

Embassy 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.



Bureau-Breaking Method

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Spend 1m. Perform scene sabotaging a venture or bureaucratic task. On success, introduce new obstacles equal to Essence.



Solar – Indolent Official Charm

May sabotage a venture just by speaking about it, whether or not they know it is occurring.

Dragon-Blooded – Thrashing Carp Serenade

May activate when heartmates or agents with Major tie of loyalty to you engage in bureaucratic sabotage in your stead.

Lunar – Gnawing Mouse Malaise

Commit 1m while sabotaging an organization you or one of your forms holds authority in. Rest of story or until commit fades, increase difficulty of ventures.

Sidereal – Paralyzed Mandarin Infliction

Declare end to usefulness of a bureaucracy. Officials either become overwhelmed by futility of their work or paralyzed by frenetic, indecisive planning. Commit 1m for the rest of the story, inflict sabotage with no work.

Abysal – Despair-Inducing Failure

Commit 1m for the story. Increase difficulty of all ventures undertaken by target group. Ends immediately if your involvement becomes known. Officials will turn up dead each time they fail to overcome an obstacle, their ghosts haunting their offices and homes.



Deft Official's Way

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Spend 1m while navigating a bureaucracy. Choose an effect to apply to a leadership/bureaucratic venture: (1) Once per session make a second roll on venture during interval (2) reduce difficulty (3) ignore results of cutting corners. See book.



Getimian – Another Life's Lesson

Spend +1m. Leverage secret knowledge, choose any number of advantages to add to your roll, maximum +2 successes worth.



Illimitable Master Fance

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Spend 1m and enter dramatic scene observing local economic activity. During scene, ask questions the ST will answer truthfully, such as (1) Who can I bribe to get what I need? (2) Who's the wealthiest person here? See book.



Jade Leaves a Trail

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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.



Motive-Discerning Technique

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While interacting with another character, roll and spend successes to ask questions such as (1) Do the character and I share a virtue? (2) What haven't I noticed about the character? and more. See book.



Upgrade (4A) – Wise-Eyed Courtier Method

Gain access to more questions, such as (1) Who's really in authority here? (2) What do I have that someone here wants? and others. See book.

Dragon-Blooded – Blood-to-Blood Intuition

You may also ask the question
"How are the character and I related?"



Morale-Boosing Meal

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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 heartmates double 9s on social influence actions for the rest of the scene.

Infernal – Poison the Well

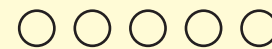
Choose two targets at the table and double 9s on social actions intended to increase enmity to each other.



The Perfect Bargain

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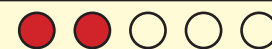
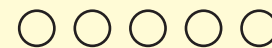
Commit 1m for duration of negotiations. When bartering or negotiating, the difficulty for any social rolls cannot rise above 5.



The Perfect Price

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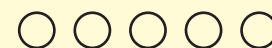
Intuitively understand worth of given object, service or favor in estimation of your target. Know what they would want in exchange or what they'd give to possess it. Gain bonuses when utilizing this information.



Second Chance Approach

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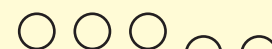
Commit 1m. For duration of scene, reduce difficulty of social actions against characters with a negative Intimacy towards you or your cause. Gain Double 9s to attempt to instill positive Intimacy towards you or cause.



Strange Tongue Understanding

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Commit 1m for the scene. May understand basic sentences in language you do not know. Get by with minimal reading and speech without need to roll.



Upgrade (4A) – Language-Learning Ritual
Study language for 4 days of downtime, then speak and write with perfect understanding of language, though diction is inelegant and you suffer penalty for social influence with the language.
May permanently learn language. See book.

Solar – Mingled Tongue Technique
Both you and your conversation partner automatically understand one another as though you shared a common language.

Abysal – Infinite Blasphemy Glossolalia
May converse with any creature of darkness as if you shared a common language.

Sidereal – Blue Vervain Binding
May activate this Charm on behalf of another character, granting them the benefits instead.

Infernal – Unshattered Tongue Perfection
Speak in an ancient tongue that may be understood by all others, but cannot inspire or draw on positive Intimacies.