

# How to Read the Info

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**Reed in the Wind**

Manuscript 3, p. 7

Requirement is Finesse or Athletics.

Spend 1m after successful defense to move one range band as a reflexive action. This is Step 4 unless modified by mode.

**Requirements**, typically of the Headlined Charm Group, otherwise mentioned what the requirement represents.

**Charm Name**

**Source and Page Reference**

**Description.** Will contain obfuscated rules so I can publish this, but is always written with an eye to provide key data for decision-making.

**Essence** or other secondary requirement. If it presents something besides Essence, it will be mentioned in the Description.

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**Solar** – Sunlight Glinting on Steel  
Add Essence to Defense until start of next action.

**Lunar** – Becoming Water’s Envy  
May use even when grappled. Immediate end grapple.

**Dragon-Blooded** – Hopping Firecracker Evasion  
Create difficult terrain between you and opponent.

**Sidereal** – Crystalline Foresight  
On next turn, when target acts, spend 1m and chose to take action immediately beforehand at any point in Step 3.

**Abysal** – Spectral Deception  
Leave spectral image behind. Lasts one turn and is real to mundane senses. Make an Outmaneuver roll, Build Power accordingly.

**Upgrade (4A,2E)** – Skyfire-Seizing Flare  
Manifest green flame that detonates in Step 8. Ignites anything flammable, becomes environmental hazard.  
Lower damage per usage in scene. See book.

**Alchemical** – Vector Improvisation Methodology  
Gain essence in dice to next Rush attack against the target you dodged.

**Getimian** – Water-and-Ice Understanding  
Move one range band in any direction regardless of obstructions. Spend additional mote to move target in any direction instead.

**Liminal** – Homunculus’ Grasp  
Maintain a grapple, even while dodging by disarticulating parts of your anatomy.

**Modes.** Red name defines Exalt-Type the mode applies for, followed by the Name and Description.

**Upgrade-Mode.** Brackets define additional requirements in Ability (here 4A) and Essence (2E).

# Athletics

# Universal Charms

## Athletics Excellency

Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.

**Alchemical, Getimian, Lunar, Liminal**  
When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.

## Flickering Shadow Evasion

Manuscript 4, p. 6

Spend 2m on Step 2, roll Attribute + Athletics and add successes to Defense against the attack.

## Monkey Leap Technique

Manuscript 4, p. 10

Leap vertically one range band as move action. May leap forward horizontally to leap across rooftops, move stylishly through the air, and avoid appropriate hazards and obstacles, bypassing them without a roll.

**Upgrade (4A,2E) – Soaring Crane Leap**  
Commit 1m for scene. While active, you float, may chose to fall one range band per round and are immune to fall damage, use reflexive move to float one range band across while airborne.

**Upgrade (5A, 3E) – Mountain-Crossing Leap T.**  
Spend 2m to leap forward 3 range bands or 2 into the sky as simple move action, which can be flurried. Ignore fall damage and creater the ground, knocking nearby enemies prone and damaging ground. See book.

**Dragon-Blooded – Effortlessly Rising Flame**  
Reflexively rise from prone when this Charm is activated.

**Alchemical – Alter Trajectory**  
May change direction while mid-air.

## Mongosse-and-Cobra Escape

Manuscript 4, p. 7

Requirement is Finesse or Athletics.  
Spend 1m after successful defense to move one range band as a reflexive action. This is Step 4 unless modified by mode.

**Solar – Sunlight Glinting on Steel**  
Add Essence to Defense until start of next action.

**Lunar – Becoming Water's Envy**  
May use even when grappled. Immediatel end grapple.

**Dragon-Blooded – Hopping Firecracker Evasion**  
Create difficult terrain between you and opponent.

**Sidereal – Crystalline Foresight**  
On next turn, when target acts, spend 1m and chose to take action immediately beforehand at any point in Step 3.

**Abysal – Spectral Deception**  
Leave spectral image behind. Lasts one turn and is real to mundane senses. Make an Outmaneuver roll, Build Power accordingly.

**Infernal – Skyfire-Seizing Flare**  
Manifest green flame that detonates in Step 8. Ignites anything flammable, becomes environmental hazard. Lower damage per usage in scene. See book.

**Alchemical – Vector Improvisation Methodology**  
Gain essence in dice to next Rush attack against the target you dodged.

**Getimian – Water-and-Ice Understanding**  
Move one range band in any direction regardless of obstructions. Spend additional mote to move target in any direction instead.

**Liminal – Homunculus' Grasp**  
Maintain a grapple, even while dodging by disarticulating parts of your anatomy.

## Flow Like Blood

Manuscript 4, p. 7

Commit 1m for the Scene. Add to your Defense against attacks at close range and steal Power from attackers if you defend successfully. If the target has no Power to steal, they suffer a penalty on their next attack instead.

**Alchemical – Onslaught Deflection Technique**  
Spend 1 addtl. mote. On Step 2, add Essence rating to defense.

**Lunar – Cunning Prey Reversal**  
On Step 5, if defense successful, steal half the target's generated Power (round down)

## Eagle-Wing Style

Manuscript 4, p. 8

Commit 2m. For the Scene, you may fly up to 2 range bands above ground. May engage in aerial combat and effortlessly climb surfaces. Ignore difficult terrain and hazards you fly over.

**Lunar – Flight of the Sparrow**  
Fly indefinitely at any range above ground.

**Dragon-Blooded – Soaring Zephyr Flight**  
Spend 2 anima. While soaring, fly over enemies and afflict them with the wake of your frigid anima. Targets must resist a severe cold hazard. While in Air aura, fly as per Lunar mode.

**Abysals – On Wings of Night**  
Treat yourself as mounted combatant for the purpose of gambits. Does not apply if you are already mounted. At night, fly as per Lunar mode.

**Solar – Bonfire Anima Wings**  
While in combat, fly towards another flying enemy no matter how many range bands above the ground they are and remain at same height while battling. If no longer fighting, return to ground without harm. At Iconic Anima, fly as per Luanr mode.

## Graceful Crance stance

Manuscript 4, p. 8

Commit 1m. For the rest of the scene, you can stand on or run along things too narrow or weak to support you, with no chance of falling/breaking through. Never roll to avoid falling. Increase Knockdown gambit cost by Essence.

**Upgrade (3A) – Spider-Foot Style**  
While the Charm is active, you may scale sheer surfaces, run across liquids as if they were solid ground, and even run upside along ceilings. Comes to an end when you stand still.

**Abysals – Mist Over Ice**  
Walk across water as if it were solid and stand still on it without falling through. You leave no footprints.

**Dragon-Blooded – Perfect Climbing Attitude**  
Carve handholds for others to follow, counting them as exceptional equipment for climbing. Handholds persist while mote remains committed.

**Alchemical – Personal Gravity Manipulation A.**  
For the duration of the Scene, whenever you take movement, "down" is wherever you want it to be within close range. May jump from one non-ground surface to another with this Charm.

## Lightning Speed

Manuscript 4, p. 9

Spend 1m. Double 8s on movement action involving running or swimming or any venture roll involving foot races, chases, or swift escapes. Does not apply to attacks made following a Rush. If used to approach Enemy, gain 1 Power.

**Upgrade (4A,2E) – Racing Hare Method**  
Spend 2 motes to do one of the following: (1) Move 3 range bands along ground as simple movement action; (2) quickly sprint to a location a few days away to arrive before end of scene; (3) once per interval, automatically overcome an addtl. obstacle on travel venture.

**Upgrade (5A, 3E) – Living Wind Approach**  
Spent 1m. Instantly travel the distance you could move with a reflexive or simple move action, ignoring any obstacle/hazard between you and destination.

**Solar – Winning Stride Discipline**  
If succeeding on a roll enhanced by Charm, activate it once again in same scene at no cost or gain 1 Power.

**Dragon-Blooded – Bellows Pumping Stride**  
May leave a fiery environmental hazard in wake using this Charm or the Racing Hare Method upgrade, affecting anyone in close range. Lasts Essence rounds.

**Lunar – Instinct-Driven Beast Movement**  
The Charm and the Racing Hare Method upgrade apply to any form of movement in animal form. Charm grants one auto-success on travel ventures in animal form.

**Sidereal – Inexorable Advance**  
**Getimian – Unavoidable Problem**  
The Charm ignores all wound or mobility penalties on an attack as part of Rush. move instantaneously without crossing spaces in between.

**Alchemical – Trajectory Enhancement Assembly**  
The Character can move 2 range bands on reflexive move actions.

## Reed in the Wind

Manuscript 4, p. 6

Spend 1m on Step 2. Increase Defense and gain 1 Power whenever you successfully dodge an attack from a non-trivial foe.

# Awareness

# Universal Charms



## Awareness Excellency

Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.



### Alchemical, Getimian, Lunar, Liminal

When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.



## Spirit-Cutting Glance

Manuscript 4, p. 13

Commit 1m for the Scene. You can see dematerialized spirits that are present. You may attack them as if they had materialized.



**Upgrade (A4, E2) – Demon-Wracking Shout**  
Spend 1 mote on Step 1. An enemy spirit struck by the attack is forced to materialize for 2 turns. Decrease their Hardness for the duration.

**Solar – Uncanny Perception Technique**  
Whenever a spirit enters within medium range, you experience a warning sensation. Spirits using concealing magic must contest against you with a roll.

**Infernal – Wayward Divinity Oversight**  
Automatically perceive demons and gods with lower Essence without activating the Charm, though you may not target them with an attack.



## All-Encompassing Sorcerer's Sight

Manuscript 4, p. 10

Commit 1m for the Scene. Perceive presence of Essence, including dematerialized spirits and broders between worlds. See attuned Artifacts, Essence used to power Charms and more. See book.



**Alchemical – Essence Flow Detection**  
The ST names any unusual fluctuations or strong concentrations of Essence within a day's journey and the direction from which it is coming. May indicate Demesne, First Age Tomb, or place where mighty sorcerous workings were cast.

**Solar – Eye of the Unconquered Sun**  
See through illusions, magical disguise and shapeshifting, adding bonus successes to the roll to pierce deception.

