

### First Archery Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Archery Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Archery Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Archery Mastery

**Simple**  
One Scene



None

②+, ①w: Reduce the mote cost of the first three Archery Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Archery Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Archery Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### There Is No Wind

**Supplemental**  
Instant



Combo-OK, Martial

③: Ignore all penalties (except for wound and flurry penalties and target's DV) to a single Archery roll.

⑤: As above, and increase the Range of your weapon to your range of vision. Requires Essence 3+.

Martial: Thrown. The Essence 3+ upgrade does not apply to Thrown.

Scroll of Errata, p. 16

Trait: 4 / Essence: 1

### Accuracy Without Distance

**Supplemental**  
Instant



Combo-OK, Obvious

①, ①w: The supplemented attack will always hit its target. If it would normally have missed, calculate damage based on 0 net successes.

Second Edition Core, p. 187

Trait: 5 / Essence: 3

### Forceful Arrow

**Supplemental**  
Instant



Combo-OK, Knockback, Obvious

①: If you roll even a single die of damage, the target is knocked back your [Essence] x3 yards. If you have the Charm Lightning Strikes Twice, you may apply the effects to this knock-back.

Objects weighing less than [raw damage x 50] pounds can also be affected by this Charm.

Scroll of Errata, p. 16

Trait: 4 / Essence: 2

### Trance of Unhesitating Speed

**Extra Action**  
Instant



Combo-OK, Obvious

② / attack: Make a magical flurry of up to [Essence + 1] Archery attacks, ignoring Rate and flurry penalties. This is only applicable for weapons with Rate 1 or greater.

The Speed and DV penalty of this flurry are equal to the highest Speed and DV penalty of any individual attack.

③ / attack: As above but for weapons with Rate less than 1.

Scroll of Errata, p. 16

Trait: 3 / Essence: 2

### Arrow Storm Technique

**Supplemental**  
Instant



Combo-Basic, Obvious

⑧, ①w: Roll once, and apply the supplemented attack to [Essence x 3] valid targets.

You may not strike a human-sized target repeatedly, but large creatures or mass combat units may be targeted more than once.

Scroll of Errata, p. 16

Trait: 5 / Essence: 2

### Arrow Storm Technique

**Supplemental**  
Instant



Combo-Basic, Obvious

⑧, ①w: Roll once, and apply the supplemented attack to [Essence x 3] valid targets.

You may not strike a human-sized target repeatedly, but large creatures or mass combat units may be targeted more than once.

Second Edition Core, p. 187

Trait: 5 / Essence: 2

### Flashing Vengeance Draw

**Permanent**  
Permanent



Martial-ready

③: Add [Essence] bonus successes to the Join Battle action. An available weapon is also reflexively drawn and readied.

You must have an available weapon to use this Charm, though it need not be in your hands.

If you roll the highest (not tied) Join Battle result, your first attack is unexpected.

Martial-ready: Marial Arts, Melee, Thrown.

Scroll of Errata, p. 16

Trait: 3 / Essence: 2

### Essence Arrow Attack

**Supplemental**  
Instant



Combo-OK, Obvious

②: Add [Essence] to the damage and pick one of the following:

Fiery Arrow Attack: Arrow catches fire mid-flight and ignites flammable material.

Dazzling Flare: Arrow is charged with holy light. Arrow shines brightly for Essence x 10 miles and is considered holy, causing aggravated damage to Creatures of Darkness

Righteous Judgment Arrow: For another ① the attack inflicts another 4 extra dice of damage.

Second Edition Core, p. 188

Trait: 2 / Essence: 2

### Phantom Arrow Technique

**Permanent**  
N/A



Obvious

① / attack: The character is able to create a single use of ammunition that has no resources cost such as a broadhead or frog crotch arrow.

Second Edition Core, p. 189

Trait: 3 / Essence: 2

### Summoning the Loyal Bow

**Simple (Speed 3)**  
Indefinite



Combo-OK

①: Banish a ranged weapon that you own and have used to inflict damage in battle to Elsewhere by committing 1 mote.

You can draw the weapon directly from Elsewhere later as a miscellaneous action ending the charm.

If you cancel the committed Essence while the weapon is Elsewhere it immediately falls to your side.

You can draw this weapon from Elsewhere using the Charm Flashing Vengeance Draw.

Second Edition Core, p. 189

Trait: 3 / Essence: 2

### Immaculate Golden Bow

**Simple (Speed 5)**  
One scene



Obvious

⑤, ①w: Manifest a gleaming bow with a Range of 300 yards, Rate, Accuracy and Damage are equal to the character's Essence. This weapon still requires ammunition, but consumes it at half the usual rate.

Gain ① per action into an existing Overdrive pool, whilst in battle and actively wielding Golden Bow. May only benefit from ① from weaponry at a time.

Scroll of Errata, p. 16

Trait: 4 / Essence: 3

### Inexhaustible Bolts of Solar Fire

**Simple (Speed 6)**  
One scene



Combo-OK, Obvious

⑧, ①w: The Solar is able to shape arrows at will. This does not cost any motes for the individual arrows and only ammunition with a Resources cost of 0 can be created. These arrows inflict one additional die of damage and they are incapable of hurting allies of the Solar.

Second Edition Core, p. 189

Trait: 5 / Essence: 4

### Solar Flare Methodology

**Simple (Speed 5)**  
One scene



Obvious

⑤, ①w: The Solar shapes his Essence into a firewand. This weapon has a Range of 15 yards, Rate 2 and Accuracy equal to the character's Essence. It's damage is 16L and it consumes firewand at half the usual rate.

Gain ① per action into an existing Overdrive pool, whilst in battle and actively wielding this firewand. May only benefit from ① from weaponry at a time.

Scroll of Errata, p. 17

Trait: 5 / Essence: 4

### Rain of Feathered Death

**Supplemental**  
Instant



Combo-OK, Obvious

- ① / duplicate: Spends motes for up to your Essence in duplicate attacks. Only one roll is made for all attacks but damage from each duplicated attack is applied separately. All duplicates fade after the attack. This Charm may not be used with ammo that costs more than one Dot of Resources or in a Combo with Charms that increase the arrow's damage.
- ③ / duplicate: As above, but without the restriction on arrow cost or increased damage.

Scroll of Errata, p. 17

Trait: 4 / Essence: 3

### First Athletics Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

- ① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.
- No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.
- Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Athletics Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

- ② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.
- No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.
- Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Athletics Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

- ④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.
- This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Athletics Mastery

**Simple**  
One Scene



None

- ②+, ①w: Reduce the mote cost of the first three Athletics Excellencies by 1 per ② committed.
- Exalted with Essence 3 can commit up to ⑥.
- Exalted with Essence 4+ can commit more.
- Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Athletics Essence Flow

**Permanent**  
Instant



None

- ①: User may invoke First, Second and Third Athletics Excellencies as innate powers.
- Charms invoked as innate powers do not count as Charm use for that action.
- Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Graceful Crane Stance

**Reflexive**  
One Scene



Combo-OK

- ③: You succeed on any valid Athletics roll to keep your balance.
- You can keep your footing on any surface at least as strong and wide as a human hair, treating it as a three-foot wide ledge capable of supporting a thousand pounds or weight when determining possible actions and associated penalties

Second Edition Core, p. 222

Trait: 1 / Essence: 2

### Monkey Leap Technique

**Reflexive**  
One Scene



Combo-OK

- ③: Whilst this Charm is active, you can reflexively Jump once per action, on your action tick.
- Also, double your jumping distance.

Scroll of Errata, p. 21

Trait: 1 / Essence: 2

### Soaring Crane Leap

**Reflexive**  
Until next action



Combo-OK

- ④: You can reflexively Jump once, on your action tick.
- Multiply your jumping distance by five. This is not cumulative with Monkey Leap Technique.

Scroll of errata, p. 21

Trait: 4 / Essence: 2

### Mountain-Crossing Leap Technique

**Simple (Dramatic Action)**  
Instant



Combo-OK, Obvious

(10), (1w): You can leap up to [Essence x5] miles as a dramatic jumping action, normally taking about five minutes.

If you are interrupted mid-leap and forced to take non-Reflexive actions, you continue along your original trajectory, but your landing is considered 'falling from a great height' rather than 'safely completing a jump'

Second Edition Core, p. 223

Trait: 5 / Essence: 4

### Foe-Vaulting Method

**Reflexive**  
One Scene



Combo-OK, Obvious

(1): Add your [Athletics] in dice to any attempts to reestablish surprise

Second Edition Core, p. 223

Trait: 5 / Essence: 2

### Thunderbolt Attack Prana

**Supplemental**  
Instant



Combo-OK, Obvious

(1), (1w): Choose a single athletic 'Signature Move'. This move can be used to enhance an attack.

Gain one bonus success in Step 3 of attack resolution.

Double post-soak damage of the attack in Step 7 of attack resolution.

If the move provides mechanical benefits such as extra movement, this must be incorporated into your current flurry.

Further signature attacks can be purchased for (1x) or 1 bonus point.

This Charm is explicitly permitted to supplement actions of other Abilities.

Second Edition Core, p. 224

Trait: 3 / Essence: 2

### Lightning Speed

**Reflexive**  
One Scene



Combo-OK

(3): Increase the distance you can Move or Dash by [Athletics] yards.

This distance can be further increased by using Athletics Excellencies to increase your static [Dexterity + Athletics] rating.

Second Edition Core, p. 224

Trait: 2 / Essence: 1

### Racing Hare Method

**Simple (Dramatic Action)**  
Instant



Combo-OK, Obvious

(5), (1w): You can travel [[Stamina + Essence] x10] miles per hour, for up to one hour.

This Charm imposes a -6 DV penalty.

If you invoke this Charm again as your next action, you may ignore the Willpower cost.

Second Edition Core, p. 224

Trait: 5 / Essence: 2

### Spider-Foot Style

**Reflexive**  
One Scene



Combo-OK, Obvious

(4): You may run (using Move or Dash) on any surface.

You cannot stop while standing on a vertical surface or while upside down. If you do not Move or Dash on every tick while on such a surface, you fall.

If you have [Essence] 4 or higher, you can spend a one mote per action to remain stood on a vertical or inverted surface without falling.

Second Edition Core, p. 225

Trait: 3 / Essence: 2

### Feather Foot Style

**Reflexive**  
One Scene



Combo-OK

(4): You may run or walk (using Move or Dash) on unstable surfaces as if you weigh no more than a feather.

Surfaces such as rice paper, water, lava or writhing maggots become effectively solid, though not necessarily harmless.

Stopping and standing on such a surface requires a reflexive [Dexterity + Athletics] roll at Difficulty 2 for each action in which you wish to maintain your balance.

Second Edition Core, p. 225

Trait: 4 / Essence: 2

### Eagle-Wing Style

**Reflexive**  
One Scene



Combo-OK

(4), (1w): You repel the ground, becoming able to fly until the scene ends or you will yourself to land.

You can fly at triple your normal Move and Dash rates, but must move at least half your normal Move on every tick or will have to land and terminate the Charm.

You must remain within [[Strength + Athletics] x3] yards of a surface and can 'climb' walls and cliffs by zooming along their vertical surface.

You must keep one hand before you, preventing the use of bows or two-handed weapons, but may use thrown weapons, fight unarmed or wield one-handed weapons normally.

Second Edition Core, p. 225

Trait: 5 / Essence: 4

### Increasing Strength Exercise

**Simple**  
One Scene



Combo-OK, Obvious, Stackable

(3) / point: Add one dot to [Strength] per 3 motes spent.

No combination of Charms that includes Increasing Strength Exercise can increase your [Strength] by more than your [Essence].

This bonus is treated as a dice bonus from Charms.

Second Edition Core, p. 225

Trait: 3 / Essence: 2

### First Awareness Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Awareness Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Awareness Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Awareness Mastery

**Simple**  
One Scene



None

②+, ①w: Reduce the mote cost of the first three Awareness Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Awareness Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Awareness Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Keen Sight Technique

**Reflexive**  
One scene



Combo-OK

③: Charm gives 2 bonus successes on Awareness actions that use sight.

The user can perceive impressions that are normally too faint for humans to validly observe.

Second Edition Core, p. 225

Trait: 3 / Essence: 2

### Keen Hearing & Touch Technique

**Reflexive**  
One scene



Combo-OK

③: Charm gives 2 bonus successes on Awareness actions that use hearing or touch.

The user can perceive impressions that are normally too faint for humans to validly observe.

Reduce user's external penalty to target unseen characters to -1 and internal penalty for blindness to -2.

Second Edition Core, p. 225

Trait: 3 / Essence: 2

### Keen Smell & Taste Technique

**Reflexive**  
One scene



Combo-OK

③: Charm gives 2 bonus successes on Awareness actions that use taste and smell.

User can perceive impressions that are normally too faint for humans to validly observe.

