

Physique

Universal Charms

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Physique Excellency

Manuscript 4, p. 6

Spend 1m.
Add Ability as dice as bonus to an applicable roll.

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Alchemical, Getimian, Lunar, Liminal
When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.

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Body-Mending Meditation

Manuscript 4, p. 33

Commit 1m. Automatically heal one level of damage each at the start and end of each scene. Once per scene, spend 2m when incapacitated to heal one level of damage, returning to the fight.

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Lunar – Unstoppable Lunar Vitality
Reduce cost to heal and return to fight to 1m.

Infernal – Thirst for Vengeance
When the Exalt spends motes to return to the fight, also gain 2 Power.

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Malady-Resisting Meditation

Manuscript 4, p. 34

Commit 1m. Gain extra dice to all rolls to resist poison, venom, disease or similar maladies. Additionally, may accept a hard bargain to temporarily nullify effects of whatever you suffer from for Essence in turns.

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Repurchase (E3) – Immunity to Everything Technique
Repurchase to reduce difficulty of resisting all mundane diseases, venoms and toxins, etc. to one. If total dice pool would auto-succeed, no need to roll. Difficulty of all other maladies is reduced by Essence but must still be rolled.

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Armored Scout's Invigoration

Manuscript 4, p. 32

You no longer suffer mobility penalties from wearing armor and are comfortable in full plate. No additional penalties for taking physical actions while in armor.

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Captivating Battlefield Display

Manuscript 4, p. 33

Spend 1m on Step 2 and target an opponent who is attacking an ally. The attack now targets you. The ally may attack the target on Step 8 as a counterattack, even if they already acted this turn. Does not count towards action limit. May not augment attack.

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Ox Body

Manuscript 4, p. 34

Gain an additional -1 Health Level.
May be purchased a number of times equal to Physique.

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Ten Ox Meditation

Manuscript 4, p. 32

Spend 1m. When you attempt a feat of strength, reduce difficulty of the roll by Essence + 1 (min. 1). If this reduces it below the need to roll, attempt is automatic.

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Upgrade (A5, E2) – Thunder's Might
May spend +1m to attempt a Feat of Strength that would normally require a venture in a single roll.

Upgrade (E3) – Triumph-Forged God Body
May spend +1m to perform single Extreme Feat of Strength without needing to roll.

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Iron Kettle Body

Manuscript 4, p. 33

Spend 1m on Step 7. Increase total Soak against a single attack significantly. Alternatively, may apply Soak against environmental damage effect created by a Charm or other magic.

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Solar – Adamant Skin Concentration
Abyssal – Injury Absorbing Method
Infernal – Hardened Devil Body
Increase value by Physique instead.

Lunar – Stone Rhino's Skin
Increase value by Fortitude instead.

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Lunar
Gain an additional -1 and -2 Health Level. Purchase limit is based on Fortitude.

Liminal
Gain additional -0 Health Level. Purchase limit is based on Fortitude

Abyssal, Infernal, and Solar
Gain choice of an additional -0 or two additional -1 Health Levels

Dragon-Blooded
Gain an additional -2 Health Level

Getimian and Sidereal
Replace default -1 Health Level with a 0 Health Level

Alchemical
If Fortitude is higher than Physique, purchase limit is based on Fortitude

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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.

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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.

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Iron Skin Concentration

Manuscript 4, p. 33

Permanently increase base Soak by one.
At Physique 5, may be purchased a second time.

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Spirit Strengthens the Skin

Manuscript 4, p. 34

Spend up to 3m on Step 5. Each mote reduces attacker's damage pool by one die. Against environmental damage spend up to 6, each 2 motes reducing pool by 1.

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Power-Gathering Temper

Manuscript 4, p. 34

Spend 1m in Step 5. Gain Power equal to the amount the attacking enemy gained after successful withering attack, or 1 Power for every 2 spent by the attacker on a decisive attack.

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Solar – Essence-Gathering Temper
Also recover 1 mote for every 2 Power the attacker gains.

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Alchemical – Impenetrable Shell
Maytivate this on Step 2, add Essence to hardness when enemy's weapon matches your Caste's material.

Abyssal – Rust-and-Splinters Defense
Mundane weapons suffer 2-die penalty after an attack until they can be cleaned/mended. If Charm reduces damage to zero, weapon shatters.

Lunar – Once-Bitten Technique
If you activate this Charm again after being bitten by the same type of weapon, reduce cost by 1m. Artifacts each count as a type of their own.

Infernal – Rival-Slaying Retribution
Add any damage dice cancelled to your next attack against the attacker.