**Lunar – Scent of Midnight Dweomers**  
Determine nature of a spirit or fae. Disguise magic increases difficulty. Gain bonus successes on a roll to track a spirit scented with his Charm.

**Sidereal – Telltale Symphony**  
**Getimian – Forgotten World Echoes**  
Gain bonus successes to rolls to detect spirits, artifacts and sorcerous workings. Gain this bonus on rolls to understand magic that interacts with fate.



## Ambush Sensing Premonition

Manuscript 4, p. 11

Commit 1m. May be used in Step 1 as a simple action which lasts for the scene or reflexively in response to surprise attack in Step 4. Negates non-magical bonuses the attacker may have from making a surprise attack.



### Sidereal – Prior Warning

Retroactively announce how you prepared for this eventuality. May reveal a single action taken in preparation for the exact situation.



## Crafty Observation Method

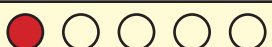
Manuscript 4, p. 11

While investigating evidence of an event, roll and note extra successes. During scene you may expend them to ask questions, such as (1) What happened here? (2) What object was integral to the event? and more. See book.



### Sidereal – Heaven's Eye

The Sidereal adds the following question to those they can pose: "How has this event disturbed Fate?"



## Enhanced Senses

Manuscript 4, p. 12

Each purchase of this Charm upgrades a single sense (sight, hearing, touch, smell, or taste). Double 9s on awareness rolls related. May be repurchased a time equal to the characters Essence rating.



## Evidence-Discerning Method

Manuscript 4, p. 12

Examine someone's personal possessions and roll. Spend successes during scene to ask questions, such as (1) What Intimacy most drives the target? (2) What social class do they belong to? and a few others. See book.



### Solar – Divine Induction Technique

The Solar adds the following question to those they can pose: "Who does the target answer to?"



## Jade Leaves a Trail

Manuscript 4, p. 12

Commit 1m while investigating a situation. Exchange successes to ask questions such as (1) Who does the target work for? (2) What is not as it seems? and others. See book.



## Judge's Ear Technique

Manuscript 4, p. 13

When another character knowingly lies to the Exalt, they must make a hard bargain: either the Exalt becomes aware, or the character reduces future dice pools for fooling the Exalt. may trigger multiple times. Resets at end of story.



## Sagacious Reading of Intent

Manuscript 4, p. 13

Commit 1m. After spending dramatic scene reviewing written text, discern writer's Intimacies and reveal the one most relevant to the subject matter. may also indicate if it is a forgery, copy or the author did not believe his writings.



**Solar – Discerning Savant's Eye**  
Automatically succeed unless contested by magic.

**Sidereal – Fateful Literary Insight**  
Learn a fact related to the writing, such as where it was drafted, the emotional state of the writer or who else was present during the writing.



## Witness Rapport Technique

Manuscript 4, p. 14

Commit 1m while questioning a witness to a crime or other interaction. Trivial characters answer all questions truthfully. Non-trivial immediately reveals half-truths and information left out. Grants bonus to Read Intentions to discern truth.



# Close Combat

# Universal Charms

## Close Combat Excellency

Manuscript 4, p. 6

Spent 1m.  
Add Ability as dice as bonus to an applicable roll.

**Alchemical, Getimian, Lunar, Liminal**  
When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.

## Arsenal-Summoning Gesture

Manuscript 4, p. 14

Requirement is Close Combat, Ranged Combat or Physique. Choose whether it applies to weapons or armor, repurchase to get other. Summon weapon/armor for motes, or banish them Elsewhere.

**Dragon-Blooded** – Elem. Embodiment Expertise  
Dissolve weapon in an embodiment of Aspect element. When recalling, do so from any embodiment of your element within medium range, gaining a Power boost.

**Alchemical** – Integrated Armory Systems  
Always treat Arsenal-Summoning Gesture as reflexive.

## Dragon Coil Technique

Manuscript 4, p. 14

Spent 1m in Step 1. Double 9s on withering to initiate grapple, gain dominance in one or take attack action while grappling. Second purchase allows to initiate grapple with weapon if it has certain tags.

**Solar** – Crashing Wave Throw  
When using throw, the Solar may spend Power to boost damage dice.

**Lunar** – Foe-Hammer Technique  
Use throw to hurl grappled target at another enemy within close range. When rolling damage, apply it against the Soak of both. Both take damage.

## Heaven Thunder Hammer

Manuscript 4, p. 16

Spent 1m in Step 7 of a decisive Close Combat attack. At the end of the attack, knock target one range band and they fall prone. If you inflict enough damage, they are knocked back farther. May be used in a clash.

**Solar / Abyssal** – Sledgehammer Punch  
Can be used with a withering Close Combat attack, counting extra successes as damage for determining knockback.

**Infernal** – Hot on Your Heels  
Spent +1m to appear anywhere within close range of where the target lands.

**Liminal** – Banishing Fist  
When used against undead, target must use a misc action to make a high difficulty roll to willingly approach the liminal. Lasts until end of scene.

## Excellent Strike

Manuscript 4, p. 15

Spent 1m in Step 3. Double extra successes after applying Defense but before any bonus successes are applied. Additionally, remove all penalties hindering a single Close Combat attack.

**Solar** – Impediment to Opportunity  
Add any penalties cleared by the Charm as bonus to the attack instead.

**Sidereal** – Someone Else's Fate  
If the attack is successful, the Sidereal may spend one additional mote to inflict any penalties she removed to the target's next action.

**Infernal** – Agony-Empowered Strike  
If you waived a 3-die penalty or greater, gain a two-die bonus to damage.

## Fists of Iron Technique

Manuscript 4, p. 15

may choose that your unarmed attacks count as medium or heavy. Spend 1m in Step 1 to change this reflexively. Chose one tag to apply to your unarmed.

**Solar** – Adamantine Fists of Battle  
**Lunar** – Claws of the Silver Moon  
Spend an additional mote to grant the unarmed attacks the Artifact tag.

**Abyssal** – Writing Blood Chain Technique  
**Infernal** – Vicious Devil-Arms Technique  
Your unarmed attacks gain two tags of your choice, and can make attacks out to short range.

## Many-Attacks Technique

Manuscript 4, p. 16

Spent 2m in Step 1. After resolving a Close Combat attack, the character makes a second Close Combat attack against the same or a different target. Treat as if it were a flurry. Initial attack does not suffer the dice penalty.

**Solar / Abyssal** – Iron Whirlwind Attack  
Second attack is made without dice penalty.

**Infernal** – Violence Begets Violence  
Reduce flurry penalty to one die. If the first attack killed the target or reduced them to new wound penalty, 2nd attack gains +1 success bonus

**Lunar** – Octopus and Spider Barrage  
Second attack may be substituted for any other Finesse-related combat action, instead.

**Sidereal** – Harmony of Blows  
May trade extra successes on first attack for bonus dice on the second.

## Guard Breaking Technique

Manuscript 4, p. 15

Spent 1m in Step 5. On a withering attack, reduce target Defense until start of next turn. On decisive, reduce Soak. If Soak is high enough, halve it instead. Does not stack with itself.

**Solar** – Blinding Glare  
In addition to reducing Defense/Soak, apply a one-success penalty to target's attacks until end of their next turn.

**Alchemical** – Efficient Strike Calibration  
Spend +1m on Step 7 to add 2 dice to the damage of a decisive attack.

**Lunar** – Foot-Trapping Counter  
The target must remain in the same range band as the lunar until the end of the Lunar's next turn.

## Swift Counterattack

Manuscript 4, p. 16

Spent 1m and 1 power on Step 8. Make a Close Combat counterattack targeting one enemy who attacked you this round. Must be able to strike within range of weapon, treated as flurry. Initial attack is not penalized.

**Solar** – Ready in eight Directions  
**Abyssal** – Hundred Razor Circle  
**Infernal** – Devilish Retribution  
Commit 1m until end of scene, may make additional counterattacks at cost of 2 Power each. Additional attacks do not suffer dice penalty, and do not count towards action limit.

**Lunar** – Foe-Baiting Sidestep  
As part of counterattack, as long as you are within same range band as target, switch places. Lower target Hardness by one, as though they had been subject to a withering attack.

## Loyal Guardian Approach

Manuscript 4, p. 17

Commit 1m for scene. May reflexively Defend Other aciton on behalf of another character within close range.

Special: May be used in response to an attack on Step 2.

**Alchemical** – Essence Shield  
Increase Defense and Soak by one, and add 2 successes when shielding another person with Defend Other.

**Lunar** – Sun-and-Moon Dance  
While defending a Solar, Abyssal, or Infernal, spend one extra mote in Step 2 to add your Intimacy to them as bonus to Defense.

**Dragon-Blooded** – Hearth-Defending Vigil  
While defending a member of your hearth, spend one extra mote in Step 2 to ignore all penalties to Defense for a single action.

**Solar** – Sunlight Aegis Stance  
Add 3 to Defense when protecting your ward from a creature of darkness.

## Bulwark Stance

Manuscript 4, p. 17

Spent 1m on Step 2. At your choice, either clear any penalties to your Defense or reset your Hardness after a concentrated attack.

**Solar / Abyssal / Infernal**  
Dipping Swallow Defense  
or **Lunar** – Foe-Baiting Sidestep  
Also increase Defense by one.

## Heavenly Guardian Defense

Manuscript 4, p. 17

Spent 2m. Apply Defense against a single instance of hazard, trap, disease, great fall or other source of harm where Defense cannot be normally applied. See book for details.

## Flow Like Blood

Manuscript 4, p. 7

Commit 1m for the Scene. Add to your Defense against attacks at close range and steal Power from attackers if you defend successfully. If the target has no Power to steal, they suffer a penalty on their next attack instead.

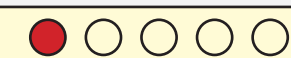
**Alchemical** – Onslaught Deflection Technique  
Spend 1 addtl. mote. On Step 2, add Essence rating to defense.

**Lunar** – Cunning Prey Reversal  
On Step 5, if defense successful, steal half the target's generated Power (round down)

## Portentous Warding Defense

Manuscript 4, p. 18

When attacked, spend 2m on Step 2. On Step 4, roll Attribute + Close Combat and add to your Defense.



