

Foreword

Hi!

If you are here you probably saw my earlier work with [other Solar charms that I'm remaking](#).

Tonight, we learn kung fu.

Martial Arts in Exalted 3 does not have a charmset per se. Other than the excellency it expects the Solar to rely entirely on the Martial Arts techniques.

This is changing, somewhat. A handful of utility charms, most Linked, now exist and can explicitly combine with martial arts techniques.

There are also now charms specifically to empower or synergize various martial arts and the Solars' penchant to break limits.

Not much more to say. Enjoy!

New Keyword: Linked

Linked charms are followed by a list of abilities. When purchasing the charm the character gains it for every Linked Ability which she fulfills all the requisite criteria. If the Solar favors any Linked Ability for the charm she always pays the favored exp cost to purchase it.

As always, never forget that unless a charm refers to other abilities it only works for the Ability it is in (so a linked charm that "enhances any attack" will mean any attack from the abilities it applies to)

These charms do not count to qualify the character to gain the ability's excellency.
Linked charms are copied in every charm set in which they belong for ease of use.

General

Dancing with Strife

Cost: — **Mins:** Martial Arts 1, Essence 1

Type: Permanent

Keywords: Linked(Brawl)

Duration: Permanent

Prerequisite Charms: None

Head to toe, adroit or brutal, it matters not. The Lawgiver's entire body is a perfected weapon.

Pick 3 benefits to use with brawling or martial arts weapons. Others can be bought for 2xp each.

- The Solar may attack using Strength instead of Dexterity
- The weapon's defense value is set to 1, and it always benefits from the Two-Handed weapon's bonus to clash attacks.
- The weapon's Overwhelming value increases by 2. If the weapon is mundane, it further increases by +[Essence/2]
- Landing withering attacks awards +1 initiative.
- Improvised Martial Arts weapons don't cost 1i per attack

Excellent Strike

Cost: 3m **Mins:** Martial Arts 2, Essence 1

Type: Supplemental

Keywords: Uniform, Linked (Melee, Archery, Thrown, Brawl)

Duration: Instant

Prerequisite Charms: None

The Lawgiver strikes with practiced ease and irreproachable technique.

Supplements any attack with 1 automatic success and rerolls 1s until they fail to appear.

This makes 1s unavailable to hostile magics targeting them.

Hungry Tiger Technique

Cost: 2m **Mins:** Martial Arts 2, Essence 1

Type: Supplemental

Keywords: Dual, Linked (Melee, Archery, Thrown, Brawl)

Duration: Instant

Prerequisite Charms: Excellent Strike

Vicious like an apex predator, the Lawgiver's attacks bite deep into her enemies' flesh.

The Solar's Withering attacks double up to [Strength] threshold successes to calculate raw damage.

The Solar's Decisive attacks double 10s. If they already doubled 10s, [Strength] 9s are doubled instead.

Orichalcum Fists of Battle

Cost: 5m **Mins:** Martial Arts 3, Essence 2

Type: Supplemental or Simple

Keywords: Linked (Brawl)

Duration: Scene

Prerequisite Charms: Dancing with Strife; Excellent Strike or Dipping Swallow Defence

"I wish I could say his punches felt like a sack of bricks. It was so, so much worse."

Supplements a Join Battle roll. It can also be used as a Simple charm after battle is joined.

The Solar's unarmed attack gains the traits of a Light or Medium Artifact weapon, as well as one weapon tag out of Chopping, Piercing, Disarming, Shield.

If the Solar is fighting in direct furtherance of her Major or Defining intimacies, she adds that intimacy's intensity to her Base initiative.

At Essence 4, she may either add two tags or Smashing. While unarmed, she gains $\lceil \text{Essence}/2 \rceil$ motes per tick to spend on Martial Arts charms .

Call the Blade

Cost: 1m **Mins:** Martial Arts 1, Essence 1

Type: Reflexive

Keywords: Linked (Melee, Brawl, Archery, Thrown)

Duration: Instant

Prerequisite Charms: none

Identical to the original Melee charm.

At Essence 2 the Solar may bind any weapon she owns by committing 1 mote to each. She can banish her weapon Elsewhere with a miscellaneous action and draw it reflexively from Elsewhere.

Magnificent Solar Panoply

Cost: 5m **Mins:** Martial Arts 3, Essence 2

Type: Supplemental

Keywords: Linked (Archery, Thrown, Melee, Brawl)

Duration: Scene

Prerequisite Charms: Excellent Strike, 2 [Brawl] Charms

Coalescing will and intent through her anima, the Lawgiver forges radiant blade and hammer of solid essence.

