

**Legend**

**Charm Name**  
Book Name / Page Reference

Short Description:  
This does not contain full rules-text, but intends to confer an at-a-glance info about this Charm's capabilities. Please refer to the book for full details.

● Permanent Essence requirements in dots  
● Permanent Ability requirements in dots

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**Order-Affirming Blow**  
Com. p. 334

This Charm allows the Solar to shatter the effects of magic and the Wyld, stripping away all such effects and restoring the target to his natural state. Please refer to the book for this complex Charm.

**Wyld-Dispelling Prana**  
Com. p. 337

Protect any object, structure or character from the transformative influence of the Wyld. After activating it once, the Charm becomes free for the rest of the scene until the Solar fails a subsequent Lore roll.

**Chaos-Repelling Pattern**  
Com. p. 347

Protect an area around yourself (short rangeband) from the Wyld's influence. Forces nearby environment to behave according to the physical laws of creation.

**Harmonious Academic Methodology**  
Com. p. 339

Add Essence in non-Charm successes of a roll involving a Lore specialty. Every story one additional Lore-Specialty can be added to the player's list. Please refer to the book.

**First Knowledge's Grace**  
Com. p. 340

While using this Charm, the Solar ignores all penalties to teach someone. Does not affect social influence.

**Bottomless Wellspring Approach**  
Com. p. 338

Enhance a roll to introduce or challenge a fact, granting one automatic success and doubles all other successes.

**Essence-Lending Method**  
Com. p. 337

Upon touching a target, the Solar may transfer some of his Essence motes. Once per scene she may also additionally generate some motes to the target. Motes in excess of the targets maximum pool remain until next round.

**Will-Bolstering Method**  
Com. p. 337

Transfer Willpower to another character. In addition, roll a single die and add any successes to the target's Willpower pool. Can increase targets available Willpower beyond the maximum willpower and even past ten.

**Flowing Mind Prana**  
Com. p. 333

Spend some of your own experience points to teach another. For every few XP spent this way, the recipient must adopt as a training the Solar holds. Please refer to the book for this complex Charm.

**Lore-Inducing Concentration**  
Com. p. 332

Enhance a roll to introduce or challenge a fact, awarding one automatic success and rerolling die until fail to appear. If the Solar knows Immanent Solar Glory, he may always roll to establish knowledge, even on automatic success.

**Essence Font Technique**  
Com. p. 337

Turns the prerequisite and Essence-Lending Method into a reflexive Charm. When combined, ignore the 3m cost of Essence-Lending Method and the Willpower cost of Will-Bolstering Method. Grants recurring 10s.

**Wound-Accepting Technique**  
Com. p. 335

Touch a target and heal up to (Essence) in damage levels in her target, taking the damage upon yourself. It is possible for an Exalt to kill herself with this Charm.

**Hidden Wisdom Bestowal**  
Com. p. 333

Supplements an effort to train someone with prerequisite, disguising subversive and dangerous lessons as something else. Only the targets of the training can understand the hidden meaning of the lessons.

**Legendary Scholar's Curriculum**  
Com. p. 332

Upgrades the prerequisite, allowing the Solar to offer the committed up to more character once, reducing her cost to train multiple specialists. Please refer to the book for this complex Charm.

**Tireless Learner Method**  
Com. p. 331

As per Flowing Mind Prana, when the Solar rolls to regain experience points at the end of the story she can activate this Charm to reroll any non-successes once. Explicitly allows the Solar to regain more xp than he spent on the training.

**Truth-Rending Gaze**  
Com. p. 332

Generate a Lore-based read intentions roll to decipher the purpose and function of an object that lies within the Solar's Lore purview. Can grant bonus dice to War or Survival rolls for the rest of the scene. Please refer to the book.

Selfsame Master Instructor

**Power-Awarding Prana**  
Com. p. 338

Enable another Solar to temporarily gain a Charm he fulfills all requirements for. You do not need to know the Charm yourself. Please refer to the book for this complex Charm.

**Immanent Solar Glory**  
Com. p. 334

Any time the Solar rolls a 10 for any Lore-based roll, or any Lore Charm, she gains a mote of Essence.

**Essence-Draining Touch**  
Com. p. 333

Draw essence motes from the target with a touch. In combat this is a difficulty 5 gambit executed with a hand-to-hand combat Ability of the Solar's chosen close combat ability.

**Injury-Forcing Technique**  
Com. p. 333

Functions as the prerequisite, but in reverse. Force damaged health levels onto a target. In combat this is a difficulty 5 gambit done with the Solar's chosen close combat ability.

Ang 2 Lore Charms

**Heaven-Turning Calculations**  
Com. p. 330

Requires the Solar to have a background of intense math. Add bonus non-Charm dice to Craft, spell effects, speculative Bureaucracy rolls and Lore rolls which require logic or mathematics, as well as Wyld-Shaping Techniques.

**Selfsame Master Instructor**  
Com. p. 332

Upgrades Flowing Mind Prana, allowing the Solar to teach a single character any spell or Charm she knows, so long as the target qualifies for that spell or Charm. May not teach Sideral Martial Arts.