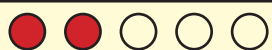
## Craft Excellency

Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.



**Alchemical, Getimian, Lunar, Liminal**  
When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.



## Clever Improvisation Method

Manuscript 4, p. 18

Spend 1m to fashion an item for immediate use. Must be simple object. Item holds together long enough to serve intended purpose. Players may use banked stunt successes to add to list of useful materials present.



**Dragon-Blooded – Many-Hands Technique**  
If the Dragon-Blooded uses components her hearthmate contributed, the item gains another tag.

**Alchemical – Efficient Improvisation of Materials**  
Add gears, screws or other pieces of metallic enhancements. Use the item (Essence) addtl. times.



## Durability-Enhancing Procedure

Manuscript 4, p. 18

Spend 2m when undertaking mundane craft venture. Increases difficulty to break crafted item, expending lifespan tenfold. Food endures without spoiling, walls withstand magic that might break them, and so on.



## Efficient Crafting Technique

Manuscript 4, p. 19

Spend 1m. Reduce penalties from lacking appropriate tools or workspace for crafting ventures by three.



**Solar – Artisan Needs No Tools**  
Essence 2+ the Solar waives all penalties from inappropriate tools and workspaces.

**Abysal – Eternal Embalming Preparation**  
Use to embalm a corpse preserving it indefinitely against decay.

**Dragon-Blooded – Stone-Carving Fingers**  
While working with earthen materials such as stone or clay, work with just hands at no penalty.



## Flawless Counterfeit Technique

Manuscript 4, p. 19

Spend 1m. Spend dramatic scene creating replica of item you have available to study that must be made from mundane materials and cannot be complex machinery. Make an exact replica. See book.



## Morale-Boosing Meal

Manuscript 4, p. 19

Spend 2m. If purchased as Craft Charm, make a meal. If purchased as Embassy Charm, arrange a meal. Grant Double 9s for session on a roll of guest's choice or begin the next combat with 1 Power.



**Alchemical – Shared Network**  
Until end of session, Alchemicals who shared the meal may have one extra Alchemical mode installed.

**Dragon-Blooded – Sweeten-the-Tap Method**  
You and hearthmates double 9s on social influence actions for the rest of the scene.

**Infernal – Poison the Well**  
Choose two targets at the table and double 9s on social actions intended to increase enmity to each other.



## Quicken the Forge

Manuscript 4, p. 120

Commit 2m. While working on a crafting venture, reduce time scale by one step.



**Solar – Supreme Perfection of Style**  
Select a type of craft. You reduce time scale by two steps to a minimum of once per scene. Gain additional field of specialty at Essence 3 and Essence 5.

**Dragon-Blooded – Blazing Dragon-Smith Arete**  
When working with stone, metal, clay, wood or other natural materials, reduce time scale by two steps, to a minimum of once per scene.

**Lunars – Inchoate Wonders Realized**  
Reduce time scale by three steps to a minimum of once per scene, but this progress is undone at the end of the story.



## Sudden Trap Attack

Manuscript 4, p. 20

Spent 1m. With access to sufficient materials create or retroactively reveal a trap you placed. This is a one-time environmental hazard. See book.



**Abysal – Bone-and-Sinew Contraption**  
May construct deadly traps from or hidden within corpses. Increases difficulty of trap.



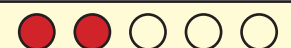
## Terrain-Altering Advantage

Manuscript 4, p. 20

Spend 1m. On Step 1, the St lists items or features within short range that could be used to create an environmental hazard or difficult terrain. Create that hazard and gain bonus successes to Build Power. See book.



**Dragon-Blooded – Elemental Fury**  
Add Aspect's element to hazard in some way.



## Wonder-Crafting Initiation

Manuscript 4, p. 21

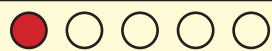
Gain ability to craft artifacts, given proper materials and divine magic. With Hearthstone Merit allows building of Manses. Must be apprenticed or peruse instructive texts for at least one story. Every Exalt type has their own modes.



**Solar – Strengthening Touch**  
When making final obstacle roll to craft item, spend 1m to increase difficulty to destroy the item.

**Abysal – Ruin Resurrection Method**  
Spend 1m while repairing item to automatically overcome Excessively Damaged obstacle up to difficulty 3. Allows repairing otherwise impossible-to-repair items with a venture under certain circumstances. See book.

**Dragon-Blooded – Follow the Dragons**  
Spend 1m while making an obstacle roll to build a manse with an Elemental hearthstone. Whoever bears the stone in an artifact regains additional motes.



## Embassy Excellency

Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.



### Alchemical, Getimian, Lunar, Liminal

When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.



## Bureau-Breaking Method

Manuscript 4, p. 21

Spend 1m. Perform scene sabotaging a venture or bureaucratic task. On success, introduce new obstacles equal to Essence.



### Solar – Indolent Official Charm

May sabotage a venture just by speaking about it, whether or not they know it is occurring.

### Dragon-Blooded – Thrashing Carp Serenade

May activate when heartmates or agents with Major tie of loyalty to you engage in bureaucratic sabotage in your stead.

### Lunar – Gnawing Mouse Malaise

Commit 1m while sabotaging an organization you or one of your forms holds authority in. Rest of story or until commit fades, increase difficulty of ventures.

### Sidereal – Paralyzed Mandarin Infliction

Declare end to usefulness of a bureaucracy. Officials either become overwhelmed by futility of their work or paralyzed by frenetic, indecisive planning. Commit 1m for the rest of the story, inflict sabotage with no work.

### Abysal – Despair-Inducing Failure

Commit 1m for the story. Increase difficulty of all ventures undertaken by target group. Ends immediately if your involvement becomes known. Officials will turn up dead each time they fail to overcome an obstacle, their ghosts haunting their offices and homes.



## Deft Official's Way

Manuscript 4, p. 22

Spend 1m while navigating a bureaucracy. Choose an effect to apply to a leadership/bureaucratic venture: (1) Once per session make a second roll on venture during interval (2) reduce difficulty (3) ignore results of cutting corners. See book.



### Getimian – Another Life's Lesson

Spend +1m. Leverage secret knowledge, choose any number of advantages to add to your roll, maximum +2 successes worth.



## Illimitable Master Fance

Manuscript 4, p. 22

Spend 1m and enter dramatic scene observing local economic activity. During scene, ask questions the ST will answer truthfully, such as (1) Who can I bribe to get what I need? (2) Who's the wealthiest person here? See book.



## Jade Leaves a Trail

Manuscript 4, p. 12

Commit 1m while investigating a situation. Exchange successes to ask questions such as (1) Who does the target work for? (2) What is not as it seems? and others. See book.



## Motive-Discerning Technique

Manuscript 4, p. 22

While interacting with another character, roll and spend successes to ask questions such as (1) Do the character and I share a virtue? (2) What haven't I noticed about the character? and more. See book.

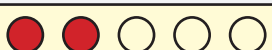


### Upgrade (4A) – Wise-Eyed Courtier Method

Gain access to more questions, such as (1) Who's really in authority here? (2) What do I have that someone here wants? and others. See book.

### Dragon-Blooded – Blood-to-Blood Intuition

You may also ask the question "How are the character and I related?"



## Morale-Boosing Meal

Manuscript 4, p. 19

Spend 2m. If purchased as Craft Charm, make a meal. If purchased as Embassy Charm, arrange a meal. Grant Double 9s for session on a roll of guest's choice or begin the next combat with 1 Power.



### Alchemical – Shared Network

Until end of session, Alchemicals who shared the meal may have one extra Alchemical mode installed.

### Dragon-Blooded – Sweeten-the-Tap Method

You and heartmates double 9s on social influence actions for the rest of the scene.

### Infernal – Poison the Well

Choose two targets at the table and double 9s on social actions intended to increase enmity to each other.



## The Perfect Bargain

Manuscript 4, p. 24

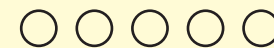
Commit 1m for duration of negotiations. When bartering or negotiating, the difficulty for any social rolls cannot rise above 5.



## The Perfect Price

Manuscript 4, p. 24

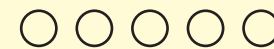
Intuitively understand worth of given object, service or favor in estimation of your target. know what they would want in exchange or what they'd give to possess it. Gain bonuses when utilizing this information.



## Second Chance Approach

Manuscript 4, p. 24

Commit 1m. For duration of scene, reduce difficulty of social actions against characters with a negative Intimacy towards you or your cause. Gain Double 9s to attempt to instill positive Intimacy towards you or cause.



## Strange Tongue Understanding

Manuscript 4, p. 24

Commit 1m for the scene. May understand basic sentences in language you do not know. Get by with minimal reading and speech without need to roll.



**Upgrade (4A) – Language-Learning Ritual**  
Study language for 4 days of downtime, then speak and write with perfect understanding of language, though diction is inelegant and you suffer penalty for social influence with the language.  
May permanently learn language. See book.

**Solar – Mingled Tongue Technique**  
Both you and your conversation partner automatically understand one another as though you shared a common language.

**Abysal – Infinite Blasphemy Glossolalia**  
May converse with any creature of darkness as if you shared a common language.

**Sidereal – Blue Vervain Binding**  
May activate this Charm on behalf of another character, granting them the benefits instead.

**Infernal – Unshattered Tongue Perfection**  
Speak in an ancient tongue that may be understood by all others, but cannot inspire or draw on positive Intimacies.

# Integrity

## Universal Charms



### Integrity Excellency

Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.



#### Alchemical, Getimian, Lunar, Liminal

When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.



### Loyal Guardian Approach

Manuscript 4, p. 17

Commit 1m for scene. May reflexively Defend Other action on behalf of another character within close range.

Special: May be used in response to an attack on Step 2.



#### Alchemical – Essence Shield

Increase Defense and Soak by one, and add 2 successes when shielding another person with Defend Other.

#### Lunar – Sun-and-Moon Dance

While defending a Solar, Abyssal, or Infernal, spend one extra mote in Step 2 to add your Intimacy to them as bonus to Defense.

#### Dragon-Blooded – Hearth-Defending Vigil

While defending a member of your hearth, spend one extra mote in Step 2 to ignore all penalties to Defense for a single action.