This charm supplements a draw/ready action, drawing a weapon that shines brightly with the colors of her anima.

These function in every way as Artifact 3 Orichalcum weapons, including having their own evocations.

The Solar has a single artifact for each applicable ability, and must buy evocations for them separately, but all such artifacts start with the **Molten Sun Blade** evocation awakened in addition to any evocations it would normally have:

Molten Sun Blade

Cost: 2m(+1wp) **Mins:** Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite evocations: None

The weapon becomes superheated, searing mundane blades and shields. Any non-artifact apparel used to parry this attack is destroyed, melting and catching fire.

Battle groups that attempt to parry or clash this attack cannot attack the Solar with their next action.

Molten Sun Blade can also be used to cut through stone and mortar as a blowtorch cuts butter, facilitating feats of demolition by reducing their required strength and difficulty by 2 and cutting the time necessary for the feat in half.

At Essence 3, with a 1wp surcharge, Molten Sun Blade can sear artifacts, rendering them unusable for 1 round.

Iron Shirt Technique

Cost: --- **Mins:** Martial Arts 2, Essence 1

Type: Permanent

Keywords: Linked(Resistance, Brawl)

Duration: Permanent

Prerequisite Charms: None

The Solar may Parry lethal attacks while unarmed, and she may calculate her Parry value with Stamina instead of Dexterity.

There is no Wind

Cost: 2m **Mins:** Martial Arts 2, Essence 1

Type: Supplemental

Keywords: Linked(Archery, Thrown)

Duration: Instant

Prerequisite Charms: None

Neither darkness nor wind is known to stop Lawgivers from meting out their judgment with precision.

The Solar ignores [higher of Essence and 3] penalties on ranged attacks related to obscured or overwhelmed senses, as well as environmental penalties that would make the projectile veer off course.

On an attack without any such penalties, or whose penalties she cancels without this charm, the Solar may convert two attack dice into successes.

Synergy

Inexorable Progress

Cost: — **Mins:** Martial Arts 0, Essence 1

Type: Permanent

Keywords: none

Duration: Permanent

Prerequisite Charms: None

The Lawgiver never stops moving forward.

When purchased, the Solar learns the Martial Artist merit and one Martial Art technique.

At the end of every story, learn another Martial Art technique from a style whose Form she has not learned.

The training time to learn any Martial Art technique or Martial Art skill dots is reduced by one step (Months -> Weeks -> Days -> Hours and so on)

Martial Arts granted by Inexorable Progress are learned without an experience cost, but cannot be from a Sidereal Martial Art.

Seven-Wave Panoply

Cost: — **Mins:** Martial Arts 3, Essence 1

Type: Permanent

Keywords:

Duration: Permanent

Prerequisite Charms: None

“Sifu, did he just start the Sutra of Reflection with a kiai?”

Shepherd pinched the bridge of his nose “I suppose he did.”

When the Solar learns the first Form charm of a style, she chooses one weapon from the style other than unarmed. That weapon is now compatible with all her Martial Arts styles.

Techniques that only allow Ranged or Close attacks still obey such limitations, which might make a weapon unsuitable for it. In this case, the weapon is Improvised.

Act Against Resistance

Cost: — **Mins:** Martial Arts 3, Essence 2

Type: Permanent

Keywords:

Duration: Permanent

Prerequisite Charms: Inexorable Progress or Seven-Wave Panoply

All of the Solar’s non-Sidereal Martial Arts styles can now use armor one category heavier than before (unarmored -> Light -> Medium -> Heavy)

Trigram-Pacing Dance

Cost: 2m **Mins:** Martial Arts 4, Essence 3

Type: Reflexive

Keywords:

Duration: Instant

Prerequisite Charms: Any two Synergy charms

The Lawgivers who dedicate themselves to mastering multiple martial arts slowly, but surely, find the universal truths that connect all of them.

When the Solar qualifies to Reflexively enter a Form from one of her Styles, she may use Trigram-Pacing Dance to enter any other Form she knows instead.

Sun Scripture

Cost: — **Mins:** Martial Arts 4, Essence 3

Type: Permanent

Keywords:

Duration: Permanent

Prerequisite Charms: Trigram-Pacing Dance

The Lawgiver's inner sunlight is boundless, overflowing. No sacrifice is too small and no effort is wasted.

Any Willpower or Health Level the Solar pays to use a Martial Art Technique can be reused to pay for techniques from *other* styles combined in the same action.