

EX3
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EXALTED

THIRD EDITION

Craft Rewrite

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Mad Goblin
Rabbit Hole

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Craft Ability Rewrite

Craft is used to create or repair objects through skilled labor, whether forging a sword, cutting the gem for a merchant prince's brooch, or planning and overseeing the construction of a temple. The Exalted and other supernatural beings are capable of using this Ability to create artifacts, treasures of legendary quality that possess powerful magic of their own.

Elements of Craft Redefined

Crafting projects have several major concerns, described below: Expertise, Time, Materials, and Tools. The crafter must have sufficient resources in the amount to begin a craft project. This system removes the need for slots and craft experience and simplifies the craft ability preventing wasted xp. The purpose is to simplify the crafting ability and make it less of a management project on the player or storytellers part.

Craft Expertise

The Craft expertise system replaces the need to purchase multiple craft abilities as well as the specialty system. When purchasing the first dot of Craft she must declare an area of expertise encompassing her training and experience. She gains an additional area of expertise per dot of Craft after the first up to a total of 5 at character creation. Additional areas of expertise may be purchased after gaining the 5th dot of Craft using the same cost and training times as specialties would for their character type.

For mundane craft projects an exalt can attempt any roll without an appropriate area of expertise with a +3 difficulty. Storytellers are encouraged to be generous in interpreting logical edge cases for uses of Craft. If a character needs to repair a horseshoe, but only has Craft (Armoring), it's reasonable to declare that the character's Craft rating encompasses basic metal fabrication and to allow her to use her Craft rating anyway, perhaps at +1 difficulty instead of +3.

Mundane Expertise

Example Mundane Craft Expertise: Armor smithing, black smithing, bowyer, carpentry, cooking, gem cutter, glass blowing, gold/silver smith, landscaping, masonry, shipwright, tailoring, wood working, trap making, weapon smith, etc. This is not an exhaustive list.

Artifice Expertise

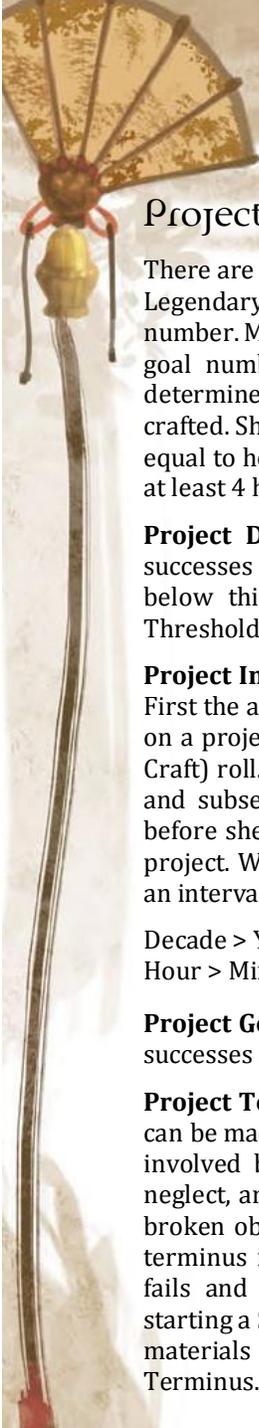
Creating artifacts requires the crafter be capable of manipulating essence (such as exalts, spirits, or sorcerers), possess an applicable area of mundane expertise specific to the project, as well as the corresponding arcane artifice expertise (See below). An artisan is eligible to purchase an artifice expertise once if they have 3+ in the following abilities craft, occult, and lore. Several arcane artifice expertise have additional requirements listed in the description.

Artifact (Craft at least equal to the rating of the artifact created) - This skill covers the creation of simple and advanced wonders including armor and weapons made out of the magical materials, or wonders created out of other solidified essence such as alchemy, talisman crafting, yasal crystal harvesting. This skill does not cover any device that manipulates essence directly outside of the effects of evocations.

Geomancy (Occult 4+) - Geomancy covers all of the skills necessary to plan, manage, and execute large scale geological projects to manipulate the essence of creation. It covers subtly shifting lay lines to channel essence, sculpting the landscape to change a lay lines essence attunement, capping a demesne, raising a manse, and repairing such wonders. All Geomancy is a superior project or greater.

Genesis ((Magitech) Medicine 5+ and either landscaping or architecture) - This area of expertise is required to create or modify life, encompassing detailed studies of bio-Essence templates, mutagenic radiation, inheritance profiles, inter-species compatibility serums, organic alchemy, essence enhanced healing and more. Biotech projects range from Major to Legendary but follow the rules for First Age Wonders (pg. 243).

First Age Artifice ((Artifact) Craft, Lore, Occult 5+, Celestial Circle Sorcery) - A character with this expertise has conducted an intense study of the creation, enchantment, essence circuitry, motonic physics, and maintenance of weapons and devices from the First Age (including the High and Low First Age). She may have learned the techniques of First Age engineering in Lookshy, at the Heptagram, in Yu-Shan or in some similar locale that still has systems in place to teach such complex subjects. All Magitech projects follow the rules for First Age Wonders.