#### Solar – Sunlight Aegis Stance

Add 3 to Defense when protecting your ward from a creature of darkness.



### Guarded Mind Meditation

Manuscript 4, p. 24

Commit 1m for the scene. Increase Resolve against Read Intentions by Essence. Gain one auto-success on social influence which take advantage of your lack of emoting. May dim anima if you possess 3 or less, others may not notice anima.



#### Infernal – Mockery of Mortal Form

May freely dim anima so long as you are not benefitting from Corona of Fury.

#### Lunar – Shifting Silver Masquerade

While shapeshifted or disguised, the Lunar may dim her anima as long as she possesses no more than 5 anima.

#### Sidereal – Garbed in False Destiny

#### Getimian – Another-Life Deceit

While wearing resplendent destiny or ensnaring another with Infected Fate, dim anima as long as you possess no more than 5.



### Integrity-Protecting Principle

Manuscript 4, p. 25

Spend 1m. For the scene you and possessions become immune to twisting effects by environment, such as the Wyld. If used in project, protects between intervals. See book.



#### Alchemical – Order-Asserting Emanation

Creatures of the Wyld who come into close range suffer 2 dice penalty on attack rolls.

#### Solar – Chaos-Repelling Pattern

Everything within short range is immune to twisting effects and your allies gain Essence successes to resist such effects. Prevent environment from twisting around you.

#### Dragon-Blooded – Chaos-Warding Principle

Hearthmates gain the benefits of this Charm as long as they remain within medium range of each other.

#### Lunar – Chaos-Defying Embrace

May extend this effect to a character within medium range you have a positive Tie or Virtue towards, or your Solar Mate.

#### Infernal – Emerald Hellfire Aegis

In addition to the Wyld, the Infernal is protected against the twisting magics of Hell and its demons.



### Motive-Discerning Technique

Manuscript 4, p. 22

While interacting with another character, roll and spend successes to ask questions such as (1) Do the character and I share a virtue? (2) What haven't I noticed about the character? and more. See book.



#### Upgrade (4A) – Wise-Eyed Courtier Method

Gain access to more questions, such as (1) Who's really in authority here? (2) What do I have that someone here wants? and others. See book.

#### Dragon-Blooded – Blood-to-Blood Intuition

You may also ask the question "How are the character and I related?"



### Resolve-Bolstering Declaration

Manuscript 4, p. 26

Spend 1m and name an ally who is target of social action. Make a declaration in their favor and thus increase difficulty of the social action by two.



#### Dragon-Blooded – Staunch Ally

On Step 3 of a social action, the Exalt increases her ally's Resolve bonus from Integrity by two.



### The Perfect Bargain

Manuscript 4, p. 26

When learning this Charm, strengthen one of your Major Intimacies, making it unbreakable. Cannot be forced to act against it by outside influences, though you may willingly still do so at a cost requiring a major Milestone.



### Sagacious Reading of Intent

Manuscript 4, p. 13

Commit 1m. After spending dramatic scene reviewing written text, discern writer's Intimacies and reveal the one most relevant to the subject matter. may also indicate if it is a forgery, copy or the author did not believe his writings.



**Solar** – Discerning Savant's Eye  
Automatically succeed unless contested by magic.

**Sidereal** – Fateful Literary Insight  
Learn a fact related to the writing, such as where it was drafted, the emotional state of the writer or who else was present during the writing.



### Spirit-Maintaining Maneuver

Manuscript 4, p. 26

Spend 2m reflexively in Step 4 to cause social influence or a psyche effect to auto-fail as though the target had not achieved enough successes. Read Intentions may not be contested like this. Once per session.



### Stubborn Boar Defense

Manuscript 4, p. 27

Spend 2m after resisting or refusing a social influence action. Increase base difficulty of similar influence by two for the rest of the session.



**Getimian** – Obdurate Thwarted Destiny  
Halve the bonus dice (round up) awarded to influencing character when Getimian ignores influence.

# Navigate

## Universal Charms



### Navigate Excellency

Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.



#### Alchemical, Getimian, Lunar, Liminal

When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.



### As The Crow Flies

Manuscript 4, p. 27

Always know shortest mundane route between where you are and where you want to be, even if path is unconventional. May include going over rooftops or cutting through occupied buildings. Cut corners equal to Essence on travel venture.



#### Sidereal - Finding the Golden Path

Commit 1m. Name destination on same plane. When journeying towards it, time scale is reduced by one step.



### Beast-Uplifting Harmony

Manuscript 4, p. 27

Requires Familiar Merit. Uplift your familiar, choosing a few benefits from a given list, such as increasing dice pools or health levels. See book.



#### Sidereal - Godly Companion

Familiar becomes a minor god and can travel to an from Yu-Shan on your behalf to deliver or retrieve messages and small objects, requiring a dramatic scene in either direction.



### Calling the Rider's Companion

Manuscript 4, p. 28

Spend 1m to summon a mount, which arrives as quickly as possible (typically end of scene). Need no tack to ride safely and in comfort and reduce environmental penalties. Persists until end of session. Familiar mount will appear immediately.



### Fathoms-Fed Spirit

Manuscript 4, p. 28

Navigate to any port you've been to before, removing any venture obstacles involving getting lost. Cannot be knocked overboard, even if affected by Knockdown/Knockback. Commit 1m to reduce environmental hazards/penalties while sailing.



### Hardship-Surviving Spirit

Manuscript 4, p. 28

Spend 1m. DOuble 9s on all rolls to resist mundane heat or cold, including environmental hazards. When foraging food/water, automatically provision yourself, your Circle and up to 5 others in any climate.



#### Lunar - Beast Hide Adaptation

While in shape of an animal native to region, automatically receive benefits of this Charm at no cost.



### Hidden Shortcut Revelation

Manuscript 4, p. 28

Spend 1m. ST reveals location of any concealed passages, doorways or portals within long range. Must still fulfill requirements to use them. Add Essence in bonus successes to foil flawless magic hiding such paths.



### Immortal Mariner's Advantage

Manuscript 4, p. 28

Commit 1m. Gain 3-success bonus on mundane sailing tasks. Does not apply to contested rolls.



#### Sidereal - Blessing the Hull

Characters who attempt to board without permission must make a check or be thrown overboard. Harder for non-Creationborn entities.

#### Infernal - Sea-Devil Insight

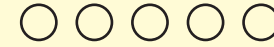
While aboard a vessel, it is immune to hazards of Malfeas.



### Rider-and-Mount Unity

Manuscript 4, p. 29

While mounted, you may use your own movement-enhancing and defensive Charms on behalf of your steed.



#### Solar - King-of-Horses Surety

Mount cannot be knocked back or prone, and unhorse gambits increase their cost.

#### Lunar - Blood-of-the-Moon Blessing

When mount is attacked, trade one of your own health levels on Step 5, reducing raw damage by 3 dice.

#### Sidereal - Ride the Dragon

Commit 2m. Your mount transforms into a draconic version capable of flight 2x its move-speed. At end of scene (or dramatic journey) the mount is exhausted.



### Swift Artillery Technique

Manuscript 4, p. 29

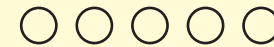
Spend 1m in Step 1 of a fire ordinance action. Reduce environmental and flurry penalties, and it does not count towards usual limit of two fire ordinance actions per turn. May retroactively load or reload or create reloads from Essence.



### Trackless Region Navigation

Manuscript 4, p. 29

Commit 1m. While mote is committed, reduce penalties to all Navigation rolls and you can always find shelter. Treat self as advantage during travel ventures. Never suffer obstacles based on injury or fatigue.





# Performance

## Universal Charms



### Performance Excellency

Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.



#### Alchemical, Getimian, Lunar, Liminal

When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.



### Distracting Patter Technique

Manuscript 4, p. 30

Commit 1m. Draw attention to yourself (making a speech, telling a story, etc.). For the duration of the scene, reduce difficulty of Stealth rolls by three. If purchased as Performance Charm apply this benefit to your allies' rolls instead.



#### Dragon-Blooded - Partners in Crime

Commit 1m and add Performance to your Hearthmates Stea



### Flawless Brush Discipline

Manuscript 4, p. 30

Dain Double 9s on single written Performance action. If message would takes minutes to write, its completed in moments instead. May copy written work at same speed.



#### Upgrade (A4) - Signature-Stealing Calligraphy

If you have access to at least one of the target's writings, roll to make a forgery of their writing. May only be detected by superhuman or magical senses at high difficulty.



### Greatness-Inspiring Aura

Manuscript 4, p. 30

Commit 1m. Add +2 successes to inspire rolls to build Power. Allies within short range who have positive Intimacy towards you may use your Performance/Presence when making their own inspire actions.



### Masterful Performance Exercise

Manuscript 4, p. 30

Commit 1m. For the duration of a performance, anyone interrupting must accept a hard bargain. Addtl. gain Double 9s on any relevant rolls to performance or influencing others with it. Repurchase to use for writing. See book.



#### Solar (E3) - Artful Disagreement

Commit 2m instead to activate during combat. Anyone who resists may continue to attack you or allies only if they incorporate their actions into the performance. Inflicts a penalty to actions. See book.



### Memetic Dogma Discipline

Manuscript 4, p. 31

Spend 1m when making a social influence roll as part of a Performance. If you successfully influence, targets gain extra successes with which to purchase influence effects when they spread your message to others.



### Poetic Expression Style

Manuscript 4, p. 31

Commit 1m for scene. Each action the mote remains committed, you may perfectly convey a single sentence to targets non-verbally. Suffer penalties to social influence rolls done this way.



#### Lunar - Glance Oration Technique

Communicate across language barrier or in animal form using this Charm. Removes the success penalty.

#### Dragon-Blooded - Speech Without Words

Charms effect may be utilized by Hearthmates and (Essence) addtl. characters. Signaling may not be noticed without superhuman or magical senses.



### Spirit-Manifesting Word

Manuscript 4, p. 31

Spend 1m. Use influence action to demand a spirit materialize, difficulty based on target Essence. Success materializes the target for the scene. Alternatively a single spirit may materialize at no cost or without own magic.



