

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
● Repurchase/Upgrade available

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Order-Affirming Blow
Core 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
Core p. 333

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
Core p. 327

Protect an area around yourself (short range) from the Wyld influence. Force nearby environment to behave according to the physical laws of creation.

Harmonious Academic Methodology
Core p. 330

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
Core p. 325

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

Flowing Mind Prana
Core p. 333

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

Bottomless Wellspring Approach
Core p. 332

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

Lore-Inducing Concentration
Core p. 332

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

Cloud-Wreathed Scholar
Miscell of the Solar Edition, p. 16

While pursuing the goals of the Circle of unknowns, the Solar can use this Charm to introduce a fact this scene, even if one had already been introduced.

Essence-Lending Method
Core p. 331

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 target's maximum pool remain until next round.

Will-Boistering Method
Core p. 333

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

Essence Font Technique
Core p. 335

Turn the prerequisite of the Essence-Lending Method into a reflexive Charm. When combined, ignore the 3m cost of Essence-Lending Method and the Willpower cost of Will-Boistering Method. Grants one automatic success.

Wound-Accepting Technique
Core p. 332

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.

Immanent Solar Glory
Core p. 333

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
Core p. 333

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

Injury-Forcing Technique
Core p. 332

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.

Soul-Light Spreading Discipline
Miscell of the Solar Edition, p. 16

Treat people that spread knowledge taught by the Solar as Cult rating.

Hidden Wisdom Bestowal
Core p. 331

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

Legendary Scholar's Curriculum
Core p. 332

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

Tireless Learner Method
Core 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 need any non-successes once. Explicitly allows the Solar to regain more XP than she spent on the training.

Truth-Reading Gaze
Core 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 Will or Survival rolls for the rest of the scene. Please refer to the book.

Heaven-Turning Calculations
Core p. 333

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

Power-Awarding Prana
Core p. 333

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.

Flowing Essence Conversion
Core p. 334

When an iconic anima level draw it in 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
Core p. 334

Touch a willing target with a mote pool and switch motes from personal to personal pools and vice versa. May use this Charm on yourself, unless permanent Essence is 5+ or Lore is Superior.

Force-Draining Whisper
Core 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 reset if any ally reaches their last undamaged health level.

Selfsame Master Instructor
Core p. 333

Upgrades Flowing Mind Prana, allowing the Solar to teach a single character instead of a group, as long as the target qualifies for that spell or Charm. May not teach School Martial Arts.

Sacred Relic Understanding
Core p. 333

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.

Wake the Sleeper
Core p. 333

Automatically awaken the presence 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.

Legend-Spirit Convocation
Miscell of the Solar Edition, p. 17

Upgrades the prerequisite, allowing it to be used on weapons and armor forged of natural metals, allowing them a single instant-duration Evocation.

Power-Restoring Invocation
Core p. 334

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
Core p. 334

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

Will-Shattering Illusion
Core p. 332

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.

Hundred Sages Focus
Miscell of the Solar Edition, p. 16

With a moment of intense observation, name the Lore difficulty of introducing a fact about what is observing, as well as the required Lore background. Please refer to the book for this complex Charm.

Prophet of Seventeen Cycles
Core p. 332

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

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Surging Inner Fire
Core p. 334

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 motes regn can be reset.

Seal of Infinite Wisdom
Core p. 334

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

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All-Knowing Enlightened Sovereign
Miscell of the Solar Edition, p. 17

Allows the Solar to attempt to challenge a Lore difficulty that is outside the background reflected by her Lore rating. Once per story.

God-King's Shrike
Core p. 340

Make a dire prophecy of doom, by proclaiming a great disaster that shall befall a region of his choosing. Once per story.

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Wyld-Shaping Technique
Core p. 337

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
Core p. 337

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

Wyld Cauldron Mastery
Core p. 338

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

Wyld-Called Weapon
Core 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 Focus
Core p. 338

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

Wyld-Rearing Gesture
Core p. 338

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

Sevenfold Savant Mantle
Core p. 340

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

Manse-Raising Method
Core p. 340

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

Demurgic Suspiration
Core p. 340

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

Savant of Nine Glories
Core p. 341

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

Power Beyond Reason
Core p. 340

Enhance Wyld-Shaping Technique at phase 3 or beyond, adding the roll with double 10. Usable once per attempt for a single phase. Repurchase at Essence 5+ increases the power of the Charm.

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Incalculable Flowing Mind
Core 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
Core p. 341

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