User can track by scent, gaining one bonus success when tracking someone with a scent.

Second Edition Core, p. 225

Trait: 3 / Essence: 2

### Unsurpassed Sight Discipline

**Reflexive**  
One scene



Combo-OK

②: User doubles successes on sight-based Awareness rolls before subtracting external penalties.

Second Edition Core, p. 226

Trait: 5 / Essence: 2

### Unsurpassed Hearing & Touch Discipl.

**Reflexive**  
One scene



Combo-OK

②: User doubles successes on hearing- and touch-based Awareness rolls before subtracting external penalties.

Second Edition Core, p. 226

Trait: 5 / Essence: 2

### Unsurpassed Smell & Taste Discipl.

**Reflexive**  
One scene



Combo-OK

②: User doubles successes on smell- and taste-based Awareness rolls before subtracting external penalties.

Second Edition Core, p. 226

Trait: 5 / Essence: 2

### Surprise Anticipation Method

**Reflexive (Step 2)**  
Instant



Combo-OK

①: Charm guarantees success on a valid Awareness roll to detect immediate mortal danger.

If user must make such a roll and has a chance of failing, Charm invokes itself automatically. The user may also choose to invoke a Combo containing this Charm at that time.

Second Edition Core, p. 226

Trait: 5 / Essence: 2

### Eye of the Unconquered Sun

**Reflexive**  
One scene



Combo-OK, Obvious

⑫, ①w: The user sees everything that is deliberately concealed within normal visual range, including invisibility, Lunar shapeshifting, Sidereal astrology and Compulsion and Illusion effects to deny reality.

Charm flares user's anima to 16+ mote level. Add (Essence x 2) successes to roll when opposing magic concealment.

Charm is a perfect defense against a surprise or social attack.

Second Edition Core, p. 226

Trait: 5 / Essence: 5

### First Bureaucracy Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Bureaucracy Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Bureaucracy Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Bureaucracy Mastery

**Simple**  
One Scene



None

②, ①w: Reduce the mote cost of the first three Bureaucracy Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Bureaucracy Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Bureaucracy Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

## Frugal Merchant Method

**Supplemental**  
Instant



Combo-OK

①: User has perfect awareness of target object's quality and condition.

User adds 1 success to haggling rolls if opponent is honest (Charisma).

User adds 3 successes to haggling rolls if opponent is dishonest (Manipulation).

Second Edition Core, p. 230

Trait: 1 / Essence: 1

## Insightful Buyer Technique

**Supplemental**  
Instant



Combo-OK, Social

③: As long as user understands target item and its markets, user has perfect knowledge of item's value in these markets.

Reduce external penalties applied to mercantile action by [Essence].

Second Edition Core, p. 231

Trait: 3 / Essence: 1

## Speed the Wheels

**Simple (Dramatic Action)**  
Indefinite



Combo-OK

⑧: User communicates with organization about a project. Roll ([Intelligence or Charisma] + Bureaucracy) + [Essence successes] vs. 1 or (project leads [Intelligence + Bureaucracy] / 2) if lead is deliberately slow.

User is aware of attempts to slow project.

Success means Begin Project action duration divided by ([Essence + 1] / 2). Max duration is season.

Second Edition Core, p. 231

Trait: 3 / Essence: 2

## Bureau-Rectifying Method

**Supplemental**  
Instant



Combo-OK

⑧, ①w: Reduce external penalties on dramatic action taken by organization by [Essence].

Permanently reduce internal penalties caused by corruption or inefficiency by 1.

User must have authority to lead action.

Purges least useful members of the bureaucracy.

Second Edition Core, p. 231

Trait: 5 / Essence: 3

## Indolent Official Charm

**Simple (Dramatic Action)**  
Indefinite



Combo-OK

④: User communicates with organization about a project. Roll ([Intelligence or Charisma] + Bureaucracy) + [Essence successes] vs. 1 or (project leads [Intelligence + Bureaucracy] / 2) if lead wishes speedy resolution.

User is aware of opposition.

Success means Begin Project duration multiplied by [Essence + 1]. Minimum duration is [Essence] hours.

If project underway, success means progress gets [Essence] external penalty.

Second Edition Core, p. 232

Trait: 3 / Essence: 2

## Foul Air of Argument Technique

**Supplemental**  
Instant



Combo-OK

④, ①w: User rolls ([Intelligence or Charisma] + Bureaucracy) + [Essence successes] vs. (organization leader's [Intelligence + Bureaucracy] / 2).

Success means permanent -2 penalty from corruption and inefficiency.

Max stackable penalty from like effects is user's [Intelligence + Bureaucracy].

Second Edition Core, p. 232

Trait: 5 / Essence: 3

## First Craft Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

## Second Craft Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Third Craft Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Craft Mastery

**Simple**  
One Scene



None

(2+), (1w): Reduce the mote cost of the first three Craft Excellencies by 1 per (2) committed.

Exalted with Essence 3 can commit up to (6).  
Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Craft Essence Flow

**Permanent**  
Instant



None

(0): User may invoke First, Second and Third Craft Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Object-Strengthening Touch

**Simple (Speed 5)**  
One Scene



Combo-OK, Touch

(5): Increase the number of successes needed to damage an object by users Essence.

Increase the [Strength + Athletics] rating needed to break an object by users Essence.

Second Edition Core, p. 211

Trait: 2 / Essence: 1

### Durability-Enhancing Technique

**Simple (6 long ticks)**  
Instant



Combo-OK, Touch

(3): Increases the number of successes needed to damage an object by one.

Increase the [Strength + Athletics] rating needed to break the object by one.

Both effects are Permanent, but no combination of Charms that includes Durability-Enhancing Technique can increase the effects by more than characters Essence

Second Edition Core, p. 211

Trait: 3 / Essence: 2

### Chaos-Resisting Preparation

**Simple (6 long ticks)**  
Indefinite



Combo-OK, Touch

(5), (2w): Objects become immune to Shaping effects and Wyld chaos for as long as (5) remains committed.

In the Wyld, the Charm permanently makes random unfortunate incidents affecting the object 10 times less likely.

The Charm permanently increases the difficulty of rolled Shaping effects targeting the object by two.

Second Edition Core, p. 212

Trait: 4 / Essence: 2

### Crack-Mending Technique

**Supplemental**  
Instant



Combo-OK, Touch

(10), (1w): The Charm supplements any valid dramatic action to repair an object, allowing [Essence x3] hours worth of normal repair for every hour invested.

Cracks and broken pieces can be mended without glue or nails, leaving a strong and seamless fix as if the object were new.

This Charm applies only to objects relating to the Craft[Type(s)] the character has dots in.

Second Edition Core, p. 212

Trait: 5 / Essence: 3

### Shattering Grasp

**Simple (Dramatic Action)**  
One Scene



Combo-OK

(5): As a Dramatic Action choose to harmlessly or destructively take apart any object you can break with a feat of strength, adding [Craft x2] to the [Strength + Athletics] rating to determine valid feats.

Disassemble a single object in [8 - Essence] minutes, minimum of 3.

Can target larger structures (up to large castle with a single use of the Charm), proceeding from one major component to the next and taking at least [8 - Essence] hours, minimum of 3.

Character cannot stop early unless finished or prevented by other means.

Second Edition Core, p. 212

Trait: 5 / Essence: 2

### Craftsman Needs No Tools

**Supplemental**  
Instant



Combo-OK

(7), (1w): Remove the need for tools when crafting, as well as penalties for crafting without tools. Raw materials are still required.

Can enhance a Craft action to build something, accomplishing [Essence x3] hours of work for each hour invested.

This Charm applies only to tasks relating to the Craft[Type(s)] the character has dots in.

Second Edition Core, p. 213

Trait: 4 / Essence: 3

### First Dodge Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

## Second Dodge Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Third Dodge Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Infinite Dodge Mastery

**Simple**  
One Scene



None

②, ①w: Reduce the mote cost of the first three Dodge Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

## Dodge Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Dodge Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

## Shadow Over Water

**Reflexive (Step 2)**  
Instant



Combo-OK

①: The user ignores all penalties to Dodge DV.

Against undodgeable attacks, the Dodge DV is still set 0 but no further penalties apply.

Second Edition Core, p. 227

Trait: 3 / Essence: 1

## Seven Shadow Evasion

**Reflexive (Step 2)**  
Instant



Combo-OK, Obvious

③: The user perfectly dodges a perceived attack.

Charm has one of the Four Flaws of Invulnerability.

Second Edition Core, p. 227

Trait: 4 / Essence: 2

## Reflex Sidestep Technique

**Reflexive (Step 2)**  
Instant



Combo-OK

①: An attack is no longer unexpected.

The user may use Dodge DV and Charms such as Seven Shadow Evasion against the attack.

Second Edition Core, p. 227

Trait: 3 / Essence: 1

## Flow Like Blood

**Simple**  
One scene



Combo-OK, Obvious

⑤, ①w: Charm negates onslaught and coordinated attack penalties that others' attacks impose on user's DV.

Second Edition Core, p. 227

Trait: 5 / Essence: 3

## Leaping Dodge Method

**Reflexive (Step 9)**  
Instant



Combo-OK, Counterattack

③: After using your Dodge DV against an attack, leap up to (10 + [Strength x Dodge]) yards vertically or (10 + [Strength x Dodge] x 2) horizontally. This distance cannot be enhanced in any way.

You may choose the direction and distance of this leap, as long as it is away from the attacker.

This Charm is treated as a counterattack.

Scroll of Errata, p. 21

Trait: 3 / Essence: 2

### First Integrity Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Integrity Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Integrity Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Integrity Mastery

**Simple**  
One Scene



None

②+, ①w: Reduce the mote cost of the first three Integrity Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Integrity Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Integrity Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Integrity-Protecting Prana

**Reflexive (Step 2)**  
One Day



Combo-OK

⑤, ①w: This Charm protects you from any Shaping effect that directly alters your mind, body, spirit or traits. This includes instantaneous Shaping effects and new alterations caused by long-term Shaping effects.

The protection extends to unblockable, undodgeable Shaping attacks.

The Charm does not protect against the miscellaneous dangers of the Wyld such as creatures, or effects on carried equipment that do not directly affect you as above.

Second Edition Core, p. 199

Trait: 1 / Essence: 1

### Destiny-Manifesting Method

**Permanent**  
N/A



①: Increase the difficulty of any rolled Shaping effect used against you by two.

Characters using Shaping effects that involve you can remove the penalty with a stunt that reconciles the Shaping effect with your sense of your own destiny.

In the Wyld or the Labyrinth, the frequency of random unfortunate incidents is reduced by a factor of 10.

Second Edition Core, p. 199

Trait: 3 / Essence: 2

### Righteous Lion Defense

**Permanent**  
N/A



①: When this Charm is purchased, you must choose an Intimacy that reflects an ideal.

The character henceforth treats mental influence to betray or forsake that Intimacy as an Unacceptable Order.

If the Intimacy is abandoned or becomes obsolete the Charm ceases to function until a new story begins and you choose a new Intimacy to apply it to. You can spend ①x to shift the Charm to a new Intimacy at any time.

This Charm can only be purchased twice, to reinforce a total of two Intimacies.

Second Edition Core, p. 199

Trait: 3 / Essence: 1

### Stubborn Boar Defense

**Permanent**  
N/A



①: While in Limit Break all directives from unnatural mental influence are treated as Unacceptable Orders

Second Edition Core, p. 199

Trait: 3 / Essence: 2

### Phoenix Renewal Tactic

**Permanent**  
Instant



⑥: When this Charm is purchased, you must choose one Virtue.

Whenever you would recover one or more willpower points from stunts or natural recovery, this Charm gives the option to recover one point of the chosen Virtue instead.

The Storyteller may veto stunts antithetical to that Virtue.

The Charm can be purchased multiple times to cover additional Virtues.

Second Edition Core, p. 200

Trait: 4 / Essence: 3

### Temptation-Resisting Stance

**Reflexive (Step 2)**  
One Scene



Combo-OK, Stackable, Social

⑥: This Charm increases your Dodge MDV by your [Temperance] for the remainder of the scene.

The Storyteller may allow the use of a different Virtue if appropriate to your Motivation

Second Edition Core, p. 200

Trait: 2 / Essence: 1

### Elusive Dream Defense

**Reflexive (Step 2)**  
Instant (Story)



Combo-OK, Social

⑤: This Charm is used in response to an attempt at mental influence and perfectly negates that attempt.

The response instantly creates an Intimacy to an idea or ideal that protects the character from the influence, such as contempt to the influencer.

Observing characters can make a reflexive [Perception + Investigation] vs your [Temperance] to notice your renewed enmity, loyalty or disdain, etc...

You decide how much weight to give the new Intimacy compared to any others.

At the end of the story, the Intimacy is no longer a perfect defense but may be retained.

The notes remain committed for the story.