Projects Components

There are 4 types of projects: Basic, Major, Superior, and Legendary. Each project has a difficulty, interval, and goal number. Mundane projects list the difficulty, interval, and goal number in their description, legendary projects determine these numbers based on the artifact being crafted. She may manage as many project of any one type equal to her intelligence + essence so long as she spends at least 4 hours a day managing them.

Project Difficulty: Represents the target number of successes needed on the (Attribute + Craft) roll. A result below this number on any roll results in a failure. Threshold successes are contributed to the Goal.

Project Interval: The interval represents two concepts. First the amount of time an artisan must spend working on a project before she may make her first (Attribute + Craft) roll. Second is the interval of time after the initial and subsequent rolls that she must continue working before she may make an additional roll to complete the project. When charms refer to increasing or decreasing an interval in increments, use the following chart:

Decade > Year > Season > Month > Week > Day > Hour > Minute > Second

Project Goal: Represents the total number of threshold successes needed to complete the project.

Project Terminus: Represents the number of rolls that can be made before the project runs out of steam and all involved become fed up, large structures succumb to neglect, artifacts fail to kindle the spark of essence, and broken objects are beyond repair. If the last roll of the terminus is reached before the project goal reached it fails and must be started over from scratch. Before starting a Superior Project the artisan must have enough materials and tools as determined by Determining Terminus.

Basic Projects

Basic projects are the simplest tasks a craftsman can undertake, such as making a chair, forging basic tools, shoeing a horse, cooking a meal, or etching an arrow. They are resolved with a single roll.

Completing Basic Projects: The crafter must have basic tool, a place to work, materials, and a simple plan. The character works for an amount of time deemed appropriate by the Storyteller, usually ranging from several minutes to several hours, then rolls (Attribute + Craft) against a difficulty or 1. Success indicates the project was completed.

Major Projects

Major projects are significant endeavors within a craftsman's trade, anything larger or more complex than a wheelbarrow. They include forging suits of armor, preparing a banquet for a prince's table or a god's festival, or sculpting a statue. They are resolved by extended rolls with no fixed terminus, where each roll represents an expenditure of time and materials.

Completing Major Projects: In order to begin a major project, the character must have sufficient tools, parts, and the right Craft Expertise. The material costs of a major project are often significant, as are the time and energy demands. The character must work for a period deemed appropriate by the Storyteller, usually ranging from several hours to several days—occasionally, a major project might even require weeks of labor! At the end that time she rolls (Attribute + Craft) against a difficulty of 2.

Superior Projects

Superior projects are long term projects that usually take weeks if not months to complete along with a significant amount of human and material resources. Examples of superior projects include large sea vessels, palaces, fortifications and castles. Large scale infrastructure projects should be handed via the projects rules in the core book (Building cities and such).

Completing Superior Projects: In order to begin a superior project. The character must have significant resources including: Appropriate expertise, labor team(s), large quantities of material resources, enough space to complete the project, and the tools for everyone included in the project, including herself. Superior projects require at least a month of effort, at the end of the month the characters rolls (Attribute + Craft) against a difficulty of 3, with the goal of 20 successes, terminus set by the crafter's available resources (see determining terminus), with each roll after the first taking an additional week of labor.

Legendary Projects

Legendary projects describe two sorts of endeavors: The first is the creation of wonders such as weapons and armor composed of the magical material and other lesser wonders such as yasal crystals, and simple talismans. The second deals with the creation of the mightiest works of magical artifice known to the Chosen, and the resurrection of the lost glories of the First Age. Arduous and demanding even for the creative masters of the Twilight Caste, few legendary projects have even been attempted since the murder and exile of the Solar

Exalted, and their undertaking is widely considered a lost art in the Realm.

- **Artifacts and Manses projects** can be attempted using the table below to determine the difficulty, interval and goal number based on the artifact rating. These intervals assume about four hours of work each day, but cannot be decreased by spending more time working (though a character would work on multiple projects simultaneously if they had nothing else to do).
- **First Age Wonders** range is potency from NA artifacts to those artifacts that require the completion of one or more sorcerous working to complete. Each requires the artisan to have multiple areas of expertise and have initiated into celestial circle sorcery.
- **Repairing a broken artifact** is generally as difficult as creating one a dot lower in rating, except that the interval may be significantly shorter depending on how extensive the damage is. Legendary artifacts, which go beyond the five dot scale, use difficulties, intervals and goal numbers chosen by the Storyteller - not all Legendary Artifacts are created equal, but they're all very difficult.

Artifact	Dif	Intervals	Goal
••	3	1 Month/1 Weeks	30
•••	4	1 Months/2 Weeks	45
Manse	4	2 Months/1 Month	45
••••	5	1 Season/2 Months	60
•••••	5	2 Season/1 Season	75
Greater Manse	5	2 Seasons/2 Season	75
First-Age Wonder	??	1 Year/2 Seasons+	75+

Determining the Terminus

To find the terminus for an Artifact-creation roll, add together the factors for their workshop and their materials. If you're missing either, you can't even start. Then add bonuses for extra time taken, the help of others, complementary abilities, relevant magic, and anything else that seems appropriate.

Workshop

- 1 rolls for a basic workshop, with all the standard tools. A character using Craftsman Needs No Tools has this level of workshop for most projects. However, manses and extremely large Artifacts may require large numbers of laborers as part of the workshop.
- 2 rolls for a master's workshop, which contains a high-quality example of every tool a normal craftsman in the field would ever want. Words as Workshop Technique qualifies.

