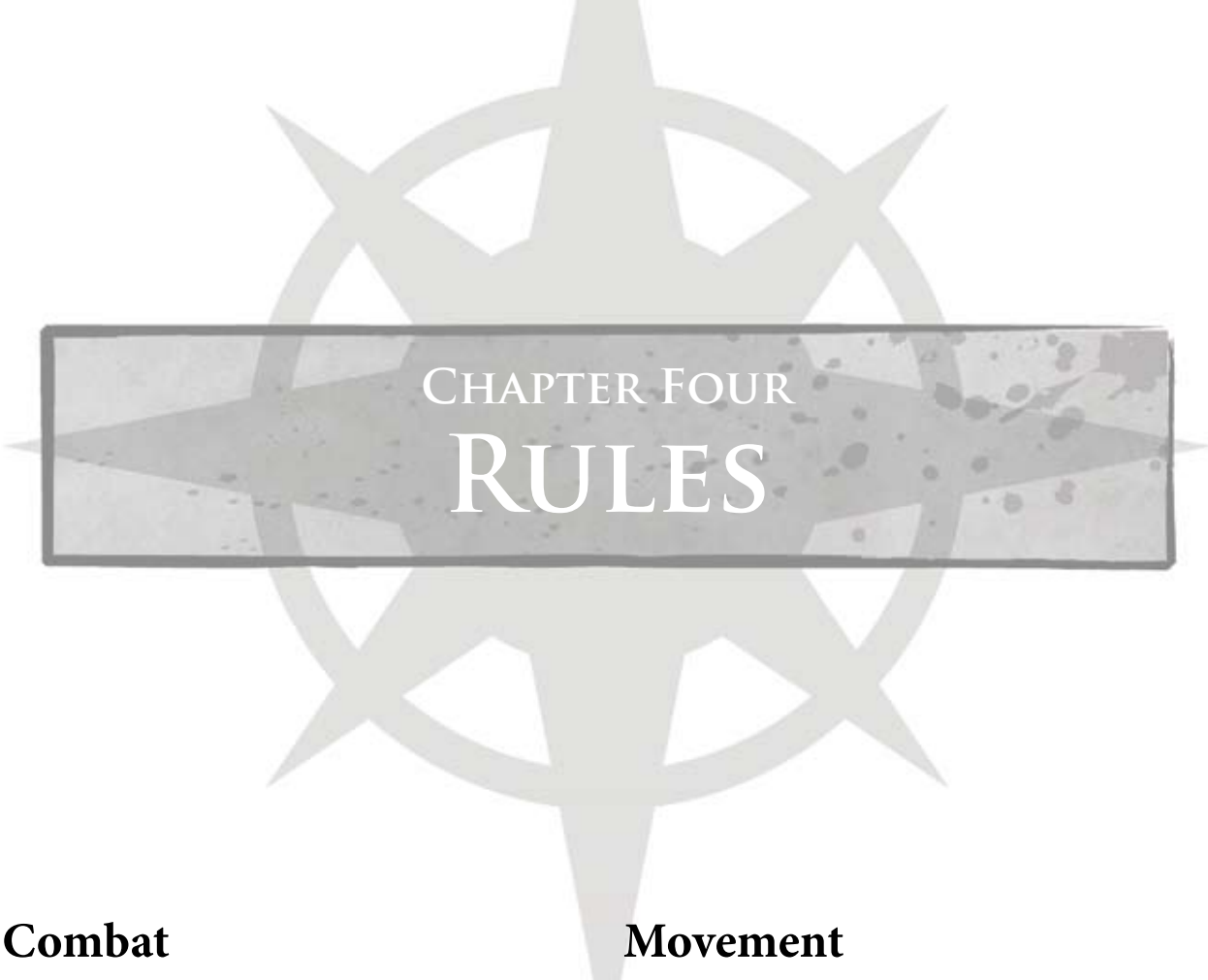
Learn a Charm of another Exalted Type:	40 XP
Buy 1 Level of an Advantage:	10 XP
Increase a Company Stat by 1:	50 XP

Favored Stats and Skills

The Exalted may favor certain Stats or Skills. These represent an exception talent for the trait in question and they provide an XP cost discount to raise the chosen trait and when buying associated Excellency Dice or Charms. It is also easier to raise those stats as the player doesn't need a specific reason to do so or commit to training time. Solar, Abyssal, Sidereal and Terrestrial Exalted favor Skills while Lunar and Alchemical Exalted primarily favor Stats.

Converting Dice to Excellency Dice

Whenever a character spends Experience Points to gain Excellency Dice he has to upgrade a regular dice. This means that going from a 3d Melee pool, the player will have a 2d+1ExD pool.



CHAPTER FOUR

RULES

Combat

Unworthy Opponents

Unworthy Opponents (or Extras) are mostly treated according to the rules in REIGN on p. 191. One difference is that Threat may exceed 4 through magical influence. Also Unworthy Opponents in OREx have an Essence rating. This is equal to the average of it's members and it has a number of effects:

More dice

When supernatural creatures become unworthy opponents, each creature is worth a number of dice equal to it's Essence score. This way, a gang of 5 Essence 3 demons is able to roll 15 dice - as many as 15 Essence 1 mortals. However each killed demon takes out 3 dice, quickly reducing the pool.

Tougher opponents

With the powerful attacks of the Exalted, Unworthy Opponents need to be a bit stronger to provide a bit more of an obstacle. Unworthy Opponents add half their Essence (round down) to their Threat Rating when checking to see if they are killed by a blow. To take out a Threat 3, Essence 3 minion you need a blow with a height of 4 or more, or one that does at least 4 shock or 4 killing. For weapons that deal both types of damage simply use the larger amount of damage.

Movement

Walking

As written on REIGN p. 189 a character moves 15 feet per combat round. If he wants to move faster then he has to take a running action.

Running

An action to run is resolved with Dexterity+Athletics, each point of width adding 5 feet to the total. Taking other actions while running requires a multi-action as usual.

Jumping

Characters can jump as a Strength+Athletics action. This can be done in addition to the free move action or part of a multiple action. In these cases, the jump action incurs a multiple action penalty as usual.

A character can jump his Strength+Essence in yards. Each point of Width can add 1 yard to this distance. Half the total for vertical jumps. If the Jump action fails, the character is downed.

Social Conflict

Social Conflict is a rule system unique to OREx. It is designed to resolve social situations. Social Conflict is used when there are parties involved that desire to peacefully resolve their conflicting motivations and goals through discussion and other means. Whether this is an Eclipse Caste solar trying to seduce a chaste immaculate, a dawn rallying and inspiring his followers or a zenith praying to the Unconquered Sun.

Not every conversation has to be modelled with the Social Conflict system. It is only when two parties have conflicting goals that you join a Social Conflict.

Running Social Conflict

A Social Conflict is in some ways similar to regular Combat but one of the main differences, besides the different terms and skills used, is the different timing. Instead of players declaring and acting based on their Wits score, the system follows the natural flow of a conversation.

Step 1 - Determine Goals and Influences

The first step of Social Conflict is to set the conditions or goals the different parties have. An example of a goal would be: “I want to convince him to send his mighty fleet to our aid”. A side can have more than one goal if they are really ambitious.

It is important that both sides have goals, if one party is merely defensive then usually a simple roll should be sufficient.

Participants in Social Conflict wants to put Influences (explained below) on their opponents. An influence always opposes one of the targets virtues and has to overcome it.

With the desired goals determined, it's time to figure out what Virtue the Influences affect. This is the storyteller's decision but a player can explain how he feels about the influence, or how he intends to defend if he feels the storyteller assigned an Influence wrongly.

The list below should give you a quick overview. For more information read up on the individual Virtues in the Exalted Second Edition Core on page 102.

Compassion - Feelings towards other people. Good and Bad

Conviction - Personal goals, personal situation

Valor - Pride, Duty

Temperance - Honor, Self-Control, Enlightenment.

If an Influence could target multiple Virtues always use the highest one of the target. A seduction example would for example usually be assigned to Temperance. If the target however is happily married and has a high Compassion (feelings for his wife) then this Virtue has to be overcome instead.

Step 2 - Determine Order of Social Conflict

At the start of a Social Conflict all active participants roll Wits + Socialize. Mere spectators or the audience does not need to roll. The player with the highest roll “has the Floor”. This grants him a small edge in the

Conflict

If multiple characters have sets with the same Height use Width to break ties. If there is still a tie, use Manipulation to resolve it. If that still fails use Essence. Regardless of the outcome, keep the sets of all players in mind.

Step 3 - Roleplay Exchange

With the basics of Social Combat determined it's now time for the roleplaying. The player with the floor has the privilege to begin the conversation if he so chooses. If he declines than whoever is next in line may do so.

During this step all players and participants, even spectators, may now interact as usual. It's important that every player had enough time to make one or more arguments and had a chance to defend himself. but this shouldn't devolve into rambling. It's the Storytellers responsibility to move on if this step drags on too long.

Step 4 - Declare and Roll Actions

After the Players roleplayed the argument they declare their actions. This is done in accordance with their roleplayed arguments or counterarguments. Not every argument has to be declared an individual action if the player doesn't want to. If a player declares multiple actions then he suffers multiple action penalties as usual. At this point the different, necessary stats and skills are determined.

Unlike combat, Social Conflict is not based on Wits or a set's Width to determine who goes first. Instead the player with the Floor goes first with all other players being sorted by their sets from that roll. Whoever was last has to begin by declaring, rolling and assigning his sets to his actions. This then continues to the next player. Once everyone has assigned their sets they are resolved.

The resulting sets are divided as appropriate. If a player has too few sets available then he has to decide which Arguments (attacks) or Counterarguments (parries) he takes and which ones were just too ineffective to have any real impact.

Step 5 - Resolve Arguments

This time the player with the Floor makes the first Argument. Whoever is targeted may now use a Counterargument set to gobble the attack. If multiple people are targeted, then only one may defend for all others by publically counterarguing.

If the argument is not gobbled, then resolve it (see the

section on Arguments below) and move on to the next player in line. This goes on until everyone has made one argument or has no more to make. Then the cycle begins anew with the player holding the floor until no more sets or arguments are remaining.

Step 6 - Change Floor

Once all sets are exhausted we check if the conversation persists: If all parties agree to end the conflict or if one party has completely exhausted it's Composure then the conflict ends, otherwise it goes on.

If the discussion persists then the Floor automatically goes to the next player in line. Now however everyone has a chance to take the Floor, even the player that just lost it.

To do so, all players that desire the Floor first spend a point of Composure. Then everyone aiming for the Floor plus the player who just got it roll Wits + Socialize. Use the new sets to find out who gets the Floor and to determine the new order of players. The player who just got the floor has the added bonus of being able to choose between his rolled set or to keep the set from the previous round.

Players who did not wish to roll do not have that choice: they automatically retain their old sets and are ordered with the new ones as if they had just rolled these sets. These players however can not get the Floor, even if they have better sets left over from the last round.

The Conflict then goes back to Step 3.

Ending Social Conflict

Charms and Social Conflict

Combat and Social Conflict

(By the Dragons, Stop!)

Sidebar about using Social Conflict to end Combat.

Composure

Composure could be considered the social trait analogue to health in regular Combat. It measures how cool and level-headed a character is and it's determined as the the sum of a character's Charisma and Integrity.

Loosing Composure

Successful Arguments reduce a character's Composure. As the character loses Composure he will find that the arguments of his opponent affect him deeply. Once it reaches zero the character accepts the demands of his opponent, either because his arguments make

sense or move him.

Regaining Composure

How (and when) do you regain Composure

Social Arguments

Making Arguments

A successful Argument first drains a character's Composure and then builds up an Influence. First determine the Impact of the Argument (this is comparable to the Damage in regular combat). To do so use the width of the used set as basis and then add or subtract bonuses and penalties as follows.

Argument Impact Modifiers

Complexity of Argument	+1 / 0 / -1
Effects of Influence	+1 / 0 / -1
Permanence of Results	+1 / 0 / -1
Relations to Intimacies	+1 / 0 / -1
Relations to Virtue	+1 / 0 / -1
Relations to Motivation	+2 / 0 / -1

Subtract the resulting Impact from the opponent's Composure. If the Composure is reduced to 0, then an Influence with a Strength of 1 is created. If there is Impact remaining after reducing Composure to 0, then the Strength of the created Influence is equal to the excess Impact.

Argument Skills

Influences

Types of Influences

Emotion
Compulsion
Belief

Effect of Influences

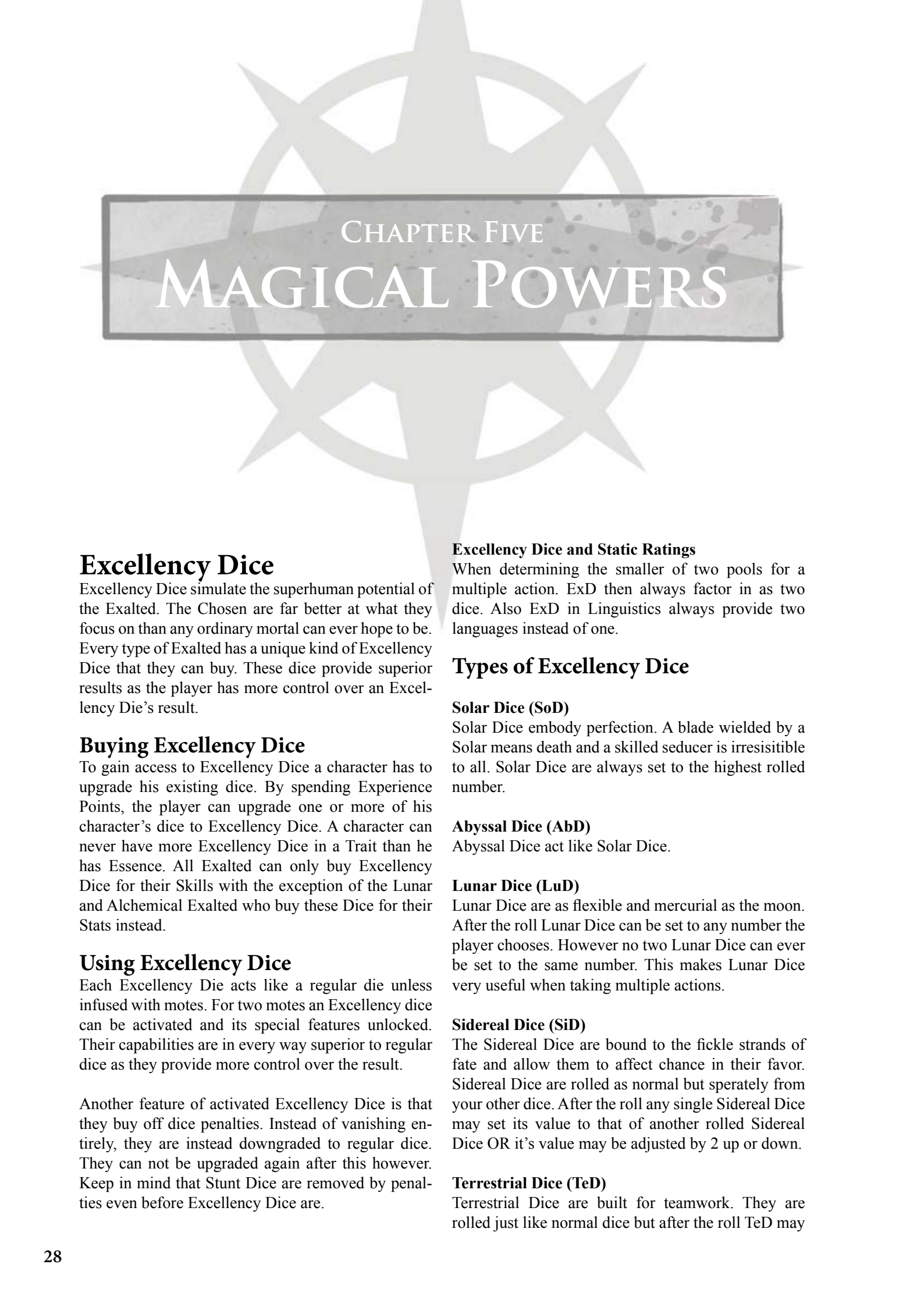
An Influence has an impact on the character measured in Strength. If this Strength is less than to the assigned Virtue then it affects the character but there is a compromise involved: it is only Partial Influence.

If the Strength is equal to or higher than the Virtue, then the Influence works as desired. It is considered Full Influence.

Mortals have most of their Virtues on 2, some go as low as 1 or up to 3. Only the rarest and those worthy of Exaltation have virtues of 4 or more. Coupled with a typical Composure of 3, a total Impact of 5 is usually enough to Fully Influence a Mortal.

Using Influences to Create Intimacies

Only Full Belief Influence can create or erode an Intimacy in a target. Natural Influence can also only add or reduce an Intimacy by one point. Charms that create Unnatural Influence allow the Exalted to remove this restriction: For every 2 points of Strength in excess of the Virtue, the Strength of the created Intimacy is increased by 1.



CHAPTER FIVE

MAGICAL POWERS

Excellency Dice

Excellency Dice simulate the superhuman potential of the Exalted. The Chosen are far better at what they focus on than any ordinary mortal can ever hope to be. Every type of Exalted has a unique kind of Excellency Dice that they can buy. These dice provide superior results as the player has more control over an Excellency Die's result.

Buying Excellency Dice

To gain access to Excellency Dice a character has to upgrade his existing dice. By spending Experience Points, the player can upgrade one or more of his character's dice to Excellency Dice. A character can never have more Excellency Dice in a Trait than he has Essence. All Exalted can only buy Excellency Dice for their Skills with the exception of the Lunar and Alchemical Exalted who buy these Dice for their Stats instead.

Using Excellency Dice

Each Excellency Die acts like a regular die unless infused with motes. For two motes an Excellency dice can be activated and its special features unlocked. Their capabilities are in every way superior to regular dice as they provide more control over the result.

Another feature of activated Excellency Dice is that they buy off dice penalties. Instead of vanishing entirely, they are instead downgraded to regular dice. They can not be upgraded again after this however. Keep in mind that Stunt Dice are removed by penalties even before Excellency Dice are.