Scroll of Errata, p. 20

Trait: 4 / Essence: 2

### Transcendent Hero's Meditation

**Simple (5 long ticks)**  
Instant



Combo-OK, Obvious, Social

⑩, ④w: This Charm shatters all long-term Compulsion, Illusion and Servitude effects upon you.

You can ignore mental influence that would prevent you from using this Charm.

You can substitute 1a for the mote portion of the charm cost if you are unable to pay.

Second Edition Core, p. 201

Trait: 5 / Essence: 4

### Sun-King Radiance

**Permanent**  
Instant



Obvious

⑩: Characters who are loyal to you may replace their [Essence] with your [Integrity] when calculating their Mental Defense.

It also imposes a -2 Internal penalty on characters loyal to you when they are actively attempting to betray that loyalty

Solars and Abyssals are unaffected by the Charm.

Second Edition Core, p. 201

Trait: 5 / Essence: 4

### Spirit-Maintaining Maneuver

**Reflexive**  
Instant



Combo-OK, Social

⑤ per ①w: You are able to resist unnatural mind control effects and Virtue compulsions at a reduced Willpower cost of 1 Willpower per 5 motes spent.

If you pay the entire cost in Essence, you do not gain any Limit.

If you would normally break free of a mental influence after spending a certain amount of Willpower, you are treated as having spent the Willpower even if you pay in motes

Second Edition Core, p. 201

Trait: 4 / Essence: 2

### Unhesitating Dedication

**Simple**  
Indefinite



Combo-OK, Stackable

④, ①w: You dedicate yourself to a new goal or ideal, treating one of your Intimacies as an additional Motivation with all the benefits and drawbacks thereof.

If you do not already have an Intimacy to the chosen ideal, you establish one instantly with the Charm

You can have a number of additional Motivations equal to [Conviction]

Second Edition Core, p. 202

Trait: 3 / Essence: 2

### First Investigation Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Investigation Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Investigation Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Investigation Mastery

**Simple**  
One Scene



None

②+, ①w: Reduce the mote cost of the first three Investigation Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Investigation Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Investigation Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Craft Observation Method

**Simple (DV -1)**  
Instant



Combo-OK

⑤: This Charm functions exactly as a dramatic Investigation action that takes up to 15 minutes, save that you perform it in a handful of seconds and do not need to ransack the scene.

Second Edition Core, p. 213

Trait: 3 / Essence: 2

### Evidence-Discerning Method

**Simple (5 long ticks)**  
One Story



Combo-OK

⑤, ①w: Make an Investigation roll to profile someone's personality.

You need not interact with the target, but must have sufficient material evidence of the targets personality to estimate their nature. If they send out deliberately misleading cues, you suffer an external penalty equal to their [[Manipulation + Socialize] /2] to your initial roll.

Each success reduces external penalties on all dramatic, social and mass combat actions you take against the target, maximum reduction of your [Essence].

You may have only one profile of a target, which lasts as long as the Essence is committed. You may not reroll unless the story ends or an important new piece of evidence is found.

Second Edition Core, p. 213

Trait: 4 / Essence: 1

### Judge's Ear Technique

**Reflexive (Step 1)**  
One Scene



Combo-OK

③: You recognize as lies all deliberate lies presented to you.

You can also recognize deliberate use of half-truths, though you will not be aware which part of a given statement is true.

If another Charm contests these effects, add your [Essence] in automatic successes to the [Perception + Investigation] roll to contest the other Charm

Second Edition Core, p. 213

Trait: 2 / Essence: 1

### Irresistible Questioning Technique

**Simple (6 long ticks)**  
one Scene



Combo-OK, Compulsion, Obvious, Social

④: During an interrogation, roll [Appropriate Social Attribute + Investigation].

This is an unnatural mental influence, resisted by the targets MDV. If successful, the target is compelled to answer all your questions honestly.

Resisting the effect costs 1 Willpower per five minutes, to a maximum of 3 Willpower, and the compulsion lasts a scene.

Increase the targets MDV by 3 if an Exalt has used this or a similar Charm on the target during this story.

Second Edition Core, p. 213

Trait: 3 / Essence: 2

### Courtiers Eye Technique

**Simple**  
Instant



Combo-OK

③: Target one individual you can sense and roll [Perception + Investigation], adding your [Essence] in automatic successes.

If the target is concealing their identity or Resources at all, you suffer an external penalty of their [[Manipulation + Socialize] /2].

On a success, you learn the targets Influence and Resources ratings. In addition you can estimate how many allies the target considers himself to have in the immediate circumstances and how much wealth and power the target wields through organization-specific backgrounds.

You cannot use this Charm on a single target more than once per Scene.

Second Edition Core, p. 214

Trait: 3 / Essence: 1

### Consumer-Evaluating Glance

**Reflexive**  
Instant



Combo-OK, Compulsion

②: Use this Charm immediately after interacting with a target.

Roll [Perception + Investigation] with a difficulty of 1 and an external penalty equal to the targets [[Manipulation + Socialize] /2].

On a success, the targets player is forced to declare the targets intentions in this interaction.

Second Edition Core, p. 214

Trait: 3 / Essence: 1

### Know the Soul's Price

**Reflexive**  
Instant



Combo-OK, Servitude

⑤, ①w: Use this Charm immediately after interacting with a target.

Roll [Perception + Investigation] with a difficulty of 1 and an external penalty equal to the targets [[Manipulation + Socialize] / 2].

On a success, the targets player must declare the target's price. If you meet this price, the Charm invokes an unnatural Servitude effect. The target becomes loyal to you and must spend 1 Willpower per scene to act in a knowingly disloyal fashion.

The Servitude lasts until you betray the bargain or the target has spent a total of 10 Willpower to act disloyally.

Second Edition Core, p. 214

Trait: 4 / Essence: 2

### First Larceny Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Larceny Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Larceny Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Larceny Mastery

**Simple**  
One Scene



None

②+, ①w: Reduce the mote cost of the first three Larceny Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Larceny Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Larceny Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Flawlessly Impenetrable Disguise

**Simple (6 long ticks)**  
Until the character sleeps



Combo-OK

⑦: User is perfectly disguised. May change skin coloration, texture, hair and eye color. Can seem 1/2 or 2x actual age, change ethnicity, gender, height by 10%. Can change voice, accent, speaking style and scent.

When activated, User rolls ([Wits or Manipulation] + Larceny). Inhuman senses must beat that roll at +4 difficulty to penetrate.

Cannot perfectly imitate another's appearance.

Second Edition Core, p. 227

Trait: 4 / Essence: 3

### Perfect Mirror

**Simple (6 long ticks)**  
One hour



Combo-OK

⑩, ①w: You can perfectly emulate another being. Can change appearance as Flawlessly Impenetrable Disguise as well as appear up to 1/2 or 2x Essence and emulate mystical traits.

When activated, roll ([Wits or Manipulation] + Larceny). Inhuman senses must beat that roll at +4 difficulty to penetrate.

You do not know things only known to target but can flawlessly bluff ignorance.

Also acts as a Permanent upgrade to Flawlessly Impenetrable Disguise, extending duration to Indefinite and allowing it to be activated with a ③, ①w surcharge to add the benefits of this Charm.

Scroll of Errata, p. 21

Trait: 5 / Essence: 3

### Flawless Pickpocketing Technique

**Supplemental**  
Instant



Combo-OK

③: User perfectly pickpockets a valid target. Cannot steal items in active use unless target is an extra.

If a Charm opposes, roll (Dexterity + Larceny) + (Essence successes) vs. the other Charm's effects.

Inhuman senses have +4 difficulty to catch user.

Second Edition Core, p. 228

Trait: 2 / Essence: 1

### Stealing from Plain Sight Spirit

**Simple**  
(Essence) DV refreshes



Combo-OK

⑤: User perfectly steals something. Cannot steal items in active use unless possessed by an extra.

If a Charm opposes, roll ([Dexterity or Wits] + Larceny) + (Essence successes) vs. the other Charm's effects.

Inhuman senses have +4 difficulty to catch user. +8 difficulty to notice item's absence.

⑤, ①w: User may even steal something unreachable.

Second Edition Core, p. 229

Trait: 5 / Essence: 2

### Lock-Opening Touch

**Supplemental**  
Instant



Combo-OK

③: User perfectly opens a lock. If user has no tools, still succeeds but Charm is Obvious.

If opposed by magic, roll (Dexterity + Larceny) + (Essence successes) vs. effect.

Second Edition Core, p. 229

Trait: 3 / Essence: 1

### Door-Evading Technique

**Reflexive**  
Instant



Combo-OK

⑩, ①w: User can bypass a single closed portal with a Move action.

Only allows passage through objects designed for people, animals or spirits to pass through.

Second Edition Core, p. 229

Trait: 5 / Essence: 4

### First Linguistics Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Linguistics Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Linguistics Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Linguistics Mastery

**Simple**  
One Scene



None

②, ①w: Reduce the mote cost of the first three Linguistics Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Linguistics Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Linguistics Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Whirling Brush Method

**Supplemental**  
Instant



Combo-OK

④: User can write at [Essence x 10] times normal speed.

Second Edition Core, p. 232

Trait: 1 / Essence: 1

### Flawless Brush Discipline

Simple  
Instant



Combo-OK, Emotion

⑧: [Essence + Linguistics] to determine beauty of writing.

Roll [Charisma + Performance] when writing. Readers with lower MDV feel adoration or love for User as unnatural influence.

Target can spend ③w to break commitment. ①w to resist for scene.

Target cannot be affected again by user's Flawless Brush Discipline for one year.

Second Edition Core, p. 232

Trait: 5 / Essence: 3

### Letter-Within-a-Letter Technique

Simple  
Instant



Combo-OK

⑥: Hide a message within another written work. Only intended targets can perceive it.

Concealed message can include natural or unnatural mental influence, used as a surprise attack.

Add [user's Linguistics] successes to Socialize surprise roll.

Second Edition Core, p. 232

Trait: 4 / Essence: 2

### Discerning Savant's Eye

Reflexive (Step 2)  
One scene



Combo-OK

⑥, ①w: Understand encoded, obscured and hidden communication as though it were clear.

Opposes concealing effects such as Letter-Within-a-Letter Technique.

User never surprised by social attacks while Charm is active.

Second Edition Core, p. 232

Trait: 5 / Essence: 2

### Sagacious Reading of Intent

Reflexive (Step 2)  
Instant



Combo-OK, Social

③: Perfectly negates social attack if attacker's purpose is fundamentally hostile to user or user's Motivation.

Second Edition Core, p. 233

Trait: 1 / Essence: 1

### Poetic Expression Style

Reflexive  
One scene



Combo-OK

③: Removes external penalties so user can convey tactical or strategic necessities across language barriers.

Does not apply to social or military actions.

Second Edition Core, p. 233

Trait: 2 / Essence: 1

### Excellent Emissary's Tongue

Permanent  
Varies



None

①: Roll [Intelligence + Linguistics] every 5 long ticks of conversing or 1 page of reading a foreign language. Must use Linguistics Excellency.

Difficulty 5 with a few days exposure. 7 with a scene. 10 with a few words.

If used in social conflict, all participants get +3 MDV.

Second Edition Core, p. 233

Trait: 3 / Essence: 3

### Twisted Words Technique

Supplemental  
Instant



Combo-OK, Compulsion, Illusion

⑥, ①w: Roll [Manipulation + appropriate Ability] in unnatural written social attack.

Readers with less MDV is committed to intention or belief chosen by user unless ③w spent.

Resist for scene for ①w. Target gets +3 MDV for every previous use of this or similar Charm this story.

Second Edition Core, p. 234

Trait: 4 / Essence: 2

### Unbreakable Fascination Method

Simple (Dramatic Action)  
Instant



Combo-OK, Obvious

⑩, ①w: User speaks before crowd and anima flares to the totemic level.

All within hearing must listen raptly unless defended by Charm. User rolls [Charisma + Linguistics] vs. [audience MDV]. Success means awed reaction.

Members can resist for one action by success on Temperance roll or spending ①w. Spending [user's Essence] willpower frees from effects.

Effects end when user takes some other action.

Second Edition Core, p. 234

Trait: 5 / Essence: 4

### First Lore Excellency

Reflexive (Step 1 or 2)  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

## Second Lore Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Third Lore Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Infinite Lore Mastery

**Simple**  
One Scene



None

②+, ①w: Reduce the mote cost of the first three Lore Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

## Lore Essence Flow

**Permanent**  
Instant



None

⑩: User may invoke First, Second and Third Lore Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

## Harmonious Academic Methodology

**Simple (Dramatic Action)**  
One Week



Obvious, Touch, Training

⑩, ②w: Train an organized social group for at least 5 hours every week. Each week pick one trait: Conviction, Temperance, Perception, Intelligence, Craft (Air, Earth, Fire, Water, or Wood), Investigation, Lore, Linguistics, Performance, Presence, or Socialize. Trait is increased by 1 to a maximum of 4 for each member of the unit.

