

Universal Charms

Exalted 3rd Edition Lunars Charm Cascades

Legend

Charm Name
Book Name / Page Reference

Short Descriptor.

This does not contain full rules-text, but intends to confer an at-a-glance info about this Charms capabilities. Please refer to the book for full details.

- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- ↑ Repurchase/Upgrade available
- T Totemic Keyword (see Fangs at the Gate)
- P Protean Keyword (see Fangs at the Gate)

Fangs at the Gate (Lunars Core Book)
 Lunars Companion: Many-Faced Strangers (Additional and Backer Charms)

Created by MadLetter exalted@madletter.net

Chimera–Soul Expression
Lunars: Fangs at the Gate, Manuscript p. 158

Permanently alter spirit shape by granting it aspects of a second animal, applying six dots of mutations. Automatically also apply on Hybrid Body Transformation. Both animals count as spirit shape for Totemic Charms.

Hybrid Body Transformation
Lunars: Fangs at the Gate, Manuscript p. 158/159

Shift into hybrid form, combining human and spirit shape. Upon purchase, choose six dots of mutations reflecting your spirit shape to adopt during this Charm. Doesn't count as animal form for Protean Charms.

Life of the Hummingbird
Lunars: Fangs at the Gate, Manuscript p. 159/160

After killing a human or animal, temporarily take on it's shape as though you had it's heart's blood. Charm ends if you leave the shape. Essence 2 repurchase allows you to take on shape without having to kill.

Quicksilver Second Face
Lunars: Fangs at the Gate, Manuscript p. 160

Reflexively shapeshift on your turn, without the Defense penalty from miscellaneous actions. Multiple uses per turn but not mid-action. Upgrade allows reflexive shapeshifting outside of your own turn.

Any 5 Physical Attribute Charms

Perfected Hybrid Interaction
Lunars: Fangs at the Gate, Manuscript p. 160/161

Upon purchase, choose four dots of mutations reflecting animal forms you possess. Use to gain any or all of these. Mutations added don't count when determining what Protean effects apply. Repurchase to expand arsenal.

Shifting Beast Nature
Lunars: Fangs at the Gate, Manuscript p. 159

Upon purchase, design an alternate hybrid form, selecting another six points of mutations to reflect your spirit shape. When entering Hybrid Body Transformation, choose either hybrid form. Change between thm as misc action.

Constant Quicksilver Rearrangement
Lunars: Fangs at the Gate, Manuscript p. 161/162

Waive the cost of changing shapes and lower prerequisite cost to one Initiative. Applies only to basic shapeshifting actions, not Charms like Towering Beast Form or Emerald Grasshopper Form. Essence 4 upgrade extends duration.

Emerald Grasshopper Form or Towering Beast Form

Many–Faced Moon Transformation
Lunars: Fangs at the Gate, Manuscript p. 160

Alter current form's appearance. Includes height, weight, age, sexual characteristics, skin tone, eye color, hair color and length and other cosmetic changes. Permanent. Second use can undo changes without WP cost.

Changing Phase Transformation
Lunars: Fangs at the Gate, Manuscript p. 161

Design a new set of Physical Attributes you can use to shapeshift into whenever Hybrid Body Transformation is active. Shift up to 2 dots among physical attributes. Repurchaseable. Please refer the book for this complex Charm.

Behemoth–and–Flea Mastery
Lunars: Fangs at the Gate, Manuscript p. 162

Once per scene pay Willpower when using Quicksilver Second Face to reflexively activate Tower Beast Form or Emerald Grasshopper Form. Reduce cost of both by four motes. Cost can be waived, refer book.

Appearance Charms - Influence

Exalted 3rd Edition Lunars Charm Cascades

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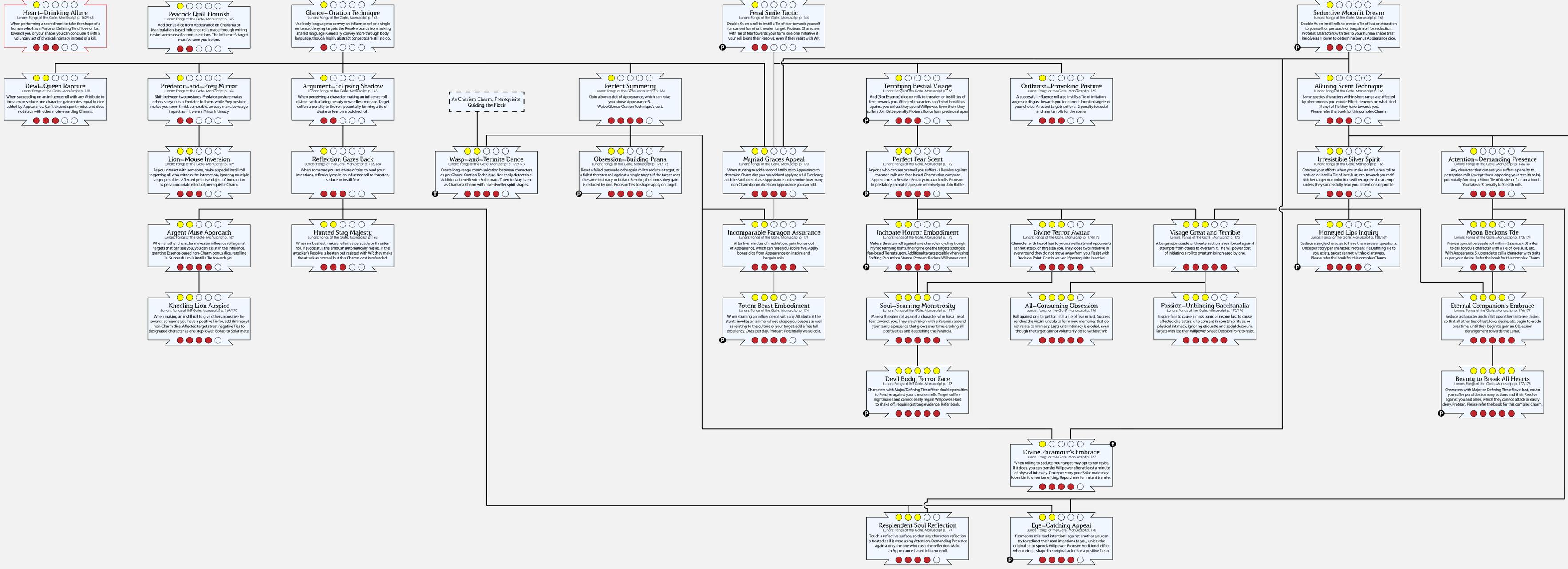
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© Fangs at the Gate, Lunars Core Book
Lunars Companion, Many Faced Strangers (Additional and Backup Charms)
Created by MadLunar
madlunardesigns.com



Appearance Charms - Subterfuge

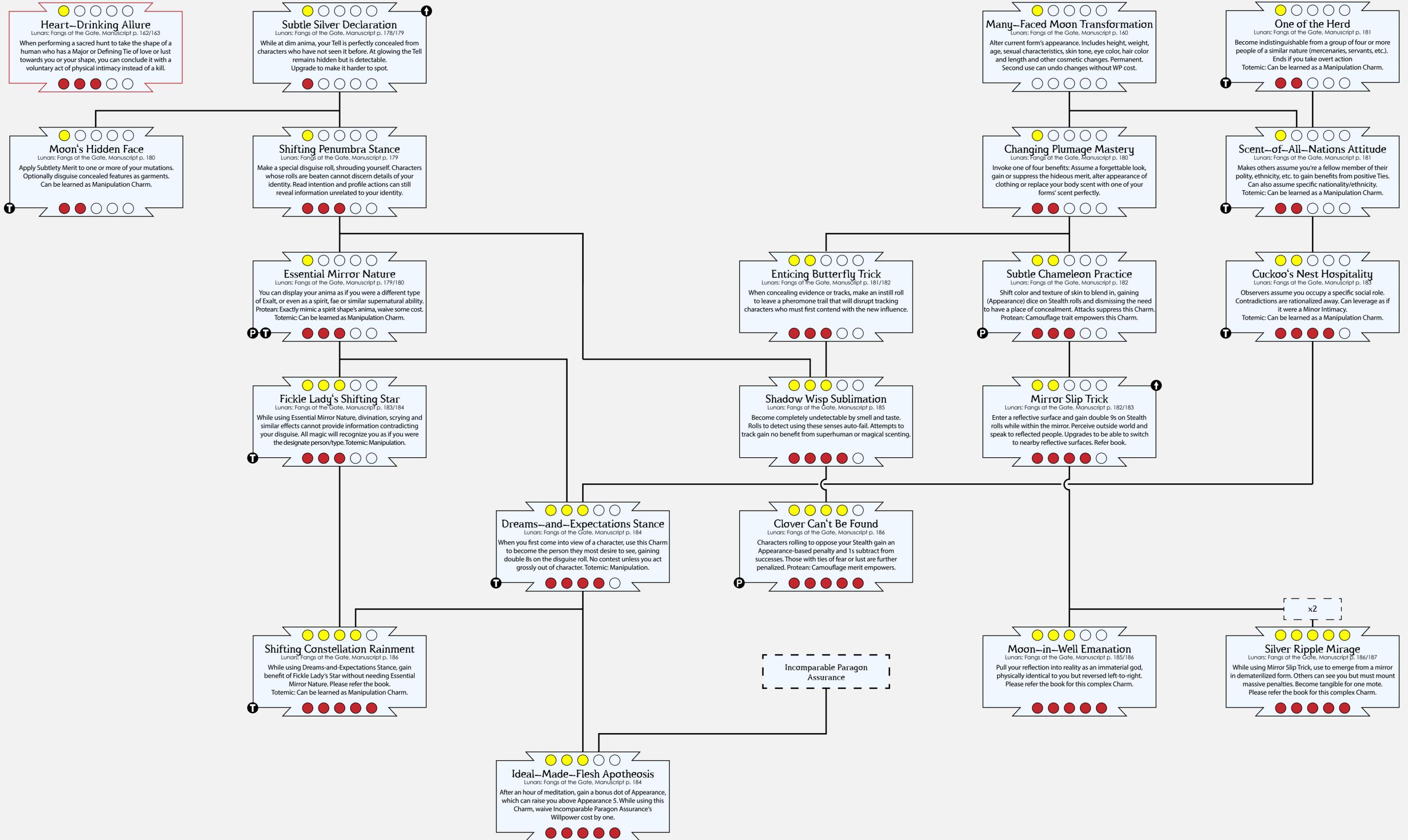
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Appearance Charms - Warfare

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Heart-Drinking Allure
 Lunars: Fangs at the Gate, Manuscript p. 162/163

When performing a sacred hunt to take the shape of a human who has a Major or Defining Tie of love or lust towards you or your shape, you can conclude it with a voluntary act of physical intimacy instead of a kill.

Glorious Battle Presence
 Lunars: Fangs at the Gate, Manuscript p. 187

Reroll (Strength) failed dice on an Appearance-based command roll. If this leaves your roll without 1s and at least one 10, gain one Initiative.

Totemic: Strength / Spirit shape hunts in groups.

Wolf Devours Shepherd
 Lunars: Fangs at the Gate, Manuscript p. 187/188

When enemy takes command action targeting group that can see you, they suffer penalty. If he fails, he loses Initiative based on 1s rolled and group suffers -3 action penalty.

Totemic: Strength / Spirit shape hunts in groups.

Victorious Beast-King Spirit
 Lunars: Fangs at the Gate, Manuscript p. 188

If you hit with an attack, reflexively make Appearance-based rally/rally for numbers action, adding dice per 10s on attack and damage roll.

Totemic: Strength / Spirit shape hunts in groups.

Panicked Herd Incitement
 Lunars: Fangs at the Gate, Manuscript p. 188

Enemy battle group makes (Attribute+Ability) roll and can see you, suffer penalty based on Appearance. May lose Magnitude

Protean: Empowered if group knows your shape and has Ties.

Totemic: Strength / Spirit shape hunts in groups.

Rank-Sundering Carnage
 Lunars: Fangs at the Gate, Manuscript p. 189

After landing withering attack, use to grant allied group a dice bonus on next damage roll equal to half successes. Bonus lost if group doesn't attack next turn.

Totemic: Strength / Spirit shape hunts in groups.

Diving Hawk Inspiration
 Lunars: Fangs at the Gate, Manuscript p. 188

Each 10 on Join Battle adds a success to allied battle group's Join Battle roll. If you win Join Battle, reflexively make an Appearance-based order action targeting them.

Totemic: Dexterity / Spirit shape hunts in groups.

Pride-Scattering Approach
 Lunars: Fangs at the Gate, Manuscript p. 189

Before you or allied group makes attack on enemy group, add damage and cause more difficult rout checks.

Protean: Empowered if group knows your shape and has Ties.

Totemic: Strength / Spirit shape hunts in groups.

Argent Battle Exemplar
 Lunars: Fangs at the Gate, Manuscript p. 189/190

After landing an attack, spend any extra attack roll successes to reflexively order a group to attack same enemy on next turn, using expanded successes instead of rolling.

Totemic: Strength / Spirit shape hunts in groups.

Silver-Maned Warlord Glory
 Lunars: Fangs at the Gate, Manuscript p. 190

Add (Anima + 1) dice on Appearance-based command rolls and grant bonuses to rout checks for allies. Once per scene, reset a rally for numbers action by expending anima.

Totemic: Strength / Spirit shape hunts in groups.

Charisma Charms - Territory

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Created by MadLetter exalted@madletter.net

Debt of Borrowed Skin
Lunars: Fangs at the Gate, Manuscript p. 190

Take a human's shape by performing a serious or life-defining task for them. Target must have assented. On a failed attempt, you cannot take the target's shape with this Charm for the rest of the story. May attempt other hunts.

Boundary-Marking Meditation
Lunars: Fangs at the Gate, Manuscript p. 213/214

Mark and claim a territory as your own, gaining various benefits while within and gaining some control over the region. Please refer to the book for this complex Charm. Can be learned as a Wits Charm.

Shining Moon-Child Mask

Creation-Spanning Passion

Endless Nightmare Hunt

Captivating Siren Voice

Untamed Soul Unity

Moon-and-Earth Blessing
Lunars: Fangs at the Gate, Manuscript p. 214

Bless a region to make it capable of sustaining life or more fertile. Grants benefits to survival-related rolls. The blessing lasts for a year or a day or longer if the blessed region is one of your marked territories.

Songline Legend Runes
Lunars: Fangs at the Gate, Manuscript p. 215

Use Shining Moon-Child Mask pon your territory. In addition to normal effects, the emotional context counts as an added quality. Individuals can mark themselves in emulation and gain the benefits. Spirits are affected as well.

