

# Close Combat

# Universal Charms

## Close 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.

## Dragon Coil Technique

Manuscript 4, p. 14

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.

## Heaven Thunder Hammer

Manuscript 4, p. 16

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

Manuscript 4, p. 15

Spend 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

Spend 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

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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.

**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

Spend 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

Spend 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

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.

## 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 adtl. 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.