The Solar may increase their own traits this way. The Solar may not raise other's traits past their own.

Second Edition Core, p. 215

Trait: 5 / Essence: 3

## Legendary Scholar Curriculum

**Permanent**  
One Week



Obvious

⑩: Permanently enhances Harmonious Academic Methodology. The solar may now use that charm to train any of the following:

Scholarly Abilities possessed at 4 or more, such as Awareness, Bureaucracy, exotic Crafts, Integrity, Larceny, Medicine, and Occult.

Virtues - which may be raised to 4.

Charisma, Manipulation, Wits, and Appearance.

Specialties for any Ability which would also be a valid target.

Second Edition Core, p. 215

Trait: 5 / Essence: 4

## Chaos-Repelling Pattern

**Simple**  
One Hour



Combo-OK, Obvious

⑧: A circle around the character with a radius equal to their Essence in yards functions according to the natural laws of Creation regardless of where it actually is.

Second Edition Core, p. 216

Trait: 3 / Essence: 3

## Wyld-Shaping Technique

**Simple (Dramatic Action)**  
Instant



Combo-OK, Obvious, Shaping

②0, ①w: Extended roll (Intelligence + Lore), each roll requires 5 hours and the charm's cost. Difficulty is 1 (Pure Chaos), 3 (Deep Wyld), 5 (Middlemarches) or 10 (Bordermarches). Successes may be spent as follows:

Demense cost successes equal to the Level.

Land costs successes equal to its Resources.

Manses or Artifacts can be created by using successes for Craft on a one-for one basis.

Extras may be purchased with a Cost of their rating as the Followers Background.

Portable wealth may be created for a cost equal to its Resources value.

See the rulebook for more information.

Second Edition Core, p. 216

Trait: 5 / Essence: 3

## Wyld Cauldron Technology

**Permanent**  
Instant



⑩: Enhances Wyld Shaping Technique.

Land or Wealth may be made permanent if the Solar sacrifices an amount of Jade or Oricalcum of equal Resources value or a number of XP equal to twice the value.

Manses and Artifacts may be made permanent using materials brought in from Creation.

Existing people or groups may be shaped. This applies an external penalty equal to the target's MDV. Success allows the target's Motivation to be changed, and Mutation points equal to the Solar's Essence may be added. For ④w the target may resist, or for ②w it may impose a condition upon the changes the Solar may make. The target must be in the Wyld and within (Essence x 10) yards of the Solar.

Second Edition Core, p. 217

Trait: 5 / Essence: 4

## Essence Lending Method

**Simple (Speed 4)**  
Instant



Combo-OK, Obvious, Touch

③: The Solar may transfer up to 3 times their Essence in motes to another character. These motes go into Personal Essence first, then Peripheral, up to their normal maxima.

This does not constitute Essence expenditure for Anima flare.

Second Edition Core, p. 217

Trait: 3 / Essence: 1

## Will-Bolstering Method

**Simple**  
Instant



Combo-OK, Obvious, Touch

⑤, ①w: The Solar may transfer up to their Essence in Willpower to another character. These motes go into the target's Willpower pool up to their normal maximum.

This does not constitute Willpower expenditure for the purposes of limits and social combat.

Second Edition Core, p. 217

Trait: 3 / Essence: 1

## Power-Awarding Prana

**Simple**  
Indefinite



Combo-OK, Touch

⑮, ①w: Target an Essence 1 character who cannot channel Essence. Raise Target's Essence by 1. Target gains an (empty) Essence pool of 15. The target gains the ability to regain essence like a Solar, and the ability to learn Solar Charms for which they meet the requirements for ⑩.

These advantages go away when the Solar deactivates the charm.

Second Edition Core, p. 218

Trait: 4 / Essence: 3

## Order-Affirming Blow

**Simple**  
Instant



Combo-OK, Shaping, Touch

⑮, ①w / Target's Essence: This charm shatters all Shaping effects on the target and renders the target immune to shaping for the scene. Outside of the Wyld this charm instantly destroys Fair-Folk.

Second Edition Core, p. 218

Trait: 5 / Essence: 4

## Immanent Solar Glory

**Permanent**  
Indefinite



Obvious

Each hour spent inspiring the people or performing Administrative tasks for a social unit you command allows you to regain motes equal to the unit's magnitude.

In addition each purchase of this charm increases your peripheral essence pool by ⑩. These extra motes cannot be committed to an artifact and cannot be regained through normal essence regain, only through essence regain charms (such as the first part of this charm).

This charm is available in the War, Performance, Larceny and Bureaucracy abilities. You may purchase it a total number of times equal to your Essence.

Scroll of Errata, p. 21

Trait: 5 / Essence: 3

## First Martial Arts Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

## Second Martial Arts Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Third Martial Arts Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Infinite Martial Arts Mastery

**Simple**  
One Scene



None

②+, ①w: Reduce the mote cost of the first three Martial Arts Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

## Martial Arts Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Martial Arts Excellencies as innate powers.  
Charms invoked as innate powers do not count as Charm use for that action.  
Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

## Thunderclap Rush Attack

**Supplemental**  
Instant



Combo-OK, Martial-ready

①: Reduce a supplemented attack's Speed to 3.  
Martial-ready: Archery, Melee, Thrown.

Scroll of Errata, p. 17

Trait: 3 / Essence: 2

## Knockout Blow

**Supplemental**  
Instant



Combo-OK, Crippling, Obvious

④: This Charm supplements an unarmed Martial Arts attack. If the attack deals damage and the [damage successes x Exalt's Essence] is greater than the target's remaining health levels, this Charm knocks the target unconscious. The target remains so for a scene.  
This Charm is a Solar-only extension of the celestial Martial Art Solar Hero Style.

Scroll of Errata, p. 17

Trait: 4 / Essence: 2

## First Medicine Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.  
No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.  
Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

## Second Medicine Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.  
No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.  
Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Third Medicine Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.  
This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Infinite Medicine Mastery

**Simple**  
One Scene



None

②+, ①w: Reduce the mote cost of the first three Medicine Excellencies by 1 per ② committed.  
Exalted with Essence 3 can commit up to ⑥.  
Exalted with Essence 4+ can commit more.  
Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

## Medicine Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Medicine Excellencies as innate powers.  
Charms invoked as innate powers do not count as Charm use for that action.  
Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

## Touch of Blissful Release

**Simple (Speed 5)**  
[Essence] hours



Combo-OK, Touch

⑤: Cancel up to 3 points of the targets penalties from Sickness, Poison and Crippling effects and wound penalties.  
The Charms effects linger for 5 minutes after the duration expires and is not physically addictive to the target.

Second Edition Core, p. 218

Trait: 2 / Essence: 2

## Contagion-Curing Touch

**Supplemental**  
Instant



Combo-OK, Touch

②: This Charm supplements a Medicine-based action to treat a patient.

You can treat patients in unfavorable conditions without medicines, penalties or stunts.

The time taken for treatment is unaffected.

Second Edition Core, p. 218

Trait: 3 / Essence: 2

## Wound-Mending Care Technique

**Supplemental**  
Until the day ends



Combo-OK, Touch

⑩: This Charm supplements a dramatic action to treat, monitor and tend to a patient.

You spend one hour on the dramatic action, without a stunt or Charm, and roll [Intelligence + Medicine].

The Charm replaces the normal benefits of medical care, instead allowing the target to recover a number of lethal or bashing health levels equal to the successes rolled, at the end of the day.

If the target spends the day resting, they gain additional bashing and lethal health levels equal to your [Essence].

This Charm can only be used on one target once per day.

Second Edition Core, p. 219

Trait: 3 / Essence: 2

## Anointment of Miraculous Health

**Simple (Speed 5)**  
Indefinite



Combo-OK, Obvious, Touch

⑩: This Charm gives the target a number of temporary -1 health levels equal to your [Essence]

These health levels are the first lost when the target takes damage, and are never healed back.

When you stop committing Essence to the Charm, the health levels fade without ill effect, whether or not they have been lost.

They will also fade if you use the Charm on the same target again.

Second Edition Core, p. 219

Trait: 4 / Essence: 2

## Wound-Cleansing Meditation

**Supplemental**  
Instant



Combo-OK, Obvious, Touch

⑩: This Charm enhances a dramatic action to treat, monitor and tend to a patient.

You spend one hour on the dramatic action, without a stunt or Charm, and roll [Intelligence + Medicine].

The Charm replaces the normal benefits of medical care, instead converting the targets Aggravated wound levels to Lethal wound levels on a successful roll.

Second Edition Core, p. 219

Trait: 3 / Essence: 2

## Flawless Diagnosis Technique

**Reflexive**  
Instant



Combo-OK

①: You automatically determine which of the targets observable traits and described symptoms are medically related.

If you use this Charm in the process of a formal diagnosis, normally a dramatic [Perception + Medicine] action with [Speed 5, long ticks], you are protected from any error in diagnosis.

With enough information, you will accurately identify each condition, its source, and its additional effect. If you do not have enough information you will recognize that some key piece of the puzzle is missing.

Second Edition Core, p. 220

Trait: 1 / Essence: 1

## Ailment-Rectifying Method

**Permanent**  
Instant



Touch

①: You may cure any Sickness effect, making your attempts to do so 'supernatural'.

It will halve the length of a patients convalescence.

If you roll 5+ successes on your Medicine roll to treat an ordinarily incurable illness, you may spend 5 motes to banish it from the patients system.

Treating sickness in this way is a dramatic Medicine-based action that takes one hour unless sped by a stunt or a Charm.

Second Edition Core, p. 220

Trait: 3 / Essence: 2

## Body-Purifying Admonitions

**Permanent**  
Instant



Touch

①: You may cure any Poison effect, making your attempts to do so 'supernatural'

If you roll 5+ successes on your Medicine roll to treat an ordinarily incurable poison, you may spend 5 motes to banish it from the patients system.

Treating poison in this way is a dramatic Medicine-based action that takes 20 minutes unless sped by a stunt or a Charm.

Second Edition Core, p. 220

Trait: 3 / Essence: 2

## Wholeness-Restoring Meditation

**Permanent**  
Permanent



Touch

①: You may cure any Crippling effect, making your attempts to do so 'supernatural'

If you roll 5+ successes on your Medicine roll to treat an ordinarily incurable Crippling effect, you may spend 5 motes to restore the patient.

Treating poison in this way is a dramatic Medicine-based action that takes one hour unless sped by a stunt or a Charm.

It takes the patient several days of convalescence to repair otherwise permanent damage such as lost limbs or blindness.

Second Edition Core, p. 220

Trait: 3 / Essence: 3

## Instant Treatment Methodology

**Simple (Speed 7, DV -1)**  
Instant



Combo-OK, Touch

⑦: This Charm is a Medicine-based action in which you treat a patient.

You may perform any Medicine-based dramatic action that normally takes up to one hour in a handful of seconds.

The Charm does not remove the need for appropriate medicine, surgical tools and suchlike, but you may stunt or Combo to work around these limitations.

The Charm only speeds the portion of treatment that actively involves you. It does not accelerate rest or recovery performed by the patient on their own, but can act as the dramatic action required by several other Medicine Charms.

Second Edition Core, p. 220

Trait: 2 / Essence: 2

### First Melee Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Melee Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Melee Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Melee Mastery

**Simple**  
One Scene



None

②+, ①w: Reduce the mote cost of the first three Melee Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Melee Essence Flow

**Permanent**  
Instant



None

⑩: User may invoke First, Second and Third Melee Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Hungry Tiger Technique

**Supplemental**  
Instant



Combo-OK

①: You spend 1 mote and make an melee attack. You count successes on the attack roll twice when determining raw damage.

Second Edition Core, p. 190

Trait: 2 / Essence: 1

### Fire and Stones Strike

**Supplemental**  
Instant



Combo-OK

① / die: You spend up to (Strength) motes and make a melee attack. If attack hits add one die to the post-soak damage for each ① spent.

Second Edition Core, p. 190

Trait: 3 / Essence: 1

### One Weapon, Two Blows

**Reflexive, Step 1**  
Instant



Combo-OK, Martial

③: Repeat steps 7-10 when resolving the damage for this Charm, effectively damaging the opponent twice.

Martial: Martial Arts.

Scroll of Errata, p. 18

Trait: 2 / Essence: 1

### Peony Blossom Attack

**Simple (Speed 5; DV -1)**  
Instant



Combo-OK, Obvious

③: The Solar makes a standard Melee attack at his full dice pool, and applies it to all enemies within three yards; each target resolves defense and damage separately.

Scroll of Errata, p. 18

Trait: 3 / Essence: 2

### Iron Whirlwind Attack

**Extra Action**  
Instant



Combo-OK, Obvious

⑤, ①w: You make up to (Dexterity +1) attacks.