Excellency Dice and Static Ratings

When determining the smaller of two pools for a multiple action. ExD then always factor in as two dice. Also ExD in Linguistics always provide two languages instead of one.

Types of Excellency Dice

Solar Dice (SoD)

Solar Dice embody perfection. A blade wielded by a Solar means death and a skilled seducer is irresistible to all. Solar Dice are always set to the highest rolled number.

Abyssal Dice (AbD)

Abyssal Dice act like Solar Dice.

Lunar Dice (LuD)

Lunar Dice are as flexible and mercurial as the moon. After the roll Lunar Dice can be set to any number the player chooses. However no two Lunar Dice can ever be set to the same number. This makes Lunar Dice very useful when taking multiple actions.

Sidereal Dice (SiD)

The Sidereal Dice are bound to the fickle strands of fate and allow them to affect chance in their favor. Sidereal Dice are rolled as normal but sperately from your other dice. After the roll any single Sidereal Dice may set its value to that of another rolled Sidereal Dice OR it's value may be adjusted by 2 up or down.

Terrestrial Dice (TeD)

Terrestrial Dice are built for teamwork. They are rolled just like normal dice but after the roll TeD may

be exchanged with the TeD of allies, as long as both execute similar or compatible actions. A TeD that is not exchanged may have his rolled number adjusted up or down by 1.

Alchemical Dice (AID)

Alchemical Dice are modular but mechanical. They are not rolled and instead are set to a certain number between 1 and 7. The player may choose this number for his character and it may be changed whenever he undergoes maintenance. This change applies to all his AID regardless of Stat.

What about Gods and Demons?

To model the capabilities of supernatural beings simply choose a Dice Type from the list above that you feel is most appropriate. If this is not satisfying take a look at other ORE games for inspiration on other types of dice. There are too many different beings in the world of Exalted for me to try and come up with fitting Dice Types for every single one.

Charms

Charms are small pre-defined packages of magical effects that the Exalted learn and frequently use. Each type of Chosen has their own Charm sets that fit their theme and capabilities. Charms are powered by motes and are usually associated with a Skill (or in the case of Lunars and Alchemicals: a Stat). They can usually only be used with rolls or actions of that trait.

All charms, regardless of skill or stat, have a number of common attributes that help understand their effects. These are cost, requirements, type, duration and keywords and they are described below:

Cost

A Charm normally costs motes. This is abbreviated with 4m standing for 4 motes. A few very powerful Charms use the life of the caster to power themselves, which means that they do either shock or killing damage to the character. The type and amount of damage are specified in an abbreviated form: 1S or 2K for example.

Requirements

Charms require a minimum Essence and Ability score before they can be learned. Charms are also laid out in what is called a Charm Path. A character is required to learn all preceding charms in a Path before he can learn the next one.

Type

Type determines the timing and usage of a Charm. Usually a character may use as many Charms in a Combat

Round as he has Essence. However he may only use either one Simple or one Extra Action Charm.

Also each Charm, unless specified, may be used only once. This means that a Solar might be able to use Smoldering Fist Strike to increase the damage of each of his attacks, but he may not do so twice for each strike and have the effects stack.

Lastly whenever a character uses more than one Charm in a round he adds one to his Anima Track for each Charm after the first. For more information see the Anima section on page XX.

Simple

Simple Charms requires a separate action, whether it requires a dice roll or not. If it is executed on its own, an unrolled charm activates at the start of the round and a rolled one activates as determined by the width and height of the roll.

If a Simple Charm is part of a multiple-action and does not require a roll, then it is timed to activate together with the character's first set – or at the end of the round if the character has no set. If the Simple Charm is part of a multiple-action and is rolled it is resolved according to the set assigned to the Charm Use.

In either case, a Simple Charm has to be declared as one of the actions of a character at the start of a round.

Supplemental

Supplemental Charms supplement a certain action usually specified in the charm text. They need to be announced when the action is specified. The set assigned to this action is enhanced and the Charm goes off at the start of this action. If a character takes multiple actions in one round that could be enhanced by a Supplemental Charm, then he can choose which ones to improve but he needs to specify so when announcing his action.

Extra Action

Extra Action charms make it easier to multiple actions of a certain kind - Brawl-based attacks for example. The type of action is specified in the Charm text.

For each level of Extra Action, the multiple action penalty for each such action that meets the Charms criteria is reduced by one. Additionally a number of points of width equal to the levels of Extra Action may be applied to the rolled sets but sets modified with these points have to be assigned to actions of the type specified by the Charm.

You can never have more than one Extra Action Charm active in a round.

Example:

Solar Bob uses Endless Blades Technique, a Charm that gives him a Level 3 Extra Action (because his Essence is 3) for use with the Melee ability. He decides to attack the unworthy opponents around him a total of 3 times while at the same time jumping out of the window. He uses the lower of the two pools which is still an impressive 6d+2SoD.

Knowing that, Bob will execute 1 Jump and 3 Attack actions. Thanks to his Level 3 Extra Action he can ignore the -3 dice penalty from the attack actions and roll his unmodified pool of 6d+2SoD. He decides to activate his Solar Dice paying the required cost.

He rolls and gains 2, 6, 6, 7, 8, 9 and he sets his two Solar dice to 9 to make a 2x6 and a 3x9 set. He then spends the three points of width taken from his Extra Action Charm to bolster his 3x9 into a 6x9 set. He then splits the 6x9 into three 2x9 sets.

Because he used three Extra Action width points to build two 2x9 sets he has to use those to attack. The remaining 2x9 set is used for the jump and the final 2x6 is another attack. He's going to hurt the extras pretty bad, taking out three in one round and still making a perfect jump.

Reflexive

Charms of this type can be used at any point during combat. These Charms need not be announced at the start of the round. If timing is important it is usually mentioned in the Charm text as to when they have to be announced or are applied.

Permanent

Permanent Charms are always active and thus are not subject to timing rules.

X minutes, hours or days

A few charms specify an amount of time instead of a type. These can not be used in combat and instead require a dramatic action of the given length to work.

If the Type is specified as X-W then subtract the width of the used set from the specified number to determine the time it takes (minimum 1 time increment).

Duration

Many charms have a duration of "Instant", which means that their effects are applied and the charm then vanishes. Other charms have longer lasting effects and these are then measured in (combat) rounds, scenes or

even days. Some Charms have their duration specified as "Commitment", which means they require a commitment of motes and are active until these motes are released. Some few charms also have a Permanent effect, that means it lasts forever or until it is broken (if possible).

Keywords

Keywords are short words that give an insight into the workings of a charm. These are important for the rules to clarify which Charm can affect or resist against what. Keywords in brackets are optional and not automatically active. See the Charm text for more information.

Area

These effects affect a larger area and often everyone within. In many cases these effects cause Area Dice to everyone affected.

Company

Charms with this keyword can be used to hinder or improve Company actions.

Crippling

Effects with this keyword either physically or magically cripple an opponent. These effects normally persist far longer than the duration of the charm.

Enlightenment

Charms with this keyword bring some form of enlightenment to the character. This usually enables them to learn and use new powers. Charms that enable sorcery are part of this just as those that allow for higher levels of Martial Arts. Some Charms can also confer Enlightenment unto others.

Environmental

This keyword means that the effect in question either creates or manipulates the environment. Turning lava into Ice is as much an Environmental effect as is summoning up a deadly storm from nothing.

Form-type

These Martial Arts forms are scene-long effects that are granted by a special fighting style form. A character may only ever have one such form charm active at a time.

Holy

Charms with the Holy keyword deal aggravated damage to Creatures of Darkness.

Morale

Charms with this keyword can be used to cause Morale attacks to extras. The specific conditions are detailed

Obvious or obvious?

Some Charms might create effects that are obviously magical in nature (such as balancing on a twig) without featuring the Obvious keyword.

The difference between these Charms and those with the Obvious keyword is that the latter are clearly identifiable upon activation. They make their purpose visible to the learned savant (or experienced fighter) who might be able to make intelligent (or tactical) deductions based on this information.

within the charm text.

Obvious

A charm using this keyword displays a clearly identifiable burst of Essence upon activation. Hiding such a charm is hardly possible and learned savants might be able to recognize the kind of charm activated. If a witness has a chance to know the charm (from previous experience or written descriptions) he may reflexively roll Intelligence+Occult. Success gives the character a rough idea of what the Charm will do. Rare charms might impose a difficulty on the roll.

Perfect

A charm with this keyword is infallible in its execution. Such effects are rare but very powerful as they automatically succeed despite all odds. The sole exception is when two perfect effects clash. In these cases, the defensive effect is the stronger one.

Poison

Charms with the Poison keyword make use of natural or magical toxins to poison the opponent. These effects usually last longer than the Charm they were caused by.

Shaping

These Effects work great changes on the world of Creation and its inhabitants. They are very powerful and luckily pretty rare. The effects of the Wyld on visitors are also considered Shaping effects.

Sickness

Just as the Poison or Crippling effects cause long lasting impairment so does the sickness keyword. Charms or Spells with this keyword cause diseases instead.

Social

Charms with this keyword can be used in social situations to enhance appropriate rolls.

Stackable

The effects of this Charm stack. Multiple uses or instances of this charm increase the potency.

Touch

These charms require the user to touch the target of the effect with their hand. This means that the character has to make a successful unarmed attack (usually with the Brawl skill) against an unwilling target. This attack does not have to deal damage to be considered successful.

Spells

Spells are similar to charms in that they provide individual predefined packages of powers. Unlike Charms, which are mostly personal in nature, Sorcery is often shaping the environment of the sorcerer. This greater power comes at a cost however: Spells are more expensive than Charms and they usually take longer to cast. They also do not come in Paths, instead each Spell can be learned without complicated requirements. The only prerequisites for sorcery are the enlightenment charms.

To become a sorcerer, a character need only learn such a Charm for each level of Sorcery. Once that charm is purchased, he can freely learn, shape and cast spells of that circle of mastery. The higher circles are restricted to the more powerful Exalted only. See below for more information.

Cost

As with Charms the Cost of a spell is measured in motes or damage. See the Charm section (page XX) for more information.

Range

While Charms are often magic of personal nature, Spells usually affect other beings. The range attribute defines the distance a spell is still effective within.

Duration

As with Charms spells have a predefined duration for their effects. See the section on Charms (page XX) for more information.

Shaping

Before a spell can be cast it has to be properly shaped. While shaping a character can not use charms or take any actions other than shaping the essence of the spell.

If the player is distracted or disrupted during the Shaping Time then he has to roll his Wits+Occult to keep his concentration. If the distraction caused pain

or damage to the character, subtract dice from the roll equal to the boxes of damage caused. If this roll fails the caster is disrupted and the spell fails but the character has to pay half of the casting cost (round down). It is allowed to expend motes on this roll to convert Excellency Dice.

X minutes, hours or days

Spells with a Shaping Time not measured in rounds can not be cast in combat. They take as long as specified.

X Rounds

Many spells have their Casting Time measured in rounds. This means that a character has to spend that many combat rounds preparing the spell before he can cast it. During these rounds the player can only take a single action to cast the spell. He is not able to defend himself actively, although he could have other Charms or Spells active that grant protection to him. The caster can also move only little while shaping: 5 yards per round instead of the usual 15.

Instant

Spells with a casting time of instant do not need to be shaped. The sorcerer can begin this spell directly with a Cast Sorcery action.

Casting

Once a spell's essence is shaped the character has to take a Cast Sorcery action and spend the required cost in order to unleash the spell. Unlike the shape sorcery actions, this action can be combined with other actions. However Charms are still prohibited but Excellency Dice may be used and permanent Charms are still in effect.

If the Cast Action does not require a roll, then the spell is timed to go off at the end of the round unless otherwise specified. If the casting of the spell involves a roll is executed to coincide with the set rolled. Some spells may have keywords that determine that they are cast at the beginning or the end of the round, regardless of their set (if any).

Keywords

Spells use many of the keywords found in Charms. One of the most frequent keywords is "Obvious" as many spells consist of flashy displays of essence during shaping and casting. In addition to that there are some keywords unique to spells.

Banishment

These spells are built to break the enchantments that keep summoned creatures in their place. This usually only works on creatures that are either magical in

nature or that are not native to Creation. For example it can be used to dispel the Infallible Messenger (if one is able to catch it in the first place) or summoned demons.

If a banishment spell is used on a being summoned with a spell of a higher circle (demons use their own circles with First Circle Demons being equivalent to Terrestrial Circle, Second to Celestial and Third to Solar) then it has no effect. If it is used on a summoned creature of equal level, then the sorcerer and the target have to engage in a duel of wits.

As part of his Casting action, the player has to roll his Charisma+Occult while target has to take a defensive action and roll Intelligence+Integrity to resist. Both parties add their Essence score to the height of their chosen set and both rolls may be part of a multi-action. The sorcerer has the higher set then the being is banished according to the timing of his chosen set. Should the target succeed, then the sorcerer may not try to banish it again for five days.

A target automatically becomes aware of an attempt at banishment and can choose to change its action(s) to resist the attempt, even though it might have declared a different action already. A summoned being can

Circles of Sorcery

The Solar Circle of Adamant. These spells can only be learned by Solars and the most powerful of gods: the Celestial Incarna.

The Celestial Circle of Sapphire. These spells can only be learned by Lunars, Solars, Sidereals, Abyssals and powerful gods of Sorcery and knowledge.

The Terrestrial Circle of Emerald. Spells of this level can be learned by every type of Exalted and those gods that are willing to do so.

Circles of Necromancy

The Void Circle of Obsidian. These spells can only be learned by Abyssals and the most powerful of ghosts: the Deathlords.

The Labyrinth Circle of Onyx. Spells of this level can only be learned by Abyssals, Solars and powerful ghosts such as the hekathonkire.

The Shadowlands Circle of Iron. Spells of this level can be learned by Lunars, Sidereals, Abyssals and Solars and by mighty ghosts.

resist, even if unconscious, bound or otherwise restrained and does not suffer any penalties from doing so. If the target chooses not to resist then the sorcerer automatically succeeds.

If the spell is used on creatures of a lower circle, then it can either automatically banish a single such creature or it can be used to target multiple such beings but no more than the Essence of the caster. In this case a duel of wits is required but you simply use the stats & skills from the creature with the best traits and add 1 to the height for each additional creature that actively resists. If the caster wins then he banishes a number of summoned creatures equal to the difference in height.

If a banishment spell is used to banish a number of creatures that are two circles lower than the spell, then those creatures are automatically sent back to where they came from. A duel of wits is not required but the restriction on no more than Essence targets still remains.

Countermagic

Spells with this keyword were specifically designed to break other spells. When a countermagic spell is used to cancel a spell of the same circle, the spell shatters with a bright display of essence, causing 4 area dice of Shock damage to anyone close to the spell. This most likely includes the caster and anyone nearby (such as bodyguards).

When a countermagic spell is used on a spell of a lesser circle, then the target is simply snuffed out without any adverse effects. When countermagic is used to affect spells from a different discipline (Sorcery vs. Necromancy for example), then the countermagic spell is considered to be one circle lower.

Go First

A spell with this keyword will go off at the beginning of the round in which the Cast Sorcery action is taken. If multiple spells with Go First compete, then the caster with the higher Essence wins. Further ties are resolved with the higher circle spell going before a lower circle spell.

Go Last

Spells with this keyword will always go at the very end of the round, regardless of the set rolled. Spells with this keyword are so slow in execution that they always go last, even after unrolled spells without this keyword. Ties with Go Last are broken as with Go First.

Summoning

These effects summon creatures into Creation. Some of these spells control them while others leave the control up to the sorcerer. Either way these beings are less predictable than traditional spells but their varied skills often make them more useful. Another thing of note is that the effect of completed Summoning spells (the summoned creature) can not be affected by Countermagic - unless the creatures themselves can cast magic. Instead Banishment spells need to be used to break the binding that keeps the summoned creatures in Creation.

Artifacts

Artifacts are pieces of equipment that are powered by essence to create magical effects. They are often very expensive and can only commonly be found in the hands of the Exalted. Powerful daiklaves are artifacts just as airships powered by essence.

Using Artifacts

When using personal artifacts (weapons, armor, shields, jewelry, warstriders etc.) a character is limited by his Essence score. The combined level of all artifacts he has in use may never be larger than twice his permanent Essence Score. He simply cannot attune to more artifacts.

Weapon, armor and shields are used just as their mundane counterparts are but they often have increased protection or damage. Also many artifacts have special and unique effects. These are always explained in the description of the artifact.

Purchasing Artifacts

Purchasing an Artifact in play is described in REIGN on p345. Simple one-use charms cost their level in Wealth. Proper artifacts cost their level in Treasure with N/A artifacts usually costing 6 Treasure.

I want more stuff!

If you find that using twice the Essence stat to limit artifacts is too restricting for your players, try doubling or tripling this amount to allow characters to carry and use more magical gear.

Alternatively you might want to simply allow the use of personal artifacts beyond your Essence limit and have each excess level reduce the characters mote pool by 5 as long as the item is attuned.

When purchasing Artifacts with GP at character generation or with XP during play, then each level of Artifact costs double.



APPENDIX I

EXAMPLE KEYS

Example Motivations

The following list of motivations might serve as inspiration for your own character and his ultimate goals. They are grand and epic and suitable to all Exalts.