- 3 rolls for a supernaturally excellent workshop. These are rare in Creation, but a few Dynasts and gods and other stranger things have them. Anima Forge Technique meets these requirements.

Materials

- 2 rolls for having a bit of magical material.
- 3 rolls for having some magical material and a few thematically appropriate wondrous ingredients.
- 4 rolls for having plenty of magical materials and at least one genuinely impressive wondrous ingredient.
- 5 rolls for having an embarrassing surplus of suitable ingredients.

Assistance

- +1 roll for working with a master assistant or a team of competent workers.
- +2 rolls for working with supernaturally excellent help.

Time

- +1 roll for taking five times as much time as is standard.
- +2 rolls for taking ten times as much time as is standard.
- +3 rolls for taking twenty times as much time as is standard.

Other

- +1 roll for having an Ability related to the Artifact at 5, or at 3 with a relevant specialty.
- +1 roll for having a Charm, spell, anima power, or other magical ability that's related to the Artifact.
- +1 roll for having materials suffused with quintessence.
- +2 rolls for having a draught or more of quintessence.
- +3 rolls for having a brick of ambrosia.
- +4 rolls for having a brick of Sol aspected ambrosia.

If you lose access to something that increases your terminus while working on an Artifact, you may either put the project on hold until you replace it or just accept the reduced terminus. If you use up all of your rolls, all is not lost. Ask the ST what you have to do to earn another roll. Chances are it won't be easy.

Craft can also be used to assess crafted items. This is a simple action requiring a (Perception + Craft) roll. With a success the crafter can determine how old an item is, how well it's made, what it's made of, and what condition it's in, and other similar information. A strong success may also allow the crafter to identify the maker if their style is distinctive.

Craft Charms

Essence 1

FLAWLESS HANDIWORK METHOD

Cost: 6m; Supplemental (Instant)

Keywords: None

Prerequisites: Craft 1

Branch Charms: [Triumph-Forging Eye](#), [Supreme Masterwork Focus](#), [Experimental Conjuring of True Void](#)

The Solar capitalizes on her own genius. Her hands and Essence flow in tune with the spirit of her craft, turning even the shoddiest materials into sublime masterworks. Craft rolls supplemented by this Charm reroll 10s until 10s fail to appear.

At *Craft 3+*, this Charm may be repurchased, allowing the Exalt to also reroll 6s until 6s fail to appear.

TRIUMPH-FORGING EYE

Cost: —; Permanent

Keywords: None

Prerequisites: Craft 2, [Flawless Handiwork Method](#)

Branch Charms: None

The Exalt sees forward to her success and approaches a problem with an unerring clarity of vision. Once per week, the Exalt may apply a free full Craft Excellency to any one roll.

SUPREME MASTERWORK FOCUS

Cost: 6m; Supplemental (Instant)

Keywords: None

Prerequisites: Craft 3, [Flawless Handiwork Method](#)

Branch Charms: [Divine Inspiration Technique](#), [Inspiration-Renewing Vision](#)

By shearing away all distractions, the Exalt may recognize the strongest elements of her design as she brings them forth, enhancing them to the betterment of the entire project. This Charm allows the Solar to supplement (Attribute + Craft) rolls for basic and major projects with double 9s.

At *Craft 5, Essence 2+*, it may be repurchased, allowing the Exalt to alternatively spend six motes and one Willpower to supplement a basic, major, or superior project roll with double 8s.

At *Craft 5, Essence 3+*, it may be repurchased a third time, allowing the Exalt to pay ten motes and one willpower to grant any one (Attribute + Craft) roll double 7s.

CRAFTSMAN NEEDS NO TOOLS

Cost: 6m; Simple (One task)

Keywords: Mute

Prerequisites: Craft 3

Branch Charms: [Words-as-Workshop Method](#), [Thousand-Forge Hands](#), [Shattering Grasp](#), [Durability-Enhancing Technique](#), [Design Beyond Limit](#)

A Solar who has mastered this Charm can work directly with her chosen material, shaping it with hands, breath, and voice. Without the need for tools or a workshop, the Exalt can start basic and major projects as soon as she has the proper ingredients, and can complete such works with blazing speed, often in just minutes or seconds. Using *Craftsman Needs No Tools* can be used equally well in both building and repair projects. Additionally, if the Solar uses tools to assist her work, the cost of the Charm is reduced by two motes. This Charm does not meaningfully speed the completion of superior or legendary projects.

SHATTERING GRASP

Cost: —; Permanent

Keywords: Mute

Prerequisites: Craft 5, [Craftsman Needs No Tools](#)

Branch Charms: [Keen Understanding of the Core Imperfection](#)

This charm permanently enhances its prerequisite. An Exalt with this Charm knows the strengths and weaknesses of her chosen materials and may rend them down with a mixture of light, precise touches and wringing blows. She may rend apart stone with her hands, destroy a door by crossing it with her palms and may disassemble a steel portcullis with her fingertips. The two former examples represent basic tasks, while the latter represents a major project. In any case, she needs no tools to perform such tasks, only an appropriate Craft Ability and a few moments time.