Ang 2 Lore Charms

**Sacred Relic Understanding**  
Com. p. 332

Touch an artifact whose purpose or use is unknown and gain a vision that reveals how to activate or employ it. Works differently for rating N/A artifacts.

**Flowing Essence Conversion**  
Com. p. 334

When at iconic anima level, draw it and return it to dim, resetting the once-per-scene effect of Essence-Lending Method. This Charm's cost never generates anima display.

**Essence-Twining Method**  
Com. p. 334

Touch a willing target with a mote pool and switch motes from peripheral to personal pools and vice versa. May not use this Charm on yourself unless permanent Essence is 5+ or Lore is Supernal.

**Force-Draining Whisper**  
Com. p. 332

When struck by a decisive attack, the Solar can roll to reduce the damage with Lore, instead granting Initiative. Usable once per scene, but reveal if any ally reaches their last undamaged health level.

Selfsame Master Instructor

**Wake the Sleeper**  
Com. p. 332

Automatically awaken the powers of an artifact, gaining Evocations. Usable once per story only and may not be used more than once on the same artifact until the Evocations have been paid for with essence.

**Prophet of Seventeen Cycles**  
Com. p. 339

Make a pronouncement against an ongoing project based on intense studies required beforehand to put complications into existence the project will have to face. Please refer to the book for this complex Charm.

Ang 3 Lore Charms

**God-King's Shrike**  
Com. p. 340

Make a die prophecy of doom, by proclaiming a great disaster that shall befall a region of his choosing. Please refer to the book for this complex Charm.

**Power-Restoring Invocation**  
Com. p. 338

Use this Charm in Combat to release your iconic anima, which biases in all directions, striking allies and gaining them new essence motes. Returns anima to dim.

**Surging Essence Flow**  
Com. p. 334

Enhances Essence-Lending Method and Will-Bolstering Method permanently, allowing them to be used as up to Short range without having to touch them. Lower cost of the prerequisite Charm.

**Will-Shattering Illusion**  
Com. p. 337

Conjure a riddle or apparition against a single target. Success on a roll determines difficulty of the riddle/illusion. Target must beat difficulty or have his mind momentarily shattered, losing Willpower. Please refer to the book.

**Surging Inner Fire**  
Com. p. 337

Regain motes once per scene equal to current temporary Willpower. For every permanent Willpower dot above the temporary one, gain more motes. Increase in-combat mote regen. Can be reset.

**Seal of Infinite Wisdom**  
Com. p. 340

The next time the Exalt stands to benefit from Immanent Solar Glory the Charm now counts 8s, 9s and 10s for the purpose of restoring essence. Anima automatically increases by one step. Once per scene, resettable.

**Incalculable Flowing Mind**  
Com. p. 341

Once per story this charm can be used to restore three points of temporary Willpower. This is capable of increasing the Solar's current Willpower above his maximum.

**Unstoppable Magnus Approach**  
Com. p. 341

In combat this Charm can be used to gain one temporary Willpower.

Mind-Scribing Method Linguistics 5

**Wyld-Shaping Technique**  
Com. p. 330

The Solar is capable of forming permanent things out of the Chaos of the Wyld. This is a highly complex Charm. Please refer to the book and read carefully through the description.

**Hero-Induction Method**  
Com. p. 332

Every time the Solar uses Wyld-Shaping Technique to build a place of trade, practice or service, her creation will also produce specialists who work there. Please refer to the book for this complex Charm.

**Wyld Cauldron Mastery**  
Com. p. 338

This Charm grants automatic successes to each phase of Wyld-Shaping Technique.

**Wyld-Called Weapon**  
Com. p. 338

Enhances Wyld-Shaping Technique, so that the Solar can shape an artifact-weapon. Please refer to the book for this complex Charm.

**Wyld-Forging Forcus**  
Com. p. 338

Every time the Solar uses the prerequisite on a new shaping attempt, she starts at phase two.

**Tome-Rearing Gesture**  
Com. p. 338

Instantly shape a copy of a book mentally written with Mind-Scribe Method. More elaborate copies can be created with higher roll results. This does not require an activation of Wyld-Shaping Technique.

**Sevenfold Savant Mantle**  
Com. p. 340

Once per attempted Wyld-Shaping Technique, the Solar can ignore the Willpower cost of the Charm. Additional a full free Lore Excellency can be applied to the phase.

**Manse-Raising Method**  
Com. p. 340

Enables Wyld-Shaping Technique to create Manse under specific circumstances. Please refer to the book for this complex Charm.

**Demurgic Suspiration**  
Com. p. 340

After each successful phase roll to regain motes. This can stack with Immanent Solar Glory.

**Power Beyond Reason**  
Com. p. 340

Enhance Wyld-Shaping Technique at phase 3 or beyond, aiding the roll with double 8s. Usable once per attempt for a single phase. Repurchase at Essence 5+ increases the power of the Charm.

**Savant of Nine Glories**  
Com. p. 341

Permanently lowers the cost of Wyld-Shaping Technique by 5 motes.

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