

Performance

Universal Charms



Performance 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.



Distracting Patter Technique

Manuscript 4, p. 30

Commit 1m. Draw attention to yourself (making a speech, telling a story, etc.). For the duration of the scene, reduce difficulty of Stealth rolls by three. If purchased as Performance Charm apply this benefit to your allies' rolls instead.



Dragon-Blooded - Partners in Crime

Commit 1m and add Performance to your Hearthmates Stea



Flawless Brush Discipline

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Dain Double 9s on single written Performance action. If message would takes minutes to write, its completed in moments instead. May copy written work at same speed.



Upgrade (A4) - Signature-Stealing Calligraphy

If you have access to at least one of the target's writings, roll to make a forgery of their writing. May only be detected by superhuman or magical senses at high difficulty.



Greatness-Inspiring Aura

Manuscript 4, p. 30

Commit 1m. Add +2 successes to inspire rolls to build Power. Allies within short range who have positive Intimacy towards you may use your Performance/Presence when making their own inspire actions.



Masterful Performance Exercise

Manuscript 4, p. 30

Commit 1m. For the duration of a performance, anyone interrupting must accept a hard bargain. Addtl. gain Double 9s on any relevant rolls to performance or influencing others with it. Repurchase to use for writing. See book.



Solar (E3) - Artful Disagreement

Commit 2m instead to activate during combat. Anyone who resists may continue to attack you or allies only if they incorporate their actions into the performance. Inflicts a penalty to actions. See book.



Memetic Dogma Discipline

Manuscript 4, p. 31

Spend 1m when making a social influence roll as part of a Performance. If you successfully influence, targets gain extra successes with which to purchase influence effects when they spread your message to others.



Poetic Expression Style

Manuscript 4, p. 31

Commit 1m for scene. Each action the mote remains committed, you may perfectly convey a single sentence to targets non-verbally. Suffer penalties to social influence rolls done this way.



Lunar - Glance Oration Technique

Communicate across language barrier or in animal form using this Charm. Removes the success penalty.

Dragon-Blooded - Speech Without Words

Charms effect may be utilized by Hearthmates and (Essence) addtl. characters. Signaling may not be noticed without superhuman or magical senses.



Spirit-Manifesting Word

Manuscript 4, p. 31

Spend 1m. Use influence action to demand a spirit materialize, difficulty based on target Essence. Success materializes the target for the scene. Alternatively a single spirit may materialize at no cost or without own magic.



Sou-Stirring Cantata

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Commit 1m. Treat all Minor Intimacies belonging to characters who can hear you as Major Intimacies for duration of performance. Influenced targets are immune to fear-based effects. While using this, you can't flurry.



Subtle Expression Method

Manuscript 4, p. 32

Spend 1m. Through writing or speaking for the scene, you may speak in code which can only be understood by single recipient. Attempts to decipher are harder. Anyone who shares a designated Principle with you may also understand.



Solar - Letter-Within-A-Letter Technique

Communicates by you may only be deciphered by magic.

Dragon-Blooded - Cryptic Essence Cipher

May allow any of your hearthmates to automatically understand your communications.