DURABILITY-ENHANCING TECHNIQUE

Cost: 5m; Simple (Instant)

Keywords: None

Prerequisites: Craft 5, [Craftsman Needs No Tools](#)

Branch Charms: [Object-Strengthening Touch](#)

The Solar's keen understanding of an object allows her treat it with skill and Essence, greatly increasing its durability. The Exalt may temper a blade, reinforce a door, or make a sail fireproof or nearly impenetrable to mundane attacks. She may make an inscription in marble

that will not fade even after a hundred years of wind and rain.

The Solar spends five minutes to an hour treating an object no larger than (Essence) yards in radius, increasing the difficulty to damage it by two or (Essence), whichever is larger. Durability conferred by this Charm is conferred permanently. The edges of blades strengthened by this technique do not dull after an entire day of hacking, and a reinforced helm may not shatter when struck by the blow of a mace.

CRACK-MENDING TECHNIQUE

Cost: 10m, 1wp; Simple (Instant)

Keywords: None

Prerequisites: Craft 3

Branch Charms: [Design Beyond Limit](#), [Breach Healing Method](#)

Crack-Mending Technique depicts a Lawgiver whose talent and touch is such that she can repair even impossibly destroyed things. This Charm can't restore things that were completely unmade (for example, by powerful sorcery, digestion in a behemoth's gullet, or immersion in molten rock) but it can remake extremely damaged things like shattered crystal, burnt paper, splintered wood and twisted metal.

As the Solar works with the remains of a broken or destroyed object, she may slowly piece it together with word, touch, and Essence over the course of (10 - Essence) hours. If used while under the effect of Craftsman Needs No Tools, this time is reduced to minutes or seconds, and eliminates both the need for tools and in many cases for materials. This Charm can restore magical objects but not metaphorical concepts: it cannot mend a broken heart, nor can it put the magic back into a First Age construct whose magic has fled or faded away. This Charm lowers the difficulty of repairing Artifacts that are fragmented or shattered by 1, while also making such a repair possible, but otherwise does not remove the material requirements or affect the goal number.

ARETE-SHIFTING PRANA

Cost: 4m, 1xp or 1 Limit, 1wp; Simple (One project)

Keywords: None

Prerequisites: Craft 4

Branch Charms: [Bright-Forging Prana](#)

The Lawgiver may glean knowledge from her existing mastery and use it as the foundation for new works. Upon evoking Arete-Shifting Prana, roll (Intelligence + Craft) to shift a craft expertise to a new expertise. The difficulty is based on how conceptually close they are.

Difficulty 1 for conceptually similar crafts such as for example, changing armoring to weaponsmithing, or shifting leatherworking to tailoring, or tailoring to tapestry-weaving, difficulty 3 for conceptually distant craft skills based on based on similar sciences/arts such as armoring to goldsmithing, and leatherworking to tailoring.

The difficulty increases by two for any craft expertise involving large scale or highly technical crafts such as shipwright, engineering, or hydraulics. It is not possible to exchange craft expertise for essence based craft skills. These converted dots remain useable for the duration of one basic, major, or superior project; they cannot be used to support any higher form of crafting project.

PERFECT SOLAR DESIGN

Cost: 5m, 1wp; Supplemental (Instant)

Keywords: None

Prerequisites: Craft 5

Branch Charms: [Breach Healing Method](#)

Infusing her design with simple perfection the solar creates a master crafted example of what others aspire to reproduce. This charm supplements any (Attribute + Craft) roll to create a perfect template on any non-magical craft project. Characters with Craft 1+ and an expertise in a related field that examines the template daily adds one non-charm success to all rolls to make a similar item. If attempting to duplicate the item exactly, instead add two non-charm successes to reproduce the object. A character that successfully creates a replica of the original example permanently gains one non-charm success to do so again in the future as the design is burned into his mind.

Essence 2

EXPERIENTIAL CONJURING OF TRUE VOID

Cost: 4m, 1 Limit; Reflexive (Instant)

Keywords: None

Prerequisites: Craft 3, [Flawless Handiwork Method](#)

Branch Charms: [First Movement of the Demiurge](#), [Unbroken Image Focus](#)

Through tapping the elemental, refined forces of her own experience, the Solar may access the most pristine and formless center of her own Essence, from which all things may be derived. This Charm may be used after an (Attribute + Craft) roll, and grants one automatic non-Charm success and (Essence) non-Charm dice. This Charm may not be used on basic projects.

At Essence 3+, the dice bonus for this Charm is increased to (Intelligence + Essence).

FIRST MOVEMENT OF THE DEMIURGE

Cost: —; Permanent

Keywords: None

Prerequisites: Craft 4, [Experiential Conjuring of True Void](#)

Branch Charms: [Divine Inspiration Technique](#)

This Charm permanently enhances its prerequisite. The Solar's genius inspires her to greater heights, making her aware of patterns and possibilities unforeseen by mortals. For every three of a kind successes (ex: three sevens, three eights, etc.), the player may choose one non-success die and convert it to a 10, adding two successes to the result. If Flawless Handiwork Method is used, 10s created in this fashion are also rerolled until 10s fail to appear.