This is a magical flurry, and you make these attacks regardless of your weapon's Rate, without multiple action penalties, and with a DV penalty equal to only the highest penalty for one attack.

At Essence 3+, you may select to levy fewer than (Dexterity + 1) attacks against target, to a minimum of zero attacks. You may also cancel your attack prematurely.

Scroll of Errata, p. 18

Trait: 5 / Essence: 2

### Invincible Fury of the Dawn

**Permanent**  
N/A



None

⑥: Increase the number of attacks received from Iron Whirlwind attack by 2 (total of Dexterity + 3).

This charm may increase custom melee extra-action charms at the Storyteller's discretion.

Scroll of Errata, p. 18

Trait: 5 / Essence: 4

### Call the Blade

**Permanent**  
Permanent



Obvious

If your desired weapon is within (Essence x 10) yards (Essence x 2 whilst in combat), and a flight path exists between the weapon and your hand, then reflexively spend ① to draw the weapon into your grasp.

You must own the weapon.

You can draw and ready a sheathed weapon.

Scroll of Errata, p. 18

Trait: 2 / Essence: 2

### Summoning the Loyal Steel

**Simple (Speed 3)**  
Indefinite



Combo-OK

①: Banish a melee weapon that you own and have used to inflict damage in battle to Elsewhere by committing 1 mote.

You can draw the weapon directly from Elsewhere later as a miscellaneous action ending the charm.

If you cancel the committed Essence while the weapon is Elsewhere it immediately falls to your side.

You can draw this weapon from Elsewhere using the Charm Call the Blade.

Second Edition Core, p. 192

Trait: 3 / Essence: 2

### Glorious Solar Saber

**Simple**  
One Scene



Combo-OK, Holy, Obvious

Manifest a blade that inflicts agg. damage to creatures of darkness. Can be summoned to your hand as a misc. action. Stats are defined upon purchase of this charm, and are based on artifact orichalcum weapons:

For ③ has traits equal to paired 1-dot weapons or a singular 2-dot weapon.

For ⑤ has traits equal to paired 2-dot weapons or a singular 3-dot weapon.

May be purchased a number of times equal to Melee score, to create additional options.

Gain ① per action into an existing Overdrive pool, whilst in battle and actively wielding Solar Blade. May only benefit from ① from weaponry at a time.

Scroll of Errata, p. 19

Trait: 4 / Essence: 3

### Iron Raptor Technique

**Simple (Speed 5)**  
Instant



Combo-OK, Obvious

②: You can make melee attacks against targets up to (Essence x 8) yards away.

Inflicts automatic knockdown if it strikes its target. If you have learned Lightning Strikes Twice, you may activate it as soon as the knockdown occurs.

④: If you have Essence 3 or more you can throw a burning arc of energy instead of the weapon. This attack cannot be blocked without a charm.

Scroll of Errata, p. 19

Trait: 3 / Essence: 2

### Blazing Solar Bolt

**Simple (Speed 4)**  
Instant



Combo-OK, Holy, Obvious

③, ①w: Make a Melee attack with a pool of (Dexterity + Melee + Essence), which may strike any opponent you can directly perceive. This attack is unblockable and undodgeable, and ignores any cover less than 100%.

Deals lethal damage with a base damage, before adding attack successes, of (Strength + Willpower). This damage is aggravated against creatures of darkness.

Scroll of Errata, p. 19

Trait: 5 / Essence: 3

### Dipping Swallow Defense

**Reflexive (Step 2)**  
Instant



Combo-OK, Martial

②: You ignore all penalties that apply to your Parry DV. If your Parry DV is inapplicable then it's still 0, but it takes no further penalties.

Martial: Martial Arts

Scroll of Errata, p. 19

Trait: 2 / Essence: 1

### Bulwark Stance

**Reflexive (Step 2)**  
Until next action



Combo-Basic, Martial

⑤: You ignore any penalties that apply to your Parry DV, including penalties invoked by your own attack. Effects of inapplicability are not considered penalties to DV.

Martial: Martial Arts

Scroll of Errata, p. 19

Trait: 3 / Essence: 2

### Heavenly Guardian Defense

**Reflexive (Step 2)**  
Instant



Combo-OK, Obvious

④: This is a perfect parry against any attack that is not unexpected; you must have a weapon in your hand. Mundane weapons break when used to block an attack of 25L or more raw damage. This charm has one of the Four Flaws of Invulnerability.

Second Edition Core, p. 193

Trait: 4 / Essence: 2

### Fivefold Bulwark Stance

**Simple**  
One Scene



Combo-OK, Martial

⑤, ①w: Removes the Onslaught penalty of attacks imposed on your Parry DV. Also reduces the defense penalty to Parry DV of each action by one, to a minimum of zero.

Martial: Martial Arts

Scroll of Errata, p. 19

Trait: 5 / Essence: 2

### Solar Counterattack

**Reflexive (Step 9)**  
Instant



Combo-OK, Counterattack, Martial-ready

③: After you use your Parry DV you do a counterattack which is resolved on Step 9 of your attacker's resolution.

You may expend a stocked free reflexive attack to make this counterattack unblockable.

Martial-ready: Archery, Martial Arts, Thrown. Only Martial Arts and Melee attacks can be made unblockable.

Scroll of Errata, p. 20

Trait: 4 / Essence: 1

### Ready in Eight Directions Stance

**Reflexive (Step 9)**  
Until Next Action



Combo-basic, Martial, Obvious

⑤: Until your next action, whenever you use your Parry DV, you may make a counterattack.

You may expend stocked free reflexive attacks to make these counterattacks unblockable, on a 1 for 1 basis.

Martial: Archery, Martial Arts, Thrown. Only Martial Arts and Melee attacks can be made unblockable.

Scroll of Errata, p. 20

Trait: 5 / Essence: 2

### Protection of Celestial Bliss

**Permanent**  
Instant



None

①: You may prepare one invocation of Heavenly Guardian Defense in advance, but the motes remain committed until invoked to block an attack, at which point the remaining motes are paid. Invoking Heavenly Guardian Defense does not count as a charm use.

If you have Essence 6 or higher you may prepare invocations up to your Melee score, and the cost to activate Heavenly Guardian Defense is ③.

Scroll of Errata, p. 20

Trait: 5 / Essence: 5

### First Occult Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Occult Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Occult Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Occult Mastery

**Simple**  
One Scene



None

②+, ①w: Reduce the mote cost of the first three Occult Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Occult Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Occult Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Terrestrial Circle Sorcery

**Permanent**  
Instant



None

①: User can take Terrestrial Circle Sorcery actions (p. 252).

Second Edition Core, p. 220

Trait: 3 / Essence: 3

### Celestial Circle Sorcery

**Permanent**  
Instant



None

①: User can take Celestial Circle Sorcery actions (p. 252).

Second Edition Core, p. 221

Trait: 4 / Essence: 4

### Solar Circle Sorcery

**Permanent**  
Instant



None

①: User can take Solar Circle Sorcery actions (p. 252).

Second Edition Core, p. 221

Trait: 5 / Essence: 5

### Spirit-Detecting Glance

**Reflexive (Step 1)**  
One scene



Combo-OK

③: User can see, hear, smell and feel - but not touch - dematerialized creatures within normal sensory range.

Second Edition Core, p. 221

Trait: 2 / Essence: 2

### Spirit-Cutting Attack

**Supplemental**  
Instant



Combo-OK, Obvious

①: Dematerialized creatures are valid targets for a user's attack.

Charm may supplement actions using other Abilities.

Second Edition Core, p. 221

Trait: 2 / Essence: 2

### Ghost-Eating Technique

**Reflexive (Step 10)**  
Instant



Combo-OK, Obvious

②: User steals (Essence x 2) motes from spirit on successful attack.

If spirit loses last health level and dissipates from attack, spirit is forever destroyed and will never be remade.

Second Edition Core, p. 221

Trait: 4 / Essence: 3

### Spirit-Repelling Diagram

**Simple**  
One scene



Combo-OK, Compulsion, Obvious

⑩: Dematerialized spirits compelled to stay (user's Essence) yards away from user.

Dematerialized spirits may pay (user's Essence) willpower to resist for rest of scene.

Second Edition Core, p. 221

Trait: 5 / Essence: 2

### All-Encompassing Sorcerer's Sight

**Reflexive (Step 1)**  
One scene



None

⑥: User can see patterns of Essence. All Charms are Obvious. Dematerialized and invisible creatures are visible. Artifacts, manses and demenses are recognized as such. Character automatically recognizes Essence 4+ creatures as magical.

Add (target's Essence) dice when rolling to pierce Stealth.

Roll (Intelligence + Occult) to identify exact effects of unknown Charm or spell at difficulty 5. Read rating of Essence, demense, manse or artifact at difficulty 2.

Second Edition Core, p. 222

Trait: 5 / Essence: 2

### Sorcerer's Burning Chakra Charm

**Permanent**  
Varies



None

④: User receives benefits of All-Encompassing Sorcerer's Sight when anima banner is at or beyond 4-7 mote level.

User may commit 1 mote to cause Caste mark to burn and receive benefits of All-Encompassing Sorcerer's Sight.

Second Edition Core, p. 222

Trait: 5 / Essence: 4

### First Performance Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Performance Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Performance Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 3

### Infinite Performance Mastery

**Simple**  
One Scene



None

②+ ①w: Reduce the mote cost of the first three Archery Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Performance Essence Flow

**Permanent**  
Instant



None

④: User may invoke First, Second and Third Archery Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Respect Commanding Attitude

**Simple (4 long ticks)**  
One Scene



Combo-OK, Compulsion, Social

⑤: User rolls an appropriate Social Attribute + Performance, as he does a performance or oration.

This Charm exerts unnatural mental influence on everyone who can see or hear the user.

If the extra successes on the roll exceed a given target's MDV, that target suffers a compulsion to stay in the Exalt's company and respectfully observe the performance.

Targets can resist this compulsion for five minutes with ①w, up to a maximum of ③w per scene.

Second Edition Core, p. 202

Trait: 3 / Essence: 2

### Phantom-Conjuring Performance

**Permanent**  
Variable



Obvious

This Charm allows the Solar to create ghostly images, Essence flares, ethereal music and strange sensory effects.

This charm must be used with a Performance Excellency or Presence Excellency

These effects must remain within (Essence x 10) yards of the user.

These effects cannot be used to confuse or deceive others without a stunt.

Second Edition Core, p. 202

Trait: 3 / Essence: 3

### Heart-Compelling Method

**Supplemental**  
One Scene



Combo-OK, Emotion, Social

⑥: This Charm supplements Performance-based rolls.

This Charm exerts unnatural mental influence on every valid target of the roll.

If the extra successes exceed the target's MDV, this Charm inspires the desired emotion for a scene.

Resisting this Charm costs ②w.

Second Edition Core, p. 202

Trait: 4 / Essence: 2

### Memory-Reweaving Discipline

**Simple (5 long ticks)**  
Instant



Combo-OK, Illusion, Social

(10), (1w): This Charm is a social attack that encourages a specific belief.

This Charm requires an appropriate Performance roll.

This Charm exerts unnatural mental influence on every valid target of the roll.

If the extra successes exceed a target's MDV, this Charm creates an instant intimacy.

Targets can resist the illusion for (1w) per scene.

Second Edition Core, p. 202

Trait: 5 / Essence: 2

### Husband-Seducing Demon Dance

**Simple (6 long ticks)**  
Instant



Combo-OK, Emotion, Obvious, Social

(10), (1w): The user rolls (Charisma or Manipulation) + Performance + Appearance.

This charm exerts unnatural mental influence on all who witness it.

If the extra successes on the roll exceeds a target's MDV, the target instantly falls in love with the Solar.

This charm can be resisted with (2w) when it is used.

This charm creates an intimacy to the Solar in all targets.

The intimacy can be broken, but the victim must spend (1w) each scene they try to break it.

Second Edition Core, p. 203

Trait: 5 / Essence: 3

### First Presence Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Presence Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Presence Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Presence Mastery

**Simple**  
One Scene



None

(2+), (1w): Reduce the mote cost of the first three Archery Excellencies by 1 per (2) committed.

Exalted with Essence 3 can commit up to (6). Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Presence Essence Flow

**Permanent**  
Instant



None

(0): User may invoke First, Second and Third Archery Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Hypnotic Tongue Technique

**Simple**  
Solar's Charisma in days



Combo-OK, Social, Stackable, Touch

(10), (1w): The user rolls Manipulation + Presence to create a Compulsion.

This Charm exerts unnatural mental influence.

If the extra successes exceeds the target's MDV, the target must follow one order given by the user.

The order can be resisted with (1w) a day.

The target is not aware of the effect unless she spends (4w).

Second Edition Core, p. 203

Trait: 3 / Essence: 2

### Majestic Radiant Presence

**Reflexive (Step 2)**  
One Scene



Obvious, Social

(7): This Charm negates any physical or social attack made against the user.