Dream-Shrouded Wilderness
Lunars: Fangs at the Gate, Manuscript p. 214/215

Make an instill or persuade roll, imbuing the influence in a territory claimed with the prerequisite. The first time a character sleeps within, they are subjected to the influence. May use Moonstruck Reverie Trick reflexively.

Omnipresent Monster's Lair
Lunars: Fangs at the Gate, Manuscript p. 215/216

While in marked territory, pay a surcharge when using Endless Nightmare Hunt to apply its effects on everyone inside the territory if they have a fear-based Tie to you. You count as observing them.

Nature's Seductive Lure
Lunars: Fangs at the Gate, Manuscript p. 216

Use Captivating Siren Voice in a marked territory to call characters to a specific natural feature which radiates silver light as per bonfire anima, rather than to you. They hear undefinable whispers nearby. Resisting costs 3 Willpower.

King-of-Beasts Sovereignty
Lunars: Fangs at the Gate, Manuscript p. 215

Within a region enchanted by the prerequisite you enchant the animals to gain a Minor Tie of loyalty to the mortal inhabitants (or a Major Tie if it is a marked territory). Please refer the book.

Living World Embodiment
Lunars: Fangs at the Gate, Manuscript p. 216/217

Marked territories gain a health track into which you can shunt damage, reflected by disease, barrenness and similar issues. The land can heal slowly itself or by your foregoing healing. Please refer the book.

Charisma Charms - Warfare

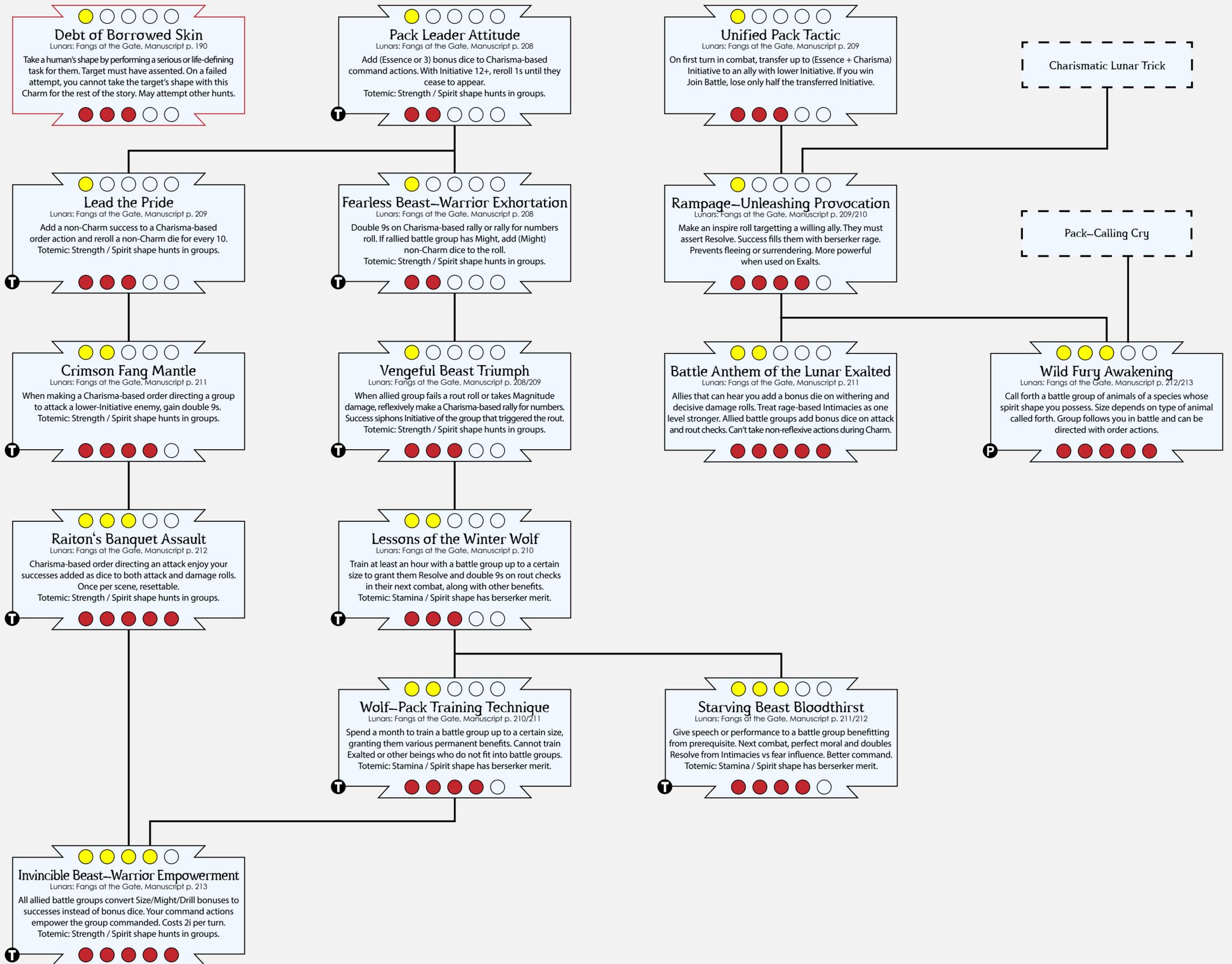
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Dexterity Charms - Offensive

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Created by Ma4Letter em4lbed@ma4letter.net

Nest-Raiding Slyness
Lunars: Fangs of the Gate, Manuscript p. 217

Perform a sacred hunt by infiltration a place your target considers home and being present at the same time as them, leaving without being caught and do something revealing the extend of your intrusion.

Emerald Grasshopper Form
Lunars: Fangs of the Gate, Manuscript p. 217/218

Change into an animal shape with Miniscule Size Merit.
Totemic: Wits / Spirit shape has miniscule size

Tyrant Mouse Dominion
Lunars: Fangs of the Gate, Manuscript p. 218

Change into any animal form and grant it Miniscule Size, changing various statistics in the process. Please refer the book for this complex Charm.
Totemic: Wits / Spirit shape has miniscule size

Many-Armed Warrior Panoply
Lunars: Fangs of the Gate, Manuscript p. 220

While you have one full-cost attunement to an artifact weapon, reduce attunement cost of further artifact weapons by three motes each. Doesn't stack with other discounts.

Coyote-and-Badger Tactic
Lunars: Fangs of the Gate, Manuscript p. 219

A successful distract gambit causes your foe to lose half the amount of Initiative you spend, rounded up.
Protean: Animal form has Pack Hunting.

Twin Fangs Strike
Lunars: Fangs of the Gate, Manuscript p. 222/223

A successful distract gambit lets its beneficiary take his turn immediately on the same tick if he has not yet acted this round. Can be applied to several allies with Deadly Wolf-Pack Onslaught (with added cost).

Deadly Wolf-Pack Onslaught
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Make a distract gambit, allowing each of (Essence) allies to receive the full Initiative cost paid. This is lost if they do not make a decisive attack against the gambits target. Once per scene. Protean: Shape has Pack Hunting ability.

Finding the Needle's Eye
Lunars: Fangs of the Gate, Manuscript p. 218/219

Reroll (Essence or 3) 1s on an attack roll and ignore one point of Defense bonus from weapons, cover or Full Defense. With Dex 4 attack lower-init enemies through cover.
Protean: Attack with shape's tail, tentacles, etc.

Striking Mospid Method
Lunars: Fangs of the Gate, Manuscript p. 219/220

Reroll (Essence) failed dice on a withering attack roll, beginnings with 6s and moving down.

Unerring Fang Technique
Lunars: Fangs of the Gate, Manuscript p. 224/225

When adding a full Excellency to a withering attack roll, add a non-Charms success and roll a non-Charms die for every 10 rolled.

Supreme Predator Alacrity
Lunars: Fangs of the Gate, Manuscript p. 225

If you win Join Battle, receive a one mote discount on the cost of Finding the Needle's Eye, Hunter's Eye Precision, Sinuous Striking Grace, Striking Mospid Method and Unerring Fang Technique against lowest-Init enemy (scene-long)

Lightning Stroke Attack
Lunars: Fangs of the Gate, Manuscript p. 226/227

To use this Charm, have Initiative 15+. Make a single decisive attack, making two attack rolls and taking the higher result. Pay cost of any Charms enhancing the attack only once.

Greatest Huntress Mastery
Lunars: Fangs of the Gate, Manuscript p. 228

Must be aiming at crashed enemy whose Initiative is at least 20 lower than yours. Make an unblockable, undodgeable decisive attack. Once per scene, resettable.
Totemic: Perception / Spirit-shape has vision-enhancing Merit.

Weapon-Snatching Coils
Lunars: Fangs of the Gate, Manuscript p. 219

Impose a -1 penalty on enemy's Defense against a disarm gambit, also adding attack roll extra successes as bonus dice on the gambit's Initiative roll.
Protean: Attack with shape's tail, tentacles, etc.

Foe-Driving Attack
Lunars: Fangs of the Gate, Manuscript p. 220

When attacking a character with onslaught penalty, increase the penalty by one against your attack. If you crash or deal 3+ decisive damage, penalty lasts until onslaught refreshes.

Deadly Raptor's Flight
Lunars: Fangs of the Gate, Manuscript p. 225

Take a move action and aim on same turn, can flurry aim with a rush or disengage. If you move towards a foe and use Hunter's Eye Precision on the same turn against them, waive WP cost. Totemic: Perception / Spirit-shape vision-enhancing

Heart-Piercing Instinct
Lunars: Fangs of the Gate, Manuscript p. 227

When aiming to attack foes within medium range who are crashed or have -2 or more wound penalties, add dice for aiming. If you already do, they become non-Charms successes.
Totemic: Perception / Spirit-shape has vision-enhancing Merit.

Sinuous Striking Grace
Lunars: Fangs of the Gate, Manuscript p. 221

Must be used at start of round. Add (Dex or Wits) to Initiative to determine when you act. If you attack an enemy that has not acted this turn, add a non-Charms die.

Cunning Beast-Warrior Reflexes
Lunars: Fangs of the Gate, Manuscript p. 221/222

Make a flurry including at least one physical action, reducing the penalty on each flurried action by one and ignoring Defense penalty. Can flurry three actions at Dexterity 5 + Essence 3.

Agitation-of-the-Swarm Technique
Lunars: Fangs of the Gate, Manuscript p. 225

After landing a decisive attack that deals 3+ levels of damage forego one level of damage to either disarm your target or unhorse a mounted enemy. With Dex 5, Essence 5 you can do it without foregoing damage.

Twisting Moonsilver-Stroke
Lunars: Fangs of the Gate, Manuscript p. 227

After a successful gambit on your turn, reset your attack to make a non-gambit attack against the same foe.
Not compatible with grapple gambits.

Wasp Sting Blur
Lunars: Fangs of the Gate, Manuscript p. 222

Make an attack with (Essence or 3) bonus dice. If you crash the target or deal 3+ decisive damage, make a reflexive decisive attack against him. Roll damage equal to onslaught penalty, ignoring hardness.

Octopus-and-Spider Barrage
Lunars: Fangs of the Gate, Manuscript p. 224

Make up to (Essence + 1) attacks against one or more targets. Does not require same Ability for all attacks, can reflexively swap weapons between attacks. Initiative is divided among attacks and doesn't reset until final attack is complete. Protean.

Toothless Pride Tactic
Lunars: Fangs of the Gate, Manuscript p. 225

Make a disarm gambit against all enemies within close range, making one attack roll and Initiative roll. Difficulty is increased. May also make a ranged attack to disarm one foe and his nearby allies. Disarm battle group.

Running Through the Herd
Lunars: Fangs of the Gate, Manuscript p. 226

When using Thousand Claw Affliction, move one range band toward an enemy, do so again after each successful attack. Counts as move action. Protean: Shape with more than four limbs.

Unhesitant Scorpion Lash
Lunars: Fangs of the Gate, Manuscript p. 227/228

When crashing one or more enemies with prerequisite, reflexively make a decisive attack against any one foe your hit. Alternatively, make a reflexive Octopus-and-Spider Barrage attack (only against enemies you crashed). Protean.

Needle Quill Technique
Lunars: Fangs of the Gate, Manuscript p. 220/221

Provide ammunition from your own shapeshifting body in the form of quills, feathers, etc. Cannot provide ammo for firewands. A Dex 3 reprurchase allows you to reflexively load a compatible weapon with the slow tag.

Bombardier Spittle Alchemy
Lunars: Fangs of the Gate, Manuscript p. 221

Needle Quill Technique becomes compatible with Flame weapons. The cost of Adder Fang Method and Rabid Beast Bite are reduced by one mote when used with Needle Quill Technique.

Thousand Claw Affliction
Lunars: Fangs of the Gate, Manuscript p. 225/226

Make several withering attacks against one or more foes. Doesn't need to use same Ability or weapon. Can't gain much Initiative per attack. Once per scene, resettable.
Protean: Shape with more than four limbs.

Stinging Ichneumon Scourge
Lunars: Fangs of the Gate, Manuscript p. 221

When attacking with the prerequisite, your projectile continues to be a hindrance and prevents one point of onslaught penalty to be removed. Lasts for several rounds or the scene, depending on attack. Can be removed.

Consumptive Worm Hungers
Lunars: Fangs of the Gate, Manuscript p. 222

Pay 3 extra motes using the prerequisite to inflict ongoing harm, causing extra Initiative damage on a withering attack and ongoing lethal damage on a decisive attack.

Dexterity Charms - Defense

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Lunars: Fangs at the Gate, Manuscript p. 217
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Quicksilver Second Face
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Agile Beast Defense
Lunars: Fangs at the Gate, Manuscript p. 228
Successfully defending grants one Initiative and you can parry lethal barehanded. If attacker's Initiative is lower than yours or they reroll 1s, you defense is increased by +1. Protean: Shape with Tiny or Miniscule size.

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Ever-Evolving Defense
Lunars: Fangs at the Gate, Manuscript p. 230
If you use Quicksilver Second Face against an attack that misses you, gain two Initiative. Repurchase upgrades the Charm to waive the cost of shapeshifting during use of Constant Quicksilver Rearrangement, limits apply.

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Bending Before the Storm
Lunars: Fangs at the Gate, Manuscript p. 229
Halve all penalties, rounded down, to defense. Against lower-Initiative attackers you ignore all penalties. Does not affect penalties from surprise attacks.

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Coiled Serpent Strikes
Lunars: Fangs at the Gate, Manuscript p. 229/230
If an attack misses you, make a decisive counterattack. May reflexively ready a weapon for the counterattack. Repurchase: When attacked multiple times on the same tick, counterattack does not reset Initiative until tick ends.

