

Sagacity 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.

Spirit-Cutting Glance

Manuscript 4, p. 13

Commit 1m for the Scene. You can see dematerialized spirits that are present. You may attack them as if they had materialized.

Upgrade (A4, E2) – Demon-Wracking Shout
Spend 1 mote on Step 1. An enemy spirit struck by the attack is forced to materialize for 2 turns. Decrease their Hardness for the duration.

Solar – Uncanny Perception Technique
Whenever a spirit enters within medium range, you experience a warning sensation. Spirits using concealing magic must contest against you with a roll.

Infernal – Wayward Divinity Oversight
Automatically perceive demons and gods with lower Essence without activating the Charm, though you may not target them with an attack.

All-Encompassing Sorcerer's Sight

Manuscript 4, p. 10

Commit 1m for the Scene. Perceive presence of Essence, including dematerialized spirits and broders between worlds. See attuned Artifacts, Essence used to power Charms and more. See book.

Alchemical – Essence Flow Detection
The ST names any unusual fluctuations or strong concentrations of Essence within a day's journey and the direction from which it is coming. May indicate Demesne, First Age Tomb, or place where mighty sorcerous workings were cast.

Solar – Eye of the Unconquered Sun
See through illusions, magical disguise and shapeshifting, adding bonus successes to the roll to pierce deception.

Lunar – Scent of Midnight Dweomers
Determine nature of a spirit or fae. Disguise magic increases difficulty. Gain bonus successes on a roll to track a spirit scented with his Charm.

Sidereal – Telltale Symphony
Getimian – Forgotten World Echoes
Gain bonus successes to rolls to detect spirits, artifacts and sorcerous workings. Gain this bonus on rolls to understand magic that interacts with fate.

Essence-Lending Method

Manuscript 4, p. 41/42

Spend any number of motes and transfer them from your pool to a person you are touching. If target cannot accept all motes, they have until next action to spend them before they dissipate.

Upgrade (3A, 2E) – Wound-Accepting Technique
For +1m you may instead heal up to Essence in damaged health levels, taking the damage onto yourself. Can Incapacitate yourself.

Solar – Essence Font Technique
Roll to generate 3 addtl. motes which may be transferred to the target in place of their own. These motes dissipate if not transferred.

Dragon-Blooded – Dragon-Kin Empowerment
Extend to short range with Hearthmates. May transfer one anime for every two motes instead. Target cannot gain temporary anima.

Abyssal – Essence-Draining Method
Drain up to Essence in motes from target. In combat, declare this Charm on Step 1. Requires un armed Close Combat attack.

Glorious Exalted Bolt

Manuscript 4, p. 39

Soebd 1n in Step 1. Make a ranged essence attack at short range using either Sagacity or Ranged Combat. Treat as heavy ranged weapon with short range. Artifact and Ranged tags. Spend 1m to increase range to medium. Clash-OK.

Alchemical – Essence Pulse Cannon
May use Charm to enact the knockback gambit.

Solar – Blazing Solar Bolt
Spend +1m to add two bonus successes to damage on a decisive attack with this Charm.

Dragon-Blooded – Elemental Bolt Attack
On Step 7, targets hit must make a reflexive Physique roll to resist environmental damage equal to your Essence plus two.

Abyssal – Crypt Bolt Attack
Ignore 1 Soak and mundane armor is destroyed if decisive damage roll generates at least one success. Must be successes on roll not from Charms or damage rating.

Infernal – Radiant Fury Revenge
Gain a 2-dice bonus to damage if you have a negative Intimacy towards your target.

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.

Harmonious Academic Methodology

Manuscript 4, p. 42

Commit 2m for duration. Treat as special Research venture to teach students, upgrading their dice pools. May give target a Minor Intimacy to own Virtues. Limited in application per story. May instruct (Essence x2) students.

Upgrade (E2)

May select 2 options with each activation instead of 1.

