

## War 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.



## Panic the Wounded Beast

Manuscript 4, p. 52

Spend 2m on Step 7 of a decisive attack against a battle group. Group must make a Difficulty 5 route check, regardless of Drill.



**Abyssal** – Swinging the Scythe  
If battle group fails route check, gain one Power, or two if the group had Elite Drill.



## Cunning Warrior Regimen

Manuscript 4, p. 50

Commit 2m during one week of downtime. At least 5 hours of instructions required, train a battle group and grant them an Outnumber Quality of your choice. May condense into one scene, quality is then retained for only one or two battles.



### Lunar – Wolf's Lair Tactic

While fighting on familiar territory (home ground or thoroughly scouted, etc.) use Outnumber Quality even if Size is less than enemy's.

### Sidereal – Justifiable Precaution

Rather than granting Outnumber Quality, teach a countermeasure. During future battle, may retroactively reveal Outnumber Quality they learned to overcome, being immune to it's effects.



## Fearless Vanguard Technique

Manuscript 4, p. 50

Commit 1m for the scene. During a dramatic scene, your soldiers gain +2 success bonus to Resolve vs. social influence that would frighten, distract, confuse while you lead. If present when your troops route-check, gain benefits. See book.



### Solar – Brave Legionnaire Incitement

**Abyssal** – Death Before Dishonor  
Your soldiers treat their Major Virtue as Courage. Flurry penalty is reduced to 0.

### Dragon-Blooded – Imperial Devotion

Your soldiers treat their Minor Virtue as Loyalty to their commander.



## League of Iron Preparation

Manuscript 4, p. 51

Commit 2m for a scene. Spend time drilling to grant several benefits: (1) Conscripts become soldiers (2) They gain one additional Outnumber Quality (3) Designate Loyalty to the Exalt or a target of her choosing as Minor Virtue.



**Upgrade (A5, E3)** – Divine Army Supremacy  
May train spirits, animals or other non-human groups. Additional benefits: (1) Gain one addtl. Outnumber Quality (2) Upgrade Drill (3) Designate specialized enemy, increase Drill by Essence against type of foe (4) Unit no longer fears death and possess perfect morale.

### Solar – Tiger-Warrior Training Technique

Train noncombatants/conscripts to soldiers in 1 scene. Additional benefits selectable: (1) soldiers become champions with Veteran drill (2) Gain one addtl Outnumber Quality (3) Designate Loyalty to Exalt or a target of her choice as Major Virtue.

### Abyssal – Hardened Killer Training Style

As Solar Mode. Alternatively, put soldiers through deadly training and have them arise as war ghosts.

### Lunar – Lessons of the Winter Wolf

Units of Beastfolk may select +1 addtl. benefit from below while training. Additional benefits selectable: (1) Soldiers gain Veteran drill (2) Gain one addtl. Outnumber Quality (3) Unit may ignore up to 3 dice in penalties from deprivation or fatigue.

### Sidereal – Auspicious Recruitment Drive

Fate leads soldiers to the Sidereal, though they may not even know why they march. Alternatively, recruit people to fight for cause of choice, calling together a unit of conscripts, granting them one benefit immediately, though you may not declare self as subject of Loyalty Virtue. See book.



## Mouse Conquers the Lion

Manuscript 4, p. 52

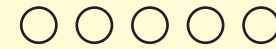
Commit 1m. Your battle group treats its Drill as 3 for purpose of accuracy and damage. Gains addtl. Outnumber Qualities of commander's choice, up to (Essence). Enemies making decisive attacks against group suffer 3-dice penalty to attack/damage.



## Battle Plan Rumination

Manuscript 4, p. 49

Spend 1m. If a roll during a warfare dramatic scene fails, use this Charm to immediately reroll. If result is lower, take the higher result of the first roll and increase its successes by two.



### Dragon-Blooded – In Our Foremothers' Footsteps

Lead tactician in the scene picks another player. They decide on a significant battle both characters' forebears took part in, and the roles those members played. Add the second character's relevant Ability to the tactic's dice pool.

### Infernal – Lessons of the Last War

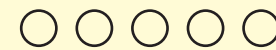
Add three automatic successes to a Sabotage tactic.



## Rally the Broken Company

Manuscript 4, p. 52

Spend 1m. Make a reflexive route check on behalf of an allied battle group. Extra successes on the roll are added to the group's next attack as bonus dice.



### Solar – Phoenix Banner Resurgence

Spend extra successes to heal the battle group, trading 2 successes for each level healed.

### Sidereal – Auspicious Realignment

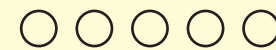
Set aside any number of extra successes. Instead of adding to the next attack, they are reflexively rolled the next time the group is forced to make a route check.



## 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.