

Close Combat Excellency

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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

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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

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Spend 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.



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Spend 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
Spend +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
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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.

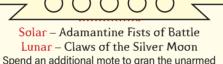
Infernal – Agony-Empowered Strike
If you waived a 3-die penalty or greater,
gain a two-die bonus to damage.



Fists of Iron Technique

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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.



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

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Spend 2m in Step 1. After resolving a Close Combat attack, the chracter 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.

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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 subsituted 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

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Spend 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.

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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
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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

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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.

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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.

Bulkwark Stance

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

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

Heavenly Guardian Defense

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Spend 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.





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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.

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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

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

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