Solar – Legendary Scholar's Curriculum
May instruct a number of students equal to your Essence plus Sagacity.

Lunar – Tale-Spinning Mastery
May instruct a number of students equal to you Essence plus Finesse, if you share a common culture.

Sidereal – Dismissive Scholar's Sniff
Getimian – Red-and-Green Reality Intuition
May select an additional option so long as the instructed's Sagacity (or appropriate tool) is less than yours.

Necromantic Initiation

Manuscript 4, p. 43

Gain ability to learn and cast First Circle Spells. Repurchase at Sagacity and Essence 3 to attain 2nd Circle and at Sagacity and Essence 5 to attain 3rd Circle. Each purchase grants free Spell and shaping ritual.

Sorcerous Initiation

Manuscript 4, p. 43

Gain ability to learn and cast First Circle Spells. Repurchase at Sagacity and Essence 3 to attain 2nd Circle and at Sagacity and Essence 5 to attain 3rd Circle. Each purchase grants free Spell and shaping ritual.

Archive Mind Mentality

Manuscript 4, p. 41

Recall anything you witnessed with absolute clarity. This requires a moment's concentration, though attempts to reexamine past events for clues may require a roll. Use Stunt Dice for dramatic edit in details.

Lunar – Counting the Elephant's Wrinkles
You are always aware if a memory you recall has been tinkered with.

Dragon-Blooded – Ancestral Recall
Spend one hour of downtime in meditation to recall events from ancestors' lives, though details are hazy. Use a dramatic scene.

Sidereal – Ancestral Recall
May make changes to scenes you recall by dramatic editing with Stunt Dice, thus revealing information or clues as if you had done the edits in reality. Does not materially alter flow of events, nor may it harm others.

Spirit-Repelling Diagram

Manuscript 4, p. 43

Commit 1m for the scene as simple action to draw circle out to short range. Spirits with Essence equal or lower must either materialize or flee the circle. May not attack you inside circle when spirit is outside.

Solar – Spirit-Caging Mandala

May instead trap a spirit at short range within the circle for a scene. Trapped spirits cannot move and may only attack others inside the circle at close range.

Infernal – Endless Pain Oubliette
As Solar mode, but cannot trap ghosts. Captured gods and demons increase their wound penalties by one.

Lunar – Argent Guardian Yantra
Repel both spirits and fae. May be drawn as a line across a single range band.

Dragon-Blooded – Seed and Salt Warding
Commit 1m for session. Line of salt or germinated seeds is treated as the Diagram against the undead, including walking dead and hungry ghosts.

Spirit-Slaying Stance

Manuscript 4, p. 44

Spend 1m on Step 3 on a decisive attack to inflict aggravated damage against a spirit (god, demon, ghost). If you slay the spirit with this Charm, it is unable to reform for months or until the end of the story.

Solar – Ghost-Eating Technique
Destroy motes in the spirit's pool equal to health lost. Destroyed motes are considered spent. If slain by this Charm, the spirit is permanently destroyed.

Dragon-Blooded – Spirit-Shredding Attack
If slain by this Charm, the spirit is diminished. When it reforms, it's Essence is lower. This may be healed as a Dramatic Injury.

Lunar – Demon-Drinking Fang
Inflicts aggravated damage against fae and spirits. If slain by this Charm, the spirit is permanently destroyed.

Sidereal – Terminal Sanction
If slain by this Charm, the Sidereal may choose to either slay it permanently or bind it in servitude as if they had summoned it, or let the spirit reform naturally.

Abyssal – God-Slaying Torment
If slain by this Charm, the Abyssal may choose to temporarily hold the spirit from oblivion until the end of the scene to interrogate. Spirit is permanently destroyed.

Infernal – Life-Denying Hate
When used against god or demon, you may destroy the target utterly or inflict a powerful curse on them. Until treated, the target cannot dematerialize without Infernal's approval and has only 1 health level.