### Sou-Stirring Cantata

Manuscript 4, p. 32

Commit 1m. Treat all Minor Intimacies belonging to characters who can hear you as Major Intimacies for duration of performance. Influenced targets are immune to fear-based effects. While using this, you can't flurry.



### Subtle Expression Method

Manuscript 4, p. 32

Spend 1m. Through writing or speaking for the scene, you may speak in code which can only be understood by single recipient. Attempts to decipher are harder. Anyone who shares a designated Principle with you may also understand.



#### Solar - Letter-Within-A-Letter Technique

Communicates by you may only be deciphered by magic.

#### Dragon-Blooded - Cryptic Essence Cipher

May allow any of your hearthmates to automatically understand your communications.

# Physique

# Universal Charms



## Physique Excellency

Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.



**Alchemical, Getimian, Lunar, Liminal**  
When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.



## Armored Scout's Invigoration

Manuscript 4, p. 32

You no longer suffer mobility penalties from wearing armor and are comfortable in full plate. No additional penalties for taking physical actions while in armor.



## Ten Ox Meditation

Manuscript 4, p. 32

Spend 1m. When you attempt a feat of strength, reduce difficulty of the roll by Essence + 1 (min. 1). If this reduces it below the need to roll, attempt is automatic.



**Upgrade (A5, E2) – Thunder's Might**  
May spend +1m to attempt a Feat of Strength that would normally require a venture in a single roll.

**Upgrade (E3) – Triumph-Forged God Body**  
May spend +1m to perform single Extreme Feat of Strength without needing to roll.



## Arsenal-Summoning Gesture

Manuscript 4, p. 14

Requirement is Close Combat, Ranged Combat or Physique. Choose whether it applies to weapons or armor, repurchase to get other. Summon weapon/armor for motes, or banish them Elsewhere.



**Dragon-Blooded** – Elem. Embodiment Expertise  
Dissolve weapon in an embodiment of Aspect element. When recalling, do so from any embodiment of your element within medium range, gaining a Power boost.

**Alchemical** – Integrated Armory Systems  
Always treat Arsenal-Summoning Gesture as reflexive.



## Body-Mending Meditation

Manuscript 4, p. 33

Commit 1m. Automatically heal one level of damage each at the start and end of each scene. Once per scene, spend 2m when incapacitated to heal one level of damage, returning to the fight.



**Lunar** – Unstoppable Lunar Vitality  
Reduce cost to heal and return to fight to 1m.  
**Infernal** – Thirst for Vengeance  
When the Exalt spends motes to return to the fight, also gain 2 Power.



## Captivating Battlefield Display

Manuscript 4, p. 33

Spend 1m on Step 2 and target an opponent who is attacking an ally. The attack now targets you. The ally may attack the target on Step 8 as a counterattack, even if they already acted this turn. Does not count towards action limit. May not augment attack.



## Iron Kettle Body

Manuscript 4, p. 33

Spend 1m on Step 7. Increase total Soak against a single attack significantly. Alternatively, may apply Soak against environmental damage effect created by a Charm or other magic.



**Solar** – Adamant Skin Concentration  
**Abyssal** – Injury Absorbing Method  
**Infernal** – Hardened Devil Body  
Increase value by Physique instead.  
**Lunar** – Stone Rhino's Skin  
Increase value by Fortitude instead.



## Iron Skin Concentration

Manuscript 4, p. 33

Permanently increase base Soak by one. At Physique 5, may be purchased a second time.



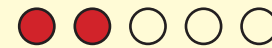
## Power-Gathering Temper

Manuscript 4, p. 34

Spend 1m in Step 5. Gain Power equal to the amount the attacking enemy gained after successful withering attack, or 1 Power for every 2 spent by the attacker on a decisive attack.



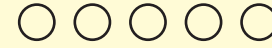
**Solar** – Essence-Gathering Temper  
Also recover 1 mote for every 2 Power the attacker gains.



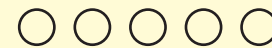
## Malady-Resisting Meditation

Manuscript 4, p. 34

Commit 1m. Gain extra dice to all rolls to resist poison, venom, disease or similar maladies. Additionally, may accept a hard bargain to temporarily nullify effects of whatever you suffer from for Essence in turns.



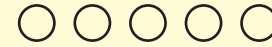
**Repurchase (E3) – Immunity to Everything Technique**  
Repurchase to reduce difficulty of resisting all mundane diseases, venoms and toxins, etc. to one. If total dice pool would auto-succeed, no need to roll. Difficulty of all other maladies is reduced by Essence but must still be rolled.



## Ox Body

Manuscript 4, p. 34

Gain an additional -1 Health Level. May be purchased a number of times equal to Physique.



**Lunar**  
Gain an additional -1 and -2 Health Level. Purchase limit is based on Fortitude.

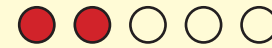
**Liminal**  
Gain additional -0 Health Level. Purchase limit is based on Fortitude

**Abyssal, Infernal, and Solar**  
Gain choice of an additional -0 or two additional -1 Health Levels

**Dragon-Blooded**  
Gain an additional -2 Health Level

**Getimian and Sidereal**  
Replace default -1 Health Level with a 0 Health Level

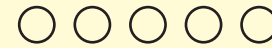
**Alchemical**  
If Fortitude is higher than Physique, purchase limit is based on Fortitude



## Spirit Strengthens the Skin

Manuscript 4, p. 34

Spend up to 3m on Step 5. Each mote reduces attacker's damage pool by one die. Against environmental damage spend up to 6, each 2 motes reducing pool by 1.



**Alchemical** – Impenetrable Shell  
Maytivate this on Step 2, add Essence to hardness when enemy's weapon matches your Caste's material.


**Abyssal** – Rust-and-Splinters Defense  
Mundane weapons suffer 2-die penalty after an attack until they can be cleaned/mended. If Charm reduces damage to zero, weapon shatters.


**Lunar** – Once-Bitten Technique  
If you activate this Charm again after being bitten by the same type of weapon, reduce cost by 1m. Artifacts each count as a type of their own.


**Infernal** – Rival-Slaying Retribution  
Add any damage dice cancelled to your next attack against the attacker.


# Presence

# Universal Charms


  
**Presence Excellency**  
Manuscript 4, p. 6  
Spend 1m.  
Add Ability as dice as bonus to an applicable roll.


  
**Alchemical, Getimian, Lunar, Liminal**  
When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.


  
**Battalion-Breaking Shout**  
Manuscript 4, p. 35  
Spend 1m. Roll against a battle group's Resolve. Success lowers their Drill. Penalty lasts until a commander takes a difficulty 5 War or PResence based action to restore order.

  
**Solar and Infernal** – Demon-Scattering Shout  
Rallying a demonic battle group is difficulty 7 instead.

  
**Cat's Puffed Tail**  
Manuscript 4, p. 35  
Spend 1m. On Step 1 of a combat action, gain two bonus successes on a Force-based or Inspire Build Power roll. Does not count as your Charm use for the step. Can be used during social influence action, see book.




  
**Dread Tiger's Symmetry**  
Manuscript 4, p. 35  
Commit 1m for the scene. Add Essence in bonus dice and gain Double 9s on threatening influence. If a character with Tie of Fear towards you, add dice equal to intensity (this does not count towards limit).





**Upgrade (5A, 3E)** – Terrifying Apparition of Glory  
At Active Anima, gain Double 8s. At Iconic, gain 1 Power whenever an enemy is influenced by this.


**Abyssal** – Heart-Stopping Mien  
Gain Essence dice in addition to Double 9s. When intimidation succeeds, gain 1 Power and inflict 2 dice of damage against target. becomes four with Tie of fear. Soak is not applicable to this damage.


**Lunar** – Menacing Predator's Posture  
Ties of fear to the Exalt's shape grant the same benefit. In predatory animal shape or hybrid form, +3 bonus dice additionally.


  
**Worshipful Lackey Acquisition**  
Manuscript 4, p. 38  
Spend 1m. Gather a group of Tertiary Followers Merit. Specify lackes type. They behave as if they had Minor Virtue of Loyalty to you, and you may lead them into combat. Upgrades at Essence 3 to Secondary Merit. See book.





  
**Glorious Presence Technique**  
Manuscript 4, p. 36  
Double 9s on a roll to instill respect, awe or obedience. If anima is at Iconic, gain double 8s.

  
**Solar** – Authority-Radiating Stance  
Until the end of the scene, characters successfully influenced gain a 2 dice bonus to resist fear while acting on the Solar's orders.

  
**Greatness-Inspiring Aura**  
Manuscript 4, p. 30  
Commit 1m. Add +2 successes to inspire rolls to build Power. Allies within short range who have positive Intimacy towards you may use your Performance/Presence when making their own inspire actions.




  
**Harmonious Presence Meditation**  
Manuscript 4, p. 36  
Commit 1m for the scene. Add 1 automatic success to all social influence, excluding Read Intentions. Ignore up to 3 dice of mundane situational penalties that arise from unfamiliarity with custom, fashion or past action.


  
**Upgrade (E2)** – Majestic Radiant Presence  
Commit 1 addtl. mote. Characters attempting to oppose you socially or physically must accept a hard bargain to do so. At Active Anima, waive addtl. commitment.


**Solar** – Blazing Glorious Icon  
At Active Anima, add +1 auto-success on all social influence actions. At Iconic, waive Charm cost.


**Abyssal** – Elegant Tyrant's Majesty  
Against undead, subordinates or characters with Tie of fear, add +1 auto-success on all social actions. At Active Anima, this applies to all characters.


**Dragon-Blooded** – Friend-to-All-Nations Attitude  
Gain +2 dice on Instill actions to give the target a positive Tie towards you, heartmates, or an organization you belong to.


  
**Irresistible Presence Technique**  
Manuscript 4, p. 37  
Spend 2m to make a special Force + Presence influence action (simple action) with target's Essence added to Resolve. May hypnotize for one round, enforcing a psyche-effect to carry out one clear order. See book.

  
**Abyssal, Infernal, Solar** – Mind-Seizing Gaze  
May issue a number of instructions equal to extra successes instead. Target remains hypnotized until all instructions fulfilled.