Creative / Generating

- Build a merchant empire
- Create a level 5 or N/A artifact or manse
- Create a new race of sentient beings
- Create a secret society
- Create the largest harem in creation
- Establish Creation spanning education system
- Establish training center for new Exalts
- Forge a new Creation and leave the old behind
- Forge an empire
- Make something more addictive than the Games of Divinity.
- Purify the Essence Shard of an Abyssal Exalt
- Rebuild a City
- Turn the southern deserts into a jungle

Destructive / Avenging

- Break the Realm
- Cause the downfall of a Great House.
- Destroy a city
- Destroy the Deathlords
- Destroy the Games of Divinity
- Destroy the Neverborn
- Empty the Underworld
- Incite a civil war in the Realm
- Kill a god
- Kill all Sidereal Exalts and sink their shards to a prison at the bottom of the ocean

Personal Gain

- Become a god
- Become the best artist/fighter/sorcerer/thief ever
- Build a massive army to defend Creation
- Buy the Realm
- Conquer Heaven
- Create an Underground Empire
- Discover what happened to the empress.
- Learn the language of the Primordials
- Move the Lords of the Underworld to weep in response to your song/poetry/prose
- Rescue the Scarlet Empress
- Sire 100 children (And then become a legacy your children will be proud to be a part of)
- Steal a Peach of Immortality
- Unite all the criminal empires under your banner
- Unite the Hundred Kingdoms and rule them

Societal

- Abolish all organized religion
- Awaken the essence of every mortal in creation
- Bring enlightenment to everyone in creation
- Bring the Yozis back as rulers of Creation
- Close all Shadowlands and separate the Underworld and Creation
- Close Oblivion
- Discover the one weakness for each Deathlord
- Abolish corruption in the Celestial Bureaucracy
- Find and Lift the Great Curse
- Liberate all the slaves
- Permanently block off the Wyld
- Redeem the Abyssals
- Redeem the Deathlords
- Remove Malfeas from Creation

Virtue Flaws

Compassion Virtue Flaws

Compassionate Martyrdom

The Exalted suffering from this flaw often puts the wellbeing of the weak and innocent above his own needs. This can go so far that he is willing to suffer pain, injury and possibly even death in their stead.

Give to the weak

The character gives material goods to those in need. It is important that the gift is a loss to the character. An example would be for a compassionate character to give his own boots to a beggar while on the road himself. Gain 1 XP.

Suffer for the innocent

The character goes beyond merely offering material goods to the needy. He will now suffer in their stead if possible. He will take over the work for a prisoner at the side of the road or sit down next to a beggar. The character will do his utmost to keep the situation peaceful. It is necessary that this activity is a severe inconvenience for the character. Gain 2 XP.

Limit Break

The character looses all restraint and will put himself in harms way to protect the weak and innocent from torture, pain or even death. He will take the beating of a whip meant for a slave if he has to. If the character (or those he desires to protect) is attacked then he will fight back, putting the life of the innocents above his. The Limit Break last for an entire day. Gain 5 XP and set Limit to 0.

Break Conditions

The actions of the character cause innocents to suffer or he witnesses the avoidable death of someone poor, weak, help- or defenseless.

Conviction Virtue Flaws

Deliberate Cruelty

The character is distanced from the suffering of other beings. Cruelty and pain are useful tools in his repertoire. Whenever he looses control of himself he looses all hesitation and is as likely to use them on his enemies as he is on his friends - as long as he achieves his goals.

Be cruel to lesser Beings

Be deliberately and unnecessarily cruel to animals and other beings you consider inferior (slaves, demons, gods...) in order to achieve your goals. Gain 1 XP.

Be cruel to equal Beings

Be deliberately cruel to humans and other beings you consider equals or superiors in order to pursue your goals. Gain 2 XP.

Limit Break

Break and become stone cold for an entire day. Casual and unnecessary cruelty even to close family members is nothing to you. Gain 5 XP and set Limit to 0.

Break Conditions

Suffer from severe stress, being backed against a wall and seeing your own plans fail because of the incompetence and faults of others.

Temperance Virtue Flaws

Contempt of the Virtuous

A character affected by this flaw is unable to accept the shortcomings of those around him. He expects his own righteousness and pure virtues from everyone.

Shun the impure

The character prefers not to talk, touch or speak to someone he considers dishonorable or impure when it would be preferable to do so. The most he can do is sneer with contempt. Gain 1 XP.

Criticize the unworthy

The character can no longer keep his opinion to himself and has to actively and aggressively criticize someone he considers indulgent or impure. The target of his contempt has to be someone that the character better not criticize. Gain 2 XP.

Limit Break

The character no longer merely criticizes or shuns the unworthy, for a full day he will physically intervene whenever he witnesses behavior that he considers indulgent or dishonorable. The character will go so far as to use Charms and other resources at his disposal to force others onto what he considers the true path. Gain 5 XP and set Limit to 0.

Break Conditions

The character is hindered or inconvenienced by the self-centered and indulgent nature of others or he fails to uphold his own moral standards and indulges beyond reasonable measure.

Valor Virtue Flaws

Foolhardy Contempt

A character suffering from this flaw is quick to grab a blade or other weapon to solve his problems. He regards combat as the ultimate tool to solve problems

and he cares little for his own safety or that of others.

Prove your Mettle

Be foolhardy and either rush into or escalate things to a physical confrontation that you believe you can easily handle even though it could have been avoided. Gain 1 XP.

Force the Challenge

Be brash and rush into a physical confrontation that would be a challenge for you. Alternatively escalate a conflict with parties equal or superior to you to a violent conclusion. Gain 2 XP.

Limit Break

Your mind breaks and you show contempt for even your own life. Rush into every challenge you see with no regard for your own safety and life – or that of others. This lasts an entire day. Gain 5 XP and set Limit to 0.

Break Conditions

The character sees an opportunity to prove his prowess or he has to restrain himself and not resort to physical conflict to solve his problems where this would be a quicker solution.

APPENDIX II

SOLAR CHARMS

This chapter details the Charms of the Solar Exalted. The different charm paths are sorted by the individual skills.

Generic Charms

Generic Charms are not associated with a certain Skill or Stat and instead can be bought for each separately.

Supreme Mastery of [Skill]

Cost: 1m / ExD Min Ability: 4
Type: Reflexive Min Essence: 4
Duration: Instant
Keywords: None

After having rolled all his dice, a solar may pay 1m per already activated ExD to set it's number to 10. If this effect is use in multiple-actions, then the sets with dice enhanced with this Charm may only be applied to actions in skills where the solar knows Supreme Mastery of [Skill].

Archery Charms

Cascade of Knives Path

The Cascade of Arrows Path is based on the Cascade of Knives Path that can be found in the Thrown Charms section. It deals with the creation of an overwhelming mass of projectiles to attack the target.

Lightning Arrow Path

The Lightning Arrow Path deals with quickly sending entire volleys of attacks. This path is based on the Lightning Blade Path that can be found in the Melee Charms section of this chapter.

Loyal Bow Path

This path deals with the readying, drawing and storing of a bow or other ranged weapon that the user clearly owns. Variations of this path exist for the Melee and Thrown skills as well. They are called Loyal Blade and Loyal Knife respectively. A rare version also exists for Armor based on Resistance. This Loyal Hauberk path has doubled mote costs however.

Call the Loyal Bow

Cost: 1m Min Archery: 2
Type: Reflexive Min Essence: 2
Duration: Instant
Keywords: None

Upon activating this Charm, the player calls his weapon to himself. If it's on his person or within Essence yards it automatically springs into his hand. This basically allows the character to take an instant and free Draw action at any point during the round.

The weapon will even free itself of some restraints – such as a sword lodged up to the hilt in a tree or a bow stuck in thick mud. If the weapon is in range but physically incapable of reaching the character (it could, for example be in another room with no door or window to the character) then this charm fails and the mote cost need not be payed.

Summon the Loyal Bow

Cost: 2m Min Archery: 3
Type: Simple Min Essence: 2
Duration: Commitment
Keywords: Obvious

Upon activating this Charm, the character banishes his weapon into Elsewhere. As soon as he drops the

motes committed to this charm, the weapon will materialize in arms reach of him. The player has to either execute a Draw action or use a Charm such as Call the Loyal Weapon or the weapon will fall to the ground beside him.

Shape the Loyal Bow

Cost: 1m or 2m/Level Min Archery: 4
 Type: Simple Min Essence: 3
 Duration: Commitment
 Keywords: Obvious

This Charm allows the Solar to draw upon the connection to his weapon and forge a duplicate of it out of essence. Pay 1m for a mundane weapon or 2m per artifact level when recreating a magical weapon. The brilliant essence weapon behaves like the original in every way. For example it is a legal target for the Call the Loyal Bow Charm.

It can not be broken by mundane means but magical effects may shatter the essence weapon and possibly even cause a feedback that breaks the original. In these cases roll the Essence of the attacker and check for a set that beats the artifact's level in both width and height. If the aggressor succeeds, then the original weapon breaks.

Spirit Arrow Path

The Charms in this path allow the skilled Solar archer to fashion ammunition for his weapon from pure Essence. A version of this path called the Spirit Knife Path is available for the Thrown skill.

Draw the Phantom Arrow

Cost: 1m / attack Min Archery: 3
 Type: Permanent Min Essence: 2
 Duration: Permanent
 Keywords: None

Once this charm is purchased it is permanently active. Whenever the player wishes to, he can simply pay 1m and form a simple arrow out of pure sunlight and essence. This allows the Solar to either conserve regular ammunition or to fight on even when his quiver is empty. Shaping essence arrows does not count as a charm use. Upon reaching Essence 4, the arrows shaped with this charm never hit an unintended target – instead vanishing in mid air. This charm can not be used to fashion artifact arrows of any kind.

Infinite Arrows Stance

Cost: 10m Min Archery: 5
 Type: Simple Min Essence: 3
 Duration: One scene
 Keywords: Obvious

By entering the Infinite Arrows Stance, the Solar improves his ability to summon ammunition. While this

charm is active, the player has access to an infinite amount of ammunition for his personal use.

This works similar to Draw the Phantom Arrow except that the player need not pay motes for these arrows. In addition to that, a weapon firing these arrows adds either +1K or +1S to its damage profile. The type of damage has to be specified when the charm is cast.

Unwavering Arrow Path

The magics of this path grant the solar archer extreme precision, even at long distances and beyond the normal reach of his weapon.

Arrow Without Distance

Cost: 2m or 4m Min Archery: 2
 Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: (Obvious)

Nothing escapes the reach of the Lawgiver. This Charm supplements a single attack with an archery-based ranged weapon. The projectile fired is carried by the Essence of the solar. The lawgiver may double the range of his weapon and ignore all penalties due to range. Penalties from cover, bad sight conditions or other sources still apply.

A lawgiver with Essence 3 may instead spend 4m and increase the range of his weapon to hit any target he can see. If the Charm is used in such a manner then it becomes Obvious which makes surprise attacks difficult - the light from the Essence display travels faster than the arrow fired. Firearms can not profit from this effect of the Charm. These weapons can only have their range doubled.

Scorpion Sting Arrow

Cost: 3m / P1 Min Archery: 3
 Type: Supplemental Min Essence: 3
 Duration: Instant
 Keywords: None

This Charm allows the user to spend motes to grant the piercing capability to his shots. For every three motes spent the enhanced arrow is granted one level of Piercing, up to a maximum of half the solar's Archery skill.

Unfaltering Arrow Attack

Cost: 4m Min Archery: 4
 Type: Supplemental Min Essence: 3
 Duration: Instant
 Keywords: Perfect

The archery attack enhanced with this Charm becomes a Perfect attack. The player chooses an attack set as usual that is then enhanced through this Charm: The attack will hit even if the assigned set is reduced to 1

or less dice in width. In these cases the attack will be timed and deal damage equal to the remaining width, never less than 0.

This Charm is exceptionally suited for trick shots such as severing a rope or pinning a flower to the wall. It ensures a hit if the target has no perfect defense available.

Phoenix Arrow Path

The Path of the Phoenix Arrow allows the skilled Solar to call the heat of the sun forth into his arrows to inflict terrible wounds with but a single attack. Read the Brawl Charms section for information on the Phoenix Fist Path, from which this path stems.

Athletics Charms

Golden Bull's Might Path

With the Charms from the Golden Bull's Might Path, the lawgiver can focus and increase his physical might to batter down doors or easily throw entire ox-carts at his enemies.

Furious Bull Method

Cost: 3m Min Athletics: 2
Type: Supplemental Min Essence: 2
Duration: Instant
Keywords: Obvious

This Charm grants a solar the might to shatter solid oak doors and rip out columns. For a single unrolled, Strength-based Athletics action - such as lifting up a huge boulder - the solar may add his Athletics value to his Strength Stat to determine the amount of weight he can lift or carry.

If the action requires a roll - such as the breaking of objects - then the width of the action's set is increased by the solar's Athletics score. This Charm has no effect on jumping distances or attacks.

Strength-Enhancing Exercise

Cost: 4m / point Min Athletics: 4
Type: Simple Min Essence: 3
Duration: One scene
Keywords: Obvious

Golden Essence suffuses the character and increases his strength. For each 4 motes spent, the character may add 1d to his Strength Stat up to a number of extra dice equal to his Essence score. Under no circumstances can this limit be exceeded.

Yeddim-Throwing Might

Cost: 3m Min Athletics: 5
Type: Reflexive Min Essence: 3

Duration: One scene

Keywords: Obvious

This Charm doubles the solar's Strength Stat for the purposes of determining the weight of objects he can lift and throw. Penalties to Strength are applied before the stat is doubled, bonuses afterwards. The Charm also doubles the range of all thrown objects but has no impact on the attack roll itself.

Heavenly Grace Path

The Path of Heavenly Grace makes the Solar both spectacularly light-footed and grants him supernatural balance.

Graceful Crane Stance

Cost: 3m Min Athletics: 2
Type: Reflexive Min Essence: 2
Duration: One scene
Keywords: None

While this Charm is active the Solar can easily balance on objects as thin as a human hair without any Danger of falling. Keep in mind that the durability of the objects does not change and the character has to stay in motion. For example a silken thread will snap as the character lands and she has to keep moving along the thread, away from the breaking point to stay in the air.

If a Charm would oppose this effect, then the Solar may add twice his Essence to the height of all Athletics rolls for the purpose of maintaining balance.

Feather-Foot Style

Cost: 3m Min Athletics: 3
Type: Reflexive Min Essence: 2
Duration: One scene
Keywords: None

With this Charm, the steps of the User become so light, he is able to walk on unstable surfaces as easily as if they were solid ground. He can jump from leaf to leaf or walk on top of silken threads - he can even walk on water without any trouble.

The objects that the Solar stands on do not change their properties yet they are magically capable of supporting the characters weight with little strain. This means that balancing on a young twig only bends the wood slightly but a skilled archer could still sever the twig with a well placed arrow. Hazardous surfaces such as Lava are still dangerous to the character.

Spider-Foot Style

Cost: 4m Min Athletics: 4
Type: Reflexive Min Essence: 3
Duration: One scene
Keywords: None

Using Spider-Foot Style the Exalted is able to overcome gravity by simply walking on a wall. Without any effort he can move vertically or even upside down. This means he can use his normal movement options to progress along solid surfaces.

The surfaces still have to be able to support the character as if he was hanging on them. If they don't then he has to keep moving before they break or use a complimentary charm such as Feather-Foot Style.

Hopping Cricket Path

No obstacle can stop the advance of a solar and so the Charms of the Hopping Cricket Path all grant effects that improve his jumping techniques.

Monkey Leap Technique

Cost: 2m Min Athletics: 2
Type: Supplemental Min Essence: 2
Duration: Instant
Keywords: None

This charm enhances a single Jump action. The distance covered by the character, both horizontally and vertically is doubled. Penalties to the distance are applied before the doubling, bonuses are applied afterwards.

Soaring Crane Stance

Cost: 5m Min Athletics: 3
Type: Reflexive Min Essence: 3
Duration: One Round
Keywords: None

With this Charm active the solar can use an unrolled Jump action in addition to his unrolled Move action. This allows him to add his Strength+Essence in yards to his default movement.

Mountain-Crossing Leap

Cost: 8m Min Athletics: 4
Type: Simple Min Essence: 4
Duration: Instant
Keywords: Obvious

With Mountain-Crossing Leap the solar can make jumps so large, he can easily pass over mountains and behemoths. This Charm requires the caster to focus on the jump and roll Strength+Athletics as is usual for a Jump. However instead of measuring yards, the distance covered is measured in miles. Effects that increase the jumping distance also affect Mountain Crossing Leap.

If the solar using this Charm rolls no set, then he does not jump. If he is severely distracted in mid-air, then his safe landing was disturbed and he is considered to be falling from great height instead. For this reason many Exalted using this charm use a protective

method such as Adamant Skin Technique.

Speed of Light Path

The lawgiver can be as fast as the sun's rays. The following Charms all serve to make the solar move faster on foot.

Burst of Speed

Cost: 2m Min Athletics: 1
Type: Supplemental Min Essence: 2
Duration: Instant
Keywords: None

This charm enhances a single move or run action. The distance covered by the character is doubled. Penalties to the distance are applied before the doubling, bonuses are applied afterwards.

Lighting Speed

Cost: 4m Min Athletics: 3
Type: Reflexive Min Essence: 2
Duration: One scene
Keywords: None

For the remainder of the scene, the solar may add his Athletics score in feet to his base movement speed. When he attempts a run action he may add his Essence score in yards for each point of Width in the set.

Racing Hare Method

Cost: 6m Min Athletics: 4
Type: Simple Min Essence: 3
Duration: One hour
Keywords: Obvious

The character can use Essence to speed up his travels by foot. When crossing large distances the character can walk (Strength+Essence) x10 miles per hour.

Awareness Charms

Lightning Reflexes Path

The Awareness techniques from this path all deal with the honing of the solar's reflexes for combat.

Surprise Anticipation Method

Cost: 1m / attack Min Awaren.: 1
Type: Reflexive Min Essence: 2
Duration: Instant
Keywords: Perfect

Surprise Anticipation Method is invoked in response to an unexpected attack that targets the solar. The solar instantly becomes aware of the attack and can defend normally. Furthermore he is aware of the general position of the attacker unless charms were used.

Lightning Mind Method

Cost: 2m / point Min Awaren.: 3

Type: Reflexive Min Essence: 3
 Duration: Instant
 Keywords: None

This Charm has to be cast at the very beginning of a Combat Round, before any action is declared. The solar may spend 2m to add 1 to his Wits for the purpose of determining declaration order. He may add up to half his Awareness points in this manner.

Tide of Battle Trance

Cost: 7m Min Awaren.: 5
 Type: Simple Min Essence: 4
 Duration: One scene
 Keywords: None

Once a solar has this charm activated he acts with preternatural speed and grace. Add half his Essence to his Wits for the purposes of determining the order of declaration and whenever there would be an initiative tie, the solar goes first.

Perfection of Senses Path

The methods of the Perfection of Senses all enhance the user's different senses in one way or another.