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Fleet Gazelle Exercise
Lunars: Fangs at the Gate, Manuscript p. 230
Gain +1 Evasion. At the end of each round in which you were attacked but not hit, gain one Initiative.

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Golden Tiger Stance
Lunars: Fangs at the Gate, Manuscript p. 229
Gain +1 Defense and do not incur onslaught penalty from attacks that miss you. Whenever you use Bending Before the Storm to successfully defend against an attack, the attacker loses one Initiative (you do not gain it).

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Ferocious Guardian Beast Stance
Lunars: Fangs at the Gate, Manuscript p. 229
Reflexively Defend Other. Protection lasts for Charm's duration but the chosen ally must remain within close range. Treat any character attacking your ward as having lower Initiative for use of the prerequisite and Agile Beast Defense.

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Gleaming Crescent Block
Lunars: Fangs at the Gate, Manuscript p. 231
Use after an attack roll against your Parry, causing (Essence) 1s to subtract successes. If used with Coiling Serpent Strike on a successful parry, add that many dice to the counterattack's damage roll.

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Flowing Body Evasion
Lunars: Fangs at the Gate, Manuscript p. 232/233
Apply Evasion against undodgeable attacks (not ambushes) or else gain +1 Evasion. If it beats your Evasion, you can spend WP to subtract (Evasion) successes from the damage roll. Alternatively, dodge uncountable damage.

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Nimble Squirrel Evasion
Lunars: Fangs at the Gate, Manuscript p. 230/231
After successfully dodging a decisive attack, use this Charm to cause the attacker to lose Initiative equal to the 1s on the attack roll (you do not gain this Initiative), up to a maximum of (Essence). Protean: Tiny or Miniscule.

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Sensing the Deadly Flow
Lunars: Fangs at the Gate, Manuscript p. 231
Defense isn't reduced by wound penalties, onslaught penalties, or being grappled. Waive Initiative cost of Golden Tiger's Stance and remove the Preilous keyword from it. Lowers Bending Before the Storm's cost.

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Vigilant Mastiff Technique
Lunars: Fangs at the Gate, Manuscript p. 231/232
Gain +1 parry against an attack directed at a character you are protecting with a defend other action. If attacker beats your parry, they must redirect the attack to you. If you know Heron Sheds Rain, you can parry unblockable attacks.

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Heron Sheds Rain
Lunars: Fangs at the Gate, Manuscript p. 233
Apply Parry against unblockable attacks (not ambushes). Reset Initiative to roll it to increase your Parry value. Alternatively, perfectly parry a source of uncountable damage without resetting Initiative. Once per scene, resettable.

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Becoming Water's Envy
Lunars: Fangs at the Gate, Manuscript p. 234
After a non-gambit decisive attack beats your Evasion but before damage is rolled, use to roll (Willpower+Evasion). If an enemy would inflict less damage than successes rolled, ignore the damage. Once per day, resettable.

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Foe-Baiting Sidestep
Lunars: Fangs at the Gate, Manuscript p. 231
After dodging a decisive attack from close range, use to move one range band back from the attacker, who stumbles one range band forward. Does not count as movement for either the Lunar or his opponent.

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Cunning Prey Reversal
Lunars: Fangs at the Gate, Manuscript p. 232
Add +1 Evasion against decisive attacks. If you successfully dodge, gain any Initiative your attacker loses for missing. Protean: Tiny or Miniscule shape.

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Shadow-Chased Silver Defense
Lunars: Fangs at the Gate, Manuscript p. 233/234
Add Evasion to Parry or vice versa. Enhance Defense with Charms that only apply when you use that form of Defense. Once per Scene, resettable.

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Snarling Watchdog Retribution
Lunars: Fangs at the Gate, Manuscript p. 232
Initiative 10+ required. When enemy attacks a character you protect with defend other, you make a decisive counterattack, adding your ward's initiative to your own to determine damage. Reset your Initiative, but not your ward's.

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Dexterity Charms - Subterfuge

Exalted 3rd Edition Lunars Charm Cascade

Legend

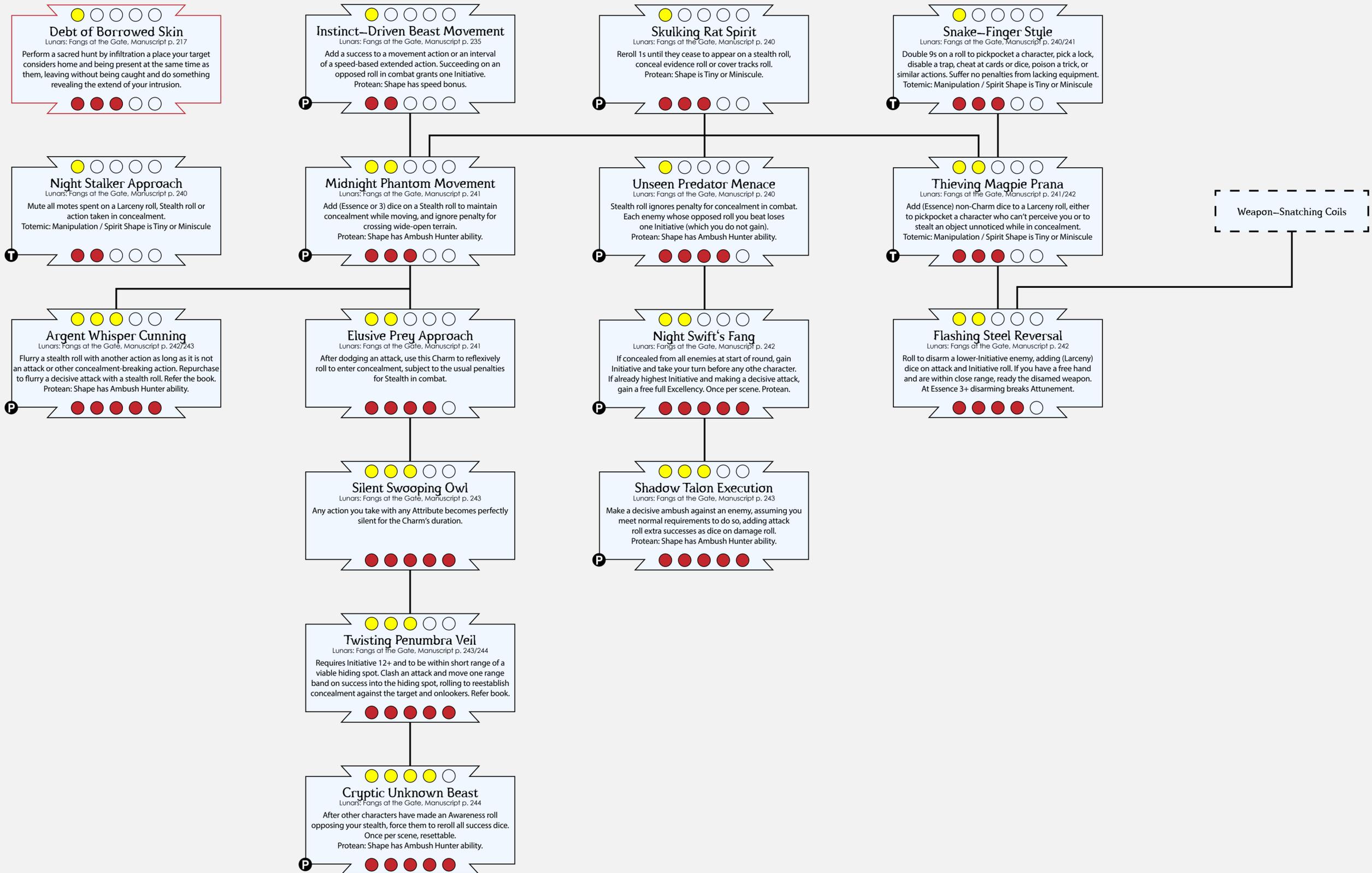
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- P** Protean Keyword (see Fangs at the Gate)

☑ Fangs at the Gate (Lunars Core Book)
 ☐ Lunars Companion: Many-Faced Strangers (Additional and Backer Charms)
 Created by MadLetter exalted@madletter.net



Dexterity Charms - Mobility

Exalted 3rd Edition Lunars Charm Cascades

Legend

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Created by MadLetter
exalted@madletter.net

● ○ ○ ○ ○ ○
Debt of Borrowed Skin
Lunars: Fangs at the Gate, Manuscript p. 217
Perform a sacred hunt by infiltration a place your target considers home and being present at the same time as them, leaving without being caught and do something revealing the extend of your intrusion.

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Wind-Dancing Method
Lunars: Fangs at the Gate, Manuscript p. 235
Slow your descent while falling. You descend one range band and can horizontally move one range band as well, which doesnt count as your movement. Glided range bands do not count for falling damage.

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Shifting Octopus Trick
Lunars: Fangs at the Gate, Manuscript p. 236
Aids in escaping physical restraints, granting double 9s and (Essence) successes against magical restraints. Mundane restraints are automatically slipped. Use on opposing a grapple roll. Protean: Shape has Contortionist Merit.

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Quicksilver Armor Approach
Lunars: Fangs at the Gate, Manuscript p. 237
Complete a minute's worth of effort to don/remove armor in a single action. Alternatively, ignore armor mobility penalty on one action. Costs more on heavy armor. Repurchase to assist another character.

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Graceful Crane Stance
Lunars: Fangs at the Gate, Manuscript p. 234/235
Gain perfect balance, stand and run on surfaces too narrow or weak to support you normally without needing to roll.

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Cat-Footed Grace
Lunars: Fangs at the Gate, Manuscript p. 235
Reflexively rise from prone, rerolling 1s until they cease to appear. This doesn't count as your move action and can be done outside turn order.

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Spider-Climbing Attitude
Lunars: Fangs at the Gate, Manuscript p. 235
Move up or down sheer vertical surfaces or move upside down on horizontal surfaces. If you end movement where you normally couldn't, reactivate next turn or fall. Totemic: Wits / Spirit shape can adhere to sheer surfaces.

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Ⓜ | Ferocious Guardian Beast Stance |

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Cornered Rat Frenzy
Lunars: Fangs at the Gate, Manuscript p. 238/239
Must have Initiative 10+. Add non-Charm dice on disengage. If you fail, make a reflexive decisive attack. If you incapacitate the enemy preventing your disengage, you are successful. Bypasses Bounding Hare Evasion's no-attack clause.

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Instinct-Driven Beast Movement
Lunars: Fangs at the Gate, Manuscript p. 235
Add a success to a movement action or an interval of a speed-based extended action. Succeeding on an opposed roll in combat grants one Initiative. Protean: Shape has speed bonus.

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Shifting Many-Legged Stride
Lunars: Fangs at the Gate, Manuscript p. 238
Ignore effects of non-magical difficult terrain on a single move action. Alternatively, raise the difficulty of a gambit that would impede your movement by (Essence). Protean: Shape has a Speed Bonus.

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Bounding Hare Evasion
Lunars: Fangs at the Gate, Manuscript p. 238
On successful disengage, move two range bands away from enemy instead of additional movement granted when enemy pursues you. Can't attack and use this Charm in the same turn.

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Wounded Beast Flight
Lunars: Fangs at the Gate, Manuscript p. 236
Ignore wound penalties on disengage or withdraw rolls, converting them to bonus dice. If wound penalty is -2 or higher, do not lose Initiative for disengaging.

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Swift Killer Style
Lunars: Fangs at the Gate, Manuscript p. 236
To use this Charm, move into close range with an enemy and attack on same turn. On success, reflexively move one range band in any direction. Doesn't count as move action. Protean: Flying or aquatic shapes.

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Predator Grace Technique
Lunars: Fangs at the Gate, Manuscript p. 237
When the Lunar rushes an enemy, add his wound penalty as non-Charm dice.

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Ferocious Hound Pursuit
Lunars: Fangs at the Gate, Manuscript p. 237
A successful rush against a lower-Initiative enemy lets you advance one range band towards you immediately, instead of the rush's usual effect. Doesn't count as move action.

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Silver Jaguar Pounce
Lunars: Fangs at the Gate, Manuscript p. 237/238
When enemy within short range is crashed or suffers enough decisive damage to increase wound penalty, move one rang band towards them. Doesn't count as move action. If you decisive attack soon, add (Essence) dice in damage.

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Ⓜ | Ferocious Guardian Beast Stance |

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Quicksilver Guardian Defense
Lunars: Fangs at the Gate, Manuscript p. 239
When using Ferocious Guardian Beast Stance, your defend other action extends to short range, and you can pay Initiative to move close to your defense target. Protean: Shape has flying ability.

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Ferocious Hound Pursuit
Lunars: Fangs at the Gate, Manuscript p. 237
A successful rush against a lower-Initiative enemy lets you advance one range band towards you immediately, instead of the rush's usual effect. Doesn't count as move action.

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Relentless Cheetah Pace
Lunars: Fangs at the Gate, Manuscript p. 239
Rush an enemy within medium distance. If successful, automatically advance one range band on each of their next two turns in addition to normal movement. Use with Ferocious Hound Pursuit to immediately get close range.

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Dexterity Charms - Swarm

Exalted 3rd Edition Lunars Charm Cascades

Legend

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Debt of Borrowed Skin
Lunars: Fangs at the Gate, Manuscript p. 217

Perform a sacred hunt by infiltration a place your target considers home and being present at the same time as them, leaving without being caught and do something revealing the extend of your intrusion.

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Bending Before the Storm

Skulking Rat Spirit

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Cunning Anglerfish Decoy
Lunars: Fangs at the Gate, Manuscript p. 244/245

Create up to (Essence + 5) duplicates of you that look and act near-identical to you, while you roll to establish concealment. Please refer the book for this complex Charm.
Totemic: Wits or Manipulation / Tiny or Miniscule Size

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Coiled Serpent Strike

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Ant-and-Starfish Trick
Lunars: Fangs at the Gate, Manuscript p. 245/246

Use prerequisite to create a fully independent replica, capable of acting and making decision on its own. Please refer the book for this complex Charm.
Totemic: Wits or Manipulation / Tiny or Miniscule Size

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Living Hive Transformation
Lunars: Fangs at the Gate, Manuscript p. 246/247

On being subject to a successful attack from close range, make a decisive counterattack with an unarmed/natural weapon, not using Initiative nor resetting it. Refer book.
Totemic: Stamina / Spirit shape is hive-dwelling

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Emerald Grasshopper Form

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Thousandfold Wasp Dance
Lunars: Fangs at the Gate, Manuscript p. 245

Create a swam of Miniscule-size animals whose shape you possess, manifesting them as an environmental hazard that attacks friend and foe alike.
Totemic: Wits / Spirit-shape has Miniscule size.

