

# Stealth

# Universal Charms



## Stealth 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



## Doubt-Sealing Heist

Manuscript 4, p. 47

Commit 1m when successfully stealing an object. While the mote is committed, no one will notice the stolen item is missing.



### Solar – Flawless Pickpocketing Technique

### Abyssal – Thieving Raiton Talons

### Infernal – Faster Than Sight

Steal something in plain sight without being noticed. Provokes a roll-off if observer has a counter-effect.

### Getimian – Mine By Right

Whatever a Getimian steals has always been theirs, and therefore no theft has taken place (authorities may have questions for whoever possessed it before)



## Evidence Placing Method

Manuscript 4, p. 48

Spend 1m. Place a piece of physical evidence somewhere in current location without being observed. If you place it on another person, gain 3 bonus successes on the Stealth roll.



### Getimian – As It Always Was

Items you placed have always existed. Increase difficulty of attempts to prove otherwise by Essence.

### Sidereal – Impeccable Timing

Place evidence where it will be discovered at the worst possible moment for your target. Gain 3 auto-successes on a social action to influence a person or group's attitude towards your target.



## Flawless Counterfeit Technique

Manuscript 4, p. 19

Spend 1m. Spend dramatic scene creating replica of item you have available to study that must be made from mundane materials and cannot be complex machinery. Make an exact replica. See book.



## Flawlessly Impenetrable Disguise

Manuscript 4, p. 48

Commit 1m when assembling a disguise. General disguises remain impenetrable to mortal senses while committed. Resist magical senses with a roll. If disguise is specific, significant characters may roll to discover the ruse.



### Infernal – Eldritch Secrets Mastery

Hide your nature as Creature of Darkness while disguised.

### Lunar – Essential Mirror Nature

Copy the anima (and, if applicable, caste-mark) of a specific kind of Exalt. Until you release commitment, your own anima and caste mark are indistinguishable from that of the target Exalt.

### Alchemical – Guise of Humanity

While active, your implants and augmentations recede into your body and alter skin to make it appear like other people around you.

### Solar – Perfect Mirror

A Solar may commit 2 motes to forge a false Essence rating and model small supernatural details.

### Sidereal – Masque of the Uncanny

At Essence 3, commit +1m to choose a type of spirit, ghost, raksha or other Exalt as your disguise, gaining a 3-success bonus to pass yourself off accordingly. Your charms, anima and other aesthetics change to accommodate the new deception.



## Seasoned Criminal Method

Manuscript 4, p. 49

Commit 1m and choose one of the following modes.

You gain all modes when you purchase this charm.



### Familiarity

Appear to be a member of a criminal organization, allowing you to use any appropriate Intimacies to leverage against members of the organization.

### Dissonance

Officials attempting to identify or track you reduce their Awareness/Embassy pools by two.

### Vulnerability

Appear vulnerable, attracting those who would take advantage. Lower target's Resolve by 1 when you leverage your vulnerability.

### Receptivity

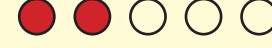
Appear to be an interested buyer or patron of criminal activities. Others will offer appropriate info regarding such activities when asked.



## Guiding Shadow Shroud

Manuscript 4, p. 48

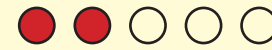
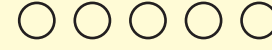
Commit 1m. Activate Stealth Excellency, Perfect Shadow Stillness or similar self-only Stealth Charms on behalf of other characters. If they stay within close range of you, reduce penalties to Stealth rolls by two.



## Illimitable Master Fance

Manuscript 4, p. 22

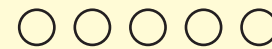
Spend 1m and enter dramatic scene observing local economic activity. During scene, ask questions the ST will answer truthfully, such as (1) Who can I bribe to get what I need? (2) Who's the wealthiest person here? See book.



## Perfect Shadow Stillness

Manuscript 4, p. 49

Commit 1m. Double 9s on all Stealth rolls to remain undetected. If you didn't move on your last turn, double 8s. Includes the Outmaneuver Build Power action.



### Abyssal – Quiet as Death

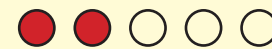
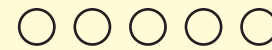
While in darkness, increase the double value by one.



## A Drop Amongst the Ocean

Manuscript 4, p. 47

Commit 1m. While committed and you remain within or close to a large group of people, you become functionally invisible. Awareness Charms may pierce this disguise. See book.



## 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!"