UNBROKEN IMAGE FOCUS

Cost: 3m (+3m per success), 1wp; Reflexive (Instant)

Keywords: None

Prerequisites: Craft 4, [Experiential Conjuring of True Void](#)

Branch Charms: [Essence-Forging Kata](#)

After making an (Attribute + Craft) roll, this Charm may be invoked to add a supernatural burst of precision, skill, and inspiration to the Solar's hands. This Charm allows the Exalt to purchase a number of additional non-Charm successes equal to ([her Essence] + successes) on the initial roll. This Charm does not factor in "double numbers" effects from other Charms. If the Lawgiver is using a double 9s effect, and rolls three 9s and no other successes, she would be able to purchase (Essence + 3) successes, not (Essence + 6).

OBJECT-STRENGTHENING TOUCH

Cost: 6m; Simple (One scene)

Keywords: Mute

Prerequisites: Craft 5, [Durability-Enhancing Technique](#)

Branch Charms: [Chaos-Resistance Preparation](#)

With a bare touch, the Solar can infuse an object of (Essence + 2) yards in radius with hardening Essence, greatly increasing its durability. Using this Charm increases the difficulty to destroy the object by the (Solar's Essence + 1). If the Solar is holding the object, it becomes nigh-unbreakable without magic. Objects strengthened with this Charm also become resistant to fire, acid, freezing, and other forms of damage. The benefits of this Charm last only one scene, but they stack with the effects of the prerequisite for that scene.

CHAOS-RESISTANCE PREPARATION

Cost: 5m; Simple (Instant)

Keywords: None

Prerequisites: Craft 5, [Object-Strengthening Touch](#)

Branch Charms: [The Art of Permanence](#)

The Solar can reinforce an object so that the Wyld cannot touch it. The Lawgiver spends up to an hour treating an object no more than (Essence) yards in radius. If the object is worn or wielded, it protects itself and the wielder/ wearer from the twisting effects of the Wyld.

This protection is limited: in the bordermarches a character can go (Solar's Essence) days without ill effect. This resistance is halved in the middlemarches, and reduced to hours in the deep Wyld. If the character only has partial protection—say a caravan guard wielding only a treated pike—then this protection is reduced to hours and minutes respectively. Chaos-Resistance Preparation can also be used to treat objects, and like and labeled objects traveling in auspicious arrays stack their protections, allowing groups of treated objects to survive Wyld journeys with the same benefits of a character wearing multiple treated items.

At Essence 3+, the Exalt may pay fifteen motes, one Willpower to use this Charm on the project scale (p. 239), working for (10 Stamina) hours to cover a considerable number of goods and vehicles or arms and armor. She may protect the hull of a small trade ship, as well as its rigging and sails, and need not protect the cargo or provisions below decks, or she may protect several wagons, singlehandedly preparing a small caravan for a trip through chaos-tainted lands.

DESIGN BEYOND LIMIT

Cost: 10m, 1wp, 3xp; Simple (Instant)

Keywords: None

Prerequisites: Craft 4, [Craftsman Needs No Tools](#), [Crack-Mending Technique](#)

Branch Charms: [Celestial Reforging Technique](#)

A Solar who has the power to build an Artifact may also temper it with greater power. To use this Charm, the Exalt must have an Artifact weapon to work with, and the owner of the weapon must have unlocked all of its Evocations. Typically this means the Artifact has a rating of three or four dots, as Artifacts rated five or N/A usually have no known limit to their number of inactive Evocations.

With this Charm, the Exalt spends (10/ Essence) hours reforging the weapon in her workshop. When she is finished, the weapon gains one Evocation. This Evocations is inactive and must still be learned. If the

weapon does not belong to the Solar, the experience points cost can be paid by the weapon's owner. This Charm may not be used twice on the same weapon until the added Evocation has been mastered. The nature of added Evocations will reflect the wielder's spirit, the weapon's attitude and character, and the forger's design.

THOUSAND-FORGE HANDS

Cost: 10m, 1wp; Supplemental (Instant)

Keywords: None

Prerequisites: Craft 5, [Craftsman Needs No Tools](#)

Branch Charms: [Ever-Ready Innovation Discipline](#)

The Exalt's hands flow with the Essence of a thousand craftsmen; her urge is legion and her will is bottomless. When she creates a superior or legendary project, she may use this Charm to greatly speed her efforts to complete the project. This may be represented as the Exalt thinking, planning, and working with impossible speed. Though it cannot dictate the speed at which she gathers materials or performs tasks not directly associated with Craft, this Charm guarantees that given all such materials are provided, the foundation laid, and all such tasks have been completed she may complete her task at extraordinary speed.

This charm may be activated after the initial craft roll has been completed during the subsequent craft rolls. This charm reduces the interval by (essence) intervals, reducing all intervals to a value of 1 before reducing the interval type to a minimum of 1 week.

Example: Nimex, Bodhisattva of the Radiant Forge, a Craft Supernal Twilight with an essence of 3 is attempting to craft a 4 dot pair of orichalcum tiger claws for his circle mate a Golden Laughing Tiger a master martial artist. Nimex rolls the initial craft check and get 25 successes. This roll, being the initial roll, took 1 season to complete. Normally the following rolls, number determined by th terminus would take 1 month. With the use of this charm the interval is reduced from 2 months to 1 month, to 1 week.