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Hungry All-Consuming Cloud
Lunars: Fangs at the Gate, Manuscript p. 247/248

Transform into a swarm of creatures, gaining a multitude of effects. Please refer the book for this complex Charm.
Totemic: Wits / Spirit shape has Miniscule Size

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Locust-and-Starling Legion
Lunars: Fangs at the Gate, Manuscript p. 248

Become a legion unto yourself by creating myriad copies of yourself, attaining some benefits of being a one-creature battle group. Please refer the book.
Totemic: Wits / Spirit shape has Miniscule Size

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Intelligence Charms - Knowledge

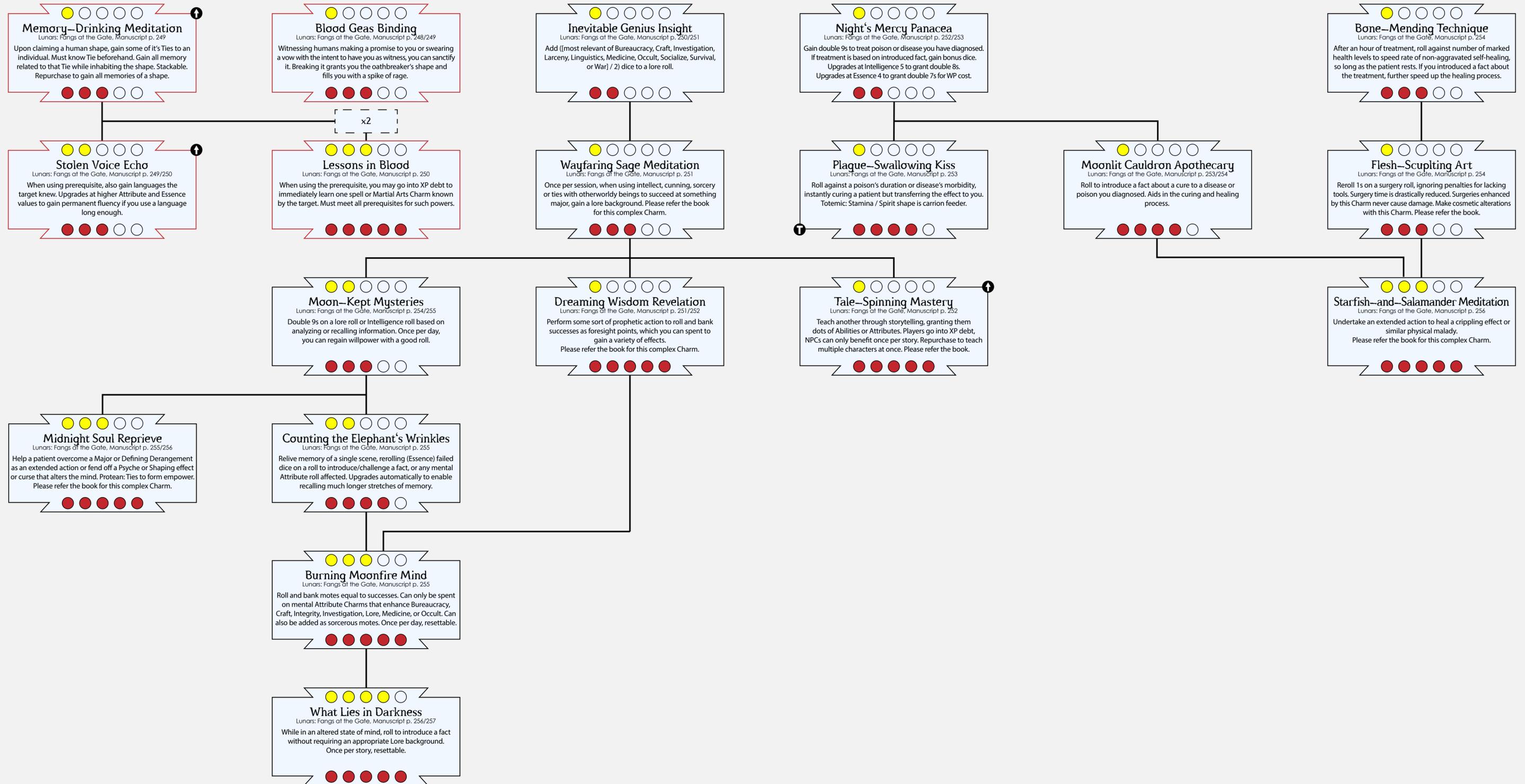
Exalted 3rd Edition Lunars Charm Cascades

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 ☐ Lunars Companion: Many-Faced Strangers (Additional and Backer Charms)
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Intelligence Charms - Mysticism

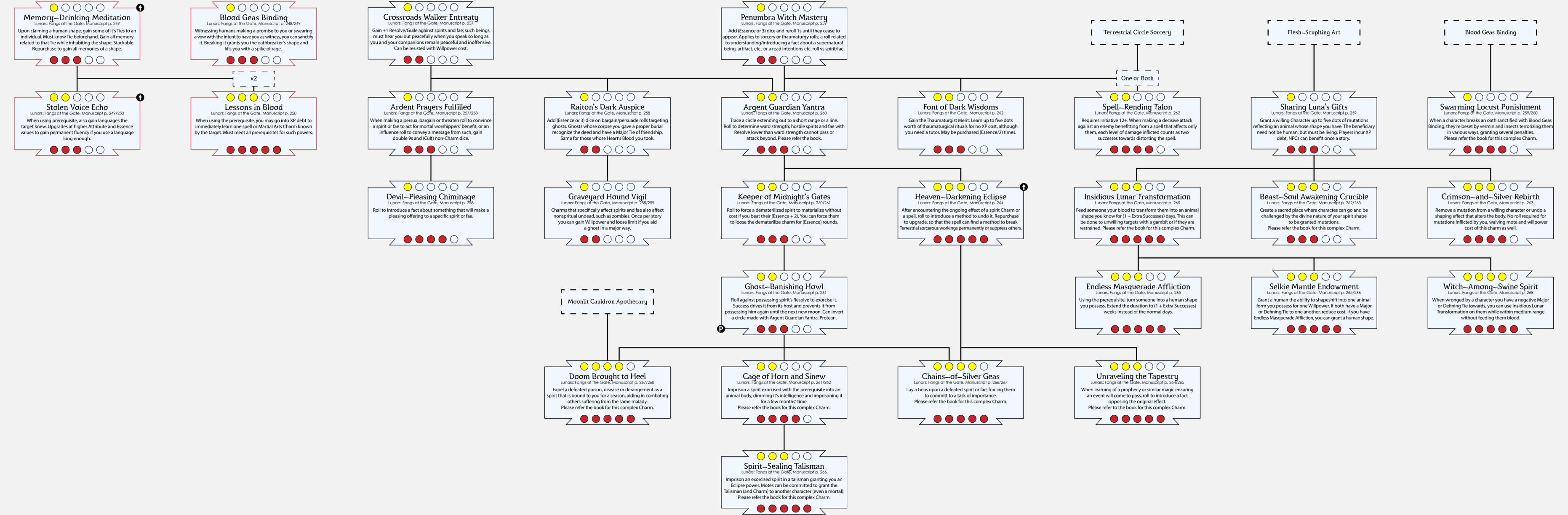
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- Protean icon: Protean Keyword (see Fangs at the Gate)

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Intelligence Charms - Crafting

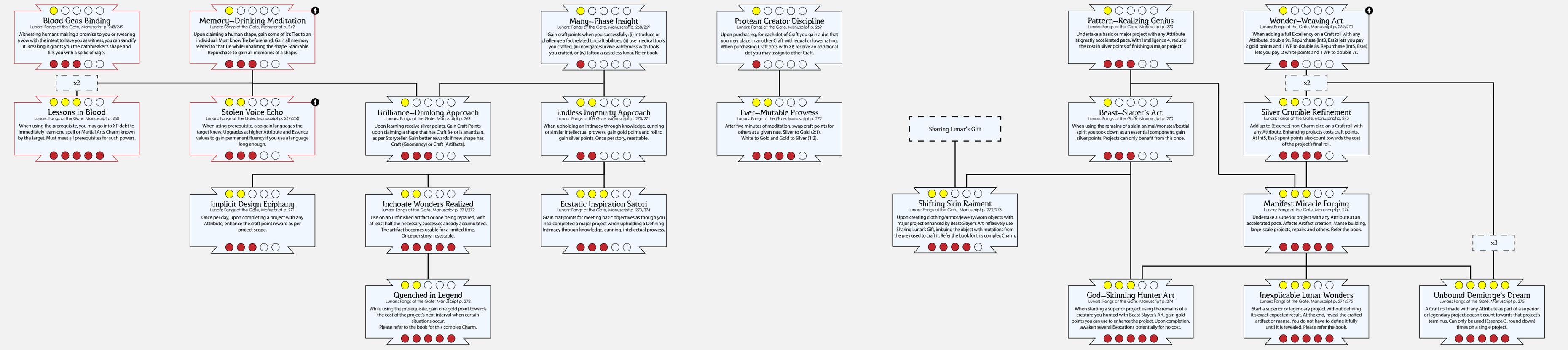
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Intelligence Charms - Warfare

Exalted 3rd Edition Lunars Charm Cascades

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Memory-Drinking Meditation
Lunars: Fangs at the Gate, Manuscript p. 249

Upon claiming a human shape, gain some of it's Ties to an individual. Must know Tie beforehand. Gain all memory related to that Tie while inhabiting the shape. Stackable. Repurchase to gain all memories of a shape.

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Blood Geas Binding
Lunars: Fangs at the Gate, Manuscript p. 248/249

Witnessing humans making a promise to you or swearing a vow with the intent to have you as witness, you can sanctify it. Breaking it grants you the oathbreaker's shape and fills you with a spike of rage.

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Predator's Deadly Cunning
Lunars: Fangs at the Gate, Manuscript p. 275

Add (Essence or 3) dice on a Strategic Maneuver roll, rerolling 1s until they cease to appear.
Totemic: Stamina / Spirit shape hunts in groups.

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Raiton Follows After
Lunars: Fangs at the Gate, Manuscript p. 276

Every 10 on an Intelligence-based order rolls an additional non-Charm die. If the Lunar orders a battle group to attack a crashed foe, add (Intelligence) bonus dice.
Totemic: Stamina / Spirit shape hunts in groups.

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Stolen Voice Echo
Lunars: Fangs at the Gate, Manuscript p. 249/250

When using prerequisite, also gain languages the target knew. Upgrades at higher Attribute and Essence values to gain permanent fluency if you use a language long enough.

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Lessons in Blood
Lunars: Fangs at the Gate, Manuscript p. 250

When using the prerequisite, you may go into XP debt to immediately learn one spell or Martial Arts Charm known by the target. Must meet all prerequisites for such powers.

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Argent Pack Formation
Lunars: Fangs at the Gate, Manuscript p. 275/276

Add a success to a strategic maneuver roll and ignore penalties equal to highest (Might +1) of any allied battle group.
Totemic: Stamina / Spirit shape hunts in groups.

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Silver General Foresight
Lunars: Fangs at the Gate, Manuscript p. 276

To use, must be fighting under a stratagem you've successfully enacted. Allied battle groups add a success on attack rolls and you reroll 1s on Int-based command actions.
Totemic: Stamina / Spirit shape hunts in groups.

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Dauntless Tactician's Reversal
Lunars: Fangs at the Gate, Manuscript p. 276/277

When an allied battle group makes a rout check, add up to (Size + Might) dice on the roll for one Initiative per die. The group also gains +1 Defense and +(Initiative spent) soak.
Totemic: Stamina / Spirit shape hunts in groups.

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Silver Lion Supremacy
Lunars: Fangs at the Gate, Manuscript p. 277

Add non-Charm dice on a Strategic Maneuver roll equal to highest Might of any allied group. If you stunt including their supernatural perks, gain non-Charm successes instead.
Totemic: Stamina / Spirit shape hunts in groups.

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Triumph-Directing Insight
Lunars: Fangs at the Gate, Manuscript p. 277

When a battle group benefits from order action crashed an enemy or reduces size, transfer the Initiative Break to an ally within medium range of you.
Totemic: Stamina / Spirit shape hunts in groups.

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Quicksilver Strategy Meditation
Lunars: Fangs at the Gate, Manuscript p. 277/278

Make a Strategic Maneuver roll, selecting two potential stratagems to enact. Allocate extra successes to whichever one you wish and if you roll enough to meet both, they are both enacted. Totemic: Stamina / Spirit shape hunts in groups.

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Sparks-to-Fireflies Reversal
Lunars: Fangs at the Gate, Manuscript p. 278

Make a Strategic Maneuver roll in battle. Single enemy may pay one Willpower to oppose you. If you meet required successes, you replace active stratagems with your new one.
Totemic: Stamina / Spirit shape hunts in groups.

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Intelligence Charms - Sorcery

Exalted 3rd Edition Lunars Charm Cascades

Legend

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Fangs at the Gate (Lunars Core Book)
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Memory-Drinking Meditation
Lunars: Fangs at the Gate, Manuscript p. 249

Upon claiming a human shape, gain some of it's Ties to an individual. Must know Tie beforehand. Gain all memory related to that Tie while inhabiting the shape. Stackable. Repurchase to gain all memories of a shape.

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Blood Geas Binding
Lunars: Fangs at the Gate, Manuscript p. 248/249

Witnessing humans making a promise to you or swearing a vow with the intent to have you as witness, you can sanctify it. Breaking it grants you the oathbreaker's shape and fills you with a spike of rage.

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Stolen Voice Echo
Lunars: Fangs at the Gate, Manuscript p. 249/250

When using prerequisite, also gain languages the target knew. Upgrades at higher Attribute and Essence values to gain permanent fluency if you use a language long enough.

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Lessons in Blood
Lunars: Fangs at the Gate, Manuscript p. 250

When using the prerequisite, you may go into XP debt to immediately learn one spell or Martial Arts Charm known by the target. Must meet all prerequisites for such powers.

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┌ Any four Mental Attribute Charms ┐

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Terrestrial Circle Sorcery
Lunars: Fangs at the Gate, Manuscript p. 278

You may use Terrestrial Circle Sorcery. You learn one Terrestrial spell - your control spell - and one shaping ritual for free.

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┌ Any five Terrestrial Circle Spells ┐

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Cloaked in Moonfire
Lunars: Fangs at the Gate, Manuscript p. 278/279

While your anima is glowing or higher, do not lose sorcerous notes on turns wherein you don't gather additional sorcerous notes.

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Celestial Circle Sorcery
Lunars: Fangs at the Gate, Manuscript p. 2

You may use Celestial Circle Sorcery. You learn one Celestial spell - an additional control spell - and one shaping ritual for free.