This Charm exerts unnatural mental influence.

This effect can be resisted by a difficulty 1 Valor roll or a difficulty 2 Willpower roll.

The type of roll is chosen by the user when the charm is bought.

The victim can resist this charm with (3w) for a scene.

Second Edition Core, p. 204

Trait: 4 / Essence: 3

## Terrifying Apparition of Glory

**Supplemental**  
Instant



Combo-OK, Social

- ③: This charm renders the target's Dodge MDV inapplicable.
- ②: Requires Majestic Radiant Presence to be active.

Second Edition Core, p. 204

Trait: 5 / Essence: 3

## Underling Promoting Touch

**Simple**  
One Story



Obvious, Touch

- ⑦, ①w: This Charm enchants a target character. Whenever the target acts or speaks in the user's name, she adds the User's Essence in dice to all Presence rolls.

Second Edition Core, p. 204

Trait: 5 / Essence: 3

## Authority-Radiating Stance

**Simple (4 long ticks)**  
One Scene



Combo-OK, Social

- ③: This charm causes all characters with a lower MDV than the user's Presence to believe the Exalt is someone with authority over him. The victim can resist this charm with ②w. This charm exerts unnatural mental influence. This charm does not cost Limit to resist.

Second Edition Core, p. 204

Trait: 4 / Essence: 3

## Irresistible Salesman Spirit

**Supplemental**  
Instant



Combo-Basic, Social

- ③: The Charm doubles the successes on a Presence-based roll.

Second Edition Core, p. 204

Trait: 4 / Essence: 2

## Worshipful Lackey Acquisition

**Simple (6 long ticks)**  
Solar's Charisma in days



Combo-OK, Obvious, Servitude, Social

- ⑫, ①w: The Solar makes a (Charisma or Manipulation) + Presence roll, and subtracts the target's MDV from the result. If successful, the Charm compels the target to serve the Solar loyally. This charm exerts unnatural mental influence. The victim can resist with ①w each day. This Charm creates an instant intimacy to the Solar. The intimacy cannot be broken until the Charm's effects end.

Second Edition Core, p. 205

Trait: 5 / Essence: 4

## Enemy-Castigating Solar Judgment

**Supplemental**  
Instant



Combo-OK, Holy, Obvious, Social

- ②: This charm makes a physical attack Holy. This charm can also enhance social attacks that create guilt, shame, or fear, and make them Holy. Holy social attacks makes creatures of darkness treat it as an unnatural mental influence, and halves a creature of darkness' MDV against it. This Charm can enhance non-presence rolls.

Second Edition Core, p. 205

Trait: 1 / Essence: 3

## First Resistance Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

- ① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success. No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll. Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

## Second Resistance Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

- ② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice. No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll. Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Third Resistance Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

- ④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up. This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Resistance Mastery

**Simple**  
One Scene



None

(2+), (1w): Reduce the mote cost of the first three Resistance Excellencies by 1 per (2) committed.

Exalted with Essence 3 can commit up to (6).  
Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Resistance Essence Flow

**Permanent**  
Instant



None

(0): User may invoke First, Second and Third Resistance Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Whirlwind Armor-Donning Prana

**Simple**  
Instant



Combo-OK

(1): This Charm allows the Exalt to make one minute's progress on donning armor in a single action.

The Solar normally uses this Charm for a number of actions equal to the armor's mobility penalty in order to complete the armor-donning process.

This Charm applies to personal worn items, including body armor, shields, clothing and warstriders.

Second Edition Core, p. 205

Trait: 1 / Essence: 1

### Hauberk-Lightening Gesture

**Simple (Speed 3)**  
Indefinite



Combo-OK, Obvious

(1): This Charm banishes a suit of armor to Elsewhere.

The Solar can gird herself in that armor directly from Elsewhere. Doing so takes as much time as donning the armor normally would, and she can use Whirlwind Armor-Donning Prana to speed the process.

If she cancels the Essence committed to this Charm while the armor is fully or partially Elsewhere, any donned pieces return Elsewhere, and then, the entire suit appears within arm's reach.

This Charm applies to body armor and shields, but not other worn items.

Second Edition Core, p. 205

Trait: 3 / Essence: 3

### Glorious Solar Plate

**Simple**  
One scene



Obvious

(10), (1w): This Charm creates a suit of medium or heavy armor for the Solar. It glows with a bright light and can only be used if not already wearing Armor or a Warstrider.

The armor has 10L/10B soak, 5 Hardness, a -1 mobility penalty and no fatigue penalty. For an additional (3) he can create a glowing shield that gives a +1 cover DV bonus against hand-to-hand attacks and a +3 cover DV bonus against ranged attacks.

Second Edition Core, p. 205

Trait: 4 / Essence: 3

### Armored Scout's Invigoration

**Simple**  
Indefinite



Combo-OK

(3) / fatigue/mobility reduction: This Charm reduces both the fatigue value and the mobility penalty of the Solar's armor by one, to a minimum of 0.

This Charm lasts until the character removes the armor in question and it applies to any combination of worn items that give a mobility or fatigue penalty. This includes clothing, armor, shields and warstriders.

Second Edition Core, p. 205

Trait: 4 / Essence: 1

### Durability of Oak Meditation

**Reflexive (Step 7)**  
Instant



Combo-OK

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

Second Edition Core, p. 206

Trait: 2 / Essence: 1

### Spirit Strengthens the Skin

**Reflexive (Step 7)**  
Instant



Combo-OK, Obvious

(1) / pre-soak damage die: The Solar invokes this Charm after an attack hits her but before damage is rolled.

This Charm reduces the raw (pre-soak) damage of the attack by one die for each (1) spent. This Charm can reduce the damage of the attack to zero.

Second Edition Core, p. 207

Trait: 2 / Essence: 2

### Iron Skin Concentration

**Reflexive (Step 7)**  
Instant



Combo-OK, Obvious

(2): The Solar invokes this Charm after an attack hits him but before damage is rolled.

Roll (his Stamina + Resistance) against a difficulty equal to the attacker's Essence (up to a maximum of 6). On a success, this Charm prevents all damage from the attack; on a failure, this Charm still grants him +4A/+8L/+8B soak.

Second Edition Core, p. 207

Trait: 3 / Essence: 2

### Iron Kettle Body

**Simple**  
One scene



④, ①w: This Charm gives the character +4A/+8L/+8B soak for the scene. This Charm cannot be used by characters wearing armor.

The defense provided by this Charm is compatible with Iron Skin Concentration's effects.

Second Edition Core, p. 207

Trait: 3 / Essence: 2

### Adamant Skin Technique

**Reflexive (Step 7)**  
Instant



Combo-OK, Obvious

④: Invokes this Charm immediately before the damage of a physical attack or similar effect is rolled. This Charm is a perfect defense against the raw damage of the attack, reducing it to zero after all other effects, including those which add damage after soak is applied.

This Charm has one of the Four Flaws of Invulnerability (see p. 194).

Scroll of Errata, p. 20

Trait: 5 / Essence: 3

### Essence-Gathering Temper

**Permanent**  
Permanent



Overdrive

Grants an additional ⑩ Overdrive pool.

Gain motes to this pool when you are hit, as follows:

- ① when taking no damage.
- ② per bashing damage inflicted.
- ③ per lethal or aggravated damage inflicted.

At Essence 3+ these effects apply when you perceive an ally who you have a positive Intimacy towards being hit.

Scroll of Errata, p. 21

Trait: 1 / Essence: 1

### Willpower-Enhancing Spirit

**Reflexive (Step 10)**  
Instant



Combo-OK

④: The Solar uses this Charm when hit by an attack that cost him at least one health level of damage.

The player rolls one die for each health level lost. This Charm restores ①w plus ①w for each success rolled up to the Solar's normal maximum.

Second Edition Core, p. 207

Trait: 3 / Essence: 1

### Battle Fury Focus

**Simple (Speed 7)**  
One scene



⑤: This Charm gives the character an extra die to all combat-related pools and reduces all wound penalties by one.

The character must be engaged in combat or attempting to become so. She can attack at range and differentiate friend from foe, but she cannot utter sentences of more than a few words, move away from the enemy or perform complex actions.

To end this Charm prematurely, her player must spend ①w.

Second Edition Core, p. 208

Trait: 3 / Essence: 1

### Bloodthirsty Sword-Dancer Spirit

**Simple (Speed 7)**  
One scene



Obvious

⑩, ①w: This Charm functions as Battle Fury Focus but is in all ways greater: It grants three extra dice to all combat-related pools and removes all wound penalties.

The character cannot speak coherently and cannot retreat and may only the following actions: moving toward her target, attacking enemies within range, waiting for an attacker to engage her or selecting the nearest enemy as a new target when her previous target is gone.

This Charm lasts until the character can no longer locate an enemy to kill. To end this Charm prematurely, the Solar must spend ③w and gain one Limit. Reduce this to ①w and no Limit if a loved one or friend attempts to restrain the character. See the full text for details.

Second Edition Core, p. 208

Trait: 4 / Essence: 2

### Ox-Body Technique

**Permanent**  
Permanent



Stackable

①: This Charm gives the Solar additional health levels. A player may purchase this Charm up to once per dot of the Resistance Ability her character possesses.

Each purchase provides one of the following, at the player's option, determined at the time of purchase: One -0 health level, two -1 health levels, or one -1 health level and two -2 health levels.

Second Edition Core, p. 208

Trait: 1 / Essence: 3

### Unbreakable Warrior's Mastery

**Reflexive (Step 10)**  
Instant



Combo-OK

③, ①w: This Charm applies when someone uses an attack with a Crippling effect against the Solar.

The Solar's player rolls (Stamina + Resistance) against a difficulty of the attacker's Essence. If she succeeds, this Charm negates the Crippling effect.

Second Edition Core, p. 208

Trait: 5 / Essence: 2

### Immunity to Everything Technique

**Simple (Speed 4)**  
One scene



Combo-OK

⑥, ①w: This Charm stops Poison and Sickness effects from doing any further damage for one scene. This Charm also prevents the character from suffering new Poison or Sickness effects during this scene.

Second Edition Core, p. 208

Trait: 5 / Essence: 3

## Body-Mending Meditation

**Supplemental**  
Until the day ends



Combo-OK

⑩: This Charm supplements a dramatic action to marshal the character's inner resources for recovery. This action requires one hour without a stunt or another Charm.

The Solar's player rolls (Stamina + Resistance). Success speeds his healing rate by a factor of 10 or adds directly to the successes of a physician using Wound-Mending Care Technique.

This charm may be activated, even when inactive.

Second Edition Core, p. 208

Trait: 1 / Essence: 1

## First Ride Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

## Second Ride Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Third Ride Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Infinite Ride Mastery

**Simple**  
One Scene



None

②, ①w: Reduce the mote cost of the first three Ride Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

## Ride Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Ride Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

## Master Horseman's Techniques

**Permanent**  
Instant



None

User chooses one of the following when purchasing this Charm:

Harmony of Spirits Style: Reflexively spend ① to prevent falling off mount. Inactivity does not cause rider to fall off during ordinary travel.

Horse-Summoning Whistle: Reflexively spend ① to call a loyal mount to user's side. Mount travels as circumstances allow.

Master Horseman's Eye: Reflexively spend ① to perfectly evaluate a mount.

Speed-Sustaining Technique: Reflexively spend ① to sustain a touched mount for 2 hours. Mount also has no random accidents.

Spirit-Steadying Assurances: Reflexively spend ③ to prevent mount panicking for scene.

Second Edition Core, p. 234

Trait: 1 / Essence: 3

## Worthy Mount Technique

**Permanent**  
Instant



None

Use Reflexive Charms to assist mount for ① extra.

User must abide by normal Charm invocation limitations.

Mount can also benefit from Surprise Anticipation Method for ②.

Second Edition Core, p. 234

Trait: 3 / Essence: 3

## Single Spirit Method

**Permanent**  
Instant



None

Use Supplemental Charms to assist mount for ② extra.

Supplemental Charms cannot be used this way when they are part of a Combo with a Simple Charm.

Second Edition Core, p. 235

Trait: 5 / Essence: 4

### Phantom Steed

**Simple**  
One day



Combo-OK, Obvious

Create loyal war horse with Control Rating 2.  
Horse needs no sleep, rest or food.

Second Edition Core, p. 236

Trait: 5 / Essence: 3

### Flashing Thunderbolt Steed

**Simple**  
One day



Combo-OK, Touch

User's mount can run all-out with no ill effects.  
Mount gets 1 automatic success to keep footing and jump obstacles.  
Mount can cover [mount's Stamina x 10] miles per hour.

Second Edition Core, p. 236

Trait: 5 / Essence: 3

### Flashing Thunderbolt Steed

**Permanent**  
Instant



Obvious

Flashing Thunderbolt Steed now allows mount to travel ([mount's Stamina + user's Essence] x 10) miles per hour.