Keen Senses Discipline

Cost: 2m Min Awaren.: 3
 Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: None

The magic of Keen Senses Discipline grants a Solar a clarity and focus of his senses that is unmatched by any human. Add the solar's Awareness to the height of the Awareness set.

With this Charm, the user can pick out details on a soldier's uniform in the middle of thick fighting during heavy rain. This Charm enhances all senses similarly and the Solar does not suffer from drawbacks due to this increase in sensory intensity.

Unsurpassed Senses Meditation

Cost: 5m Min Awaren.: 4
 Type: Reflexive Min Essence: 3
 Duration: One scene
 Keywords: None

Upon entering this state of mind the user's control prowess with his senses is increased tenfold. The solar may add half his Essence to the height and width of all his Awareness sets. By itself this Charm only grants the solar increased control over his senses, it does not allow him to sense things outside the realm of mortal awareness.

Characters who use both this Charm and the Keen Sense Discipline have sharpened and focused their senses to such a degree that they can gauge a person's

mood by scent or count the number and type of animals in an approaching stampede using only the vibrations of the ground.

All-Seeing Solar Glance

Cost: 4m Min Awaren.: 5
 Type: Supplemental Min Essence: 4
 Duration: Instant
 Keywords: Perfect

When this Charm is activated, the user perfectly succeeds at a single Awareness action within the normal range of his senses. To increase his senses the user has to combine this effect with other Charms.

Unconquered Eye of the Sun

Cost: 16m Min Awaren.: 5
 Type: Simple Min Essence: 5
 Duration: One scene
 Keywords: Obvious, Perfect

Like the sun, the solar's eyes cut through all deception. This perfect awareness effect allows the Solar to see every attempt to deceive him for what it really is. He senses invisible creatures, sees right through mundane disguises, illusions and stealth charms alike - even beliefs that would make him see reality differently are shattered. Only perfect effects have a chance of persisting in the light of the Unconquered Eye of the Sun.

When this Charm is activated the solar's Anima automatically activates on the totemic level. It will degrade as usual afterwards but the blazing caste mark and eyes make this Charm Obvious. While this Charm is active the solar can not be surprised. The effects of this Charm do not extend to manipulation and lies - social deception attempts go unnoticed.

Brawl Charms

Lightning Fist Path

The Lightning Fist Path deals with lightning fast flurries of blows. This path is based on the Lightning Blade Path that can be found in the Melee Charms section of this chapter.

Phoenix Fist Path

The Path of the Phoenix Fist allows the skilled Solar to call the heat of the sun forth into his hands and inflict terrible wounds with but a single strike. Variations of this path exist for Archery, Melee and Thrown. These are called Phoenix Arrow, Phoenix Blade and Phoenix Knife respectively.

Smoldering Fist Strike

Cost: 2m / 1W (+1m) Min Brawl: 2

Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: (Holy)

This Charm allows the user to spend motes to add damage to his strikes. For every two motes spent, up to a maximum of the character's Essence, the damage of the selected attack is increased by one. This is only applicable to Brawl attacks and it does not affect initiative in any way. For an additional mote this Charm becomes Holy and inflicts aggravated damage on Creatures of Darkness. Upon reaching Essence 4, this Charm becomes reflexive.

Burning Fist Technique

Cost: 8m Min Brawl: 4
 Type: Reflexive Min Essence: 3
 Duration: One round
 Keywords: Obvious

Burning Fist Technique allows the Solar to add 2 to the damage of all his Brawl strikes for the round. This bonus does not modify initiative in any way.

Glorious Sun Fist Meditation

Cost: 9m Min Brawl: 5
 Type: Simple Min Essence: 4
 Duration: One scene
 Keywords: Obvious

Upon activating this Charm the Solar's hands glow with the golden heat of the sun. For the rest of the scene he can improve the damage of all his hand to hand attacks. By spending 2m per Brawl attack set the player can double the rolled Width. This doubling is applied after penalties and before bonuses to the width – regardless of source – come into play.

Solar Hero Path

It is the nature of the solar hero to rule Creation and deliver his fury and wrath on those that oppose him. The Charms from this Path are powerful techniques that restrain, stun and send opponents flying.

Grappling Assist

Cost: 2m + 2m/-1d Min Brawl: 3
 Type: Supplemental Min Essence: 2
 Duration: One pin
 Keywords: None

The lawgiver invokes this Charm when beginning a Pin maneuver (REIGN p. 206). It remains in effect until the pin ends and the solar may ignore the penalty for grappling an opponent while standing. For the duration of the pin he can also spend 2m to invoke a -1d penalty on the rolls of his target attempting to struggle free. The lawgiver can add a penalty up to his Essence.

Ox-Stunning Blow

Cost: 3m / -1d Min Brawl: 4
 Type: Simple Min Essence: 2
 Duration: Instant

Keywords: Crippling, Stackable

A powerful blow from the solar brawler can knock out even the strongest opponent. This Charm is resolved like a regular Brawl attack dealing only shock damage. If a strike would deal both killing and shock damage add them together to determine the final amount.

After damage is resolved the solar may spend 3m for each box of damage dealt to inflict a -1d wound penalty on his opponent. This penalty is decreased by 1 at the end of each round beginning with the round after the penalty was inflicted. A character may try to regain his composure and spend an action rolling Strength+Resistance, reducing the total penalties from this Charm by the width of his set.

Crashing Wave Throw

Cost: 3m Min Brawl: 4
 Type: Simple Min Essence: 3
 Duration: Instant
 Keywords: None

This Charm can only be used if the player successfully pinned his opponent. This can either be a pin holding over from a previous round with the opponent having failed his struggling roll for the round. Alternatively the solar may multi-action with the pin and the Strength+Brawl attack from this Charm.

The set used for the throw of this Charm determines the distance the opponent can be thrown: Multiply the width of the set by twice the solar's essence to determine the distance in yards. Half this distance if throwing vertically. The body is thrown with enough force to smash through thin walls or columns. If it strikes a solid enough obstacle to block his path, then the target suffers Width+Essence Shock damage. Should the target hit a sharp or otherwise hazardous object or structure then the damage can turn into killing. Afterwards the opponent is automatically downed.

Heaven Thunder Hammer

Cost: 7m Min Brawl: 4
 Type: Simple Min Essence: 4
 Duration: Instant
 Keywords: None

The magic from this Charm make the lawgivers blow break through any resistance and send even the strongest opponent flying. This Charm is an enhanced Brawl-based attack. This attack may not be parried, only dodged.

If the attack connects, it deals damage as usual and the

opponent is thrown back as per the rules for Crashing Wave Throw. The distance the target can travel is Width multiplied with the solar's Essence and the damage for a collision with a solid obstacle is equal to the Width of the attack set.

Bureaucracy Charms

Enlightened Vizier Path

With the magical effects from this path the lawgiver can navigate bureaucratic entities with ease. He can affect their procedures and both hinder and improve them.

Diligent Official Charm

Cost: 5m Min Bureauc.: 2
 Type: Simple Min Essence: 2
 Duration: Essence days
 Keywords: Compulsion

Using the Bureau-Rectifying Method the solar can cause an individual not only to work properly but also more efficiently. He simply speaks with the target and invokes this Charm. He then creates a compulsion in the target to properly do his job. This is only applicable when a bureaucratic or comparable occupation is concerned.

Diligent Official Charm only works on targets with an Essence less than that of the solar. If the target believes that the solar holds authority over him (either through other charms or because he actually does), then this Charm may also affect targets with an Essence equal to that of the solar.

Sealing the Celestial Treaty

Cost: 10m Min Bureauc.: 3
 Type: Simple Min Essence: 2
 Duration: Instant
 Keywords: Obvious

Sometimes the enlightened Vizier needs to provide an incentive for the parties of a contract to fulfill its terms. This Charm is used to sanctify an oath in the eyes of heaven. The use of this Charm is obvious and can not be hidden in any way. All parties are aware of the sanctification and need to be willing for it to work.

Should one of the parties break their oath then she will suffer terrible misfortune: A number of critical actions equal to the Essence of the solar at the time of the sanctification of the oath will go terribly wrong. Regardless of what the player rolled, the action, as chosen by the Storyteller, goes horribly wrong with the worst possible outcome. If the oathbreaker is the highest authority of a Company (the king or one of the

members of the ruling council for example) then this effect may cause a Company action to fail dramatically.

Grease the Wheels

Cost: 6m / 8m Min Bureauc.: 3
 Type: Supplemental Min Essence: 3
 Duration: Instant
 Keywords: Company

When this Charm activated, the Solar can speed up or slow down bureaucratic processes by interacting with them. He simply has to communicate with the Company and express his desire for them to speed up or slow down their actions. He need not actually be in charge for this Charm to take effect.

If he wishes to benefit a Company he may improve an action that makes use of the Treasure stat. The action is resolved in about half the time. Additionally this Charm prevents the exhaustion of the Treasure stat. To do so he pays 6m when announcing the action.

Alternatively he may affect an action from an opposing Company, if he knows about it. He interacts with the Company and spends 8m to slow down the enemy's bureaucracy: Exhaustion of the Treasure Stat for the so-modified action is doubled.

Bureau-Rectifying Method

Cost: 11m Min Bureauc.: 4
 Type: Simple Min Essence: 3
 Duration: One month
 Keywords: Company

Using the Bureau-Rectifying Method the solar can have the magics of Diligent Official Charm affect an entire organization.

When used on a Company, this Charm makes all the members of said Company work diligently and efficiently. For the duration of one month the Company is immune to Charms that impair or otherwise negatively affect its actions. Furthermore it may ignore all penalties from corruption or inefficiency.

Lord of Coin Path

Charms belonging to the Lord of Coin Path all deal with money, goods and the marketplace. Their effects are primarily aimed at Companies.

Goods-Evaluating Glance

Cost: 2m Min Bureauc.: 1
 Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: None

This Charm is used to enhance an action to estimate the quality and price of something. This could be a

quick glance at a gem or the multiple hours spanning evaluation of an entire shipment of spices. The solar using this Charm is perfectly aware of the target's condition and has a very clear idea of what it should cost and what he can charge for it. This understanding allows the Solar to add his Essence to the height of a set when haggling over the object.

Knowing the Soul's Price

Cost: 7m Min Bureauc.: 3
Type: Simple Min Essence: 2
Duration: Instant

Keywords: Social, Compulsion

This Charm is used in conversation with another person. The solar invokes this Charm to find out what the price of the target is for a certain service. The price could be anything from sex to the reclaimed honor of an ancestor and the service could range from a small favor up to a lifetime of servitude.

To find out the solar rolls Wits + Bureaucracy with a difficulty equal to the target's Integrity. On a success the target is forced to reveal its honest price and should the solar be able to deliver that price, then the target is under a Compulsion effect to hold up his end of the bargain.

Market Understanding Method

Cost: 16m / point Min Bureauc.: 4
Type: Supplemental Min Essence: 4
Duration: Instant

Keywords: Company

This Charm grants the solar perfect knowledge of the markets - to the extent that he understands them. This makes it much easier to purchase or sell goods, either personally or through a Company.

When purchasing goods the Solar may reduce the cost of an item. By paying the Charm cost once he can make sure that an object with a price range is priced at the lower end of the scale. Paying the cost of the charm again further reduces the cost of the item by 1.

This Charm can also be used when selling objects. It works as above, only inverted.

Guiding the Coin

Cost: 13m / dice Min Bureauc.: 5
Type: Supplemental Min Essence: 4
Duration: Instant

Keywords: Company

The solar using this Charm has to have authority over the finances of a Company. If he spends at least a week actively managing the finances then he can add dice to the Company's Treasure Stat for a single action. By spending 13m per die the solar can add up to half

his Essence dice. This Charm is not useable when the solar individually acts as a Company through the use of other Charms.

This is Mine Proclamation

Cost: 10m, +XP Min Bureauc.: 5
Type: Simple Min Essence: 5
Duration: Essence days

Keywords: Belief, Shaping, Touch

When the solar first touches an object, structure or animal he can invoke this Charm. The solar rolls Manipulation+Bureaucracy and chooses one set. Everyone with an added Intelligence+Integrity equal or lower than the height of the set and/or an Essence smaller or equal to the width of the set is affected. These people, if they are within fate, are subject to the Belief that the item unquestionably belongs to the lawgiver. This goes so far that anyone affected understands even written proof so that it supports the solar's claim.

The solar may state certain conditions upon invoking this charm such as that he's only borrowing an object or renting a location, which then comes true.

A person with a valid reason to suspect dishonesty - such as anyone who has spent XP for the target object - may actively roll their Intelligence+Integrity with the original set of the Solar acting as gobble dice. If the investigator succeeds then he is aware that the item does not belong to the solar and the charm fails.

If the Charm is not canceled prematurely, then the player has the option to take the item into his permanent possession. To do so the character has to pay the appropriate advantage (Possession for mundane objects, Artifact for magical items) for the item with his XP. The heavenly records are then changed by the force of the lawgivers soul, invoking the Shaping effect of this Charm. If the Charm is used to permanently acquire things that other characters paid for with XP, then the Solar has to pay twice the normal XP cost. One time the XP are paid to heaven for the change, the other XP are given to the original owner to make up for the change in his destiny.

This Charm is not usable on attuned artifacts and the owner is immediately aware of the failed attempt of claiming ownership. Similarly the Charm can not be made permanent on objects that other characters have purchased with XP. Their destiny is too tightly intertwined for the Solar to intervene permanently.

Craft Charms

Builders Path

Craftsman Needs No Tools

Cost: 7m Min Craft: 3
 Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: None

The solar craftsmen using this charm no longer need to care about tools or building times. Essence fuels their every action.

The character using this Charm can make Craft actions to build objects or structures where every hour spent working counts as Essence x3 normal hours. The builder can also ignore penalties from no or insufficient tools up to his Essence. However each point of penalty removed also reduces the craftmans effective Essence for the purposes of time-reduction by one.

Workmen Need No Tools

Cost: 11m Min Craft: 4
 Type: Supplemental Min Essence: 3
 Duration: Instant
 Keywords: (Company)

This Charm is a variant of Craftsman Needs No Tools that can be used to make a group of artisans work faster and more efficiently. It expands the Charm to affect up to Essence x10 people.

If this is used to supplement an appropriate company action using the Territory Stat, then the quick time in which it is accomplished does not reduce the Territory of a Company due to exhaustion.

Creation in Absence Technique

Cost: 8m Min Craft: 4
 Type: Simple Min Essence: 3
 Duration: Commitment
 Keywords: Compulsion, Touch

Using the effects from this Charm a lawgiver can grant his supernatural ability at Crafting to one of his subordinates. This allows him to have work done in his absence. The solar spends the motes as he instructs his willing replacement on the task at hand and opens a mystical link between the two.

The target is granted the solar's Craft Skill and all his Craft Charms. The target can use them by expending her own motes (if he has any) or those of the solar - if she is granted permission that is. In return she is under the Compulsion to work on and finish the project to the best of her abilities according to the desires of the Solar.

The lawgiver on the other hand loses access to all his Craft Charms and his Craft skill is reduced to 0

for the duration of this Charm. However he always has a vague idea of the progress of the project and knows when it is completed at which point the Charm automatically ends and the motes are decomited. The solar may end this Charm prematurely at any time.

Road Forging Genius

Cost: 13m / dice Min Craft.: 5
 Type: Supplemental Min Essence: 4
 Duration: Instant
 Keywords: Company

The lawgiver employing this Charm has to have authority over the territorial organization of a Company. If he spends at least a week actively improving the organisation and logistics then he can add dice to the Company's Territory Stat for a single action. By spending 13m per die the solar can add up to half his Essence dice. This Charm is not useable when the solar individually acts as a Company through the use of other Charms.

Modification Path

Empowered by the magics from this Charm Path the solar craftsman can easily modify, demolish or improve objects.

Object Strengthening Touch

Cost: 5m Min Craft: 2
 Type: Simple Min Essence: 2
 Duration: One scene
 Keywords: Touch

With a simple touch and the infusion of Essence into an object it's durability is greatly enhanced. It can resist attempts at damaging much better as it's granted armor equal to half the solar's Crafts level.

Additionally if this Charm is used on weapons, their increased hardness grants them the piercing tag with a strength equal to half the solar's Essence.

Shattering Grasp

Cost: 6m Min Craft: 3
 Type: Simple Min Essence: 2
 Duration: Instant
 Keywords: Touch

Sending the faults and weaknesses of an object, a simple impulse at the right point can break an object. If the solar has enough time he can take apart any mundane object and any artifact with a level less than his Essence. He can choose to carefully disassemble the target or to completely demolish it.

This Charm even allows the Solar to destroy structures such as Manses or Fortresses. This however often requires multiple hours, days or even weeks and multiple uses of this Charm to destroy the individual

sub-structures and objects.

If this Charm is used in Combat on the armament of an opponent, then the solar needs to make a successful unarmed attack to touch the object and a Dexterity+Crafts action to break it. With weapons, both killing and shock damage are reduced by the width of the Crafts set. If a weapon has both it's damage reduced to 0 or less, then it breaks. If used against armor, every two points of width reduce the AR rating by one. Artifacts impose a difficulty equal to their rating on the Crafts action. The damage caused by this charm is permanent but may be repaired.

Crack-Mending Technique

Cost: 7m Min Craft: 4
Type: Supplemental Min Essence: 3
Duration: Instant
Keywords: Touch

Using his solar Essence the lawgiver can mend and weld broken objects back together. This Charm supplements a dramatic action to repair an object but each hour spent counts as Essence x6 hours as the magic makes his task much easier. Repair action that would normally take Essence in minutes can now be accomplished in a single turn.

This Charm can be used to perfectly puzzle a broken vase back together without any seams. Or it can be used to repair dented armor or broken weapons which will behave as if they hadn't been damaged. Crack-Mending Technique is incompatible with the speed improvement from Craftsman Needs no Tools.

Reeds in to Gold Meditation

Cost: 10m+ Min Craft: 5
Type: Supplemental Min Essence: 3
Duration: Instant
Keywords: None

With this magic a lawgiver craftsman can forge swords from paper and build houses out of feathers.