  
**Underling-Promoting Practice**  
Manuscript 4, p. 38  
Commit 1m and designate one of your mortal followers, or commit 2m and designate a group. Choose a single ability, for which they may substitute your rating instead of their own while motes remain committed.





  
**Listener-Swaying Argument**  
Manuscript 4, p. 37  
Spend 1m on Step 4 to reduce cost of purchasing Persuade and Dissuade to one success. If Intimacy or Virtue raises difficulty, add one additional success on Step 4.


  
**Upgrade (E3)** – Fulminating Word  
Target must accept a hard bargain to resist the Exalt's influence and cannot choose to ignore it.

**Solar** – Impassioned Discourse Technique  
If you possess a Principle relevant to your Persuade / Dissuade action, gain double 9s.


  
**Second Chance Approach**  
Manuscript 4, p. 24  
Commit 1m. For duration of scene, reduce difficulty of social actions against characters with a negative Intimacy towards you or your cause. Gain Double 9s to attempt to instill positive Intimacy towards you or cause.




  
**Suspicion-Allaying Gesture**  
Manuscript 4, p. 37  
Commit 1m for duration of scene when encountering someone suspicious of you. Misdirect suspicion on another. Automatically succeeds vs. trivial/nonmagical. Against others roll-off.

  
**Solar** – Hindward Bulls-eye Brand  
Choose a specific target for suspicion of others, pinning all blame on them without a roll. If this would be contested by another flawless effort, roll off.

**Getimian** – Skein in the Wilderness Pursuit  
Conjure a version of your pursuer from your Origin to serve as the person of interest. If pursuer captures the illusory quarry, it fades and you roll to create a social influence to instill/strengthen the principle of "I question whether reality is real!"

  
**Rally the Broken Company**  
Manuscript 4, p. 52  
Spend 1m. Make a reflexive route check on behalf of an allied battle group. Extra successes on the roll are added to the group's next attack as bonus dice.

  
**Solar** – Phoenix Banner Resurgence  
Spend extra successes to heal the battle group, trading 2 successes for each level healed.

**Sidereal** – Auspicious Realignment  
Set aside any number of extra successes. Instead of adding to the next attack, they are reflexively rolled the next time the group is forced to make a route check.

# Ranged Combat

## Universal Charms

### Ranged Combat Excellency

Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.

**Alchemical, Getimian, Lunar, Liminal**  
When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.

### Arsenal-Summoning Gesture

Manuscript 4, p. 14

Requirement is Close Combat, Ranged Combat or Physique.  
Choose whether it applies to weapons or armor, repurchase to get other. Summon weapon/armor for motes, or banish them Elsewhere.

**Dragon-Blooded** – Elem. Embodiment Expertise  
Dissolve weapon in an embodiment of Aspect element. When recalling, do so from any embodiment of your element within medium range, gaining a Power boost.

**Alchemical** – Integrated Armory Systems  
Always treat Arsenal-Summoning Gesture as reflexive.

### Arrow Storm Attack

Manuscript 4, p. 38

Spend 1m on Step 1 of a Ranged Combat attack against a battle group. Increase damage dice and Overwhelming on Step 5. Against battle groups of extras, the damage bonus becomes successes on Step 7 instead.

**Solar** – Cascade of Cutting Terror  
Spend 2 Anima to reduce battle group's Defense to 1 on Step 4.

### Double Distance Technique

Manuscript 4, p. 39

Extend reach of one of your ranged weapons by one range band. This cannot supplement attacks made with pure Essence (such as Glorious Exalted Bolt).

**Solar** – Triple Distance Technique  
Spend an additional 1m to extend the range one further band, to maximum of extreme range.

### Glorious Exalted Bolt

Manuscript 4, p. 39

Soebd 1n in Step 1. Make a ranged essence attack at short range using either Sagacity or Ranged Combat. Treat as heavy ranged weapon with short range. Artifact and Ranged tags. Spend 1m to increase range to medium. Clash-OK.

**Alchemical** – Essence Pulse Cannon  
May use Charm to enact the knockback gambit.

**Solar** – Blazing Solar Bolt  
Spend +1m to add two bonus successes to damage on a decisive attack with this Charm.

**Dragon-Blooded** – Elemental Bolt Attack  
On Step 7, targets hit must make a reflexive Physique roll to resist environmental damage equal to your Essence plus two.

**Abyssal** – Crypt Bolt Attack  
Ignore 1 Soak and mundane armor is destroyed if decisive damage roll generates at least one success. Must be successes on roll not from Charms or damage rating.

**Infernal** – Radiant Fury Revenge  
Gain a 2-dice bonus to damage if you have a negative Intimacy towards your target.

### No Arrow Wasted

Manuscript 4, p. 39

On Step 5 of a ranged combat action, if your original attack failed to defeat target's Defense, spend 1m and 1 Anima. Declare different target and roll attack against them instead. Attack cannot be modified by Charms.

### Phantom Arrow

Manuscript 4, p. 39

Commit 1m. For as long as the mote remains committed, draw ammunition from your anima. Reduce all ranged Combat penalties by 1, including flurry penalties. No narrative force can force you to be out of ammunition.

**Sidereal** – Holistic Bullet Methodology  
Fire literally anything you can pick up from a ranged weapon. Some things may provide special effects.

**Solar** – Inexhaustible Solar Bolts  
Your ammo adds 1 Overwhelming, and will never strike an unintended target.

### Reflex Shot Technique

Manuscript 4, p. 40

Spend 1m. Use reflexive move action while simultaneously taking an Aim action.

### Revolving Bow Discipline

Manuscript 4, p. 40

Spend 1m on Step 1. after resolving a Ranged Combat attack, make a second against same or different target. Treated as if it were part of a flurry, but initial attack does not suffer the penalty associated.

**Solar, Abyssal, Infernal** – Trance of Unhesitating Speed  
Second attack is made without dice penalty.

**Lunar** – Hunter's Eye Precision  
Second attack may be substituted with any one Finesse-related combat action, instead.

**Sidereal** – Many-Missiles Technique  
Reduce flurry penalty on the second attack to 1 die.

### Sharpshooter's Clever Tricks

Manuscript 4, p. 40

When you purchase it, choose two unique modes. At Ranged Combat 4, repurchase to gain additional mode.

Costs 1 committed mote for the scene.

**Clever Projectile Technique**  
Reduce the cost of gambits using Ranged Combat by one, to a minimum of one. May use Distract.

**Archer's Keen Eye**  
Reduce all penalties from the environment, poor visibility, or other hazards on Ranged Combat attacks by your Essence.

**Sharpshooter's Devious Ploy**  
May Build Power actions with Ranged Combat by making non-attack warning shots or distracting volleys. Benefits from Overwhelming rating but no equipment bonuses.

**Archer's Centered Focus**  
May Aim and take reflexive move, but no other movement.

**Sidereal** – Strange Quiver Trick  
Transform ammo mid-flight, granting it two of the following Tags: Artifact, Disarming, Flame, Piercing, Pulling, or Powerful. May commit 3m to gain this effect indefinitely, but choose Tag upfront.

### Streaming Arrow Stance

Manuscript 4, p. 41

Commit 1m for the scene. While active, calculate Defense using Ranged Combat. Visual description is up to the player.

## Sagacity Excellency

Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.

**Alchemical, Getimian, Lunar, Liminal**  
When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.

## Spirit-Cutting Glance

Manuscript 4, p. 13

Commit 1m for the Scene. You can see dematerialized spirits that are present. You may attack them as if they had materialized.

**Upgrade (A4, E2) – Demon-Wracking Shout**  
Spend 1 mote on Step 1. An enemy spirit struck by the attack is forced to materialize for 2 turns. Decrease their Hardness for the duration.

**Solar – Uncanny Perception Technique**  
Whenever a spirit enters within medium range, you experience a warning sensation. Spirits using concealing magic must contest against you with a roll.

**Infernal – Wayward Divinity Oversight**  
Automatically perceive demons and gods with lower Essence without activating the Charm, though you may not target them with an attack.

## All-Encompassing Sorcerer's Sight

Manuscript 4, p. 10

Commit 1m for the Scene. Perceive presence of Essence, including dematerialized spirits and broders between worlds. See attuned Artifacts, Essence used to power Charms and more. See book.

**Alchemical – Essence Flow Detection**  
The ST names any unusual fluctuations or strong concentrations of Essence within a day's journey and the direction from which it is coming. May indicate Demesne, First Age Tomb, or place where mighty sorcerous workings were cast.

**Solar – Eye of the Unconquered Sun**  
See through illusions, magical disguise and shapeshifting, adding bonus successes to the roll to pierce deception.

**Lunar – Scent of Midnight Dweomers**  
Determine nature of a spirit or fae. Disguise magic increases difficulty. Gain bonus successes on a roll to track a spirit scented with his Charm.

**Sidereal – Telltale Symphony**  
**Getimian – Forgotten World Echoes**  
Gain bonus successes to rolls to detect spirits, artifacts and sorcerous workings. Gain this bonus on rolls to understand magic that interacts with fate.

## Essence-Lending Method

Manuscript 4, p. 41/42

Spend any number of motes and transfer them from your pool to a person you are touching. If target cannot accept all motes, they have until next action to spend them before they dissipate.

**Upgrade (3A, 2E) – Wound-Accepting Technique**  
For +1m you may instead heal up to Essence in damaged health levels, taking the damage onto yourself. Can Incapacitate yourself.

**Solar – Essence Font Technique**  
Roll to generate 3 addtl. motes which may be transferred to the target in place of their own. These motes dissipate if not transferred.

**Dragon-Blooded – Dragon-Kin Empowerment**  
Extend to short range with Hearthmates. May transfer one anime for every two motes instead. Target cannot gain temporary anima.

**Abyssal – Essence-Draining Method**  
Drain up to Essence in motes from target. In combat, declare this Charm on Step 1. Requires un armed Close Combat attack.

## Glorious Exalted Bolt

Manuscript 4, p. 39

Soebd 1n in Step 1. Make a ranged essence attack at short range using either Sagacity or Ranged Combat. Treat as heavy ranged weapon with short range. Artifact and Ranged tags. Spend 1m to increase range to medium. Clash-OK.