Truth-Rendering Gaze

Manuscript 4, p. 44

Spent 1m. Automatically divine purpose/function of mundane object, structure or geomancy and advantages of natural terrain. Roll to identify artifact name, history, etc. Gain potential bonuses with information learned. See book.

Solar – Wake the Sleeper

Once per story, as simple action, success on a roll to learn about an artifact awakens the first Evocation at no extra cost.

Dragon-Blooded – Elemental Truth Observation
When studying jade artifacts or terrain that matches your aspect, this Charm auto-succeeds.

Lunar – Dreaming Wisdom Revelation
Spend dramatic scene performing a ritual action, rolling to learn about the subject, without inspecting it, visualizing it from afar.

Will-Bolstering Method

Manuscript 4, p. 45

Prerequisite: First Circle Sorcery
May exchange Power granted by an ally into Will, or give Will to an ally in place of Power via the Power exchange action.

Dragon-Blooded – Blood-Bound Rite

If the beneficiary is a hearthmate casting a sorcery spell, they gain an additional point of Will. Cannot benefit Necromancy.

Wonder-Crafting Initiation

Manuscript 4, p. 21

Gain ability to craft artifacts, given proper materials and divine magic. With Hearthstone Merit allows building of Manses. Must be apprenticed or peruse instructive texts for at least one story. Every Exalt type has their own modes.

Solar – Strengthening Touch
When making final obstacle roll to craft item, spend 1m to increase difficulty to destroy the item.

Abyssal – Ruin Resurrection Method
Spend 1m while repairing item to automatically overcome Excessively Damaged obstacle up to difficulty 3. Allows repairing otherwise impossible-to-repair items with a venture under certain circumstances. See book.

Dragon-Blooded – Follow the Dragons
Spend 1m while making an obstacle roll to build a manse with an Elemental hearthstone. Whoever bears the stone in an artifact regains additional motes.

Master Physician Technique

Manuscript 4, p. 44

Commit 1m for duration of treatment, gain one of several effects such as (1) treat a diagnosed disease within a few days (2) treat injuries and recover health levels for your patient, treating it as a recovery scene. See book.

Upgrade (4A) – Body-Purifying Admonitions
Using precision strikes to pressure points, force deadly poison from a body. Spend 1m and roll against poison to immediately cure the patient. See book.

Upgrade (5A, 3E) – Body-Sculpting Essence Method
May restore a patient to health with great speed. Once per story, resettable by treating injuries or disease without this upgrade.

Solar – Plague-Banishing Incitation
Roll Force + Sagacity to immediately cure a diagnosed disease. Increases difficulty of treatment by two.

Dragon-Blooded – Gaia's Bounty
Add 2 automatic successes when using medical herbs or exotic flora as tools to treat your patient.

Abyssal – Plague-Halting Gesture
Roll Force + Sagacity against a difficulty based on disease-type. On success, immediately halt progress, rendering it dormant (not cured).

Lunar – Plague-Devouring Kiss
Roll Force + Sagacity against difficulty 5 to instantly cure a mundane disease by taking it onto yourself. Supernatural diseases are more difficult.

Flawless Diagnosis Technique

Manuscript 4, p. 46

Spend 1m as simple action to automatically diagnose a mundane illness in all detail. For other illness, roll for the same result on success. Never misdiagnose. May also examine a corpse to detect cause of death and unusual qualities.

Wellness-Restoring Meditation

Manuscript 4, p. 46/47

Commit 1m. Over the course of 3 recovery scenes, you may assist a patient in recovering from Dramatic Injury. Must dedicate a few hours of downtime per recovery scene to treating the Dramatic Injury.

Dragon-Blooded – Rebirth of Flesh and Ivy
Apply this Charm to up to Essence addtl. Hearthmates.

Infernal – Price of Mercy
Commit +1m to grant the target demonic mutations that obviate the dramatic wound. If they accept, they are in your debt and cannot outright refuse your next significant request.