Second Edition Core, p. 236

Trait: 5 / Essence: 4

### Sometimes Horses Fly Approach

**Simple**  
One hour



Combo-OK, Touch

Mount can fly, spending two yards of movement to ascend one yard.

Reduce cost to ⑤ when used on mount summoned with Phantom Steed or similar.

Second Edition Core, p. 236

Trait: 5 / Essence: 4

### First Sail Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Sail Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Sail Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Sail Mastery

**Simple**  
One Scene



None

②, ①w: Reduce the mote cost of the first three Sail Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Sail Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Sail Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Salty Dog Method

#### Reflexive (Step 1 or 2)

One scene



Combo-OK, Social, War

③: Reduce external penalties by [user's Essence] for appropriate actions while on a ship. DVs and MDVs are not considered external penalties and are not affected by this charm.

Scroll of Errata, p. 21

Trait: 2 / Essence: 1

### Invincible Admiral Method

#### Reflexive (Step 1 or 2)

One scene



Combo-OK, Social, War

⑫, ①w: Reduce external penalties by 1 for appropriate actions for units within [Essence x 10] miles that are actively following user's lead. User must be on board a seagoing vessel.

Second Edition Core, p. 236

Trait: 4 / Essence: 2

### Ship-Claiming Stance

#### Simple (6 long ticks)

Instant



Combo-OK, Obvious

⑤, ①w: User owns a ship instantly, so long as it is not already owned by another Essence channeler. Unwelcome characters subtract one success as external penalty while on the ship.

Second Edition Core, p. 237

Trait: 4 / Essence: 3

### Hull-Preserving Technique

#### Reflexive (Step 2)

Instant



Combo-OK, Obvious, Touch

⑧, ①b: Perfectly negate an attack on user's ship while on board.

Second Edition Core, p. 237

Trait: 5 / Essence: 3

### Shipwreck-Surviving Stamina

#### Reflexive (Step 10)

Indefinite



Combo-OK, Obvious, Stackable, Touch

④: Against an attack that would sink the user's vessel, this Charm holds the ship together as long as character remains on board with the motes committed.

If ship takes any additional damage, it will fall apart.

Second Edition Core, p. 237

Trait: 5 / Essence: 3

### Perfect Reckoning Technique

#### Simple (Dramatic Action)

Instant



Combo-OK

④: User automatically succeeds at any valid Sail roll made to find a way around known hazards to a given destination until distracted and forced to take another action.

Second Edition Core, p. 237

Trait: 3 / Essence: 1

### Storm-Weathering Essence Infusion

#### Reflexive (Step 1)

One scene



Combo-OK

⑥, ①w: User and crew receive two bonus successes on every action that directly serves the survival of the ship.

Second Edition Core, p. 237

Trait: 4 / Essence: 2

### Sea Ambush Technique

#### Supplemental

Instant



Combo-OK, War

⑩, ①w: Double successes on a Stealth action taken by a naval unit the user commands before applying external penalties.

Naval units with no obstacles to hide behind can still conceal themselves at +4 difficulty.

Second Edition Core, p. 238

Trait: 4 / Essence: 2

### First Socialize Excellency

#### Reflexive (Step 1 or 2)

Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

## Second Socialize Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Third Socialize Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Infinite Socialize Mastery

**Simple**  
One Scene



None

②+, ①w: Reduce the mote cost of the first three Socialize Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

## Socialize Essence Flow

**Permanent**  
Instant



None

①: User may invoke First, Second and Third Socialize Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

## Wise-Eyed Courtier Method

**Simple (6 long ticks)**  
Instant



Combo-OK, Illusion

③, ①w: Unnatural social attack on a social group (Magnitude 1+). User must have spent a few hours with the group encouraging a desired belief and be in the presence of a member at the time of invocation.

Roll ([Charisma or Manipulation] + Socialize) vs. (leader's MDV + [Magnitude / 2]). Success means group accepts the belief.

Group or Magnitude 1+ splinters may spend 6 Loyalty to end forever or 1 Loyalty to break for a scene.

Second Edition Core, p. 238

Trait: 3 / Essence: 2

## Wild Revelry Approach

**Simple (6 long ticks)**  
Instant



Combo-OK, Emotion

③, ①w: Unnatural social attack on a social group (Magnitude 1+). User must have spent a few hours with the group encouraging a desired emotion and be in the presence of a member at the time of invocation.

Roll ([Charisma or Manipulation] + Socialize) vs. (leader's MDV + [Magnitude / 2]). Success means user imposes desired Emotion on group.

Group or Magnitude 1+ splinters may spend 6 Loyalty to end forever or 1 Loyalty to break for a scene.

Second Edition Core, p. 238

Trait: 3 / Essence: 2

## Taboo Inflicting Diatribe

**Simple (6 long ticks)**  
Instant



Combo-OK, Compulsion

③, ①w: Unnatural social attack on a social group (Magnitude 1+). User must have spent a few hours with the group encouraging a desired taboo or fad and be in the presence of a member at the time of invocation.

Roll ([Charisma or Manipulation] + Socialize) vs. (leader's MDV + [Magnitude / 2]). Success means taboo or fad added to group's Policy.

Group or Magnitude 1+ splinters may spend 10 Loyalty, at most one per week, to end forever.

Second Edition Core, p. 238

Trait: 3 / Essence: 3

## Venomous Whispers Technique

**Simple (6 long ticks)**  
Instant



Combo-OK, Compulsion, Touch

⑩, ①w: Unnatural social attack to convince others to reject an individual or group. Solar must touch an individual target or interact with group.

Roll ([Charisma or Manipulation] + Socialize) vs. ([target or leader]'s MDV + [Magnitude / 2]).

Success means for the rest of the day, in every scene, target must spend ①w or [Solar's Essence] internal penalty to all social pools.

Second Edition Core, p. 239

Trait: 5 / Essence: 3

## Understanding the Court

**Simple (Dramatic Action)**  
Instant



Combo-OK

②①, ①w: Roll ([Perception or Intelligence] + Socialize + Essence). Difficulty is 1 unless a group is deliberately sending misleading cues, then vs. ([Manipulation + Socialize + Magnitude] / 2).

Net successes (max [user's Essence]) reduce external penalties on dramatic and social actions to manipulate surveyed groups.

User cannot build new profile for a specific court unless the story ends or new evidence emerges.

Second Edition Core, p. 239

Trait: 5 / Essence: 3

## Mastery of Small Manners

### Reflexive (Step 1 or 2)

Until next action



Combo-OK, Social

①: User treats enemy groups as [Magnitude - 1] (minimum of 0).

User is [Appearance + 1].

User effectively rolled three successes on Investigation roll to estimate motives of each person present.

Second Edition Core, p. 239

Trait: 2 / Essence: 1

## Gathering the Congregation

### Simple (5 long ticks)

One week



Combo-OK, Social, Obvious

⑩, ①w: User rolls (Charisma + [Performance or Socialize]) vs. all who can hear him. Persuaded characters organize into social group under user's direction.

Group dissolves if Exalt abandons it for more than a day.

Second Edition Core, p. 239

Trait: 3 / Essence: 3

## First Stealth Excellency

### Reflexive (Step 1 or 2)

Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

## Second Stealth Excellency

### Reflexive (Step 1 or 2)

Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Third Stealth Excellency

### Reflexive (Step 4 or 6)

Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Infinite Stealth Mastery

### Simple

One Scene



None

②+, ①w: Reduce the mote cost of the first three Stealth Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

## Stealth Essence Flow

### Permanent

Instant



None

⑦: User may invoke First, Second and Third Stealth Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

## Easily Overlooked Presence Method

### Simple

One scene



Combo-OK

③: Awareness and Investigation rolls to notice user fail unless he has Joined Battle or the observer has at least a two-die circumstance bonus.

Second Edition Core, p. 230

Trait: 3 / Essence: 1

## Mental Invisibility Technique

### Simple

One scene



Combo-OK, Compulsion

⑤, ①w: User rolls ([Dexterity or Manipulation] + Stealth) + [Essence successes] vs. observers' Dodge MDV. Success means that the user is ignored unless Join Battle.

Targets can spend ④w to resist or ①w if the attention is called to the hiding user.

Second Edition Core, p. 230

Trait: 4 / Essence: 2

### Vanishing from Mind's Eye Method

**Simple**  
Indefinite



Combo-OK

(10), (1w): The first time in that day that a target tries to remember or recognize the user he can retroactively use this Charm. The user rolls ([Wits or Manipulation] + Stealth) + [Essence successes] while the target reflexively rolls (Wits + Lore).

User's success means that the target cannot remember the user.

Second Edition Core, p. 230

Trait: 5 / Essence: 3

### Invisible Statue Spirit

**Simple**  
Indefinite



Combo-OK

(5): User cannot be detected unless touched, Join Battle or moves.

Effect fades 5 ticks after character is noticed by touch.

Second Edition Core, p. 230

Trait: 3 / Essence: 2

### First Survival Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second Survival Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third Survival Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Infinite Survival Mastery

**Simple**  
One Scene



None

(2+), (1w): Reduce the mote cost of the first three Survival Excellencies by 1 per (2) committed.

Exalted with Essence 3 can commit up to (6). Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

### Survival Essence Flow

**Permanent**  
Instant



None

(0): User may invoke First, Second and Third Survival Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

### Friendship with Animals Approach

**Reflexive (Step 1 or 2)**  
One Scene



Combo-OK

(3): This Charm allows the Exalt to communicate with natural animals using sounds and gestures as if they shared a common language.

Note that animals have limited capacity for comprehension.

This Charm may be activated when inactive.

Second Edition Core, p. 209

Trait: 1 / Essence: 2

### Spirit-Tied Pet

**Simple (Dramatic Action)**  
Instant



Combo-OK, Touch

(10), (1w), (1x): This Charm is used on an animal loyal to the Exalt and only if the Solar has no Familiar. After several hours of interaction with the target it increases the Exalt's Familiar Background by one dot to a maximum of five. If a sufficient level of Familiar is reached for the animal then it becomes his familiar.

Second Edition Core, p. 209

Trait: 3 / Essence: 2

### Bestial Traits Technique

**Simple (Dramatic Action)**  
Instant



Obvious, Touch, Training

(10), (2w): This Charm requires 5+ hours of effort in a week to train a loyal animal or familiar. Only one thing can be improved at a time

Strength, Dexterity, Stamina or Perception +1 (max species average +2)

Valor +1 (max 4)

Athletics, Awareness, Martial Arts, Resistance or Survival +1 (max Solars rating)

Health +1x -1 Health Level and optionally +10% size (max Animal Stamina)

Intelligence to the level of a six year old human

Familiars have all their maximums increased by one and can be trained to adult human intelligence

Second Edition Core, p. 210

Trait: 4 / Essence: 3

### Hardship-Surviving Mendicant Spirit

**Reflexive**  
Indefinite



Combo-OK

(10): This Charm negates any environmental external penalties to Survival rolls made for the Solar. She can find food and water easily, she ignores inclement weather even when lightly dressed, and she does not suffer undue blisters, bug bites or plant poison.

This Charm does not protect against environmental damage, however.

Second Edition Core, p. 210

Trait: 3 / Essence: 1

### Element-Resisting Prana

**Permanent**  
Permanent



Enhances your Hardship-Surviving Mendicant Spirit. When using that Charm, you now becomes immune to environmental hazards. You can survive in a bonfire, underwater or in a pool of boiling acid.

You take damage or suffer Poison, Crippling or Sickness effects only when directly inflicted upon you by some character's action.

Environmental damage from Charms, Spells etc. are directly inflicted and still apply.

Scroll of Errata, p. 21

Trait: 5 / Essence: 3

### Eternal Elemental Harmony

**Permanent**  
Permanent



(0): This Charm enhances the character's Hardship-Surviving Mendicant Spirit. It reduces that Charm's cost to 5 motes and allows the character to activate Hardship-Surviving Mendicant Spirit even when she's inactive.

If the Solar has Essence 6+, this Charm negates the cost for Hardship-Surviving Mendicant Spirit entirely.

Second Edition Core, p. 210

Trait: 5 / Essence: 4

### Food-Gathering Exercise

**Simple (5 long ticks)**  
Instant



Combo-OK

(3): This Charm affects the character or a group she leads with a Magnitude no greater than her Essence. The character or group may forage in the wild and find enough food for a small meal each. It takes five applications of this Charm per day to keep a group well fed.

If the Solar has dependents not foraging with her, food found with this Charm can be brought back to them. For three motes, a 10-person group can find enough food to maintain two dependents for a day.

Second Edition Core, p. 210

Trait: 5 / Essence: 2

### Trackless Region Navigation

**Reflexive**  
Indefinite



Combo-OK

(7): This Charm affects the character or a group she leads with a Magnitude no greater than her Essence. While this Charm is in effect, the character or group travels 10 miles per day across the harshest terrain and 20 miles per day across normal wilderness.