**Alchemical – Essence Pulse Cannon**  
May use Charm to enact the knockback gambit.

**Solar – Blazing Solar Bolt**  
Spend +1m to add two bonus successes to damage on a decisive attack with this Charm.

**Dragon-Blooded – Elemental Bolt Attack**  
On Step 7, targets hit must make a reflexive Physique roll to resist environmental damage equal to your Essence plus two.

**Abyssal – Crypt Bolt Attack**  
Ignore 1 Soak and mundane armor is destroyed if decisive damage roll generates at least one success. Must be successes on roll not from Charms or damage rating.

**Infernal – Radiant Fury Revenge**  
Gain a 2-dice bonus to damage if you have a negative Intimacy towards your target.

## Spirit-Manifesting Word

Manuscript 4, p. 31

Spend 1m. Use influence action to demand a spirit materialize, difficulty based on target Essence. Success materializes the target for the scene. Alternatively a single spirit may materialize at no cost or without own magic.

## Harmonious Academic Methodology

Manuscript 4, p. 42

Commit 2m for duration. Treat as special Research venture to teach students, upgrading their dice pools. May give target a Minor Intimacy to own Virtues. Limited in application per story. May instruct (Essence x2) students.

**Upgrade (E2)**

May select 2 options with each activation instead of 1.

**Solar – Legendary Scholar's Curriculum**  
May instruct a number of students equal to your Essence plus Sagacity.

**Lunar – Tale-Spinning Mastery**  
May instruct a number of students equal to you Essence plus Finesse, if you share a common culture.

**Sidereal – Dismissive Scholar's Sniff**  
**Getimian – Red-and-Green Reality Intuition**  
May select an additional option so long as the instructed's Sagacity (or appropriate tool) is less than yours.

## Necromantic Initiation

Manuscript 4, p. 43

Gain ability to learn and cast First Circle Spells. Repurchase at Sagacity and Essence 3 to attain 2nd Circle and at Sagacity and Essence 5 to attain 3rd Circle. Each purchase grants free Spell and shaping ritual.

## Sorcerous Initiation

Manuscript 4, p. 43

Gain ability to learn and cast First Circle Spells. Repurchase at Sagacity and Essence 3 to attain 2nd Circle and at Sagacity and Essence 5 to attain 3rd Circle. Each purchase grants free Spell and shaping ritual.

## Archive Mind Mentality

Manuscript 4, p. 41

Recall anything you witnessed with absolute clarity. This requires a moment's concentration, though attempts t reexamine past events for clues may require a roll. Use Stunt Dice for dramatic edit in details.

**Lunar – Counting the Elephant's Wrinkles**  
You are always aware if a memory you recall has been tinkered with.

**Dragon-Blooded – Ancestral Recall**  
Spend one hour of downtime in meditation to recall events from ancestors' lives, though details are hazy. Use a dramatic scene.

**Sidereal – Ancestral Recall**  
May make changes to scenes you recall by dramatic editing with Stunt Dice, thus revealing information or clues as if you had done the edits in reality. Does not materially alter flow of events, nor may it harm others.

## Spirit-Repelling Diagram

Manuscript 4, p. 43

Commit 1m for the scene as simple action to draw circle out to short range. Spirits with Essence equal or lower must either materialize or flee the circle. May not attack you inside circle when spirit is outside.

**Solar – Spirit-Caging Mandala**

May instead trap a spirit at short range within the circle for a scene. Trapped spirits cannot move and may only attack others inside the circle at close range.

**Infernal – Endless Pain Oubliette**  
As Solar mode, but cannot trap ghosts. Captured gods and demons increase their wound penalties by one.

**Lunar – Argent Guardian Yantra**  
Repel both spirits and fae. May be drawn as a line across a single range band.

**Dragon-Blooded – Seed and Salt Warding**  
Commit 1m for session. Line of salt or germinated seeds is treated as the Diagram against the undead, including walking dead and hungry ghosts.

## Spirit-Slaying Stance

Manuscript 4, p. 44

Spend 1m on Step 3 on a decisive attack to inflict aggravated damage against a spirit (god, demon, ghost). If you slay the spirit with this Charm, it is unable to reform for months or until the end of the story.

**Solar – Ghost-Eating Technique**  
Destroy motes in the spirit's pool equal to health lost. Destroyed motes are considered spent. If slain by this Charm, the spirit is permanently destroyed.

**Dragon-Blooded – Spirit-Shredding Attack**  
If slain by this Charm, the spirit is diminished. When it reforms, it's Essence is lower. This may be healed as a Dramatic Injury.

**Lunar – Demon-Drinking Fang**  
Inflicts aggravated damage against fae and spirits. If slain by this Charm, the spirit is permanently destroyed.

**Sidereal – Terminal Sanction**  
If slain by this Charm, the Sidereal may choose to either slay it permanently or bind it in servitude as if they had summoned it, or let the spirit reform naturally.

**Abyssal – God-Slaying Torment**  
If slain by this Charm, the Abyssal may choose to temporarily hold the spirit from oblivion until the end of the scene to interrogate. Spirit is permanently destroyed.

**Infernal – Life-Denying Hate**  
When used against god or demon, you may destroy the target utterly or inflict a powerful curse on them. Until treated, the target cannot dematerialize without Infernal's approval and has only 1 health level.

## Truth-Rendering Gaze

Manuscript 4, p. 44

Spent 1m. Automatically divine purpose/function of mundane object, structure or geomancy and advantages of natural terrain. Roll to identify artifact name, history, etc. Gain potential bonuses with information learned. See book.

**Solar – Wake the Sleeper**

Once per story, as simple action, success on a roll to learn about an artifact awakens the first Evocation at no extra cost.

**Dragon-Blooded – Elemental Truth Observation**  
When studying jade artifacts or terrain that matches your aspect, this Charm auto-succeeds.

**Lunar – Dreaming Wisdom Revelation**  
Spend dramatic scene performing a ritual action, rolling to learn about the subject, without inspecting it, visualizing it from afar.

## Will-Bolstering Method

Manuscript 4, p. 45

Prerequisite: First Circle Sorcery  
May exchange Power granted by an ally into Will, or give Will to an ally in place of Power via the Power exchange action.

**Dragon-Blooded – Blood-Bound Rite**

If the beneficiary is a hearthmate casting a sorcery spell, they gain an additional point of Will. Cannot benefit Necromancy.

## Wonder-Crafting Initiation

Manuscript 4, p. 21

Gain ability to craft artifacts, given proper materials and divine magic. With Hearthstone Merit allows building of Manses. Must be apprenticed or peruse instructive texts for at least one story. Every Exalt type has their own modes.

**Solar – Strengthening Touch**  
When making final obstacle roll to craft item, spend 1m to increase difficulty to destroy the item.

**Abyssal – Ruin Resurrection Method**  
Spend 1m while repairing item to automatically overcome Excessively Damaged obstacle up to difficulty 3. Allows repairing otherwise impossible-to-repair items with a venture under certain circumstances. See book.

**Dragon-Blooded – Follow the Dragons**  
Spend 1m while making an obstacle roll to build a manse with an Elemental hearthstone. Whoever bears the stone in an artifact regains additional motes.

## Master Physician Technique

Manuscript 4, p. 44

Commit 1m for duration of treatment, gain one of several effects such as (1) treat a diagnosed disease within a few days (2) treat injuries and recover health levels for your patient, treating it as a recovery scene. See book.

**Upgrade (4A) – Body-Purifying Admonitions**  
Using precision strikes to pressure points, force deadly poison from a body. Spend 1m and roll against poison to immediately cure the patient. See book.

**Upgrade (5A, 3E) – Body-Sculpting Essence Method**  
May restore a patient to health with great speed. Once per story, resettable by treating injuries or disease without this upgrade.

**Solar – Plague-Banishing Incitation**  
Roll Force + Sagacity to immediately cure a diagnosed disease. Increases difficulty of treatment by two.

**Dragon-Blooded – Gaia's Bounty**  
Add 2 automatic successes when using medical herbs or exotic flora as tools to treat your patient.

**Abyssal – Plague-Halting Gesture**  
Roll Force + Sagacity against a difficulty based on disease-type. On success, immediately halt progress, rendering it dormant (not cured).

**Lunar – Plague-Devouring Kiss**  
Roll Force + Sagacity against difficulty 5 to instantly cure a mundane disease by taking it onto yourself. Supernatural diseases are more difficult.

## Flawless Diagnosis Technique

Manuscript 4, p. 46

Spend 1m as simple action to automatically diagnose a mundane illness in all detail. For other illness, roll for the same result on success. Never misdiagnose. May also examine a corpse to detect cause of death and unusual qualities.

## Wellness-Restoring Meditation

Manuscript 4, p. 46/47

Commit 1m. Over the course of 3 recovery scenes, you may assist a patient in recovering from Dramatic Injury. Must dedicate a few hours of downtime per recovery scene to treating the Dramatic Injury.

**Dragon-Blooded – Rebirth of Flesh and Ivy**  
Apply this Charm to up to Essence addtl. Hearthmates.

**Infernal – Price of Mercy**  
Commit +1m to grant the target demonic mutations that obviate the dramatic wound. If they accept, they are in your debt and cannot outright refuse your next significant request.

# Stealth

# Universal Charms



## Stealth Excellency

Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.



### Alchemical, Getimian, Lunar, Liminal

When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.



## Distracting Patter Technique

Manuscript 4, p. 30

Commit 1m. Draw attention to yourself (making a speech, telling a story, etc.). For the duration of the scene, reduce difficulty of Stealth rolls by three. If purchased as Performance Charm apply this benefit to your allies' rolls instead.



### Dragon-Blooded – Partners in Crime

Commit 1m and add Performance to your Hearthmates Stea



## Doubt-Sealing Heist

Manuscript 4, p. 47

Commit 1m when successfully stealing an object. While the mote is committed, no one will notice the stolen item is missing.



### Solar – Flawless Pickpocketing Technique

### Abyssal – Thieving Raiton Talons

### Infernal – Faster Than Sight

Steal something in plain sight without being noticed. Provokes a roll-off if observer has a counter-effect.