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Shadow-Hands Invocation
Lunars: Fangs at the Gate, Manuscript p. 279

Flurry a Shape Sorcery action with a nonattack action, reducing the penalty on both rolls by one. If you know Celestial Circle Sorcery, ignore all penalties, including the Defense penalty. Repurchase extends duration to one scene.

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Cosmos-Rending Fury
Lunars: Fangs at the Gate, Manuscript p. 2

Upon winning Join Battle, make a reflexive Shape Sorcery action to begin casting a spell, adding a full free Excellency.

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Manipulation Charms - Influence

Exalted 3rd Edition Lunar Charm Cascades

Legend

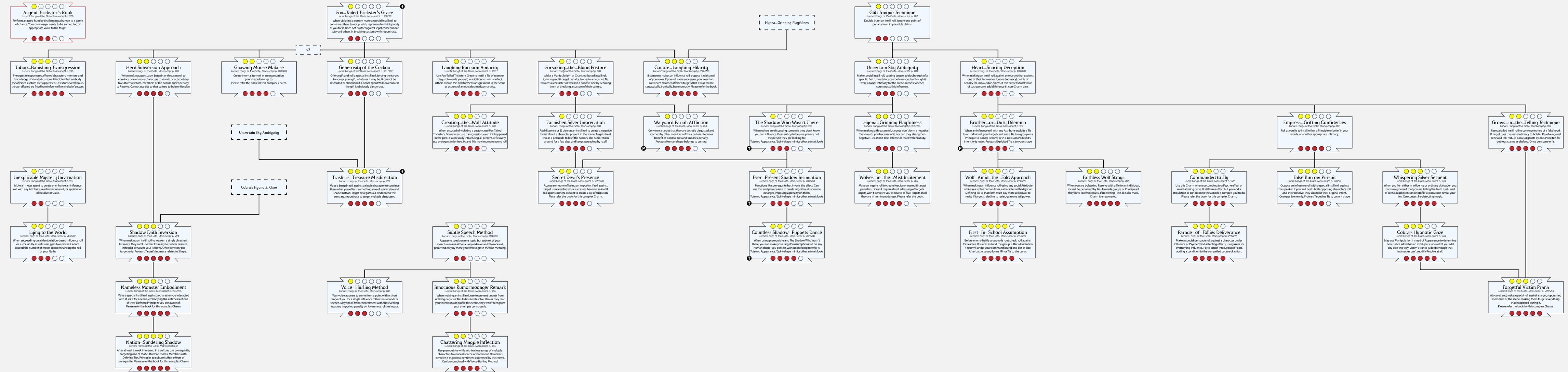
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Manipulation Charms - Guide

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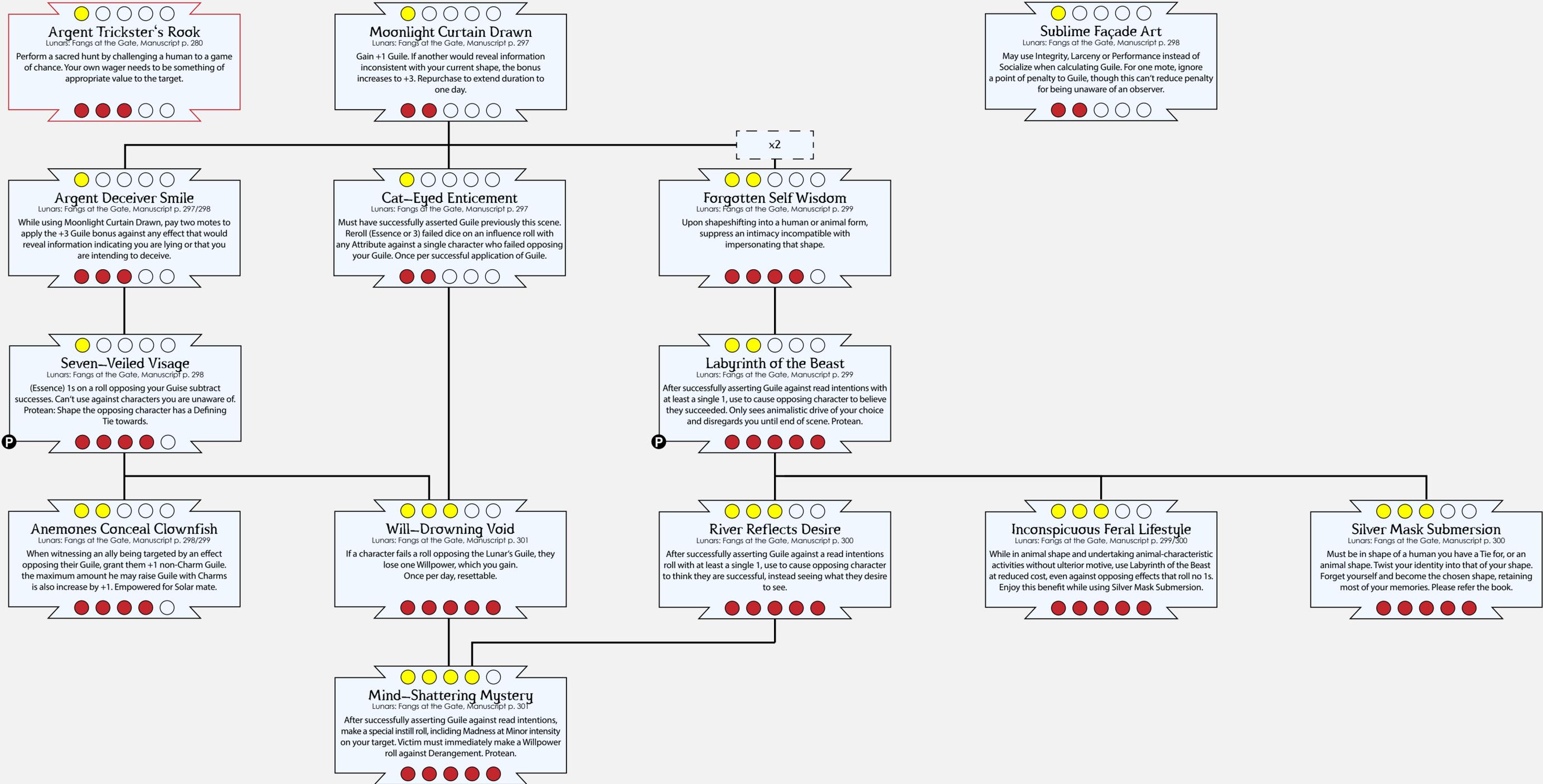
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Manipulation Charms - Subterfuge

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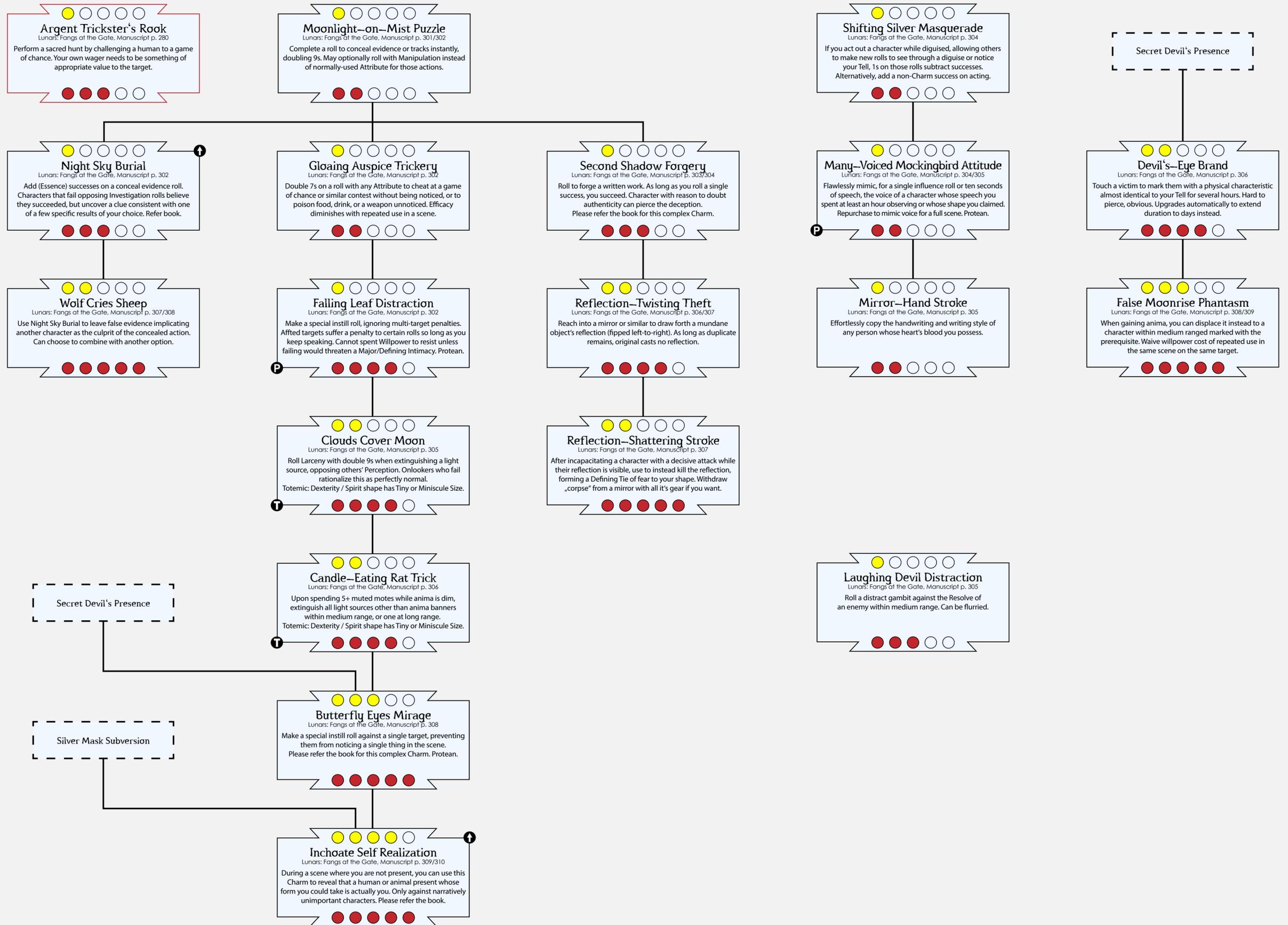
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Fangs at the Gate (Lunars Core Book)
 Lunars Companion: Many-Faced Strangers (Additional and Backer Charms)

Created by MadLetter exalted@madletter.net



Perception Charms - Mysticism

Exalted 3rd Edition Lunars Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
This does not contain full rules-text, but intends to confer an at-a-glance info about this Charms capabilities.
Please refer to the book for full details.

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- Ⓘ Totemic Keyword (see Fangs at the Gate)
- ⒫ Protean Keyword (see Fangs at the Gate)

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Face-Taker's Gaze
Lunars: Fangs of the Gate, Manuscript p. 310
Perform a sacred hunt by watching and observing your quarry for at least one week, finding out a Defining Intimacy of theirs and forming it yourself to gain the shape. Please refer the book for this complex Charm.

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Whispering Heart Revelation
Lunars: Fangs of the Gate, Manuscript p. 311
Perform a sacred hunt by seeking out a secret of great importance to your target. Once uncovered, you may conclude the hunt, taking the target's form.

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Perceiving the Hidden World
Lunars: Fangs of the Gate, Manuscript p. 331
You can perceive (but not touch) dematerialized entities. Protean: Shape has sense-enhancing Merits.

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Spirit-Rending Fury
Lunars: Fangs of the Gate, Manuscript p. 331
For one tick, attack or otherwise physically interact with dematerialized characters. If you can't perceive them, suffer a -3 penalty to physical actions against them. Allows such characters to interact with you for that tick.

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Demon-Drinking Fang
Lunars: Fangs of the Gate, Manuscript p. 331
Decisive attacks deal aggravated damage to spirits and fae. If such an enemy's Initiative is lower than yours, add (Perception) dice to damage. Spirits incapacitated by this are permanently destroyed.

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Shed Divinity's Nectar
Lunars: Fangs of the Gate, Manuscript p. 332
After incapacitating a spirit or fae with the prerequisite, absorb their Essence, gaining a few benefits for one story or until you use this Charm again. You gain an Intimacy, dots of mutations, potential Cult merits.

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God-Body Consumption
Lunars: Fangs of the Gate, Manuscript p. 335
Upon permanently killing a character, access any of their Eclipse Charms whose minimums you meet, committing motes for each. May permanently learn these Charms.

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☐ Scent of Bygone Ages ☐

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Devil's Hidden Footprints
Lunars: Fangs of the Gate, Manuscript p. 334
Use Scent of Midnight Dweomers to detect traces of Essence left by the use of magic, an anima banner or other effects up to several months after the event took place. Please refer the book for this complex Charm.

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Scent of Midnight Dweomers
Lunars: Fangs of the Gate, Manuscript p. 332/333
Roll (Perception+Occult). Reveal boundaries between Creation and other worlds. Lets you detect ongoing effects of sorcerous/necromantic nature. Identify a spell or working's function. Identify hearthstone, manse, demesne. Refer book.

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Divinity-Stealing Whisper
Lunars: Fangs of the Gate, Manuscript p. 333
Use either in spirit's presence or at one of its temples or sacred sites. Eavesdrop on prayers, identify the single desire or goal that the worshippers most desire. Potentially intercede in the spirit's stead, others recognize this, steal Cult rating.

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☐ Far-Seeing Storm Crow ☐

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Omen-Beast's Evil Eye
Lunars: Fangs of the Gate, Manuscript p. 336
When using Far-Seeing Storm Crow, spell out the doom brought to a victim by it's weakness. Inform them of it and how to avoid it, which must be accomplished within several days before the doom comes upon them. Refer book.

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☐ Razor Insight Tutelage ☐

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Devil-Restraining Grip
Lunars: Fangs of the Gate, Manuscript p. 332
Prerequisite must be active. Make a grapple gambit against a dematerialized entity. Protean: Legendary Size or grapple-related abilities.

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Silver Curtain Parted
Lunars: Fangs of the Gate, Manuscript p. 334
Roll to enter a spirit's sanctum, pass through normally inaccessible magic portals, cross boundaries between realms of existence or breach a magical barrier temporarily. Totemic: Wits / Spirit shape is migratory. Refer book.

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Two Worlds Penumbra
Lunars: Fangs of the Gate, Manuscript p. 335/336
As long as your anima is glowing or higher, dematerialized characters within medium range become visible to all observers. At bonfire those within close range are tangible. Characters with higher Essence can become immune. Protean.

