How to Read the Info

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

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Reed in the Wind

Charm Name

Manuscript 3, p. 7

Source and Page Reference

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.

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

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

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.
....

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

Abyssal – 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.
....

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

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 graplle, even while dodging by disarticulating parts of your anatomy.

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

Exaime 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?"
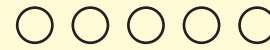
Jade Leaves a Trail
Manuscript 4, p. 12

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.
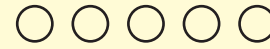
Judge's Ear Technique
Manuscript 4, p. 13

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-trivials immediately reveals half-truths and information left out. Grants bonus to Read Intentions to discern truth.

by MadLetter