### Getimian – Mine By Right

Whatever a Getimian steals has always been theirs, and therefore no theft has taken place (authorities may have questions for whoever possessed it before)



## Evidence Placing Method

Manuscript 4, p. 48

Spend 1m. Place a piece of physical evidence somewhere in current location without being observed. If you place it on another person, gain 3 bonus successes on the Stealth roll.



### Getimian – As It Always Was

Items you placed have always existed. Increase difficulty of attempts to prove otherwise by Essence.

### Sidereal – Impeccable Timing

Place evidence where it will be discovered at the worst possible moment for your target. Gain 3 auto-successes on a social action to influence a person or group's attitude towards your target.



## Flawless Counterfeit Technique

Manuscript 4, p. 19

Spend 1m. Spend dramatic scene creating replica of item you have available to study that must be made from mundane materials and cannot be complex machinery. Make an exact replica. See book.



## Flawlessly Impenetrable Disguise

Manuscript 4, p. 48

Commit 1m when assembling a disguise. General disguises remain impenetrable to mortal senses while committed. Resist magical senses with a roll. If disguise is specific, significant characters may roll to discover the ruse.



### Infernal – Eldritch Secrets Mastery

Hide your nature as Creature of Darkness while disguised.

### Lunar – Essential Mirror Nature

Copy the anima (and, if applicable, caste-mark) of a specific kind of Exalt. Until you release commitment, your own anima and caste mark are indistinguishable from that of the target Exalt.

### Alchemical – Guise of Humanity

While active, your implants and augmentations recede into your body and alter skin to make it appear like other people around you.

### Solar – Perfect Mirror

A Solar may commit 2 motes to forge a false Essence rating and model small supernatural details.

### Sidereal – Masque of the Uncanny

At Essence 3, commit +1m to choose a type of spirit, ghost, raksha or other Exalt as your disguise, gaining a 3-success bonus to pass yourself off accordingly. Your charms, anima and other aesthetics change to accommodate the new deception.



## Seasoned Criminal Method

Manuscript 4, p. 49

Commit 1m and choose one of the following modes. You gain all modes when you purchase this charm.



### Familiarity

Appear to be a member of a criminal organization, allowing you to use any appropriate Intimacies to leverage against members of the organization.

### Dissonance

Officials attempting to identify or track you reduce their Awareness/Embassy pools by two.

### Vulnerability

Appear vulnerable, attracting those who would take advantage. Lower target's Resolve by 1 when you leverage your vulnerability.

### Receptivity

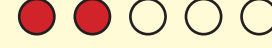
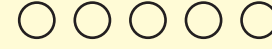
Appear to be an interested buyer or patron of criminal activities. Others will offer appropriate info regarding such activities when asked.



## Guiding Shadow Shroud

Manuscript 4, p. 48

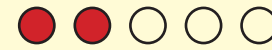
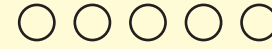
Commit 1m. Activate Stealth Excellency, Perfect Shadow Stillness or similar self-only Stealth Charms on behalf of other characters. If they stay within close range of you, reduce penalties to Stealth rolls by two.



## Illimitable Master Fance

Manuscript 4, p. 22

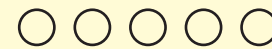
Spend 1m and enter dramatic scene observing local economic activity. During scene, ask questions the ST will answer truthfully, such as (1) Who can I bribe to get what I need? (2) Who's the wealthiest person here? See book.



## Perfect Shadow Stillness

Manuscript 4, p. 49

Commit 1m. Double 9s on all Stealth rolls to remain undetected. If you didn't move on your last turn, double 8s. Includes the Outmaneuver Build Power action.



### Abyssal – Quiet as Death

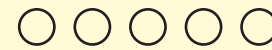
While in darkness, increase the double value by one.



## A Drop Amongst the Ocean

Manuscript 4, p. 47

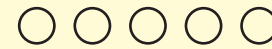
Commit 1m. While committed and you remain within or close to a large group of people, you become functionally invisible. Awareness Charms may pierce this disguise. See book.



## Suspicion-Allaying Gesture

Manuscript 4, p. 37

Commit 1m for duration of scene when encountering someone suspicious of you. Misdirect suspicion on another. Automatically succeeds vs. trivial/nonmagical. Against others roll-off.

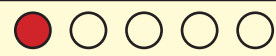


### Solar – Hindward Bulls-eye Brand

Choose a specific target for suspicion of others, pinning all blame on them without a roll. If this would be contested by another flawless effort, roll off.

### Getimian – Skein in the Wilderness Pursuit

Conjure a version of your pursuer from your Origin to serve as the person of interest. If pursuer captures the illusory quarry, it fades and you roll to create a social influence to instill/strengthen the principle of "I question whether reality is real!"



## War Excellency

Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.



### Alchemical, Getimian, Lunar, Liminal

When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.



## Battalion-Breaking Shout

Manuscript 4, p. 35

Spend 1m. Roll against a battle group's Resolve. Success lowers their Drill. Penalty lasts until a commander takes a difficulty 5 War or PResence based action to restore order.



**Solar and Infernal** – Demon-Scattering Shout  
Rallying a demonic battle group is difficulty 7 instead.



## Panic the Wounded Beast

Manuscript 4, p. 52

Spend 2m on Step 7 of a decisive attack against a battle group. Group must make a Difficulty 5 route check, regardless of Drill.



**Abyssal** – Swinging the Scythe  
If battle group fails route check, gain one Power, or two if the group had Elite Drill.



## Cunning Warrior Regimen

Manuscript 4, p. 50

Commit 2m during one week of downtime. At least 5 hours of instructions required, train a battle group and grant them an Outnumber Quality of your choice. May condense into one scene, quality is then retained for only one or two battles.



### Lunar – Wolf's Lair Tactic

While fighting on familiar territory (home ground or thoroughly scouted, etc.) use Outnumber Quality even if Size is less than enemy's.

### Sidereal – Justifiable Precaution

Rather than granting Outnumber Quality, teach a countermeasure. During future battle, may retroactively reveal Outnumber Quality they learned to overcome, being immune to it's effects.



## Fearless Vanguard Technique

Manuscript 4, p. 50

Commit 1m for the scene. During a dramatic scene, your soldiers gain +2 success bonus to Resolve vs. social influence that would frighten, distract, confuse while you lead. If present when your troops route-check, gain benefits. See book.



### Solar – Brave Legionnaire Incitement

**Abyssal** – Death Before Dishonor  
Your soldiers treat their Major Virtue as Courage. Flurry penalty is reduced to 0.

### Dragon-Blooded – Imperial Devotion

Your soldiers treat their Minor Virtue as Loyalty to their commander.



## League of Iron Preparation

Manuscript 4, p. 51

Commit 2m for a scene. Spend time drilling to grant several benefits: (1) Conscripts become soldiers (2) They gain one additional Outnumber Quality (3) Designate Loyalty to the Exalt or a target of her choosing as Minor Virtue.



**Upgrade (A5, E3)** – Divine Army Supremacy  
May train spirits, animals or other non-human groups. Additional benefits: (1) Gain one addtl. Outnumber Quality (2) Upgrade Drill (3) Designate specialized enemy, increase Drill by Essence against type of foe (4) Unit no longer fears death and possess perfect morale.

### Solar – Tiger-Warrior Training Technique

Train noncombatants/conscripts to soldiers in 1 scene. Additional benefits selectable: (1) soldiers become champions with Veteran drill (2) Gain one addtl Outnumber Quality (3) Designate Loyalty to Exalt or a target of her choice as Major Virtue.

### Abyssal – Hardened Killer Training Style

As Solar Mode. Alternatively, put soldiers through deadly training and have them arise as war ghosts.

### Lunar – Lessons of the Winter Wolf

Units of Beastfolk may select +1 addtl. benefit from below while training. Additional benefits selectable: (1) Soldiers gain Veteran drill (2) Gain one addtl. Outnumber Quality (3) Unit may ignore up to 3 dice in penalties from deprivation or fatigue.

### Sidereal – Auspicious Recruitment Drive

Fate leads soldiers to the Sidereal, though they may not even know why they march. Alternatively, recruit people to fight for cause of choice, calling together a unit of conscripts, granting them one benefit immediately, though you may not declare self as subject of Loyalty Virtue. See book.



## Mouse Conquers the Lion

Manuscript 4, p. 52

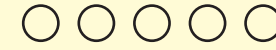
Commit 1m. Your battle group treats its Drill as 3 for purpose of accuracy and damage. Gains addtl. Outnumber Qualities of commander's choice, up to (Essence). Enemies making decisive attacks against group suffer 3-dice penalty to attack/damage.



## Battle Plan Ruminaton

Manuscript 4, p. 49

Spend 1m. If a roll during a warfare dramatic scene fails, use this Charm to immediately reroll. If result is lower, take the higher result of the first roll and increase its successes by two.



### Dragon-Blooded – In Our Foremothers' Footsteps

Lead tactician in the scene picks another player. They decide on a significant battle both characters' forebears took part in, and the roles those members played. Add the second character's relevant Ability to the tactic's dice pool.

### Infernal – Lessons of the Last War

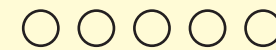
Add three automatic successes to a Sabotage tactic.



## Rally the Broken Company

Manuscript 4, p. 52

Spend 1m. Make a reflexive route check on behalf of an allied battle group. Extra successes on the roll are added to the group's next attack as bonus dice.



### Solar – Phoenix Banner Resurgence

Spend extra successes to heal the battle group, trading 2 successes for each level healed.

### Sidereal – Auspicious Realignment

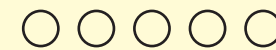
Set aside any number of extra successes. Instead of adding to the next attack, they are reflexively rolled the next time the group is forced to make a route check.



## Underling-Promoting Practice

Manuscript 4, p. 38

Commit 1m and designate one of your mortal followers, or commit 2m and designate a group. Choose a single ability, for which they may substitute your rating instead of their own while motes remain committed.



## Worshipful Lackey Acquisition

Manuscript 4, p. 38

Spend 1m. Gather a group of Tertiary Followers Merit. Specify lackes type. They behave as if they had Minor Virtue of Loyalty to you, and you may lead them into combat. Upgrades at Essence 3 to Secondary Merit. See book.

