

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 of 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.