The Solar's player automatically succeeds at any valid Survival roll for the Exalt to find her way but the character must have enough information to make this a valid roll.

Second Edition Core, p. 211

Trait: 4 / Essence: 2

### Unshakable Bloodhound Technique

**Supplemental**  
Instant



Combo-OK

(8), (1w): This Charm supplements a roll to track an opponent. It guarantees that the Solar achieves at least (target's successes + 1) successes on the tracking contest, after taking all penalties into account.

If another Charm contests this effect, add the Solar's Essence in automatic successes to her opposed roll to maintain the effects of this Charm.

Second Edition Core, p. 211

Trait: 5 / Essence: 2

### Traceless Passage

**Supplemental**  
Instant



Combo-OK

(5), (1w): This Charm affects the Solar or a group she leads with a Magnitude no greater than her Essence. It enhances a roll made to travel without leaving signs of her (or the group's) presence.

This Charm guarantees that any tracker achieves, at most, zero successes on the contest to track the character or group. If another Charm contests this effect add the Solar's Essence in automatic successes to her opposed roll to maintain the effects of this Charm.

Second Edition Core, p. 211

Trait: 5 / Essence: 3

### Eye-Deceiving Camouflage

**Simple (Dramatic Action)**  
Indefinite



Combo-OK

(6): This Charm is a dramatic action to camouflage some person or object, and it normally takes one hour to perform.

The player rolls (Intelligence + Survival) to determine the quality of the camouflage. This Charm makes the camouflaged thing impossible to detect with Awareness rolls using ordinary senses.

Characters with inhuman sensory acuity can discover the hidden thing by opposing the camouflage roll with (their Perception + Awareness). Characters conducting a thorough search, such as a miscellaneous Investigation action with a normal Speed of five long ticks, can oppose the camouflage roll with an appropriate dice pool.

Second Edition Core, p. 211

Trait: 5 / Essence: 3

## City-Moving Secrets

**Permanent**  
Permanent



④: This Charm enhances the character's Survival Charms.

Survival Charms that allow the character to extend their benefits to a group of Magnitude 1 or more increase the allowed Magnitude for that unit by one.

Players can purchase this Charm a number of times equal to the Solar's Essence

Second Edition Core, p. 211

Trait: 5 / Essence: 5

## First Thrown Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

## Second Thrown Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Third Thrown Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Infinite Thrown Mastery

**Simple**  
One Scene



None

②, ①w: Reduce the mote cost of the first three Thrown Excellencies by 1 per ② committed.

Exalted with Essence 3 can commit up to ⑥. Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

## Thrown Essence Flow

**Permanent**  
Instant



None

④: User may invoke First, Second and Third Thrown Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

## Joint-Wounding Attack

**Supplemental**  
Instant



Combo-OK, Crippling, Martial-ready

②: For each Health Level of damage inflicted by an attack powered by this Charm, the target suffers a -1 Internal penalty to all Physical Attribute pools and loses one point from the equivalent static ratings.

This Crippling effect lasts for the remainder of the scene.

The players and Storyteller decide how the damage is inflicted, and how more exotic opponents are affected.

Martial-ready: Archery, Martial Arts, Melee.

Scroll of Errata, p. 20

Trait: 3 / Essence: 1

## Observer-Deceiving Attack

**Supplemental**  
Instant



Combo-OK

①: This Charm conceals a Thrown-based attack.

Characters watching you need your [Essence] successes on a reflexive [Wits + Awareness] roll to notice you making the attack.

This success requirement decreases by 1 with each use of the Charm in a scene.

For those not watching, you name the distance and direction from which the attack appears to come.

Scroll of Errata, p. 20

Trait: 3 / Essence: 2

## Mist on Water Attack

**Supplemental**  
Varies



Combo-OK, Crippling, Martial

① / action: An opponent hit by an attack powered by this Charm cannot speak or cry out; their every action is silenced.

They become invalid targets for any hearing-based Awareness rolls.

Should the attack kill the target, no one will notice until the Charm expires.

You can buy a number of actions of silence equal to your [Essence], including the initial attack and the Charm expires at the end of the appropriate action.

You may not stab yourself or an ally in order to convey these benefits.

Martial: Archery

Scroll of Errata, p. 20

Trait: 4 / Essence: 3

### Falling Icicle Strike

**Reflexive (Step 7)**  
Instant



Combo-OK

- ①: You enhance an Unexpected Attack.  
Count damage successes for this attack twice.

Second Edition Core, p. 196

Trait: 4 / Essence: 3

### Triple-Distance Attack Technique

**Supplemental**  
Instant



Combo-OK

- ②: You can triple the Range of your weapon.  
If you have [Essence] 4 or more, the Charm negates any external penalties from environmental conditions.

Scroll of Errata, p. 20

Trait: 2 / Essence: 2

### Cascade of Cutting Terror

**Supplemental**  
Instant



Combo-OK, Obvious

- ⑤: Your attack fills the air with dozens of duplicates of your own weapon.  
Your targets Dodge DV is inapplicable for any Thrown attack enhanced with this Charm.  
It also doubles your successes on the attack roll, before comparing it to defense in Step 3 of attack resolution.

Second Edition Core, p. 196

Trait: 3 / Essence: 3

### Returning Weapon Concentration

**Permanent**  
N/A



- ①: This Charm gives you three bonus successes on any valid action that, if successful, will reclaim one or more of your throwing weapons.  
The Charm does not affect either non-physical attempts to reclaim weapons, or preparatory actions before the attempt.  
Thrown weapons also slide free of any target without resistance.

Second Edition Core, p. 196

Trait: 3 / Essence: 2

### Call the Blade

**Reflexive (Step 2)**  
Instant



Obvious

- ①: You hold out your hand and call to the Essence of one of your own Throwing weapons.  
If the desired weapon is within [Essence x10] yards, and a flight path exists between it and your hand, the weapon will be drawn to your grasp.  
This charm can be used to draw and ready a sheathed Throwing weapon reflexively.

Second Edition Core, p. 197

Trait: 2 / Essence: 2

### Spirit Weapons

**Reflexive (Step 1)**  
Once Scene



Combo-OK, Obvious

- ②: For every 2 motes you spend, you can create a temporary Throwing weapon from Essence, shadows and light.  
Each weapon has the qualities of a Resource 2 Thrown weapon  
The weapons last for one scene, but if anyone but you uses them to make an attack, they fade away during Step 2 of the attacks resolution

Second Edition Core, p. 197

Trait: 4 / Essence: 3

### First War Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

- ① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.  
No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.  
Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 183

Trait: 1 / Essence: 1

### Second War Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

- ② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.  
No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.  
Can be comboed or used with First Excellency. Is incompatible with Third Excellency

Second Edition Core, p. 184

Trait: 1 / Essence: 1

### Third War Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

- ④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.  
This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Second Edition Core, p. 184

Trait: 1 / Essence: 1

## Infinite War Mastery

**Simple**  
One Scene



None

(2+), (1w): Reduce the mote cost of the first three War Excellencies by 1 per (2) committed.

Exalted with Essence 3 can commit up to (6).  
Exalted with Essence 4+ can commit more.

Apply discount to the total expenditure on Excellencies relating to a given roll.

Second Edition Core, p. 185

Trait: 4 / Essence: 3

## War Essence Flow

**Permanent**  
Instant



None

(0): User may invoke First, Second and Third War Excellencies as innate powers.

Charms invoked as innate powers do not count as Charm use for that action.

Charm is incompatible with effects that reduce mote cost of Excellencies.

Second Edition Core, p. 187

Trait: 5 / Essence: 4

## Rout-Stemming Gesture

**Reflexive**  
Until Next Action



Combo-OK, Obvious, War

(4), (1w): Those targeted by this Charm automatically succeed on all Valor rolls.

If used in the instant one or more targets fails a Valor roll, this Charm permits a reroll, but it does not automatically succeed.

You may target up to your [Essence] in military units, or [Essence x100] scattered individuals. You may specify your targets as you wish, otherwise the Charm will affect the closest non-enemy targets.

Individuals must be able to see or hear you. Units must be able to see or hear some sort of signal you send.

Second Edition Core, p. 197

Trait: 3 / Essence: 2

## Commanding the Ideal Celestial Army

**Reflexive**  
Instant



Combo-OK, War

(3): You may convey a message of up to 12 words in length to one or more loyal units within [Essence x100] yards, who are guaranteed to understand it.

The message is still conveyed by your voice, signal or relays, but is effectively instantaneous. Your troops react almost as an extension of your desires.

If used immediately before a roll to determine whether a targeted unit hesitates or can change order rapidly, and you give an appropriate order, the roll automatically succeeds.

Second Edition Core, p. 197

Trait: 4 / Essence: 2

## Mob-Dispersing Rebuke

**Simple (3 long ticks)**  
Instant



Combo-OK, Social, War

(7), (1w): You force an enemy unit with most of its members within your [Essence x100] yards to make an immediate check for rout.

The difficulty of this roll is 1 if the unit's Magnitude is greater than your [Essence], and difficulty 2 otherwise.

This Charm can be used socially, in which case you treat any mob, gathering or social group you can reasonably chastise as the target.

Second Edition Core, p. 197

Trait: 3 / Essence: 2

## Fury Inciting Presence

**Simple (5 long ticks)**  
One Scene



Combo-OK, Obvious

(10), (1w): Roll your [Charisma + [Performance or War]] in an attempt to persuade everyone who can hear you to join you in righteous violence.

Anyone you successfully persuade or otherwise does not resist this persuasion is organized into an unordered military unit under your direction.

The unit will dissolve if you abandon it for more than 15 long ticks.

Second Edition Core, p. 197

Trait: 3 / Essence: 3

## General of the All-Seeing Sun

**Reflexive**  
Instant



Combo-OK

(1): You are informed of the position and status of all units within [Essence x10] miles that contain a commander, hero, sorcerer or relay loyal to you or your cause. This includes solo units, but not solo extras.

You determine only the strategic positions of the units - their location relative to each other and to any major landmarks within one mile of any loyal unit. The Status information you receive is Fatigue, Order and current Magnitude.

You acquire the information as instinct but can convert this into a battle map if appropriate to your character.

The Storyteller is the final authority on whether a Solar without established loyalties is fighting for a given cause.

Second Edition Core, p. 197

Trait: 5 / Essence: 4

## Heroism-Encouraging Presence

**Reflexive**  
One Scene



Combo-OK, Obvious, War

Spend (5) in combat, or (5) and (1w) in mass combat.

Renders any unit or group that you command, and every ally within [Essence x20] yards fearless, no longer needing to make Valor checks.

During war, this Charm prevents rout and reduces the chance of fatigue.

At Essence 3+, when you or an ally under the effects of this Charm channel Valor, add successes rather than dice. If the action succeeds, refund the Willpower spent to channel.

Scroll of Errata, p. 20

Trait: 4 / Essence: 3

## Tiger Warrior Training Technique

**Simple (Dramatic Action)**  
One Week



Obvious, Touch, Training

(10), (2w): This Charm trains a military unit, requiring 5+ hours effort in any given week to work.

The Charm increases the Drill of the unit by one for each week of training to a maximum of Drill 5.

Each week, you may pick a trait to train and increase that trait for each unit member by one dot, to a maximum of 4.

Applicable traits are: Valor, Strength, Dexterity, Stamina, Archery, Dodge, Martial Arts or Melee.

You may train with the unit, or as a solo unit, increasing your own traits, and you may not increase others' traits past your own.

Second Edition Core, p. 198

Trait: 4 / Essence: 3

## Legendary Warrior Curriculum

**Permanent**  
One Week



Obvious

⑩: With this Charm you may use Tiger Warrior Training Technique to train others in:

Traits you possess at 4+: Valor, Strength, Dexterity, Stamina, Archery, Dodge, Martial Arts, Melee, Thrown, War, Integrity, Resistance, Survival, relevant Craft, Athletics, Awareness, Stealth, Ride, Sail.

Willpower - to a maximum of 7

You may devote one week to give 2 bonus dice or one bonus success for a specific activity you define. Does not apply to Exalted and only one application of this bonus can apply. It is considered an artificial specialty, counting to the 3-dice maximum.

Non-extras must pay 4 bonus points or ⑧.

Second Edition Core, p. 198

Trait: 5 / Essence: 4

## Ideal Battle Knowledge Prana

**Simple (6 long ticks)**  
One Scene



Combo-OK, Obvious, War

⑩, ①w: You and any units directly or indirectly under your command within your [Essence x10] miles gain an instinct for the battlefield and your desires.

The number of relays required to order each targeted unit is halved.

The Drill of all targeted units is increased by 1.

The Might of all targeted units is increased by 1, to a maximum of 3.

Second Edition Core, p. 199

Trait: 5 / Essence: 5