

Presence

Universal Charms



Presence 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.



Battalion-Breaking Shout

Manuscript 4, p. 35

Spend 1m. Roll against a battle group's Resolve. Success lowers their Drill. Penalty lasts until a commander takes a difficulty 5 War or PResence based action to restore order.



Solar and Infernal – Demon-Scattering Shout
Rallying a demonic battle group is difficulty 7 instead.



Cat's Puffed Tail

Manuscript 4, p. 35

Spend 1m. On Step 1 of a combat action, gain two bonus successes on a Force-based or Inspire Build Power roll. Does not count as your Charm use for the step. Can be used during social influence action, see book.



Dread Tiger's Symmetry

Manuscript 4, p. 35

Commit 1m for the scene. Add Essence in bonus dice and gain Double 9s on threatening influence. If a character with Tie of Fear towards you, add dice equal to intensity (this does not count towards limit).



Upgrade (5A, 3E) – Terrifying Apparition of Glory
At Active Anima, gain Double 8s. At Iconic, gain 1 Power whenever an enemy is influenced by this.

Abyssal – Heart-Stopping Mien
Gain Essence dice in addition to Double 9s. When intimidation succeeds, gain 1 Power and inflict 2 dice of damage against target. becomes four with Tie of fear. Soak is not applicable to this damage.

Lunar – Menacing Predator's Posture
Ties of fear to the Exalt's shape grant the same benefit. In predatory animal shape or hybrid form, +3 bonus dice additionally.



Glorious Presence Technique

Manuscript 4, p. 36

Double 9s on a roll to instill respect, awe or obedience. If anima is at Iconic, gain double 8s.



Solar – Authority-Radiating Stance
Until the end of the scene, characters successfully influenced gain a 2 dice bonus to resist fear while acting on the Solar's orders.



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.



Harmonious Presence Meditation

Manuscript 4, p. 36

Commit 1m for the scene. Add 1 automatic success to all social influence, excluding Read Intentions. Ignore up to 3 dice of mundane situational penalties that arise from unfamiliarity with custom, fashion or past action.



Upgrade (E2) – Majestic Radiant Presence
Commit 1 addtl. mote. Characters attempting to oppose you socially or physically must accept a hard bargain to do so. At Active Anima, waive addtl. commitment.

Solar – Blazing Glorious Icon
At Active Anima, add +1 auto-success on all social influence actions. At Iconic, waive Charm cost.

Abyssal – Elegant Tyrant's Majesty
Against undead, subordinates or characters with Tie of fear, add +1 auto-success on all social actions. At Active Anima, this applies to all characters.

Dragon-Blooded – Friend-to-All-Nations Attitude
Gain +2 dice on Instill actions to give the target a positive Tie towards you, heartmates, or an organization you belong to.



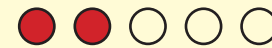
Irresistible Presence Technique

Manuscript 4, p. 37

Spend 2m to make a special Force + Presence influence action (simple action) with target's Essence added to Resolve. May hypnotize for one round, enforcing a psyche-effect to carry out one clear order. See book.



Abyssal, Infernal, Solar – Mind-Seizing Gaze
May issue a number of instructions equal to extra successes instead. Target remains hypnotized until all instructions fulfilled.



Listener-Swaying Argument

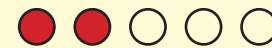
Manuscript 4, p. 37

Spend 1m on Step 4 to reduce cost of purchasing Persuade and Dissuade to one success. If Intimacy or Virtue raises difficulty, add one additional success on Step 4.



Upgrade (E3) – Fulminating Word
Target must accept a hard bargain to resist the Exalt's influence and cannot choose to ignore it.

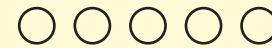
Solar – Impassioned Discourse Technique
If you possess a Principle relevant to your Persuade / Dissuade action, gain double 9s.



Second Chance Approach

Manuscript 4, p. 24

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.



Suspicion-Allaying Gesture

Manuscript 4, p. 37

Commit 1m for duration of scene when encountering someone suspicious of you. Misdirect suspicion on another. Automatically succeeds vs. trivial/nonmagical. Against others roll-off.



Solar – Hindward Bulls-eye Brand
Choose a specific target for suspicion of others, pinning all blame on them without a roll. If this would be contested by another flawless effort, roll off.

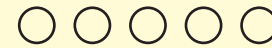
Getimian – Skein in the Wilderness Pursuit
Conjure a version of your pursuer from your Origin to serve as the person of interest. If pursuer captures the illusory quarry, it fades and you roll to create a social influence to instill/strengthen the principle of "I question whether reality is real."



Underling-Promoting Practice

Manuscript 4, p. 38

Commit 1m and designate one of your mortal followers, or commit 2m and designate a group. Choose a single ability, for which they may substitute your rating instead of their own while motes remain committed.



Worshipful Lackey Acquisition

Manuscript 4, p. 38

Spend 1m. Gather a group of Tertiary Followers Merit. Specify lackes type. They behave as if they had Minor Virtue of Loyalty to you, and you may lead them into combat. Upgrades at Essence 3 to Secondary Merit. See book.