This Charm enhances a Craft action to build or repair an object. The player may ignore any penalties due to missing or inappropriate raw materials as long as the solar has an appropriate quantity of similar materials at his disposal (Sandstone to marble).

At Essence 4 the solar may use distantly related materials (sandstone for steel) for 5 more motes. At Essence 5 even completely unrelated materials may be used for 10 extra motes (sandstone for cotton). With essence 6 or above the solar may expend 15 motes to substitute any kind of material for another even if they are completely different (water for steel).

The character still needs tools to work the material depending on either it's source or destination properties. A paper sword may be folded or forged. The final object will behave exactly as if it was made from the target material, even if it looks different. A paper knife will cut as true as one forged from steel.

If this Charm is used to simply transform materials, then it requires about one hour per cubic yard of material. This Charm can not substitute anything for one of the magical materials.

Dodge Charms

Flickering Shadow Path

The Charms of this path grant a Solar formidable defense: The exalt becomes like the flickering shadow of a candle, unpredictable yet always there.

Nimble Shade Dodge

Cost: 2m / set Min Dodge: 1
Type: Supplemental Min Essence: 2
Duration: Instant
Keywords: None

This Charm allows a character to formidably defend himself against his opponent. By spending 2m per Dodge action, the player can add his characters Dodge in height to the chosen set. The set also has half the solar's Essence added for initiative purposes. Upon reaching Essence 4 this Charm becomes reflexive.

Seven Shadows Evasion

Cost: 4m Min Dodge: 3
Type: Reflexive Min Essence: 2
Duration: Instant
Keywords: Perfect

This Charm provides a perfect Defense to the Solar. It is always activated in response to an attack before it is resolved. The character automatically evades this attack, even if the attack was undodgeable or Perfect. The single condition for its use is that the character was aware of the attack before it struck.

Black Shade Body

Cost: 7m Min Dodge: 4
Type: Simple Min Essence: 3
Duration: One scene
Keywords: None

Using this charm, the player becomes a flickering shadow on the battlefield, always reacting to his surroundings and evading every attack he is aware off. The player may add as many dodge actions to his other actions as he wants without penalty. Furthermore all his Dodge sets may be used to gobble attacks that are wider than the gobble set. This means that a

2x10 Dodge set can be used to gobble a 3x8 Attack, even though this attack would normally be resolved earlier. This does not provide additional gobble dice however.

Leaf on the Wind Path

The Charms of this path open the Solar's mind to the actions of his enemies. He can subconsciously sense them just instants before they happen or he can use their force to carry him away from danger.

Bend with the Breeze

Cost: 1m Min Dodge: 3
 Type: Reflexive Min Essence: 2
 Duration: Instant
 Keywords: Perfect

This charm can be used in response to an attack that targets the Solar and that is unexpected. Even though the Solar is unaware of the attack he can now dodge it normally. This reflexive evasive movement allows the Solar to evade harm but does not automatically alert him to the position of the attacker. This charm combines with all other dodge charms and makes it possible to perfectly dodge an attack that the Solar didn't even see coming.

Carried by the Wind

Cost: 2m Min Dodge: 4
 Type: Reflexive Min Essence: 3
 Duration: Instant
 Keywords: None

This Charm can be activated, when the character uses gobble dice from one of his Dodge sets to affect an attack. He does not have to completely spoil the attack. By spending 2m the Solar can move up to Essence x2 yards away from the opponent as soon as the attack is resolved. This can possibly protect him from further attacks.

Keep in mind that while this Charm can invalidate the attacks of other characters by moving out of striking range, it can also do so for the user. Also note that this charm can be used multiple times in a round if the character remains in the vicinity of opponents that attack him. Finally keep in mind that the use of this charm still allows the user (and his opponents) to cover their usual movement distance: It is possible that exceptionally fast opponents are unimpressed by the use of this charm as they can catch up without problems.

Integrity Charms

Iron Resolve Path

A solar who mastered this path is unwavering. No seductress, however tempting, can reach his heart and no magic can affect his mind. He is a master at resisting social attacks.

Temptation-Resisting Stance

Cost: 2m / set Min Integrity: 1
 Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: Social

The mind of a solar is like a fortress to those that wish to bend him to their will.

When rolling Integrity to defend against mundane persuasion or the effects of mind-altering charms, the Solar may add his Integrity to the height of the chosen set. Upon reaching Essence 4 this Charm becomes reflexive.

Elusive Dream Defense

Cost: 5m Min Integrity: 3
 Type: Reflexive Min Essence: 3
 Duration: Instant
 Keywords: Social, Perfect

This Charm provides a perfect Defense against social influence or mind-altering charms. This Charm can only be activated in response to an effect that the Solar is aware of. The character then automatically and Perfectly resists this attack, even if the attack was Perfect itself.

Long-Term Defense

This Charm allows you to increase your Defensive Capabilities by a little for an entire scene.

Group Loyalty

Increase Integrity, harder to betray the solar

Reflexive Defense

If required?

Retroactive Defense

Shatters influence effects. Usable even if not usable. Cost can be paid with health instead

Inviolate Shape Path

The Charms found in this path grant a lawgiver the ability to withstand shaping effects and the influence of the Wyld.

Integrity Protecting Prana

Cost: 4m Min Integrity: 1

Type: Reflexive Min Essence: 2
 Duration: One scene
 Keywords: Perfect

This Charm provides a perfect Defense against all Shaping effects against the character, regardless of source. Wyld mutations are ignored as well as spells that shape the target.

Destiny-Manifesting Method

Cost: None Min Integrity: 3
 Type: Permanent Min Essence: 2
 Duration: Permanent
 Keywords: None

This Charm provides a permanent resistance to Shaping effects. Effects that try to damage the Exalt have their difficulty increased by the Solar's Essence. Against shaping effects that damage the solar he receives an AR rating equal to his Essence. Finally the likeliness of unfortunate random effects in the Wyld or Labyrinth is reduced by a factor of 10.

Group Protection

Protect a Group against the ravages of the wyld

Investigation Charms

Observing the World Path

The keen eye and sharp mind of a lawgiver with these techniques allows him to quickly scan and understand the things and places around him.

Crafty Observation Technique

Cost: 6m Min Investig.: 2
 Type: Simple Min Essence: 2
 Duration: Instant
 Keywords: None

This Charm compresses a lengthy investigation into a few seconds of concentration. With a glance at a room the solar precisely knows where the wanted documents are kept.

This Charm works just like a dramatic Investigation action that takes up to Essence x5 minutes. The solar can roll Investigation as usual but he only needs a fraction of the time and he need not disturb the scene. This Charm combines with other Investigation Charms.

Concealment-Shattering Revelation

Cost: 6m Min Investig.: 4
 Type: Simple Min Essence: 2
 Duration: Instant
 Keywords: None

Nothing can hide from the eyes of the lawgiver. Using this Charm the Solar instantly discovers all purposely hidden things in his line of sight. This includes a hid-

den stash of celestial cocaine under the floorboards or the concealed weapon strapped to the back of a peasant. If a Charm opposes this effect, the solar rolls Wits+Investigation as usual but he may add his Investigation to the height and his essence to the width of the set.

Vigilant Judge Path

Observing things is vastly different from studying people but a lawgiver with this Path mastered is an expert at gauging people and discovering their motivations and skills.

Lie-Detection

Cost: 5m Min Investig.: 3
 Type: Reflexive Min Essence: 2
 Duration: One scene
 Keywords: Social

Once a solar has activated this Charm he can recognize all lies as such. He can also sense deliberate half-truths but he is not aware which part of a statement is true and which one is not.

If a Charm contests this effect then roll Wits + Investigation as usual but add the solar's Essence to the height of his sets.

Interrogation

Make it easier to interrogate people

Discover Intentions / Social Status / Abilities

Look at them and discover their traits

Larceny Charms

Magpie Fingers Path

A lawgiver with this Path can take what is rightfully his. The Charms within this Path supernaturally enhance all manners of theft.

Ignore Limitations

You can steal even if you couldn't steal.

Perfect Pickpocket

Your attempt at theft is flawless

Steal and Hide

Theft with Elsewhere storage - even large things.

Master of Disguise Path

Wearing the New Face

Cost: 7m Min Larceny: 2
 Type: Supplemental Min Essence: 2
 Duration: Commitment

Keywords: None

Wearing the New Face magically enhances a Solar's attempt at disguising himself. The player has to describe what he wants to disguise himself as and how he plans to accomplish that. When rolling Larceny to determine the quality of the disguise, the player may add his character's Larceny to the height of the roll, even going higher than 10. This makes beating difficulties easier and it makes the resulting gobble dice more easily break Awareness or Investigation sets.

As long as the solar has a suitable and carefully created disguise in place he can convincingly appear as someone of a different gender or species, the magic even alters his speech patterns. He can also try to impersonate someone but this does not grant any knowledge about the mannerisms of the target.

Once the disguise is removed or significantly damaged the charm ends. A solar might for example wear a wig, dress and makeup to disguise himself as woman but once the makeup was smeared or the wig lost, the magic would dissipate. Another example would be a solar who wears green, carefully adding barks and twigs to himself to appear as a wood elemental.

Mask the Soul Technique

Cost: 8m Min Larceny: 4
Type: Supplemental Min Essence: 3
Duration: Commitment
Keywords: None

This Charm allows a Solar to not only mask his appearance but also his Essence. Just like Wearing the New Face, Mask the Soul enhances a mundane attempt at disguise. He can now use his Larceny set to make his Essence appear however he wants. A solar can mask his aura to look like that of a Sidereal, a Fair Folk or a Mortal. He can even impersonate other creatures' Essence signatures if he had time to study them beforehand.

Leaf Hides the Blossom Method

Cost: 5m Min Larceny: 4
Type: Simple Min Essence: 3
Duration: One scene
Keywords: None

This Charm compresses an entire attempt at disguise into a few seconds. The player states his intended disguise and how he wants to accomplish this. To create a believable disguise with Leaf Hides the Blossom Method the solar not only needs just a single combat round, he also needs hardly any materials.

Simply stuffing two melons into his shirt is enough to convincingly portray a woman and smearing dirt into his face lets the solar appear as an earth elemental. If

used on it's own this Charm creates unfocused disguises and is not capable of impersonating someone specific. These spontaneous disguises also fall apart after one scene.

Wolf among Sheep Approach

Cost: 16m Min Larceny: 4
Type: Supplemental Min Essence: 4
Duration: Commitment
Keywords: None

Just as the other Charms of this Path, this Charm enhances a mundane attempt at disguise. The character disguises himself both with mundane means and Essence and he then goes "off stage". Roll Wits+Larceny as usual to determine the quality of the disguise. If the character wishes to also disguise his Essence signature he has to combine this with other Charms.

If the roll is successful, the player may, at any point later on in the game, unmask his disguise and take the place of a character unimportant to the story (commonly an extra).

Important characters may attempt to "unmask" the character once per scene if they have sufficient reason to believe he is around – or are paranoid enough to check everyone. To do so, the investigating player needs to use an Awareness or Investigation Charm to scrutinize the infiltrated group. The solar uses his chosen disguise set as usual to gobble the investigation attempt. This is not a time sensitive action. If he is unmasked, then the investigating character may determine which extra the solar replaces.

Flawless Method Actor Technique

Cost: 13m Min Larceny: 5
Type: Supplemental Min Essence: 4
Duration: Commitment
Keywords: Perfect

With this level of mastery a solar can make himself appear as anyone he wants and fool even the closest friends. This Charm enhances a disguise attempt and makes it a Perfect effect. Everyone will be fooled, even those that intimately know the target will accept everything the character says as genuine. He doesn't have to know the mannerisms or speech patterns of the target, the magics are so strong that everyone else simply imagines the solar to act as is usual.

Unchecked Passage Path

A small measure of light can reach even the darkest places - and so does the solar with this Charm. Nothing can stop him from entering or leaving a place - no lock, no door, no shackle.

Lock Pick Finger Style

Cost: 3m Min Larceny: 1
 Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: None

Using the Lock Pick Finger Style a solar can open any lock with only his fingers, even if he doesn't have the proper tools. Whether it's a simple padlock or a complicated First Age safe, the solar can attempt lock opening actions without tools and he can ignore all penalties from lack of tools.

Lock-Opening Touch

Cost: 6m Min Larceny: 2
 Type: Simple Min Essence: 3
 Duration: Instant
 Keywords: None

With this Charm the lawgiver may open a lock with a Simple action, even in combat, instead of needing multiple minutes to do so. This is independent of the size of the lock and does not mitigate the need for tools but can be combined with other lock-opening Charms. This Charm may also be used to lock doors without a key.

Moving past the Tiger's Teeth

Cost: 9m Min Larceny: 3
 Type: Simple Min Essence: 4
 Duration: One scene
 Keywords: None

With this Charm active the solar is like a ghost among the fortresses of men. When this Charm is activated during an attempt at intrusion (or extraction) the Solar automatically becomes aware of all mundane traps and is able to circumvent them perfectly without triggering or otherwise disturbing the traps. The protection from this Charm does not extend to his colleagues but it often allows the solar to move ahead and disarm traps as easily as he evades them.

If the solar encounters magically constructed or enhanced traps then add his Larceny skill to the height of all sets required to detect, evade or disarm them, even if the rolls in question do not include Larceny.

Walk through Doors

Well you walk through doors obviously. It's kind of an unfitting Charm for solars - need something "cooler"...

Linguistics Charms

The Might of the Pen Path

The Charms of this path are related to the written word in its many forms. They deal with writing, encrypting,

reading and subliminal influence.

Whirling Brush Method

Cost: 5m Min Ling.: 2
 Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: None

Using the Whirling Brush Method, a solar can write the most beautiful and expressive calligraphy in the span of mere seconds. Any writing enhanced with this charm is much faster than normal: The solar divides the time required by 5xEssence. An Essence 2 Solar will write ten times as fast as a mortal, while an Essence 5 Solar only needs 1/25th of the time to write.

Labyrinth of Words Technique

Cost: 4m Min Ling.: 3
 Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: None

This Charm enhances an effect to encrypt a message. The solar adds his Essence to the width of any one set to determine the amount of gobble dice with which to counter any supernatural attempt at deciphering the contents of the message. Without the use of magic, the document can not be deciphered.

The intended recipients (no more than the solars Essence score) in turn have no problem reading the message. To their eyes it descrambles automatically.

Discerning Savant's Eye

Cost: 3m Min Ling.: 4
 Type: Reflexive Min Essence: 3
 Duration: Instant
 Keywords: None

Having taken the secrets of encoding messages into his Anima, the solar can now navigate through the linguistic labyrinths of others with ease. This Charm enhances an attempt at deciphering script, whether it was encrypted on purpose or whether its writing has simply decayed. He may ignore all penalties from bad quality of the writing and he may add his Essence to the Width of any one set used to decipher the script. This is applicable, even if the rolled ability is not Linguistics.

This Charm can also be automatically used when the character is the target of an unexpected written social attack (such as those from the following charm). In these cases the effect allows the character to defend normally.

Letter within a Letter Technique

Cost: 8m Min Ling.: 5
 Type: Supplemental Min Essence: 4

Duration: Instant

Keywords: None

This Charm grants the solar the ability to weave hidden messages into otherwise normal writing. The readers will find their thoughts affected without them knowing why. Characters who can not read the used language are not affected.

When creating the writing the solar has to make a multiple-action roll with Intelligence+Linguistics to encrypt and hide the message and a Manipulation based social attack. The chosen Linguistics set is used as gobble dice against Wits+Investigation of suspicious readers. If they manage to succeed, then they notice the subliminal message and are unaffected unless they continue reading. If they do not notice the message then the previously rolled social attack set is used on each reader just as if the player had addressed them directly. The unexpected nature of the influence makes defending against it more difficult, incurring a -2 penalty.

Unobstructed Words Path

The supernatural effects of this Charm Path all deal with language in direct communication.

Excellent Emissary's Tongue

Cost: 12m Min Ling.: 3
Type: 10-W Minutes Min Essence: 3
Duration: One scene
Keywords: None

To use this Charm, the solar has to spend a few minutes studying a conversation in a language he does not speak. After this time he has acquired a subconscious understanding of the methods of communication used.

By employing the few words he picked up together with precise gestures he can communicate without effort. Complex subject matter however requires Charisma+Linguistics rolls with a difficulty dependent on the subject. Making social attacks using a language acquired in this manner also nets a -2 penalty

The communication still takes as much time as a normal conversation would and it requires the character to be able to communicate in the manner of his audience. Observing insect beastmen communicating telepathically will not grant the Solar telepathy. However if the insects also use body language he can emulate that part of the conversation.

Poetic Expression Gesture

Cost: 7m Min Ling.: 5
Type: Simple Min Essence: 4
Duration: Instant

Keywords: None

Using this simple Charm the solar can convey even the most complicated matters with a graceful movement of his hand or a single brushstroke. He can deliver entire speeches with a single word of power. This Charm allows the character to communicate with any being that can see or hear him (or read his script) compressing up to Essence x10 minutes of conversation into a Simple action.

The targets, regardless of their method of communication, automatically and perfectly understand the solar unless he desires room for doubt or innuendo. This charm can be used to execute social rolls in the span of a few seconds and to effectively coordinate groups during battle, even over large distances.

Lore Charms

Meta-Essence Path

The Charms that are part of this path all deal with the modification and adaption of Essence. From sharing it to permanently imbuing others with it.

Essence-Lending Method

Cost: 2m+ Min Lore: 1
Type: Simple Min Essence: 2
Duration: Instant
Keywords: Obvious, Touch

The lawgiver with this Charm may spend up to his Essence x3 motes in addition to the cost of this Charm. These motes of essence are transferred to a willing target he touches.

Glorious Solar Guidance

Cost: None Min Lore: 3
Type: Permanent Min Essence: 3
Duration: Permanent
Keywords: Company, Stackable

The Glorious Solar Guidance allows a solar to gain motes from harmonious governance. When this Charm is first purchased, the Solar gains access to a separate mote pool that can hold 5m. Each further Instance of this Charm learned adds another 5m to this pool. A solar may learn this Charm as often as he has Essence.

This special mote pool does not respire as the regular mote pool does. Instead spending time to tend to the affairs of a Company allows the Solar to refill it. For every 4 hours spent the solar gains a number of motes into this pool equal to the average of that Company's Stats (round up).