BRIGHT-FORGING PRANA

Cost: —; Reflexive (Instant)

Keywords: None

Prerequisites: Craft 3, [Arete-Shifting Prana](#)

Branch Charms: [Supreme Celestial Focus](#)

The Lawgiver reaches beyond herself to touch the creative energy that lies just beyond her reach. This Charm may be used once per story, allowing the Solar the use of (Essence or three, whichever is greater) Craft Charms she has yet to learn. The Solar does not need to meet the Essence minimums for these Charms, though she must still meet the Ability minimum. Also, she must know the prerequisite of each Charm she wishes to use.

Charms enabled by Bright-Forging Prana do count as the prerequisites of other Charms the Solar might enable through use of this Charm. Once Bright-Forging Prana has been used, the Solar must pay the activation cost of each Charm. Charms enabled by Bright-Forging Prana may be used for the rest of the story, but only on the project they were initially employed for. This charm may not be used to purchase Permanent duration charms.

BREACH-HEALING METHOD

Cost: 7m; Simple (Instant)

Keywords: None

Prerequisites: Craft 5, [Crack-Mending Technique](#), [Perfect Solar Design](#)

Branch Charms: [Realizing the Form Supernal](#)

With the return of the Solar Exalted comes the return of old magic. The power of the Sun's Essence flows in Creation once more. With this Charm, the Solar establishes a field of with a radius of (essence in range bands), in which the Essence of the world is quickened with Solar power, where old things come alive again, and truly wondrous things may happen. Anyone standing in this field gains a non-Charm dice bonus to their Craft, Lore, Occult, and Medicine rolls equal to the Solar's Essence. In addition, repair and Medicine rolls are made at one less difficulty. The Solar must be attempting to repair an object or treat an injury to use this Charm, and its effect lasts until her work is finished. Characters who stand within the circle of the Solar's influence see her work with greater clarity and understanding.

Essence 3

ESSENCE-FORGING KATA

Cost: 2m per mote, 1wp; Simple (One day)

Keywords: None

Prerequisites: Craft 5, [Unbroken Image Focus](#)

Branch Charms: [Inspiration-Renewing Vision](#)

The Solar channels Essence through her hands and tools to make the final product of her work a matter of legend. Powering this Charm requires a dramatic action lasting at least five minutes, in which the Exalt meditates on future tasks, steadies her mind, feels the weight of her tools, readies her forge for the day, and other similar preparatory actions. While this Charm is active, every two motes committed discounts the cost of the Craft Excellency by one.

INSPIRATION-RENEWING VISION

Cost: 12m, 1wp, 2xp; Supplemental (Instant)

Keywords: None

Prerequisites: Craft 5, [Supreme Masterwork Focus](#) (x2), [Essence-Forging Kata](#)

Branch Charms: [Horizon-Unveiling Insight](#)

A moment of creative satori allows the Solar to cleanse her creative vision of all flaws, perfectly attuning her Essence to that of the unborn wonder she wishes to birth. This Charm can be used to supplement a superior or legendary Craft roll, so that it does not count toward the project's terminus. This Charm can be used once per story, but can be reset by completing a legendary project with a goal number of 45+ without use of this Charm.

DIVINE INSPIRATION TECHNIQUE

Cost: —; Permanent

Keywords: None

Prerequisites: Craft 5, [Supreme Masterwork Focus](#) (x2), [First Movement of the Demiurge](#)

Branch Charms: [Holistic Miracle Understanding](#)

Each time she uses her talents to build or repair, the Exalt comes closer to the core truth of her existence. For every three successes earned on a Craft roll, the Solar earns an additional non-Charm die. This effect is recursive; if generated non-Charm dice create at least three successes, another die is generated.

EVER-READY INNOVATION DISCIPLINE

Cost: 15m, 1wp; Reflexive (Instant)

Keywords: None

Prerequisites: [Thousand-Forge Hands](#)

Branch Charms: [Vice-Miracle Technique](#)

Through prolific work in her chosen discipline, the Solar shows incomparable foresight. A Solar with this Charm may retroactively complete a major project she never officially began in order to even the odds against a threat, dangerous obstacle, or critical conflict that has arisen. Upon using the Charm, the Solar's player describes a retroactive continuity in which their Solar planned and built — or in some cases destroyed — the thing for just such an occasion. The sole limitation is that this plot device cannot simply resolve the conflict on its own. It can only be something that helps to make an unfair situation less inequitable.

Special activation rules: The finished project must reflect the Exalt's chosen Craft Ability; a Solar with no skill as a seamstress cannot produce a ball gown to help an urchin look like a princess, nor can a Solar with no engineering skill reveal the location of a secret earthwork and palisade she built as a fallback position against the advancing Wyld Hunt. This Charm may only be used (Essence / 2 round up) times per story.

VICE-MIRACLE TECHNIQUE

Cost: —; Reflexive (Instant)

Keywords: None

Prerequisites: Craft 5, [Ever-Ready Innovation Discipline](#)

Branch Charms: [Words-As-Workshop Method](#), [Wonder Forging Genius](#)

The Solar this as a piece of work she designed and completed in the margins of all her other projects, using expertise and efficiency to complete a wonder, 2 dot artifact, as an unspoken side project.

At Essence 5+, this Charm can be used to produce a two or three dot Artifact.