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Claw that Rends the Veil
Lunars: Fangs of the Gate, Manuscript p. 333/334
Enhance unarmed attacks, natural weapons or a weapon fused with Last Warrior's Unity, lowering cost of some prerequisites. Aura renders you Hideous to spirits. May reflexively make a threaten roll to one or more spirits.

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Stamina Charms - Defense

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Hero's Heart Challenge
 Lunars: Fangs at the Gate, Manuscript p. 337
 Perform a sacred hunt by challenging a human to a physical contest. If you beat them, you can conclude the hunt by taking a Major Tie of respect towards the opponent.
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Impenetrable Beast-Armor
 Lunars: Fangs at the Gate, Manuscript p. 337
 Add (Essence or 3) natural soak against a withering attack or gain Hardness equal to Stamina against a decisive attack.
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Unmoving Aurochs Defense
 Lunars: Fangs at the Gate, Manuscript p. 338
 For an instant, you cannot be physically moved. Can't prevent gravity's effect. Can be used after an attack roll, but before damage. Significantly increases mass, may cause sinking into soft mud and similar.
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Durant Quicksilver Adaptation
 Lunars: Fangs at the Gate, Manuscript p. 337
 Use Stamina Excellency to raise soak against a withering attack after it hits, but before damage is rolled.
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Enduring Mammoth Bastion
 Lunars: Fangs at the Gate, Manuscript p. 338/339
 When determining if Hardness prevents damage, attacker compares only Initiative without any other dice added. If unarmored, waive Initiative cost of this Charm.
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Moonsilver Thew Exertion
 Lunars: Fangs at the Gate, Manuscript p. 339/340
 Reroll (Stamina) failed dice on a grapple control roll or a roll opposing an enemy's control roll. Can oppose the grapple of Legendary Size enemies.
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Unyielding Silver Sentinel
 Lunars: Fangs at the Gate, Manuscript p. 340
 Waive Unmoving Aurochs Defense's cost, unless you are crashed.
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Invulnerable Moonsilver Carapace
 Lunars: Fangs at the Gate, Manuscript p. 339
 Create a shell or carapace equal to artifact armor, whose soak cannot be reduced below (Stamina). Counts as moonsilver armor. Repurchase to add Evocations. Upgrades at Essence 3 to change duration to indefinite.
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Stone Rhino's Skin
 Lunars: Fangs at the Gate, Manuscript p. 340
 After an attack hits or you fail to resist environmental hazard or a trap, before damage is rolled, use to subtract 1s on the damage roll from successes. If no damage is dealt, steal one Initiative from an enemy.
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Quicksilver Aegis Embodiment
 Lunars: Fangs at the Gate, Manuscript p. 340/341
 Your soak can't be reduced, and you can apply it against unsoakable withering damage. If unarmored, waive the Initiative cost of this Charm and it loses the Perilous keyword.
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Frenzied Bear Fortification
 Lunars: Fangs at the Gate, Manuscript p. 340
 Add wound penalty to soak and Hardness. Stacks with other Charms granting Hardness but not from artifact armor. Protean: Shape has Berserker Merit.
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Weapon-Trapping Body Dominion
 Lunars: Fangs at the Gate, Manuscript p. 341
 Clash an attack. If you win, in addition to all other normal benefits, you can trap the enemy's weapon in your flesh. Please refer the book for this complex Charm.
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Steel Paw Style
 Lunars: Fangs at the Gate, Manuscript p. 337/338
 When blocking with a medium or heavy weapon, unarmed or natural weapon, use Stamina instead of Dexterity to calculate Parry.
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Wounded But Never Down
 Lunars: Fangs at the Gate, Manuscript p. 341/342
 After a decisive damage roll against you, activate to negate levels of damage, which is held in a special pool. These negated damage levels heal over time and only a certain amount can be pushed aside in this fashion. Protean.
 ● ● ● ● ● ● P

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Stadfast Yeddim Meditation
 Lunars: Fangs at the Gate, Manuscript p. 341
 Add Hardness to your soak against a withering attack made by a lower-Initiative enemy. If this reduces the attack to its minimum damage, attacker loses the point of Initiative gained from hitting you. Unarmored reduces cost.
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Den Warden Method
 Lunars: Fangs at the Gate, Manuscript p. 338
 When taking a defend other action, your ward may use your soak and Hardness in place of their own. Includes any bonuses added to your soak or Hardness. Protean: Immense Guardian Merit.
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Unstoppable Juggernaut Incarnation
 Lunars: Fangs at the Gate, Manuscript p. 342
 May be used after being hit by a decisive attack or failing to resist trap/hazard, before damage is rolled. If all levels of one type (i.e. -1, -2 or -4) are filled by the damage, the rest is negated. Once per day.
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Unflagging Predator Vitality
 Lunars: Fangs at the Gate, Manuscript p. 343
 Halve a withering attack's total damage. Can't reduce you below 1 Initiative unless attacker has at least some more Initiative than you before attacking. Protects from being crashed by other sources. Incompatible with armor. Protean.
 ● ● ● ● ● ● P

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Indestructible God-Monster Incarnation
 Lunars: Fangs at the Gate, Manuscript p. 342/343
 Gain natural soak and Hardness, improved ability to raise soak via Excellency and reduce cost of various defensive Charms. Incompatible with armor.
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Wound-Mastering Body Evolution
 Lunars: Fangs at the Gate, Manuscript p. 343/344
 After suffering decisive damage, use this Charm to add natural soak and ignore Overwhelming rating, gain 20 Hardness. Must pay Initiative each round to maintain.
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Stamina Charms - Endurance

Exalted 3rd Edition Lunar Charm Cascades

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◻ Fangs at the Gate Source Code Book
 ◻ Lunar Companion Many Faced Strangers (Additional and Backer Charms)
 Created by MadLurker madlurker.net

Hero's Heart Challenge
Lunars: Fangs at the Gate, Manuscript p. 337

Perform a sacred hunt by challenging a human to a physical contest. If you beat them, you can conclude the hunt by taking a Major Tie of respect towards the opponent.

Ox-Body Technique
Lunars: Fangs at the Gate, Manuscript p. 344

Gain additional Health Levels depending on Stamina.

False Death Technique
Lunars: Fangs at the Gate, Manuscript p. 347

Roll to feign death, convincing others you have been killed. Only characters with magical enhanced senses can pierce the deception. Refer the book.
Totemic: Appearance / Spirit shape feigns death as defense

Disease-Purging Essence
Lunars: Fangs at the Gate, Manuscript p. 346

Reroll (Essence or 3) failed dice on a roll against the morbidity or virulence of a disease.

Rugged Beast Endurance
Lunars: Fangs at the Gate, Manuscript p. 345/346

Adapt to a particular environment, gaining temporary Survival and Resistance specialties in that climate. Ignore environmental penalties where specialties apply. Repurchase to have environmental hazard rolls in climate. Protean.

Scorpion-and-Toad Absolution
Lunars: Fangs at the Gate, Manuscript p. 347

Reroll 6s until they cease to appear on resist poison rolls. If previously exposed to this poison, also reroll 5s.
Totemic: Wits / Spirit shape is venomous or poisonous

Bear Sleep Technique
Lunars: Fangs at the Gate, Manuscript p. 344

Natural healing time is sped up and allows you to hibernate either until fully healed or a specific period of time. With Stamina 5, you don't age while hibernating.

Rabid Beast Bite
Lunars: Fangs at the Gate, Manuscript p. 346/347

Damage an enemy with a decisive attack with an unarmed strike or natural weapon to expose them to an enhanced form of infected wounds. Can infect characters with Exalted Healing. Can be used to transmit diseases you have.

Perdurant Beast Perfection
Lunars: Fangs at the Gate, Manuscript p. 354

Subtract (Essence) dice from environmental hazard damage. Limit uncountable damage with Willpower surcharge. While prerequisite is active, waive Willpower cost to resist uncountable damage from sources you adapted to.

All-Consuming Crucible
Lunars: Fangs at the Gate, Manuscript p. 346

Digest and derive sustenance from any mundane living or once-living substance. Add non-Charm dice to resist ingested poison. Eat any amount of food up to and beyond a full corpse.

Shifting Breath Inversion
Lunars: Fangs at the Gate, Manuscript p. 348

May breathe in any environment, immune to harm based on environmental pressure. Add successes against poison with only inhalation vector. Protean.
Totemic: Wits / Spirit shape can breathe water

Adder Fang Method
Lunars: Fangs at the Gate, Manuscript p. 348/349

Envenom your decisive attacks. May create poisons or venoms from any animal whose form you have.
Protean.
Totemic: Wits / Spirit shape is venomous or poisonous

Blood-and-Tear Elixir Cultivation
Lunars: Fangs at the Gate, Manuscript p. 349

Secrete a single dose of medicine to treat a specific malady.
Totemic: Wits / Spirit shape is venomous or poisonous

Incomparable Bezoar Nature
Lunars: Fangs at the Gate, Manuscript p. 351

You are immune to the poison of every animal shape you possess. When you use the Stamina Excellency to add dice on rolls to resist poison, reduce cost to one mote per two dice.

Halting the Scarlet Flow
Lunars: Fangs at the Gate, Manuscript p. 344/345

Heal one level of non-aggravated damage at the start of each turn. Ends if you are crashed and can't be used outside of combat. Once per day, does not reset if still wounded at beginning of new day.

Plaque Rat Prana
Lunars: Fangs at the Gate, Manuscript p. 350

After successfully rolling to resist exposure to a disease or overcome one, retain it within your body, suffering no ill effects but remaining a vector for contagion. Lower virulence by up to (Essence). Expel disease as misc action.

Friend of the Plague
Lunars: Fangs at the Gate, Manuscript p. 350

When infecting a character with Rabid Beast Bite or a disease retained with Plaque Rat Prana, delay the onset by several days. During this time victim suffers no ill effect but remains a contagion vector.

Behemoth's Inhalation Prana
Lunars: Fangs at the Gate, Manuscript p. 348

Inhale any vapors within medium range. Upgrades to completely negate inhaled vapors instead of suffering them yourself and may exhale them at an enemy within medium range as attack. Protean.

Mama-and-Cobra Mastery
Lunars: Fangs at the Gate, Manuscript p. 349

Increase round of poison activity for prerequisite or Poison Blood Prana, depending on rolled dice. Repurchase to instead increase poison lethality.
Totemic: Wits / Spirit shape is venomous or poisonous

Poison Blood Prana
Lunars: Fangs at the Gate, Manuscript p. 351

After an attack deals decisive damage from close range, counterattack with an unblockable decisive attack, exposing your enemy to a dose of Adder Fang Method's venom.
Protean. Totemic: Wits / Spirit shape is venomous or poisonous

Unyielding Battle Vigor
Lunars: Fangs at the Gate, Manuscript p. 345

Halting the Scarlet Flow's duration is extended by one turn when a decisive attack deals 3+ levels of damage more than necessary to incapacitate a non-trivial foe. May waive Initiative Break to extend duration by one turn.

Maimed But Unbroken
Lunars: Fangs at the Gate, Manuscript p. 345

Reduce penalty of a crippling effect. After every (7-Stamina) rounds or every scene outside of combat, the penalty diminishes. Once reduced to zero, it heals completely.

Pestilential Fang Strike
Lunars: Fangs at the Gate, Manuscript p. 350

Once per scene, pay one mote to add +2 to the morbidity and virulence of a disease transmitted through Rabid Beast Bite or regular exposure. 1s on resistance roll subtract successes.

Undying God-Beast Perfection
Lunars: Fangs at the Gate, Manuscript p. 350/351

While using Deadly Beastman Transformation, heal one level of non-aggravated damage when you reset to base Initiative. Can't heal more than one level per round with this Charm.

Storm-Swallowing Technique
Lunars: Fangs at the Gate, Manuscript p. 353

End ongoing precipitation within medium range, including supernatural weather. Once per day. Protean.

Acid-Spitting Attack
Lunars: Fangs at the Gate, Manuscript p. 352/353

Perform an unblockable decisive attack by spitting acid or melt inanimate objects with it. Once per scene, resettable (attack only).

Indestructible Recursive Design
Lunars: Fangs at the Gate, Manuscript p. 353/354

If you would magically heal a health level while your health track is undamaged, gain -0 health levels, up to a maximum of (Essence). These levels are damaged first and vanish when damaged.

Flesh-Waxing-Full Regeneration
Lunars: Fangs at the Gate, Manuscript p. 353

Regenerate a crippling effect too dire to be healed by prerequisite, reducing the penalty in intervals measured in combat time. Effects without a penalty heal after one interval. Outside combat, crippling injuries fade with scenes.

Salamander's Tail Feint
Lunars: Fangs at the Gate, Manuscript p. 3

When accepting a crippling injury, negate additional levels of damage. Once per scene. Protean.

Form-Shedding Sacrifice
Lunars: Fangs at the Gate, Manuscript p. 352

Take a crippling injury by sacrificing current form instead of suffering maiming. Revert to true human shape and permanently lose the sacrificed shape, negating some levels of damage.

Deadly Beastman Transformation

Stamina 3, Strength 3

Halting the Scarlet Flow

Wound-Mastering Body Evolution

Soul Beyond Shape
Lunars: Fangs at the Gate, Manuscript p. 354/355

Prevent death by sacrificing animal or human shape, reflexively using False Death Technique, Bear Sleep Technique, or False Death Technique. Bear Sleep Technique. Can't take damage except via decisive attacks. Can keep sacrificing shapes when attacked.

Stamina Charms - Berserker

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Hero's Heart Challenge
Lunars: Fangs at the Gate, Manuscript p. 3

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Relentless Lunar Fury
Lunars: Fangs at the Gate, Manuscript p. 355

Only usable when taking decisive damage. Enter berserker rage, halving wound penalties/crippling effects and gain Initiative when taking more decisive damage. Cannot withdraw, must fight. Prematurely ending crashes you. Protean

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Halting the Scarlet Flow

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Mother Grizzly Attitude
Lunars: Fangs at the Gate, Manuscript p. 355/356

May use prerequisite if you witness your Solar mate or a character you have a positive Major/Defining Tie to take decisive damage. Gain +1 Parry against attacks you protect an ally from with defend other actions.

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Enraged Ratel Persistence
Lunars: Fangs at the Gate, Manuscript p. 356

Ignore wound penalties to Resolve, adding them as a Resolve bonus. If Relentless Lunar Fury is active, treat fear-based influence or influence that would make you cease hostilities unacceptable.

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Deathless Fury Unleashed
Lunars: Fangs at the Gate, Manuscript p. 355

Halting the Scarlet Flow's WP cost is waived when activated in the same instant as Relentless Lunar Fury. Upgrades to allow payment of Willpower to activate Halting the Scarlet flow in crash (remove Perilous Keyword).