Soul-Enlightening Beneficence

Cost: 20m Min Lore: 4
 Type: 3 hours Min Essence: 3
 Duration: Permanent

Keywords: Enlightenment, Touch

The use of this Charm requires a ceremony of roughly three hours duration that can take whatever form the solar wishes. During this ceremony the target is imbued with solar Essence as his spiritual awareness is blasted open.

If the willing target is a mortal (no access to an Essence Pool and a permanent Essence of 1), then his Permanent Essence is raised to 2 and he is given access to a pool of 15 motes. The target may now learn Solar Charms for 40 XP or 32 XP for favored skills. Learning a Charm always requires training time.

This Charm may only be used once a week. Upon reaching Essence 5 it may be used once a day.

Wyld Shaping Path**Medicine Charms****Gentle Touch Path**

The Charm Path known as Gentle Touch is a series of Medicine charms that are grounded in the healing properties of the sun's rays. The Charms in this path can heal damage, cure illness and destroy poison.

Flesh-Restoring Method

Cost: 11m Min Medicine: 2
 Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: None

This charm is a simple charm for a Solar but it's one of the most powerful healing techniques available in creation. A character treated with the medical techniques from Flesh-Restoring Method can easily heal a large part of his wounds nearly instantly. The Solar treats the patient as normally, taking half an hour and rolling Intelligence+Medicine as a single, dramatic action.

At the end of a successful treatment the patient recovers shock damage equal to the height of the set and he may convert a number of killing damage boxes to shock equal to the width plus the solar's Medicine. The shock from this conversion is not automatically healed with the initial use of this Charm. After a good night's sleep he can again convert killing boxes into shock – this time as many as the caster of this charm has Essence. A character can only benefit from this Charm once a day.

Disease & Poison Breaker**Aggravated Converter****Wholeness Restoring Treatment**

Cancel crippling effects, even permanent ones such as lost limbs.

Something or Other Touch

Treatment Speed Up. Medicine action to heal, bandage or stabilize as a simple action. Still needs other Charm for mystical healing effects. Expensive!

Enhancement Path

Penalties Remover
 Temporary Wound Box addition

Melee Charms**Lightning Blade Path**

The Lightning Blade Path deals with flurries of lightning fast strikes. Variations of this path exist for Archery, Brawl and Thrown. These are called Lightning Arrow, Lightning Fist and Lightning Knife respectively.

Flickering Blade Strike

Cost: 2m / point Min Melee: 1
 Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: None

This Charm can add up to the character's Essence in width to a character's attack (not parries!). Each such point costs 2m. This bonus is only for the purposes of determining initiative, it does not increase damage in any way.

Storm of Blades Method

Cost: 7m Min Melee: 3
 Type: Extra Action Min Essence: 2
 Duration: One round
 Keywords: None

The character gains Extra Action (2) for attack actions using the Melee skill.

Endless Blades Technique

Cost: 4m / Extra Action Min Melee: 5
 Type: Extra Action Min Essence: 3
 Duration: One round
 Keywords: Obvious

This Solar can pay 2 motes for each Level of Extra Action he desires, up to his Essence score. These Multi-Action levels can only be used for attack actions using the Melee skill.

Loyal Blade Path

This path deals with the readying, drawing and storing of a blade or other melee weapon that the user clearly owns. It is a variation of the Loyal Bow Path that can be found in the Archery Charms section of this Chapter.

My Blade is My Shield Path

This defensive Path grants the lawgiver supernatural skill with his weapon when defending against attacks. He can parry even the deadliest blows with ease.

Bulwark Stance

Cost: 3m / set Min Melee: 2
 Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: None

The Bulwark Stance allows a character to formidably defend himself against his opponent. By spending 3m per set assigned to Parry actions with the Melee skill, the player can add his characters Melee in height to all involved dice. The set also resolves as if it's width was increased by half the solar's Essence. This does not provide additional Gobble Dice however.

Fivefold Bulwark Stance

Cost: 8m Min Melee: 4
 Type: Simple Min Essence: 3
 Duration: One scene
 Keywords: None

Fivefold Bulwark Stance allows the Solar to add half his Essence to the width of all his Melee Parry sets. This does not provide additional gobble dice, it is only relevant when the order of actions is concerned.

Heavenly Guardian Defense

Cost: 6m Min Melee: 5
 Type: Reflexive Min Essence: 3
 Duration: Instant
 Keywords: Perfect

This Charm provides a perfect parry Defense to the Solar. It can only be activated in response to an attack and before it is resolved. The Solar automatically parries this attack, even if the attack was unparryable or Perfect. The single condition for its use is that the character was aware of the attack before it struck.

Thorny Blade Defense

Cost: 4m / action Min Melee: 5
 Type: Supplemental Min Essence: 3
 Duration: Instant
 Keywords: None

This Charm can only be used to enhance parry actions using the Melee skill and has to be declared together with the action. Each parry action changed in such a manner can now only be used to gobble dice from a

single attack set each.

If it succeeds at entirely breaking the attacking set, then all remaining unused gobble dice from the parry set are turned into a counterattack on the aggressor that can not be parried normally. This counterattack happens at the same time as the now spoiled attack.

Phoenix Blade Path

The Phoenix Blade Path allows the Solar warrior to imbue his weapon with the heat of the sun to inflict terrible wounds with a single blow. This charm path is based on the Phoenix Fist Path that can be found in the Brawl Charms section of this chapter.

Occult Charms

Sorcery Path

The following Charms grant an Exalted the ability to learn, shape and cast spells of Sorcery. For each charm of this path learned the character also gains one spell of the appropriate circle for free, often counter magic.

Terrestrial Circle Sorcery

Cost: None Min Occult: 3
 Type: Permanent Min Essence: 3
 Duration: Permanent
 Keywords: Enlightenment

Having mastered this Charm allows a character to learn and cast Spells of Terrestrial Circle Sorcery, also known as Emerald Circle Sorcery.

Celestial Circle Sorcery

Cost: None Min Occult: 4
 Type: Permanent Min Essence: 4
 Duration: Permanent
 Keywords: Enlightenment

This Charm gives a character access to the spells of Celestial Circle Sorcery, also known as Sapphire Circle Sorcery.

Solar Circle Sorcery

Cost: None Min Occult: 5
 Type: Permanent Min Essence: 5
 Duration: Permanent
 Keywords: Enlightenment

This powerful Charm allows a character to master the pinnacle of sorcery. Spells of the Adamant Circle of Solar Circle Sorcery can now be learned and cast freely.

Necromancy Path

The following Charms grant a Solar proficiency in the magic arts of the dead. Note that Solars do not have access to Void Circle Necromancy. Only the

Abyssal Exalted, the Deathlords and other powerful, death-aspected beings can reach this level of mastery over death. For each charm of this path learned the character also gains one spell of the appropriate circle for free, often countermagic.

Shadowlands Circle Necromancy

Cost: None Min Occult: 3
Type: Permanent Min Essence: 3
Duration: Permanent

Keywords: Enlightenment

Upon learning this Charm a character can now cast Necromancy spells of the Shadowlands or Iron Circle.

Labyrinth Circle Necromancy

Cost: None Min Occult: 4
Type: Permanent Min Essence: 4
Duration: Permanent

Keywords: Enlightenment

This Charm grants a Solar proficiency in the advanced arts of Necromancy. Spells of the Labyrinth or Onyx Circle can now be learned, shaped and cast freely.

Spirit-Slaying Path

This Path deals with affecting and destroying spirits such as gods, ghosts, elementals and demons.

Spirit-Cutting Attack

Cost: 1m Min Occult: 2
Type: Supplemental Min Essence: 2
Duration: Instant

Keywords: Obvious

This Charm allows a character's attack to affect dematerialized spirits. Spirit-Cutting Attack can be used to enhance attacks with other skills. These do aggravated damage to spirits, whether materialized or not.

Ghost-Eating Technique

Cost: 2m Min Occult: 3
Type: Reflexive Min Essence: 3
Duration: Instant

Keywords: Obvious

This Charm is used just after the Solar has successfully attacked a spirit. The Charm transmits a number of motes equal to the solar's Essence x2 from the Spirit to the solar. If a spirit has it's last health level filled when this charm is used, then it is destroyed utterly.

Spirit-Binding Aura

Cost: 11m Min Occult: 5
Type: Simple Min Essence: 4
Duration: One scene

Keywords: Obvious

This Charm enhances the Solar's Anima to either bind spirits in the material world. Spirits within the range

of the aura (Essence in yards) can not dematerialize unless they leave the area. This in turn requires them to succeed at a reflexive Essence roll with a difficulty equal to the solar's Essence. Dematerialized spirits in turn can not enter the area without materializing.

Sorcerer's Eye Path

Charms from the Path of the Sorcerer's Eye unveil the hidden Essence of the world to the solar's eyes.

Spirit-Detecting Glance

Cost: 3m Min Occult: 2
Type: Reflexive Min Essence: 2

Individuals as Companies

The Solar Exalted are among the most powerful individuals in Creation. So much so that they possess Charms that allow them to interact with entire Companies on their scale.

A Solar acting as a Company determines his Stats by halving the following Skills, treating ExD as 2 regular dice:

War	equals	Might
Bureaucracy	equals	Treasure
Crafts	equals	Territory
Socialize	equals	Influence
Integrity	equals	Sovereignty

If one of these Company Stats is damaged or exhausted then this carries over into his personal Skills. The player may choose whether to lose 2 regular dice or 1 ExD per Company Stat point lost. Exhausted Skills regenerate 2 weeks after the loss, damaged skills are permanently reduced.

An opposing Company reducing the Solar's Company Stats does not gain anything unless specifically mentioned. A Solar gaining points through Company actions can only use these to offset exhaustion penalties, not to gain additional dice.

Reduced skills affect Charm minimums as would be expected. This might cause the solar to be unable to cast some of his learned charms until his Skills have regenerated or he has relearned them. Active Charms with higher requirements remain active until their time runs out. Effects that require committed Essence fail as soon as the solar's Skills are no longer sufficient.

Duration: One scene

Keywords: None

Using the Spirit-Detecting Glance a Solar can see, hear and smell dematerialized beings and objects. They appear as translucent shades and are legal targets for all his awareness rolls. To affect dematerialized beings a character still needs a different Charm such as Spirit-Cutting Attack.

Essence-Revealing Sight

Cost: 7m Min Occult: 4

Type: Reflexive Min Essence: 3

Duration: One scene

Keywords: None

Infusing his eyes with Solar Essence the character opens his mind to the flows of essence in the world. He automatically recognizes Artifacts, Demesnes and Manses if he can see them and powerful Exalted (Essence 4+) are also clearly visible.

Further information on a subject (such as the effect of a Charm or how to use an Artifact) can be gained through close scrutiny. This requires an Intelligence+Occult roll with a difficulty depending on the information sought.

This Charm does not automatically uncover beings hidden with mundane or magical means as the character still does not see them. However the character's Awareness sets, if any, are increased by half the hiding character's Essence.

Essence-Discovering Chakra

Cost: None Min Occult: 5

Type: Reflexive Min Essence: 4

Duration: One scene

Keywords: Obvious

Once this Charm is learned, the solar can automatically, and freely, activate Essence-Revealing Sight once his Anima reaches the third level. This however is an Obvious effect as his eyes glow with the light of the sun.

Performance Charms

Artistic Path

Phantom Conjuring Performance

Cost: 2m + 1m / point Min Perform.: 1

Type: Supplemental Min Essence: 2

Duration: Instant

Keywords: Obvious, Social

A skilled solar performer can use his Essence to improve his performance. Summoning ethereal, golden shapes from his Essence he can support his perfor-

mance beyond the scope of any mortal.

The solar may add up to his Performance in height to the set of a Performance action. Each such point costs the solar 1m in addition to the base cost of 2m. This Charm can be used for mundane Performance attempts or to augment the use of Performance-related Charms.

Husband-Seducing Demon Dance

Cost: 7m Min Perform.: 3

Type: Simple Min Essence: 2

Duration: One scene

Keywords: Emotion, Social

The movements and words of a skilled solar dancer enthrall the hearts of mortals. The solar makes a Charisma+Performance roll or an artistic performance as usual. If he has a set then every member of his audience that does not successfully defend falls madly in love with the solar or something he represents. This unnatural influence lasts for one scene.

Oratory Path

Respect Commanding Attitude

Compulsion to Respect

Memory Reweaving Discipline

Belief to have different Memory

Spirit Calling Speech

Cost: 11m Min Perform.: 5

Type: Simple Min Essence: 3

Duration: One scene

Keywords: Emotion, Compulsion, Social

The lawgivers hold the Mandate of Heaven and their word weighs heavily. This Charm, which is an enhanced Charisma+Performance prayer action allows the solar to empower his words and to ensure they catch the spirits attention.

Add the solar's Performance to the height of the action and half his Essence to the width. Success means that the god is granted an increased amount of extraordinary ambrosia for the prayer. The god is now under two effects: The first one is a Compulsion to listen to the words and demands of the solar. The god may not ignore the plea however he is allowed to instruct a subordinate to deal with the matter or to not act at all. The second effect is an Emotion that positively shifts the feelings of the god towards the solar. Even an overly hostile god will at least think about the prayer while already friendly ones are much more inclined to help.

A solar may pray to a specific god or to a generic

group of gods such as the gods of a certain forest. This Charm does not work on a god with an Essence of equal to or more than twice the solar's Essence. If multiple gods are the target add their Essence scores together to determine if the Charm takes effect.

Presence Charms

Radiant Aura Path

The Presence Charms belonging to the Radiant Aura Path

Glorious Radiant Presence

Respectful Belief creation. Attack prevention?

I am your World Stance

Compulsion to focus on Solar, intensifying emotions.

Authority-Radiating Stance

"I have authority over you"

Enemy-Castigating

I make Holy Attacks and I cause shame and guilt

Words of Honey Path

The Charms from the Words of Honey Path are sweet and seductive. They are exceptionally suited to subtle manipulation and make use of the Stat with the same name.

Honey Snake Whisper

Cost: 4m + 1m / point Min Presence: 2
Type: Supplemental Min Essence: 2
Duration: Width scenes
Keywords: Emotion, Social

A solar using this Charm in conversation lets his Essence sweeten and empower his words. Honey Snake Whisper allows a solar to create an Emotion, most often a desire for something, in his target. The player has to roll Manipulation+Presence as usual in an attempt to convince the target. Additionally the solar may add up to his Presence to the height of the base cost of 4m is waived set paying 1m for each such point.

This bonus can be used even when rolling without the supernatural effects of this charm or when using another Charm. In these cases the base cost of 4m is waived.

Hypnotic Tongue Technique

Cost: 6m Min Presence: 3
Type: Simple Min Essence: 2
Duration: Width days
Keywords: Compulsion, Social

Using his skill with words and his powerful Essence

the solar can affect the mind of his conversational partner without him even noticing. The solar may command his target to do his bidding and the order may be as complicated as he wants to. He does not have to voice this order directly.

The player rolls Manipulation+Presence which is resisted by Charisma+Integrity as usual. If successful, then this Charm creates a Compulsion to follow one order given by the Solar. The target will not be aware of or remember this influence if the width of the solar's set is wider than his Essence score. A target that recognizes the influence can still be affected normally.

Bending the Truth Technique

Cost: 8m Min Presence: 3
Type: Simple Min Essence: 3
Duration: Width x2 days
Keywords: Belief, Social

A solar speaks only the truth - or at least he can make his listeners believe this to be so. This charm enables the solar to instill a Belief in his target without directly stating it - he simply says the right words and leaves a few things unsaid. In the end his target will make the wanted connections and come to a "revelation" all on its own. The caused Belief may be as complicated or unrealistic as the Solar wants it to be.

The player has to roll Manipulation+Presence which can be resisted by Charisma+Integrity as usual. If the roll is successful, then a Belief is created in the mind of the target. The target is unaware that the Belief comes from an external source unless the width of the solar's set failed to be wider than the target's Essence score. In this case the target is still affected but knows the solar to have shown her the truth.

Heart-Piercing Words

Cost: 7m Min Presence: 5
Type: Supplemental Min Essence: 4
Duration: Instant
Keywords: Perfect, Social

When this Charm is used to supplement a Presence-based attempt at convincing someone with an Essence lesser than that of the Solar, then the attempt is Perfect. This means that the effect can only be prevented by a Perfect Social defense otherwise it succeeds automatically.

This Charm can be used in conjunction with other Charms that make use of rolls with the Presence skill.

City-Sweeping Speech

Cost: 18m Min Presence: 5

Type: Supplemental Min Essence: 5
 Duration: Commitment
 Keywords: Company, Compulsion, Social
 The revelations in a lawgiver's words are carried in the hearts of his listeners.

When influencing a target with Presence or Presence Charms, the Solar may invoke this Charm to have the target carry forth the Belief or Emotion influence. If the persuasion attempt was successful, then the target feels compelled to share the wisdom the solar imparted on him. He will attempt to convince anyone he comes in contact with, gaining the solar's Essence in additional dice for these attempts.

Targets he successfully convinces feel the same compulsion and will spread the word. They also gain bonus dice equal to the solar's Essence but for each step they are removed from the original target this bonus is reduced by 1. When the bonus is equal or less than the target's Essence the influence stops.

When the solar stops committing the necessary notes, then the Compulsion in his original target and all subsequent ones fades naturally. Furthermore the dice bonus to persuasion attempts vanishes instantly.

This Charm can also be used on the Company scale allowing the Solar to take an Espionage action to change minds. This action requires the solar to participate in one conversation and keep the essence committed for the duration of the influence, which is one week per point of Territory of the target Company. For information on how a solar using this Charm interacts with Companies see the sidebar on page 52. Use the solar's Presence instead of Socialize to determine his Influence Company Stat.

Resistance Charms

Golden Skin Path

The charms of this path greatly increase a character's resilience to attacks and damage.