Special Activation Rules: This Charm can only be used by a character who has already constructed at least one Artifact rated two or higher, and is in the process of building at least one other.

WORDS-AS-WORKSHOP METHOD

Cost: 5m, 1wp; Simple (Instant)

Keywords: Mute, Stackable

Prerequisites: Craft 5, [Craftsman Needs No Tools](#), [Vice-Miracle Technique](#)

Branch Charms: [Anima Forge Technique](#)

The Solar speaks the implements of her trade into existence. Upon using this Charm, the Exalt describes Artifact tools she needs to complete the present task, be it one of Craft, Lore, Medicine, Occult, or Investigation. The Essence of the world shapes itself into an artifact matching her description, with powers and active Evocations commensurate to the Exalt's description and the Storyteller's whims.

The Exalt may use said Artifacts without paying an attunement cost, but if she wishes to lend them out, the borrower must pay an attunement cost in order to use them. Such Artifacts can be as simple or complex as needed, and may even have personalities. With each use of this Charm, the Solar may describe up to (Essence) tools, but the Storyteller should be aware of diminishing returns; the overall effectiveness should be based on the player's stunts and descriptions.

In any case, these Artifact assistants allow for unspecified bonuses ranging from non-Charm dice, to the ability to listen for a daiklave's heartbeat, to holding a patient's soul in place while the Solar performs continual, complex surgery to fix horrific injury. Using Craftsman Needs No Tools with appropriate created Artifacts may allow the Exalt to work on superior or legendary Artifact projects at inopportune moments, with a stunt. Artifacts created by this Charm vanish in a blaze of Essence as soon as the Exalt is finished using them, or at the end of the scene, whichever comes first.

THE ART OF PERMANENCE

Cost: 6m, 1wp; Supplemental (Instant)

Keywords: None

Prerequisites: Craft 5, [Chaos-Resistance Preparation](#)

Branch Charms: [Anima Forge Technique](#)

A Solar who uses this Charm can invest her works with magic, causing them to endure forever. Candles spun by her hands burn forever, and a horse wearing shoes from her forge need never be shod again. This Charm only affects basic and major projects, and does not prevent created items from being destroyed by direct attack or overwhelming traumatic damage such as being caught in an explosion or buried under a mountain.

In addition, such objects are indelibly marked by the Solar's touch. If she claims to be the builder of a torch that never ceases burning, or a roof that never leaks, characters instinctively know it to be true without needing further proof. Such objects may also render the Exalt's identity known to beings with particular Investigation or Occult magic. If she encounters her own works from a past life, the Lawgiver will automatically recognize them as her own.

CELESTIAL REFORGING TECHNIQUE

Cost: 10m, 1wp, 3xp; Simple (Instant)

Keywords: None

Prerequisites: Craft 5, [Design Beyond Limit](#)

Branch Charms: None

Carrying a daiklave or other Artifact weapon into her forge, the Solar may enact a working of hammer and flame, blood and Essence, to coax and reshape the nature of an Exalted weapon, reshaping its current active Evocations. This process takes (10 -Essence) hours, and allows the weapon's owner's player to change the weapon's current active Evocations. If the Solar does not own the weapon she is reforging, the owner can pay the experience point cost of the Charm's activation. This Charm may only be used on a particular weapon once per story.

SUPREME CELESTIAL FOCUS

Cost: —; Permanent

Keywords: None

Prerequisites: Craft 5, [Bright-Forging Prana](#)

Branch Charms: [Supreme Perfection of Craft](#)

The Solar expands her mind and awakens her flesh, unlocking the brilliance that sings in her Essence. Upon purchasing this Charm, the Solar gains one additional craft expertise for each dot of the Crafts ability she has. Further expertise may be purchased for 1xp, and take one third of the normal time to train.

Essence 4+ Repurchase, a Solar with at least 12 Craft expertise may repurchase this Charm to trade their Craft expertise for a universal expertise that applies to all uses of the Craft skill. If they lose more than 12 specialties this way, they gain 1xp for each extra specialty lost. Note: all experience spend on Arete-Shifting Prana are refunded upon the second purchase of this charm.

REALIZING THE FORM SUPERNAL

Cost: 5m, 1wp; Reflexive (Instant)

Keywords: None

Prerequisites: Craft 5, [Breach-Healing Method](#)

Branch Charms: [Supreme Perfection of Craft](#)

The First Age was raised by the hands of the Solar Exalted, and they alone can restore its lost glories. When using Breach-Healing Method to repair an Artifact, the Solar may use this Charm to lower the repair difficulty by one. The moment she touches the damaged Artifact, the goal number to repair it is reduced by her (Intelligence * Essence)—the Artifact is seen to partially reform, its shattered parts flying together in her hands. This can fully restore certain objects. This Charm may be used once per story, but may be reset by completing an Artifact repair without it.

Essence 4

HORIZON-UNVEILING INSIGHT

Cost: —; Permanent

Keywords: None

Prerequisites: Craft 5, [Inspiration-Renewing Vision](#)

Branch Charms: [Sun-Heart Tenacity](#)

This Charm expands the Lawgiver's already illimitable mind, allowing her to experience Essence flows in patterns that stabilize and adapt the form of any legendary project she undertakes. This Charm permanently raises the terminus of superior and legendary projects by 1.

