

# Integrity

## Universal Charms



### Integrity 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.



### Loyal Guardian Approach

Manuscript 4, p. 17

Commit 1m for scene. May reflexively Defend Other action 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.



### Guarded Mind Meditation

Manuscript 4, p. 24

Commit 1m for the scene. Increase Resolve against Read Intentions by Essence. Gain one auto-success on social influence which take advantage of your lack of emoting. May dim anima if you possess 3 or less, others may not notice anima.



#### Infernal – Mockery of Mortal Form

May freely dim anima so long as you are not benefitting from Corona of Fury.

#### Lunar – Shifting Silver Masquerade

While shapeshifted or disguised, the Lunar may dim her anima as long as she possesses no more than 5 anima.

#### Sidereal – Garbed in False Destiny

#### Getimian – Another-Life Deceit

While wearing resplendent destiny or ensnaring another with Infected Fate, dim anima as long as you possess no more than 5.



### Integrity-Protecting Principle

Manuscript 4, p. 25

Spend 1m. For the scene you and possessions become immune to twisting effects by environment, such as the Wyld. If used in project, protects between intervals. See book.



#### Alchemical – Order-Asserting Emanation

Creatures of the Wyld who come into close range suffer 2 dice penalty on attack rolls.

#### Solar – Chaos-Repelling Pattern

Everything within short range is immune to twisting effects and your allies gain Essence successes to resist such effects. Prevent environment from twisting around you.

#### Dragon-Blooded – Chaos-Warding Principle

Hearthmates gain the benefits of this Charm as long as they remain within medium range of each other.

#### Lunar – Chaos-Defying Embrace

May extend this effect to a character within medium range you have a positive Tie or Virtue towards, or your Solar Mate.

#### Infernal – Emerald Hellfire Aegis

In addition to the Wyld, the Infernal is protected against the twisting magics of Hell and its demons.



### Motive-Discerning Technique

Manuscript 4, p. 22

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?"



### Resolve-Bolstering Declaration

Manuscript 4, p. 26

Spend 1m and name an ally who is target of social action. Make a declaration in their favor and thus increase difficulty of the social action by two.



#### Dragon-Blooded – Staunch Ally

On Step 3 of a social action, the Exalt increases her ally's Resolve bonus from Integrity by two.



### The Perfect Bargain

Manuscript 4, p. 26

When learning this Charm, strengthen one of your Major Intimacies, making it unbreakable. Cannot be forced to act against it by outside influences, though you may willingly still do so at a cost requiring a major Milestone.



### 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.



### Spirit-Maintaining Maneuver

Manuscript 4, p. 26

Spend 2m reflexively in Step 4 to cause social influence or a psyche effect to auto-fail as though the target had not achieved enough successes. Read Intentions may not be contested like this. Once per session.



### Stubborn Boar Defense

Manuscript 4, p. 27

Spend 2m after resisting or refusing a social influence action. Increase base difficulty of similar influence by two for the rest of the session.



**Getimian** – Obdurate Thwarted Destiny  
Halve the bonus dice (round up) awarded to influencing character when Getimian ignores influence.