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Sleeping Tiger Wakes
Lunars: Fangs at the Gate, Manuscript p. 356

Use Relentless Lunar Fury in response to a threat or insult to a Major/Defining Intimacy or your Solar mate. If outside of combat, immediately roll Join Battle, adding (Essence/2) successes.

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Undaunted Berserker Ire
Lunars: Fangs at the Gate, Manuscript p. 356

In combat, spend 5i instead of 1wp when resisting social influence or similar effects. Once per scene, while Relentless Lunar Fury is active, waive one Willpower of the cost to resist such an effect.

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Knife-Biting Attitude
Lunars: Fangs at the Gate, Manuscript p. 357/358

Must be used after being hit by a decisive attack but before damage is rolled. Gain one Initiative per level of damage you are dealt. While Relentless Lunar Fury is active, this Charm loses the Perilous keyword.

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Wounded Boar Rampage
Lunars: Fangs at the Gate, Manuscript p. 357

When suffering damage to a -2 health level or deeper, gain Willpower (unless crashed). Does not work on self-inflicted wounds. Once per scene, only resets when no longer at -2 health levels or deeper.

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Bloodthirsty Siaka Frenzy
Lunars: Fangs at the Gate, Manuscript p. 357

May use Relentless Lunar Fury when you deal decisive damage to nontrivial foe's -2 health levels or deeper. When resetting to base with RLF active, may to add your victim's current wound penalty to base Initiative. Highest value only.

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Frenzied Desperation Strike
Lunars: Fangs at the Gate, Manuscript p. 357/358

Make a decisive attack while crashed with base damage depending on Initiative, Essence and a base value. If you hit, reset to 0 Initiative. Once per scene, resettable.

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Terrible Wolverine Onslaught
Lunars: Fangs at the Gate, Manuscript p. 358

RLF must be active. Gain a variety of benefits, allowing you to ignore wound penalties and add them to decisive damage rolls and more. Please refer the book for this complex Charm. Protean: Shape has Berserker Merit.

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Unchained Monster Death-Rage
Lunars: Fangs at the Gate, Manuscript p. 358/359

If incapacitated while RLF is active, you enter a final fury, rendering you immune to decisive damage, granting you better base Initiative and one Initiative per turn, while adding Initiative to soak. Please refer the book.

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Strength Charms - Offense

Exalted 3rd Edition Lunar Charm Cascades

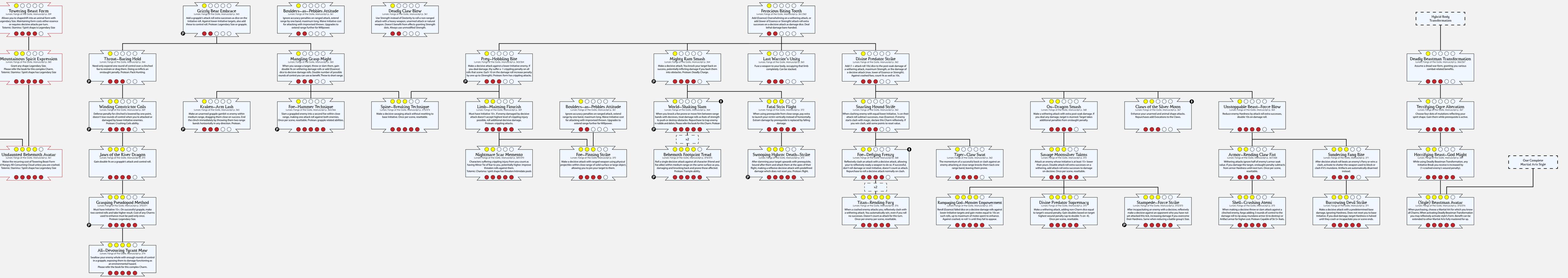
Legend

Charm Name
Book Name / Page Reference
Short Description

This does not contain full rules-text, but intends to confer an at-a-glance info about this Charm's capabilities. Please refer to the book for full details.

● Permanent Essence requirements in dots
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ⓘ Repurchase/Upgrade available
Ⓜ Totemic Keyword (see Fangs at the Gate)
Ⓟ Protean Keyword (see Fangs at the Gate)

© Fangs at the Gate (Lunar Core Book)
© Lunar Companion (Many Fused Strengths Additional and Backer Charm)
Created by MadLurker madlurker.net



Strength Charms - Feats of Strength

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☑ Fangs at the Gate (Lunars Core Book)
 ☐ Lunars Companion: Many-Faced Strangers (Additional and Backer Charms)
 Created by MadLetter exalted@madletter.net

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Terrifying Predator Consumption
Lunars: Fangs at the Gate, Manuscript p. 359

When performing a sacred hunt against an animal or a human with a Tie of fear towards you, you can claim their shape by nonlethally incapacitating them or accepting their surrender.

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Towering Beast Form
Lunars: Fangs at the Gate, Manuscript p. 359

Allows you to shapeshift into an animal form with Legendary Size. Maintaining form costs either essence or requires decisive attacks per turn.
Totemic: Stamina / Spirit shape is Legendary Size

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Stalking Nightmare Hunter
Lunars: Fangs at the Gate, Manuscript p. 359/360

Choose a human you either have damaged with a decisive attack or successfully threatened in the last week with a Major/Defining Tie of fear to you. Next sleep you appear in their dreams as terrifying beast, stealing their form.

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Mountainous Spirit Expression
Lunars: Fangs at the Gate, Manuscript p. 360

Grant any shape Legendary Size.
Please refer the book for this complex Charm.
Totemic: Stamina / Spirit shape has Legendary Size

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Any 5 Physical Attribute Charms

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Undaunted Behemoth Avatar
Lunars: Fangs at the Gate, Manuscript p. 361

Waive the recurring cost of Towering Beast Form and Hungry All-Consuming Cloud unless you are crashed.
Totemic: Stamina / Spirit shape has Legendary Size

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Angry Rhino Charge

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Fortress-Smashing Charge
Lunars: Fangs at the Gate, Manuscript p. 379/380

When you cross range bands, reflexively attempt a feat of demolition to destroy obstacle in path. No more than once per range band of movement. Protean: Deadly Charge.

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Surging Thew Technique
Lunars: Fangs at the Gate, Manuscript p. 379

Add +1 to Strength to determine feat of strength capabilities. If successfully, may complete feats that take extended periods of time and finish instantly. Reduce time requirement in any case. Protean: Strength.

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Yeddim's-Back Method
Lunars: Fangs at the Gate, Manuscript p. 380

Convert (Strength) dice on a feat of strength to non-Charm successes.

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Sundering Fang Bite

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Unyielding Brute Will
Lunars: Fangs at the Gate, Manuscript p. 381/382

Auto-succeed on feat of strength to maintain damaged structure's integrity or hold moving object still. Ignore minimums, prevent uncountable damage. Protean.
Totemic: Steamina / Spirit shape is beast of burden

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Many-Beast Might
Lunars: Fangs at the Gate, Manuscript p. 380

When stunting to add a second Attribute to max amount of bonus dice for feat of strength and applying a full Excellency, add that Attribute to base Strength to determine if you may attempt the feat. Protean: Strength.

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Terrible Steel-Rending Talons
Lunars: Fangs at the Gate, Manuscript p. 381

Make a disarm gambit. If successful, you destroy your foe's weapon if it is mundane. Artifacts require a reflexive feat of demolition to break wielder attunement and render the weapon nonfunctional until repair.

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Rampaging God-Beast Puisseance
Lunars: Fangs at the Gate, Manuscript p. 380/381

Add a free full Strength Excellency to a feat of strength. Once per scene, if a successful feat of demolition enhanced with this Charm upholds a Major or Defining Intimacy, you gain one Willpower.

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Iron Tyrant Impact
Lunars: Fangs at the Gate, Manuscript p. 382

Reroll 5s/6s on feat of strength until they cease to appear. Greatly empower your feat of strength/demolition capabilities. Please refer the book for this complex Charm.
Protean: Legendary Size.

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Hundred-Handed Titan Thew
Lunars: Fangs at the Gate, Manuscript p. 382

When making a feat of strength that benefits from full Excellency, use the highest Strength rating of any animal form whose heart's blood you have to determine if you can attempt it. Protean: Shape capable of Str 10+ feats.

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Strength Charms - Mobility

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Angry Rhino Charge
Lunars: Fangs at the Gate, Manuscript p. 376

Roll (Strength+Athletics) to rush or oppose a disengage.
Protean: Trample ability.

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Stalking Nightmare Hunter
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Ground-Denying Defense
Lunars: Fangs at the Gate, Manuscript p. 377/378

Roll (Strength+Athletics), which counts as move action. Until next turn, enemies attempting to move into close range must roll and oppose your result or be rebuffed.

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Bounding Bharal Technique
Lunars: Fangs at the Gate, Manuscript p. 378/377

Add success on jumping-related roll, potentially including rush or disengage. With Initiative 12+, counts as non-Charm.

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Relentless Monster Pursuit
Lunars: Fangs at the Gate, Manuscript p. 378

Gain two Initiative on successful rush against a non-trivial foe. Gain one Initiative rest of scene when moving into close range, rush or successfully oppose disengage. Once per scene. Protean: Pack Hunting ability.

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Any 5 Physical Attribute Charms

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Undaunted Behemoth Avatar
Lunars: Fangs at the Gate, Manuscript p. 361

Waive the recurring cost of Towering Beast Form and Hungry All-Consuming Cloud unless you are crashed.
Totemic: Stamina / Spirit shape has Legendary Size

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Foot-Trapping Counter
Lunars: Fangs at the Gate, Manuscript p. 378

Double 9s on a roll opposing lower-Initiative enemy's disengage. If successful, gain Initiative they lost.
Protean: Form has speed bonus.

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Impala Leaping Approach
Lunars: Fangs at the Gate, Manuscript p. 377

Jump to range bands up (counts as move). At apex, may land on horizontal surface or grab vertical one. May reflexively activate to attack aerial enemy when you use Spider Catches Sparrow. Protean: flight-capable.

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Spider Catches Sparrow
Lunars: Fangs at the Gate, Manuscript p. 377

Attack airborne enemy at close or short range above you. If you deal enough damage, enemy falls to ground, suffering guaranteed falling damage. Reduce range bands fallen for yourself.

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Pouncing Beast Impact
Lunars: Fangs at the Gate, Manuscript p. 378

Add one auto-success on rush. If target provokes reflexive movement, knock them prone. Enemies within close range of your landing must roll to resist falling prone.
Protean: Leaping Pounce ability.

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Mighty Behemoth Leap
Lunars: Fangs at the Gate, Manuscript p. 379

Can't be within close range of any enemy, unless they are trivial or crashed. Jump several range bands, ignoring falling damage. Land and attack all enemies within close, knocking them prone. Can make a reflexive decisive on landing.

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Wits Charms - Resolve

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Created by MadLetter exalted@madletter.net

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Moonlit Path Guide
 Lunars: Fangs at the Gate, Manuscript p. 383
 Perform sacred hunt to claim a human shape by travelling along the target for at least a week of journeying with some element of peril. Target must undergo major change or character development to claim shape. Refer book.

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Grudge-Nursing Resentment
 Lunars: Fangs at the Gate, Manuscript p. 384
 Add +2 Resolve against influence opposed by a negative Tie. If influence would weaken or alter that Intimacy, bonus is non-Charm.

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True-to-the-Pack Dedication
 Lunars: Fangs at the Gate, Manuscript p. 384
 When asserting Resolve against influence aimed at making you harm an individual you have positive Major/Defining Tie towards, roll to gain extra Resolve as non-Charm bonus. May spend Willpower without going into Decision Point.

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Moon-Follows-Sun Assurance
 Lunars: Fangs at the Gate, Manuscript p. 383
 Positive Tie to Solar mate cannot be weakened or altered by social influence, except if it comes from the mate. Once per story when forming or strengthening a Tie to your mate, gain Willpower.

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Resisting the Lure of Madness
 Lunars: Fangs at the Gate, Manuscript p. 384
 Add (Essence) non-Charm Resolve against influence that would cause Derangement or any Psyche effect. Alternately, add (Essence) non-Charm successes on a roll to avoid gaining a Derangement. Gain Willpower if successful.

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Chain-Breaking Fury
 Lunars: Fangs at the Gate, Manuscript p. 385
 Must obey influence roll or Psyche effect to which you did not resist with Willpower. If this brings you into conflict with Major/defining Intimacy, enter a second Decision Point and potentially form Major Tie of Rage. Refer book.

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Nightmare Beast Soul
 Lunars: Fangs at the Gate, Manuscript p. 387
 Gain +2 non-Charm Resolve and Guile against effects that target you while you're sleeping. When others enter your dreams with magic, you can manifest your spirit shape as divine nightmare, potentially forcing the intruder out.

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Silver Heart Faith
 Lunars: Fangs at the Gate, Manuscript p. 385
 When Resolve is beaten by influence opposing a positive Major/Defining Tie towards an individual, cost to resist is reduced by one Willpower (minimum zero). If you know Grudge-Nursing Resentment, may use to oppose.

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Shepherd Wolf Vigil
 Lunars: Fangs at the Gate, Manuscript p. 384/385
 When using prerequisite or similar Wits Charm that rely on positive Ties to individuals, may invoke positive Tie towards culture as well.

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Sacred Guardian Renewal
 Lunars: Fangs at the Gate, Manuscript p. 387
 Upon successfully asserting Resolve against influence opposing one of your Intimacies, gain (Intimacy) motes. This cannot exceed motes spent enhancing Resolve.

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Eternal Guardian's Vow
 Lunars: Fangs at the Gate, Manuscript p. 385/386
 May treat influence to cause harm to Solar mate or treat them in manner contrary to Tie as unacceptable. Turning Lunar against mate requires two rolls, taking the worse one. Please refer the book.

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Laughing into the Teeth of Madness
 Lunars: Fangs at the Gate, Manuscript p. 386/387
 Defend more easily against shaping effects. May use to counter magic that would force you out of a form you've shapeshifted into, gaining double 9s in a roll-off. Please refer the book for this complex Charm.

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Shadow-Mind Meditation
 Lunars: Fangs at the Gate, Manuscript p. 388
 Awaken a „shadow mind“ within yourself that carries your Defining Intimacies but has its own Major/Minor Intimacies based on your darkest impulses. You can switch which „mind“ is active, replacing all Intimacies. Refer the book.

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Intransigent Silver Soul
 Lunars: Fangs at the Gate, Manuscript p. 389
 Add (Essence/2) non-Charm Resolve against influence that would weaken a Defining Intimacy or any influence opposed by a Tie to your Solar mate. Only once per given Intimacy per story, resettable.

