

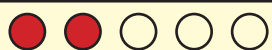
Craft Excellency

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.

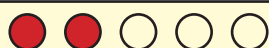
Dragon-Blooded – Stone-Carving Fingers
While working with earthen materials such as stone or clay, work with just hands at no penalty.



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.



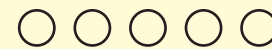
Dragon-Blooded – Elemental Fury
Add Aspect's element to hazard in some way.



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.