HOLISTIC MIRACLE UNDERSTANDING

Cost: —; Permanent

Keywords: None

Prerequisites: Craft 5, [Divine Inspiration Technique](#)

Branch Charms: [Sun-Heart Tenacity](#)

The Solar shapes wonders from the very fabric of the world. This Charm enhances the prerequisite; if the non-Charm dice generated by the initial roll turn up three or more successes, the new non-Charm dice are augmented by an additional three non-Charm dice.



ANIMA FORGE TECHNIQUE

Cost: 15m, 1wp; Simple (Indefinite)

Keywords: None

Prerequisites: Craft 5, [Words As Workshop Method](#), [The Art of Permanence](#)

Branch Charms: None

The Solar meditates within a place of craftsmanship or a solar aspected demesne for (6 -essence) hours as she envisions a workspace befitting a single project or group of related projects. From the depths of his vision sparks a roaring anima blaze bursting from her brow. As her anima fills the space it is reconfigured into a supernaturally potent workshop in relation to his chosen craft.

Special Activation Rules: When activated upon a solar aspected demesne the duration is changed to instant. This charm fails to function in the bordermarches or the deep wyld and can only be activated in a demesne already present in creation.

Additional purchases, of this charm may be bought for Occult, Lore, Medicine, or Investigation.

KEEN UNDERSTANDING OF THE CORE IMPERFECTION

Cost: 10m, 1wp; Simple (Indefinite)

Keywords: None

Prerequisite Charms: Craft 5, [Shattering Grasp](#)

Branch Charms: None

The Solar touches a structure or object and gains a perfect understanding of what can damage or destroy it, and how well. This charm create a feat of strength to perform a demolition action using (Intelligence + Craft) using her Intelligence + Essence to determine her strength score for qualifying for feats of strength. This action can only be used to destroy inanimate objects and cannot be used to lift or move objects or creatures. Combined with Words as Workshop Technique this charm can potentially be stunted to effect truly superhuman sized structures.

If the object is completely indestructible, the Charm's duration becomes Instant, and Lawgiver is instead granted divine inspiration, discovering an existing Flaw of Invulnerability (created by the Storyteller) that would permit the object's destruction. Assuming she is able to take advantage of the newfound weakness, with the proper stunt she may then activate this charm again to attempt to destroy the object.

SUPREME PERFECTION OF CRAFT

Cost: —; Permanent

Keywords: None

Prerequisites: Craft 5, [Supreme Celestial Focus](#) x2, [Realizing the form Supernal](#)

Branch Charms: [Divine Transcendence of Craft](#)

As the Solar works deeper into the soul of her craft, she unlocks wisps and flashes of greater wonders, ancient genius, and dim visions of a lost age. Upon purchasing this charm the universal craft expertise produces 2 additional dice instead of 1 on all rolled (Attribute + Craft) checks.

Essence 5

SUN-HEART TENACITY

Cost: —; Permanent

Keywords: None

Prerequisites: Craft 5, [Horizon-Unveiling Insight](#), [Holistic Miracle Understanding](#)

Branch Charms: None

Completing a legendary project provides the Exalt with new insights to the mysteries of the universe. Each time the Solar completes such a project, this Charm provides ten automatic non-Charm successes to the next superior or legendary project she attempts to finish.

WONDER-FORGING GENIUS

Cost: —; Reflexive (Instant)

Keywords: None

Prerequisites: Craft 5, [Vice-Miracle Technique](#)

Branch Charms: [Dual Magnus Prana](#)

As proof of her illimitable soul, the Solar may induct a new infinite god-weapon into the world of mortal matter. When she has ten or more legendary projects under way, she may use this Charm to complete one of them without further rolls or expenditures of craft points. This Charm has a similar function for Artifacts of a lower rating, so long as each of the ten Artifacts is the same rating. This Charm may only be used once per story, and may not be used again until at least half of the current projects have been completed. Prematurely abandoned or failed projects do not count as having been completed.

DUAL MAGNUS PRANA

Cost: 6xp; Reflexive (Instant)

Keywords: None

Prerequisites: Craft 5, Occult 3, [Terrestrial Circle Sorcery](#), [Wonder-Forging Genius](#)

Branch Charms: None

With this Charm, the Solar's player may retroactively describe the process by which the Lawgiver created a perfect simulacrum of herself through an elaborate sorcerous project. This description occurs the moment the Solar's incapacitated health level is checked off; instead of dying, the slain character is revealed to be a perfect double of the Solar. The real Solar may then be located anywhere the player chooses, as long as the Storyteller deems it plausible. The xp spent on this charm is subtracted from her normal total.

DIVINE TRANSCENDENCE OF CRAFT

Cost: —; Permanent

Keywords: None

Prerequisites: Craft 5, [Supreme Perfection of Craft](#)

Branch Charms: None

The Solar's exaltation sings with the illimitable power of its essence, pushing the bounds of her excellence to the brink of the unimaginable. This charm allows the solar to purchase a universal expertise from one of the following abilities: Lore, Occult, & Medicine and gains 1 permanent limit.

A repurchase of this charm allows the solar to purchase the universal expertise for one additional area and gain an additional permanent limit.



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Thanks to the community for it's awesomeness, let's make Exalted as fun as it can be. Go Community! Go Devs!

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