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Argent-Etched Taboo
 Lunars: Fangs at the Gate, Manuscript p. 388
 When entering a Decision Point after bolstering Resolve with a positive Tie to a Culture, cite one of it's customs as justification, counting as a Tie of equal strength to the Intimacy. Once per defense of a Tie per story, resettable.

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Silver-and-Gold Union
 Lunars: Fangs at the Gate, Manuscript p. 386
 When invoking a positive Tie to Solar mate in Decision Point, treat it as a Defining Intimacy (if it already is Defining, waive Willpower cost to resist). Once per story, resettable.

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Chaos-Defying Embrace
 Lunars: Fangs at the Gate, Manuscript p. 387
 Protect a character within medium range you have a positive Major/Defining Tie towards from an effect as per the prerequisite.

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Dark Premise Duality
 Lunars: Fangs at the Gate, Manuscript p. 388/389
 Enhance your „shadow mind“ and shuffle your Mental and Social attributes. You can learn Charms whose minimums you meet in either form but only use them when these minimums are met. Please refer the book.

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Beast-Mind Metanoia
 Lunars: Fangs at the Gate, Manuscript p. 389/390
 When your Resolve is overcome, momentarily reduce your intellect and cognitive faculties to that of any animal shape you possess. Influence may have different outcomes or be outright rejected. Please refer the book for this complex Charm.

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Wits Charms - Animal Ken

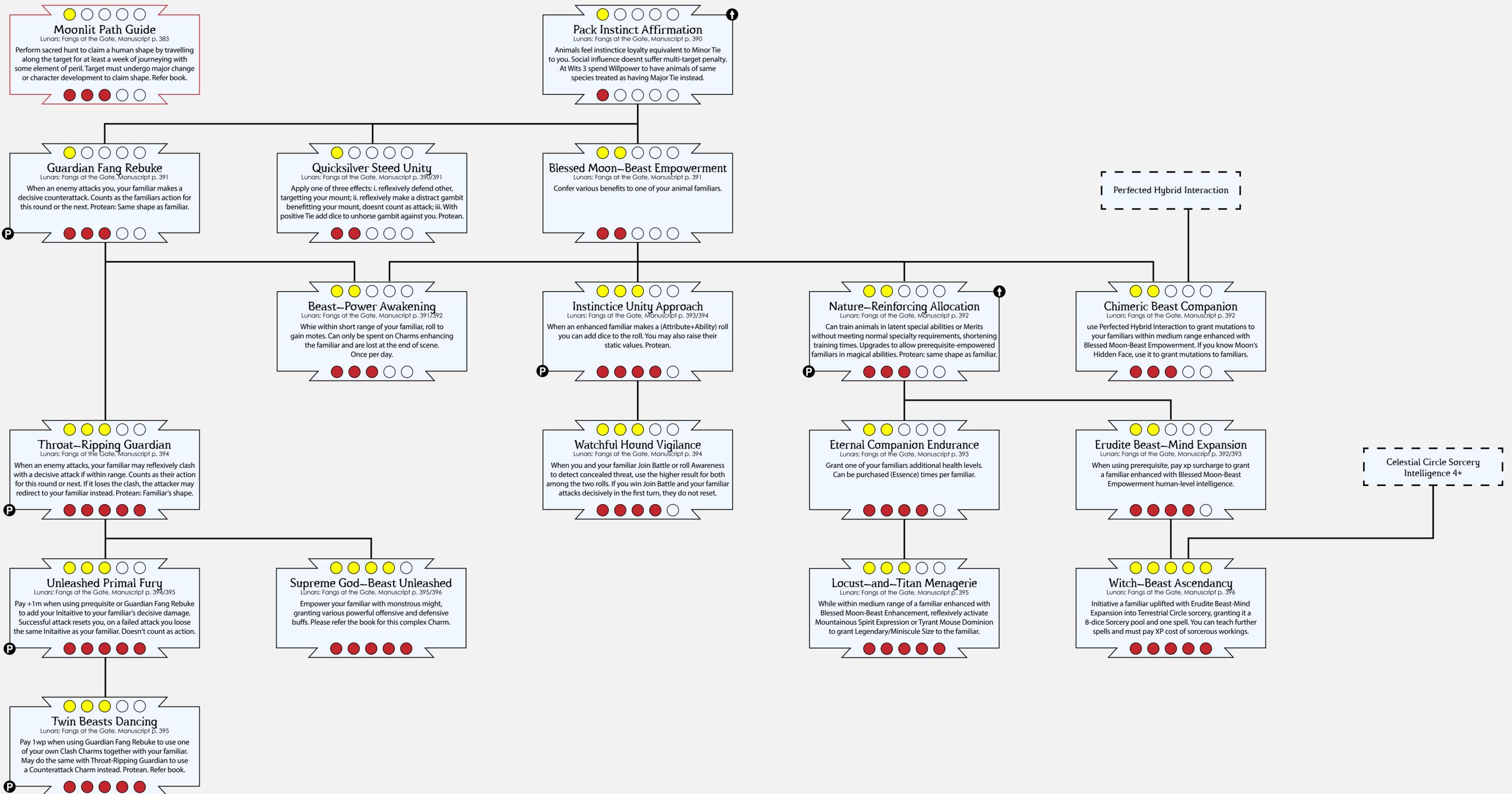
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Wits Charms - Navigation

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Moonlit Path Guide
Lunars: Fangs at the Gate, Manuscript p. 383

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Lodestone Reckoning Manner
Lunars: Fangs at the Gate, Manuscript p. 396/397

Plot a navigation route and roll, banking successes, adding them as non-Charm successes on Survival or Sail rolls. Once per journey. Repurchase to use instantly. Totemic: Perception / Spirit shape is migratory.

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Dauntless Yeddin Caravan
Lunars: Fangs at the Gate, Manuscript p. 397

May add successes banked with prerequisite to roll against environmental hazards, traps, poisons or diseases. Upgrades to actively use to apply benefits to companions. Totemic: Perception / Spirit shape is migratory.

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Monarch-Wing Migration
Lunars: Fangs at the Gate, Manuscript p. 398

When using prerequisite, intuit hidden shortcuts and anticipate unforeseen delays. You and several companions increase travel speed. Please refer the book. Totemic: Perception / Spirit shape is migratory.

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Moon-Cloaked Wanderer
Lunars: Fangs at the Gate, Manuscript p. 397

When traveling along a course plotted with prerequisite, add successes banked on some stealth rolls. Upgrades to actively use to apply benefits to companions. Totemic: Perception / Spirit shape is migratory.

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Wyld Migration Formation
Lunars: Fangs at the Gate, Manuscript p. 398

You and several companions ignore effects of exposure to the Wyld and similar environmental shaping effects while traveling along a plotted course. Upgrades. Totemic: Perception / Spirit shape is migratory.

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Albatross-and-Hurrican Odyssey
Lunars: Fangs at the Gate, Manuscript p. 398/399

Upon encountering an environmental hazard, trap or naval obstacle, you roll against difficulty, adding successes with Lodestone Reckoning Manner. Allow up to several companions to bypass it. Totemic: Perception / Spirit shape is migratory

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Treading Midnight's Road
Lunars: Fangs at the Gate, Manuscript p. 399

As long as no one outside your party is tracking you, increase speed multiplier of Monarch-Wing Migration by creating impossible shortcuts. Totemic: Perception / Spirit shape is migratory.

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Raging-Wolf Deception
Lunars: Fangs at the Gate, Manuscript p. 3

Conceal tracks of several companions and yourself. You designate where a false track leads instead. Can fool superhuman or enhanced senses. Refer book. Totemic: Manipulation / Spirit shape has Camouflage

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Wits Charms - Cache

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Squirrel's Cunning Technique
Lunars: Fangs at the Gate, Manuscript p. 400/401
Make a conceal evidence roll. If concealed object is light enough to hold, add (Essence) successes and can only be opposed by supernatural senses for Charm's duration. You may exempt characters from this effect.

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Desert Basilisc Diadem
Lunars: Fangs at the Gate, Manuscript p. 400
You can socket hearthstones in your flesh. Weapon-enhancing stones grant benefit to unarmed. May socket (Essence or 3) stones at a time. If concealed, only those spotting you Tell can see the stones.

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Magpie's Nest Resourcefulness
Lunars: Fangs at the Gate, Manuscript p. 3
You can reveal any convenient mundane item that you had concealed on your person all along, making a roll to do so. Produced things are exception equipment. On failure you still have the item but in bad quality. Once per scene.

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Radiant Basilisc Jewel
Lunars: Fangs at the Gate, Manuscript p. 400
Manifest a greater hearthstone that expresses your nature. You always enjoy the benefits of increased mote recovery as if being in an attuned greater demesne. Please refer the book for this complex Charm.

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Cuckoo's Nest Cunning
Lunars: Fangs at the Gate, Manuscript p. 401
When using prerequisite, you may swap the introduced object with a mundane item on an ally within medium range, describing how you made the exchange. With Essence 2 use against enemies as special disarm. Refer book.

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Rousing Hidden Power
Lunars: Fangs at the Gate, Manuscript p. 401/402
After a few minutes of meditation, awaken an Evocation at no XP cost from an artifact you're resonant with or a hearthstone, available for Charm's duration. Must meet prerequisites. If you loose resonance, Charm ends. Once per day.

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Many-Pockets Meditation
Lunars: Fangs at the Gate, Manuscript p. 402
Banish an item light enough to hold in your hands to Elsewhere. Ending the commitment recalls the item. Can banish multiples. Upgrades to banish larger items that you can hold with a Feat of Strength at Essence 3.

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Moon-Follows-Sun Assurance

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Quicksilver Legend Evolution
Lunars: Fangs at the Gate, Manuscript p. 402/403
Upon using an Evocation activated with prerequisite to uphold Major/Defining Intimacy, achieve major story goal or similar, you permanently awaken that Evocation at no XP cost. Can only reuse this Charm if prerequisite used.

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x2

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Hidden Wonders Cloak
Lunars: Fangs at the Gate, Manuscript p. 402
You can use the prerequisite to conceal items in spaces that normally would be unable to contain them. You can designate characters who can retrieve and conceal the object. Others can't perceive it. Refer book.

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The Spider's Trapdoor
Lunars: Fangs at the Gate, Manuscript p. 403/404
You can reveal traps you placed before, creating an undodgeable and unblockable grapple gambit against an enemy, potentially clinching them. Please refer to the book for this complex Charm.

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Moon-and-Sun Panoply
Lunars: Fangs at the Gate, Manuscript p. 403
Attune to an artifact your Solar mate is attuned without breaking their attunement. Attunement cannot be broken. You become resonant with it, if your mate is. May gain access to already awakened Evocations. Refer book.

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Implausible Lunar Panoply
Lunars: Fangs at the Gate, Manuscript p. 3
You can reveal that you happened to have an Artifact rated at 2 with you all along and produce it.

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Insidious Shadow Ruse
Lunars: Fangs at the Gate, Manuscript p. 404
When using the prerequisite, raise the gambit's difficulty to combine it with the effect of disarm, distract or unhorse gambit, so long as you establish at least one round of control with it.

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Wits Charms - Territory

Exalted 3rd Edition Lunars Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
This does not contain full rules-text, but intends to confer an at-a-glance info about this Charms capabilities. Please refer to the book for full details.

- Permanent Essence requirements in dots
- Permanent Attribute requirements in dots
- ↑ Repurchase/Upgrade available
- T Totemic Keyword (see Fangs at the Gate)
- P Protean Keyword (see Fangs at the Gate)

☑ Fangs at the Gate (Lunars Core Book)
☐ Lunars Companion: Many-Faced Strangers (Additional and Backer Charms)

Created by MadLetter exalted@madletter.net

Moonlit Path Guide
Lunars: Fangs at the Gate, Manuscript p. 383
Perform sacred hunt to claim a human shape by travelling along the target for at least a week of journeying with some element of peril. Target must undergo major change or character development to claim shape. Refer book.

Magpie's Nest Resourcefulness

Boundary-Marking Meditation
OR
Lodestone Reckoning Manner

Secure Den Prana
Lunars: Fangs at the Gate, Manuscript p. 405
Create a well-supplied safehouse by spending a day preparing. Finding the den is impossible for casual observers. If Magpie's Nest Resourcefulness is known, you can reveal a prepared den of this kind.

Rats-in-the-Basement Style
Lunars: Fangs at the Gate, Manuscript p. 405/406
You can use Magpie's Nest Resourcefulness within (Essence) miles of a lair prepared with Secure Den Prana to reveal a hidden route to it. Route is concealed like the den itself. Protean: Tiny or Miniscule size.

Boundary-Marking Meditation
AND
The Spider's Trapdoor

Forbidding Wilderness Perils
Lunars: Fangs at the Gate, Manuscript p. 406/407
Spend a day working in a territory claimed with Boundary-Marking Meditation to give it one of a few potential effects to turn it into an inhospitable, terrifying or hazardous place for your foes. Please refer the book. Repurchase at Essence 4.

Labyrinthine Lair's Depths
Lunars: Fangs at the Gate, Manuscript p. 406
When using the prerequisite in a territory claimed with Boundary-Marking Meditation, you can increase cost of prerequisite to house many more people within, at the cost of increased preparation time to create the den.

Boundary-Marking Meditation
AND
Wyld Migration Formation

Harmony-With-Reality Technique
Lunars: Fangs at the Gate, Manuscript p. 407
Stabilize the Wyld within territories you claimed. Success renders the Wyld more amenable to habitation. Please refer the book for this complex Charm.

Tapestry Spun of Dreams
Lunars: Fangs at the Gate, Manuscript p. 409
While you are physically present in a middlemarch that you stabilized with the prerequisite, characters are no longer susceptible to mutation or addiction.

Boundary-Marking Meditation
AND
Pack Instinct Affirmation

Hungry Mouse Mandate
Lunars: Fangs at the Gate, Manuscript p. 407/408
Territory claimed turns its wildlife into nuisance and danger to unwelcome travelers, forcing them to botch on various rolls while within. Please refer the book for this complex Charm.

Boundary-Marking Meditation
AND
Nightmare Beast Soul

Midnight Guardian Territory
Lunars: Fangs at the Gate, Manuscript p. 408
Use within claimed territory. All characters sleeping within gain Nightmare Beast Soul's Resolve/Guile bonuses while sleeping, though you can exempt characters. You learn when anyone falls prey to dream-interfering magic.

Boundary-Marking Meditation
AND
Lodestone Reckoning Manner (x2)

Fleeting Silver Mirage
Lunars: Fangs at the Gate, Manuscript p. 408/409
Must be in claimed territory. You vanish, reappearing in another part of that territory. Once per story at Essence 4 you may use it to travel from one territory to another or a lair prepared with Secure Den Prana.