Iron Skin Technique

Cost: 3m Min Resistance: 2
 Type: Reflexive Min Essence: 2
 Duration: Instant
 Keywords: None

This Charm may be used in response to an attack. It grants the characters magical Armor with a level equal to his Essence for that single attack. This armor is compatible to regular armor and it can also be used to defend against Area attacks and Waste Dice effects that cause damage, soaking up a number of Dam-

age/Dice equal to the character's Essence from each source of a single attack: An attack dealing 5K, 6 Area Dice and 2K from Waste Dice against a character with Essence 4 using this charm would be reduced to 1K, 2 Area Dice and nothing from Waste Dice.

Steel Body Meditation

Cost: 10m Min Resistance: 3
 Type: Simple Min Essence: 2
 Duration: One scene
 Keywords: Obvious

Once a Solar has activated this Charm, his skin takes on the resistance of steel and he is granted supernatural resilience for the rest of the scene. The character gains an Armor rating equal to half his Essence. If he is already wearing regular armor, then use the higher AR. If both are equal add 1 to the higher AR and use that. This magical armor does not protect against Area attacks or Waste Dice effects but it protects against effects which would otherwise ignore mundane armor.

Inviolate Body Technique

Cost: 4+m Min Resistance: 4
 Type: Reflexive Min Essence: 3
 Duration: Instant
 Keywords: (Perfect)

With the Inviolate Body Technique a warrior can shrug off blows and magic that would cripple the most powerful warriors. Even poison or diseases can gain no foothold on the solar's flawless body.

When invoked in response to a Crippling, Poison or Sickness effect, the solar immediately rolls his Strength+Resistance with a difficulty of the attacker's Essence. If he succeeds, then the Crippling, Poison or Sickness effect is negated. Other elements of an attacking Charm still function normally. To resist sources that cause more than one Crippling, Sickness or Poison effect, each additional effect increases the cost of this charm by 2m. If the effects are mundane in nature then the Charm works Perfectly.

Adamant Skin Technique

Cost: 7m Min Resistance: 5
 Type: Reflexive Min Essence: 4
 Duration: Instant
 Keywords: Perfect

Adamant Skin Technique provides a perfect armor Defense to the Solar. It can only be activated in response to an attack or other source of hurt before damage is applied, even if the attack was unexpected. The Solar automatically resists the damage from this attack as if he had infinite armor. This armor is a Perfect effect and it even protects against any kind of damage that would otherwise ignore armor. When used against Area effects it cancels all Area dice with one use.

Waste Dice effects that deal damage are also ignored. If the resisted attack had any secondary effects such as Crippling or Poison then those can still apply if they do not require damage to be dealt. Attacks that have lingering environmental effects such as fire affect the character as usual in later rounds.

Inner Fortitude Path

The charms of this path enhance the inner durability of a character – they grant additional health boxes and help easily regenerate already suffered damage.

Ox-Body Technique

Cost: None Min Resistance: 1
Type: Permanent Min Essence: 2
Duration: Permanent
Keywords: Stackable

Each instance of Ox-Body Technique adds a total of five wound boxes to the character. One is added to the -0 boxes and the -2 boxes, and two to the -1 set. This Charm can be learned as often as the character has Resistance but never more than his Essence score. The second, third etc. instances of this Charm are often called Mammoth-Body, Ogre-Body, Mountain-Body and Behemoth-Body.

Body-Mending Meditation

Cost: 7m Min Resistance: 3
Type: Simple Min Essence: 2
Duration: 24 hours
Keywords: None

Using this Charm, the Solar can drastically reduce his healing times. As long as the Charm is in effect, the character can heal a number of shock boxes equal to his Resistance for each hour of rest (or 2 hours of activity). He can also greatly reduce the intervals it takes for him to turn Killing Damage into Shock: It requires 3 hours for a -0 box, 6 hours for -1 and 12 hours for one -2. If the character is not resting double this time as usual.

Unstoppable Vitality Stance

Cost: None Min Resistance: 3
Type: Permanent Min Essence: 3
Duration: Permanent
Keywords: None

The solar with this Charm always heals as if he was resting, even if he's active. Even other effects such as being deprived of food or sleep do not affect his natural healing in any way. If a Charm opposes this then it has to generate a set that overcomes twice the solar's Essence in width.

Loyal Hauberk Path

This path deals with the readying, donning and storing of a piece of armor that the user clearly owns. It is

a variation of the Loyal Bow Path that can be found in the Archery Charms section of this chapter. The Loyal Hauberk Path however is rarer and has doubled mote costs.

Warrior's Focus Path

Essence-Gathering Temper

Cost: 2m Min Resistance: 3
Type: Reflexive Min Essence: 2
Duration: Instant
Keywords: None

This Charm grants the solar strength in the face of adversity. When the Solar takes damage from a strike he gains motes equal to the wound-penalty level the box would gain him for shock damage and twice that amount for killing damage. Thus 2K that would fill both a -1 and a -2 box would grant the solar 6 motes of essence.

This Charm does not work if the solar is not in mortal danger - simply ordering his subordinates to slap him in the face does not net the solar any motes even if he takes damage.

Blazing Sun Trance

Cost: 12m Min Resistance: 5
Type: Simple Min Essence: 3
Duration: One scene
Keywords: None

When one of the solar invokes this Charm then he enters a state of mind focused on battle alone. This could be screaming, primal rage, merciless justice or some other deep passion appropriate to the character. During this Trance the solar can ignore all penalties and impairment from wounds and pain this includes the penalties caused by filled health boxes. Additionally he may add 1d to each combat-related action regardless of stat or skill.

While the Blazing Sun Trance lasts he can only concentrate on combat and take no complex actions or speak more than a few muttered words. He also gains one point of Limit when this Charm ends. If he wants to end the Charm before the scene is over he instead takes three points of Limit.

Unconquerable Will Prana

Cost: None Min Resistance: 5
Type: Permanent Min Essence: 4
Duration: Permanent
Keywords: Obvious, Perfect

This Charm can only be used once in a lifetime, at the end of it to be specific. If the Solar dies while this Charm is in effect (which would be any time after learning this Charm barring supernatural involve-

ment) his Essence binds his soul and will to a cause important to him at the time of death and he can keep on going regardless of damage.

The character can act normally, as if unharmed, for a number of rounds equal to his Essence. This means that he does not suffer penalties from being wounded. Damage, Sickness, Crippling and Disease effects can also be perfectly ignored. He is effectively immortal for a short time. However his death is only delayed not averted. Under no circumstances can his demise be prevented nor can the duration of this Charm be increased in any way.

Condition for the ongoing effect of this Charm is that the character spends this time relentlessly pursuing a certain cause important to him at the time of his original death. Most likely this is his Motivation (or Virtue Flaw) but it might be as simple as protecting a village or warning one's circlemates. If the character strays from this cause the charm immediately ends even if the granted time is not yet used up. If a Solar does not have a worthy cause then this Charm does not activate.

Ride Charms

Sail Charms

Socialize Charms

Flawless Courtier Path

Personal buff - Courtly Manipulation Charms.
Start with Soc 1 requirement
party charm

Soul of Nations Path

The Charms in the Soul of Nations Path enable a Solar to affect the societies around him on a larger scale.

Wildfire Whispers Method

Cost:	16m	Min Socialize:	3
Type:	Multiple days	Min Essence:	3
Duration:	Instant		
Keywords:	Company		

Talking to the right people the solar can make his powerful words reach the right ears within a Company. This Charm allows the solar to take Being Informed, Counter-Espionage or Espionage actions against Companies on his own. For information on how a solar using this Charm interacts with Companies see the sidebar on page 52.

Mastering the Court

Cost:	12m / dice	Min Socialize:	4
Type:	Supplemental	Min Essence:	4
Duration:	Instant		

Keywords: Company

When the solar using this Charm is the leading authority of a company and actively organizes its actions then this Charm grants the Company additional dice for a Espionage, Counter-Espionage, Being Informed or Policing action. The solar can spend 12m per die to be added, up to a maximum of half his Essence dice. This Charm is not useable when the solar individually acts as a Company through the use of other Charms.

Stealth Charms

Unseen Presence Path

The effects of this path allow the lawgivers to hide themselves from the eyes of others.

Easily Overlooked Presence Method

Cost:	5m	Min Stealth:	2
Type:	Supplemental	Min Essence:	2
Duration:	Instant		
Keywords:	None		

The solar using this charm is easily overlooked, even when searched for. The solar may add his Essence to the height of a chosen Stealth set. This Charm fails as soon as the solar engages in battle or otherwise takes actions that draw attention to him such as flaring his Anima Banner. Circumstances that make the Solar stand out (such as a northerner in the southern direction, colorful clothing or a strong body odor) apply as a penalty to the height of the roll

Cloaked in Light Technique

Cost:	7m	Min Stealth:	4
Type:	Supplemental	Min Essence:	2
Duration:	Instant		
Keywords:	None		

Like the hawk striking out of the sun, the solar can hide even while being bathed in light. With the magics of this Charm a solar is able to take stealth actions, even if the environment wouldn't normally warrant them - he becomes a sort of blind spot to the people around him.

Using this Charm a lawgiver might hide from view in the middle of a sun-filled, empty arena. This Charm only works as long as the solar does not draw attention to himself by attacking or taking similar actions. This Charm does not allow a solar to vanish while people are actively watching him but if he can provide a sufficient distraction he can use this Charm to hide.

Evading the Mind's Grasp

Retroactive Stealth (mind-cloud)

Perfect Stealth**Veiled Essence Path**

The Charms within this Path grant the lawgiver the skill to cloak his own Essence and Anima.

Humble Anima Technique

Cost: None Min Stealth: 2
 Type: Permanent Min Essence: 2
 Duration: Permanent
 Keywords: Stackable

Each instance of this Charm grants the solar an additional Anima Banner level at the start of his track. This level does not cause his Anima to flare in any way. Essentially the solar can cause his Anima to go up by 1 without any visible effects. This “virtual Anima box” can also be activated for no cost, keeping the mote cost for voluntarily activating the Anima Banner the same. This Charm can be learned as often as the character has Stealth or Essence, whichever is lower.

Blinding Brilliant Flames

Cost: None Min Stealth: 4
 Type: Permanent Min Essence: 3
 Duration: Permanent
 Keywords: None

Upon learning this Charm the Solar is able to hide his mien from the world when his Anima Banner activates. When his Anima Banner reaches the stages where stealth becomes impossible, this power may be activated at no cost. Once active it may be turned on and off at will.

The flames of the solar's Anima engulf him and hide his identity. Observers will see a Solar with his Anima Banner activated but they will not be able to discern who is behind the flames unless they saw him before his Anima fully manifested.

Quenching the Bonfire Method

Cost: 2m Min Stealth: 4
 Type: Permanent Min Essence: 4
 Duration: Permanent
 Keywords: None

This Charm is permanently active and grants the lawgiver the skill to hide Obvious displays of Essence. When activating a Charm with the Obvious keyword the Solar may spend 2m to ignore the keyword for that one use.

Survival Charms**Lord of Beasts Path**

The powers of this path grant the solar dominion over the beasts of creation: He can both speak with and control the animals of the land.

Friendship with Animals Approach

Cost: 4m Min Survival: 1
 Type: Reflexive Min Essence: 2
 Duration: One scene
 Keywords: None

This Charm instantly makes nearby animals act friendly towards the Solar. Only strong stimuli such as extreme pain or fear will make them attack the lawgiver.

Additionally the solar can communicate with all animals while the Charm is active. To communicate the solar uses sounds and gestures as if he shared a language with the animals. If this Charm is used to help calm, train or otherwise affect an animal, the solar may add his Survival to the height of the roll.

Familiar Training**Animal Control****Elemental Harmony Path**

Resisting Nature and hardship.

Infallible Hunter Path

Tracking and Camouflage

Thrown Charms**Cascade of Knives Path**

This Charm Path focuses on overcoming opposition through sheer mass of projectiles. The attacks made with the Charms from this path double up in mid air to strike one or more targets without fail. A variation of this path (the Cascade of Arrows Path) also exists for the Archery skill.

Wave of Knives

Cost: 3m / set Min Thrown: 1
 Type: Supplemental Min Essence: 2
 Duration: Instant
 Keywords: Obvious

This Charm adds the characters Thrown in height to a characters Thrown attack. This bonus is only for the purposes of evading Gobble Dice. Upon reaching Essence 4, this Charm becomes reflexive.

Rain of Knives

Cost:	9m	Min Thrown:	5
Type:	Simple	Min Essence:	3
Duration:	Instant		
Keywords:	Obvious		

The character launches a devastating thrown attack against a single target. His missile spreads up into multiple essence copies that slam into the body of the target. The character executes only a single thrown attack that does damage as usual but also causes each Waste Dice to inflict 1 damage (of whichever type is more prevalent in the weapon) on the target.

Typhoon of Knives

Cost:	12m	Min Thrown:	5
Type:	Simple	Min Essence:	4
Duration:	Instant		
Keywords:	Obvious		

The character makes a single Thrown attack against his chosen target. The attack deals normal damage to the target but also inflicts two times the characters Essence in Area Dice of damage to everyone within Essence yards of the point of impact, including the original target. The damage type of the AD is determined by the weapon – a weapon that does more shock than killing will cause 1S, while one that focuses more on killing damage will inflict 1K per Area Dice.

Hidden Viper Knife Path

Unseen Attack
Crippling Attack
Piercing Attack

Lightning Knife Path

The Lightning Knife Path deals with lightning fast strikes and attacks. This path is based on the Lightning Blade Path that can be found in the Melee Charms section of this chapter.

Loyal Knife Path

The Loyal Knife Path deals with the readying, drawing and storing of a weapon used with the Thrown ability such as a boomerang or a throwign knife. It is a variation of the Loyal Bow Path that can be found in the Archery Charms section of this chapter.

Phoenix Knife Path

With the Path of the Phoenix Knife, a solar can use the heat of the sun to strike down his enemies. His attacks with Thrown weapons are capable of dealing more damage. This path is a variation of the Phoenix Fist Path which can be found in the Brawl Charms section of this chapter.

Spirit Knife Path

This path is a version of the Spirit Arrow Path. It fashions thrown weapons out of pure Essence. See the Archery Charms section for more information.

War Charms**Glorious Battlefield Presence Path**

This Charm Path is useful when the character is personally fighting in the front lines. When on the field of battle, the charms in this path grant courage, ferocity and magical strength to the combatants fighting alongside the solar.

Heroism Inciting Presence

Cost:	7m	Min War:	2
Type:	Simple	Min Essence:	2
Duration:	One Scene		
Keywords:	Emotion		

This charm is used when the Solar is actively leading a group of extras into battle. The group automatically gains the magical and motivational bonuses to their Threat Rating and the Essence of the Solar is added to the Threat Rating when resisting Morale Attacks. Upon reaching Essence 4, the charm gains another benefit as the extras can now keep one set with a width equal to the characters Essence. If the Solar abandons his followers then the charm ends.

Forging the Army Speech

Cost:	10m	Min War:	4
Type:	Simple	Min Essence:	3
Duration:	One Scene		
Keywords:	Emotion		

With a rousing speech and grand gestures the character quickly recruits a righteous mob to pursue a certain cause. The player rolls Charisma + War and adds his Essence to the width of any one set. A number of extras equal to the width of that set join the Solar in his actions. This Charm only works if the audience is at least sympathetic to the Solar or his stated cause and if there are enough bystanders around. The Followers automatically get the Motivational bonus to their Threat rating which turns regular mortal bystanders into a group of Threat 2 followers.

Resolve Breaking Stance

Cost:	8m	Min War:	5
Type:	Simple	Min Essence:	4
Duration:	Instant		
Keywords:	Obvious, Morale		

Invoking this Charm inflicts a Morale Attack onto a target Unit of unworthy opponents. The Solar needs to taunt, attack or move towards this unit to affect it. Roll the characters Charisma + War and add his Es-

sence to the width of any one set. Use this width to determine the strength of the Morale Attack.

Unconquered General Path

This Charm path is used when the character stays away from the front lines instead organizing the troops and planning the strategy of the attack. The charms of the Unconquered General path grant benefits to a Company at war.

Steel the Mortal Mind

Cost: 8m Min War: 3
Type: 1 hour Min Essence: 3
Duration: Instant
Keywords: Company

The solar meets with the relevant people for an upcoming might-based action of a Company over which he has authority. He uses this talk to motivate and bolster them for the upcoming conflict. After the talk the Solar spends 8m and grants adds 1d to the dice pool of the Company for the intended action.

For an Attack, Defense or Policing action, the player should talk to his officers or other subordinates. For Unconventional Warfare he consorts with the troops executing the maneuver discussing tactics and hardening their resolve. This Charm is not applicable for Train and Levy Troops actions.

All-Seeing Commander

Cost: 12m / dice Min War: 4
Type: Supplemental Min Essence: 4
Duration: Instant
Keywords: Company

When the solar using this charm is the commander of a fighting force and is physically present at the site of battle, then these magics make him perfectly aware of all the units under his command. This requires the Solar to be away from the thick of the fighting for the duration of the combat and instead communicate with his subordinates to make use of his knowledge.

This powerful Charm grants the Company additional dice for a current Attack or Defend action. The solar can spend 12m per die to be added, up to a maximum of half his Essence dice.

Tiger Warrior Training

Cost: 10m / dice Min War: 5
Type: Multiple weeks Min Essence: 4
Duration: Instant
Keywords: Company

The solar personally trains the troops of a Company at least 5 hours a day, for a number of weeks equal to half the current Might Stat of the Company. It is not necessary that this training happens in one big block

- splitting the education up into individual weeks is permissible.

At the end of the training time, the Company may roll up to half the Solar's Essence in additional dice on the next "Train and Levy Troops" action it undertakes. The Solar has to spend 10m per die at the end of the training.

Army of One

Cost: 35m Min War: 6
Type: Simple Min Essence: 6
Duration: Commitment
Keywords: Company

Using this Charm the Solar becomes an Army of his own capable of single-handedly taking a fortress. The solar using this charm may act like a Company and perform Attack, Defend or Policing actions on his own. For information on the interaction between individual solars and companies, see the sidebar on page 52.



APPENDIX III

MARTIAL ARTS

Terrestrial Martial Arts

Even Blade Style

The Even Blade Style is sword-based martial art designed for dueling. This Terrestrial Martial Arts is a sub-skill of Melee and it is used with Dexterity. It may be practised when wearing armor up to medium encumbrance. Use of the Melee (Even Blade Style) skill grants proficiency with all one-handed swords, sword-sheaths and daiklaves but it can not be used without a weapon.

Celestial Martial Arts

Righteous Devil Style

The Celestial Martial Arts Style known as Righteous Devil Style teaches the use of flame weapons. This rare style is a sub-skill of Archery that is used with Dexterity and may be practiced even in heavy armor. This style grants proficiency with all flame weapons and artifact equivalents such as plasma tongue repeaters. Unfortunately Archery (Righteous Devil Style) can not be used without such a weapon.

Snake Style

The Snake Style Celestial Martial Arts can be used while armored up to medium encumbrance and it can be used for unarmed fighting or when using nunchakus, hook swords or seven-section-staffs. It is a sub-skill of Brawl and Brawl (Snake Style) is always rolled with Dexterity.

Tiger Style

The Celestial Martial Arts known as Tiger Style is a ferocious style about swift and lethal attacks. It is restricted and can not be used while in armor. Brawl (Tiger Style) grants proficiency with barehanded fighting and tiger-claws. It is a sub-skill of Brawl and it's always rolled with Dexterity.

Crimson Leaping Cat Technique

Cost:	2m	Min Ability:	2
Type:	Reflexive	Min Essence:	2
Duration:	One round		
Keywords:	None		

The Martial Artist moves with the speed and agility of a deadly predator. His base movement speed is increased by the sum of his Brawl (Tiger Style) skill and his Essence score.

Striking Fury Claws Attack

Cost:	1m or 5m	Min Ability:	3
Type:	Supplemental	Min Essence:	2
Duration:	Instant		
Keywords:	None		

For 1m, one of the character's barehanded attacks deals killing damage instead of shock damage. If the martial artist is fighting with tiger claws, then he may spend 5m and increase the width of a set by 2 for the purposes of damage only.

APPENDIX IV SPELLS

This Chapter contains an example list of Spells for the magical disciplines of Sorcery and Necromancy. The individual spells are sorted by the different circles.

Sorcery

Terrestrial Circle Sorcery

Flight of the Brilliant Raptor

Cost: 10m Range: 1800 yd
Shaping: One round Duration: Instant
Casting: Wits + Occult
Keywords: Area, Obvious

This spell creates a fiery bird that speeds towards its target to explode in a ball of flame. The caster has to roll Wits + Occult as his Cast Sorcery action to hit the target. This attack set can not be parried, only dodged. If the attack hits it deals Width plus the Caster's Essence in Killing Damage. If at least 1 point of damage is inflicted to the target, then the target is downed.

The inferno caused by the explosion of the bird also inflicts 4 Area Dice of Killing damage to everyone (including the original target) within 3 yards of the target as it sets everything ablaze. This blast sets most things on fire and is likely to cause further damage in subsequent rounds through the fires.

Infallible Messenger

Cost: 10m Range: Essence yards
Shaping: One round Duration: Instant
Casting: No roll required
Keywords: Obvious, Summoning

This spell summons a glittering, winged being that is

no larger than a small child. This cherub can receive a message which is whispered into its ear. The cherub is then able to travel nearly instantly to any point in Creation or Yu-Shan to deliver the message by whispering it into the target's ear. The cherub even uses the casters voice and social attacks can be transported this way. These attacks can even be increase with instant duration social charms.

Celestial Circle Sorcery

Sapphire Circle Countermagic

Cost: 12m / 16m Range: Caster / Essence x 50 yd
Shaping: Instant Duration: Two rounds / Instant
Casting: No roll required

Keywords: Countermagic, Go First, Obvious

This spell can be cast in two ways – either the character spends 12 motes and surrounds him with a protective field that shatters every spell cast on her for the round in which it was cast and the one thereafter.

Alternatively the caster can pay 16m and choose to shatter a spell within Essence x 50 yards. The spell need either be in the process of being shaped and cast or it needs duration longer than instant so that the lingering effects can be countered.

Solar Circle Sorcery

Rain of Doom

Cost: 40m Range: Circumnavigated area
Shaping: Three rounds Duration:

One Night

Casting: No roll required

Keywords: Area, Environmental, Obvious, Poison

This spell is shaped as the sun touches the horizon. In the remaining hour before the sun fully vanishes, the caster has to circumnavigate the target area. He may ride a beast or run but he may not leave the ground or cross his own path. If he closes the circuit in time, then a deadly storm draws up and rains acid and lightning down on anyone and anything within the area.

Everyone in the target area suffers an Area attack that deals 2 dice of killing damage for each round the character is exposed to the rain. This damage is cumulative so by the third round everyone still in the rain will receive 6 dice of damage. This damage is reduced by 2 for every round without exposure to the rain. Soaked clothing and wet hair count as exposure.

Adamant Circle Banishment

Cost: 17+m Range: Essence x 15 yd

Shaping: Three rounds Duration:

Instant

Casting: Charisma + Occult

Keywords: Banishment, Obvious

The sorcerer makes use of his force of will to banish even the most powerful creatures. This spell is the most potent banishment magic available to the discipline of sorcery and it can affect anything up to the Third Circle Demons. It is resolved as described on page XX with the addition that the caster may spend additional motes to increase his chances of success. For every 3 motes spent, the height of his chosen set is increased by 1.

Necromancy

Shadowlands Circle Necromancy

Door of the Dead

Cost: 16m Range: Touch

Shaping: One round Duration: Three actions

Casting: No roll required

Keywords: Obvious

Touching and caressing a reflective surface during the shaping of the spell opens a doorway between the Underworld and its analogous point in creation – or vice versa. Travel between the two worlds is instantaneous and the portal remains open for three actions. After these the portal closes violently, with mirrors shattering and metal tarnishing.

Labyrinth Circle Necromancy

Arisen Legion

Cost: 26m Range: 100 yd radius

Shaping: Two rounds Duration: One scene or until Dawn

Casting: No roll required

Keywords: Summoning, Obvious

The necromancer summons the dark energies of the underworld and releases them into an area of about 100 yards radius. Every corpse within this range will animate and submit to the will of the caster. If necessary they will crawl out of the earth or break open their tombs to do whatever the necromancer commands them to. If cast during daylight then the undead are only animated for a single scene otherwise they will persist until the first light of dawn.

Unarmed Skeletons are Threat 2 opponents automatically having the bonus for magical enhancement. If they are sufficiently equipped (by raising the dead on a battlefield or the warrior-corpses buried with their finest gear in the tomb of their lord) their Threat raises to 3. Skeletons can never gain the motivational bonus and reach Threat 4 but at the same time they are immune to Morale Attacks.

Void Circle Necromancy

Lord of the Dead

Cost: 22m Range: Caster

Shaping: Three rounds Duration: 24 hours

Casting: No roll required

Keywords: Perfect, Obvious

The caste mark of the caster begins to burn a deep and baleful crimson for the duration of 24 hours upon casting. During this time, any death-aspected being with an Essence lower than that of the Caster has to submit to his will. Only the truly powerful such as the Abyssal Exalted, the Deathlords and the Neverborn can resist this effect.

APPENDIX V

PANOPLY

Mundane Equipment

Weapons

Archery Weapon	Damage	Tags	Melee Weapon	Damage	Tags
Shortbow	WS,1K		Small knife	WS,1K	
Light Crossbow	WK		Dagger	WK	
Longbow	WK		Hand axe	WK	
Heavy Crossbow	W+1K	P1, S1	Club	W+2S	
Compound Bow	1S,WK		Mace	W+1S,1K	
Flamepiece	1S,WK	S1	Flail	W+2S	
Firewand	1S,W+1K	S1	Staff	W+2S	2
Boompiece	WK	P1, S1	Shortsword	1S,WK	
Boomstick	1S,WK	P1, S1	Short spear	1S,WK	R
			Longsword	W+1K	
Brawl Weapon	Damage	Tags	Battleaxe	W+1K	
Bite (human)	1S	Y	Warpick	WK	P1
Punch or kick	WS	Y	Long spear	1S,W+1K	2, R
Brass knuckles	W+1S	Y	Tournament lance	W+3S	L, R
Fighting gauntlet	W+1S	Y	War lance	W+3S,WK	L, R
Short club	W+1S		Sledge	W+3S	2
Iron boot	W+1S	Y	Polearm	WS,W+1K	2, R
			Greataxe	WS,W+1K	2
Martial Arts Weapon	Damage	Tags	Greatsword	WS,W+1K	2
Fighting needle	W-1K	Y			
Pressure stick	W-1S	Y	Thrown Weapon	Damage	Tags
Whip	SK	C, R, Y	Thrown rock	WS	
Tonfa	W+1S	D	Thrown shuriken	WS,1K	
War fan	W+1S		Thrown dagger	WS,1K	
Sai	WS,1K	D	Thrown hand weapon	WS	
Punching dagger	WK		Thrown chakram	W+1S	
Wind fire wheel	WK		Thrown boomerang	W+1S	
Hook Sword	1S,WK	D	Javelin	W+1S,1K	
Tiger Claws	WK		Sling	W+1S	

Nunchaku	W+1S	
Seven Section Staff	W+2S	2
Fighting Chain	W+3S	C, 2, R
Chakar	W+3S	

Weapon Tags

2	Weapon requires two hands to use
C	Clinching, can be used to pin w/o penalty
D	Ignores Called Shot penalty for Disarm
L	Lance, can only be used when mounted
P#	Piercing, ignores # armor levels
Q#	Fast, adds # to width for initiative
R	Reach, weapon is exceptionally long
S#	Slow, weapon takes # rounds to use again
U#	Unwieldy, removes #W from for initiative
Y	Yielding, can not be used to parry K damage

Armor**Personal Artifacts****Level 1 Artifacts****Monkey Stone Bracers**

May add 1 Dodge Action to multi action without penalty, +1 Dodge

Artifact Breastplate

AR: 3 Weight: L

Baneclaw

Damage: WS, 2K Q1

The Baneclaw is an overly large sai forged from the magical materials. Embedded with powerful magic, these weapons have a hunger for the opponent's blade, easily placing themselves in harm's way. Add +2 to the height of all parry sets. Add +1d to all attempts at disarming an opponent.

Level 2 Artifacts**Daiklave**

Damage: W+3K

Reaper Daiklave

Damage: W+2K Q1

Level 3 Artifacts**Grand Daiklave**

Damage: WS, W+3K 2, P1

Artifact Articulate Plate

AR: 4 Weight: M

Cat's Grace Tiara

Dexterity +1, Athletics +1, Stealth +1



APPENDIX VI

RECOMMEND. READ.

To properly use and understand this document familiarity with the ORE rules and the Exalted setting is mandatory. The following books are recommended as they do an excellent job at explaining either the one or the other.

ORE Rules

The most important thing you need is a book that details the ORE mechanics. While the basics are described in this document, the full breath of their options can be found in the official books. The individual books and their advantages are explained below.

REIGN

REIGN is particularly noteworthy because it is based in a fantasy setting and contains a number of very interesting rules. Among those are the mechanics for Unworthy Opponents. These faceless masses behave similar to the extras from the original Exalted. Furthermore REIGN features extended tactical options for melee combat such as tackling, tripping or strangling your opponent.

The most important point however is the Company rules. These allow both the Storyteller and the Players to quickly and simply model the actions and influence of larger groups – be they grand empires or small cults. This works very well with the world of Exalted, where the Chosen often find themselves in positions of power among the mortals.

REIGN is available at: www.gregstolze.com/reign

WILD TALENTS

WILD TALENTS is an ORE book specifically geared towards superhero roleplaying. However its treatment of the rules system and possible superpowers is so modular that it can easily be used to model effects for spells, charms or artifacts. In fact a few of the effects in this book are inspired by WILD TALENTS.

Furthermore the WILD TALENTS book can be used for attempts to transport the world of Exalted into a modern day setting as it features rules for vehicles, firearms, explosions, radiation and other wonders and perils of the modern day and age. This is not directly supported by OREx but the modular nature of the ORE makes this possible with only few changes.

WILD TALENTS is available at: www.arcdream.com/wildtalents

NEMESIS

This PDF download is a free version of the ORE rules (called Dark ORE) modified for use in modern horror settings. The main advantage of NEMESIS is that it is freely available and downloadable but the downside is that it's strongly focused on the horror genre and it lacks the depth of the other books.

It is however a good (and cheap!) start to understanding the ORE system and the Madness Meters are an interesting take on sanity mechanics that you might want to use in your heroic mortals games...

NEMESIS is available at: www.detwillerdesign.com

Exalted Setting

These two books cover the rules (or crunch) side of things but to learn more about what Exalted actually is, you'll need some other books. I guess that you're most likely already familiar with the setting, otherwise you wouldn't have downloaded this book I guess. Either way, there are a lot of excellent Exalted books released by White Wolf that you should check out. They do a wonderful job of explaining and detailing the setting (or fluff) of the game.

Exalted Second Edition

The core book for the second edition of Exalted is a must read if you want to play a game in the rich setting of Exalted. The book does a good job at condensing the information about the world and its inhabitants into a single tome. The full color artwork and multiple comics also help a great deal in evoking the proper mood and mindset.

The book deals primarily with the Solars and rules appropriate to them but it's useful even if you have no interest in them. The Antagonists chapter in particular should be enough to give you ideas for many a story. Furthermore the Charm, Sorcery and Panoply sections might be good inspiration in creating your own powers.

Exalted is available at: www.white-wolf.com/exalted

Other Exalted books

There are a huge number of other Exalted books published by White Wolf, especially considering that it's in its second edition. Only newer books pertaining to this new edition are listed below, most of which are arranged in smaller series of five books each.

Manuals of Exalted Power

The most important books are the Manuals of Exalted Power. These hardback books deal with the various types of Chosen. Each of these supplements offers a deep insight into the various playable factions of Exalted. They describe their history, their mindsets as well as their powers and capabilities.

Each of these supplements also contains some specific rules such as charms and character generation. Those rules are of course of little use in the OREx system. Still these books are well worth their money if you're interested in Exalted, even if you should make no use of their rules.

Compass of Celestial and Terrestrial Directions

The other two noteworthy series are the Compass of Celestial and Terrestrial Direction. These detail the

various locations of the world of Exalted and primarily contain setting information. Even though there are some rules in there these still might be very helpful when playing with the One Roll Exalted System.

These books are especially recommended if you want to set your campaign in an area closely detailed in one of those books. The Terrestrial Direction books are available for each of the elemental poles and the Celestial series deals with the supernatural locations of Malfeas, the Wyld, the Underworld and Yu-Shan.

TEMPORARY CHAPTER

QUESTIONS / ToDo

- Abyssal Dice: Can they have something unique and cool?
- Sidereal Dice: A single one is useless. 10 are statistically wiggle dice. That's not so good.
- Lunar Dice: Are they inferior? Do they need a way to add more than 1 to a single set? Ess based?
- Generic Charms that change/enhance ExD
- Personality Key: What about having a third key? Persona prior to exaltation maybe?
- Intimacies as REIGN like passions to add or subtract dice?
- Virtues? Do we need them? (Gods/Demons!)
- Social Conflict? It's a confusing mess!
- Social Keywords? Emotion, Compulsion, Belief, Total Control
- Problems? Do we use the REIGN system? Or a different system?
- MM powers, Hearthstones? People requested those. What's they do?
- Feats of Strength
- Grappling, Throwing, Crushing

Charm Design Maxims - Companies

Company Effects begin at Essence 3 (for Solars) for primary group related abilities. Ess 4 for tangential ones. Ess 5 for unrelated ones.

Solars easily get high Sovereignty in their Companies.

Solars are the only ones who can really take Company actions themselves. (maybe Lunars in Behemoth form can do so too?).

Primary Company Skills

Bureaucracy - Organizing things. Can help with treasure and Influence

Socialize - Graces. Can help with Influence and Sovereignty
War - Leading. Can help with Might.

Secondary Company Skills

Crafts - Building things. Can help with Territory
Investigation - Finding out. Can possibly help with Influence.

Lore - Learning. Can help with Territory & Influence.

Performance - Talking. Can help with Sovereignty.

Integrity - Sovereignty

Sidereal Dice (SiD) Alternative

The Sidereal Dice are bound to the fickle strands of fate and allow them to affect chance in their favor. Sidereal Dice are rolled as normal but sperately from your other dice. After the roll any single Sidereal Dice may either have it's value adjusted by up to 2 points or he can be rerolled.

AFTERWORD

Now that you've hopefully read and enjoyed all of One Roll Exalted it's time for the afterword. In here the author usually talks about the history and development of a book. I'll do that in a second but I'll also talk about the future of this game.

But first, the history.

As you can probably guess, this document was a lot of work. Spawned from a forum post by Bailywolf on rpg.net and my reading of the great REIGN book from Greg Stolze, the project quickly grew beyond it's originally envisioned scope of a quick hack: It transformed into a full fledged supplement.

And that was a lot of work. Not only did I write all of the material from scratch and playtested it with the help of a few nice people, I also poured a lot of time and effort into presentation, designing the cover and layout artwork. But rest assured, I had a lot of fun building OREx. Otherwise I probably wouldn't have spent my precious spare time to write something that is given away for free.

Which is where we come to the present.

As you most know, OREx is a freely available download but that doesn't mean I wouldn't mind some compensation for my work. What I mean to say is that if you enjoy the material and want to show your appreciation for the game and artwork - why not donate?

If you want to donate, simply visit my website at XX and click on the donate button there. You can also find out about and download my other RPG-related files there, most of which are for Exalted. If you like those, you can too show your appreciation for those, if you want to.

And what about the future of OREx?

If you're familiar with Exalted then you surely know about the depth and breadth of the setting. There easily is more than enough material there to fill ten times as many pages as are in this document.

I have set up a wiki for all those interested in the development OREx. Up there fans can write up material for the different Exalted Types including Charms and one-roll character generator tables. I will frequent that wiki to provide input where needed and once enough material is collected, then I'll compile it into a nice supplement, just like this book, complete with graphics and layout.

You can read the Wiki at <http://www.tricktonic.com/ORExatlted/wiki>

Either way, I hope that you've had some fun reading OREx and that it inspired you to run it.

Thank you,

Martin Nerurkar