

Appearance Charms - Influence

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

© Fangs at the Gate, Lunars Core Book
Lunars Companion, Many Faced Strangers (Additional and Backup Charms)
Created by MadLunar
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Heart-Drinking Allure
Lunars: Fangs of 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.

Peacock Quill Flourish
Lunars: Fangs of the Gate, Manuscript p. 165

Add bonus dice from Appearance on Charisma or Manipulation-based influence rolls made through writing or similar means of communications. The influence's target must've seen you before.

Glance-Oration Technique
Lunars: Fangs of the Gate, Manuscript p. 163

Use body language to convey an influence roll or a single sentence, denying targets the Resolve bonus from lacking shared language. Generally convey more through body language, though highly abstract concepts are still no go.

Feral Smile Tactic
Lunars: Fangs of the Gate, Manuscript p. 164

Double the on a roll to instill a Tie of fear towards yourself (or current form) or threaten target. Protean: Characters with Tie of fear towards your form lose one Initiative if your roll beats their Resolve, even if they resist with WP.

Seductive Moonlit Dream
Lunars: Fangs of the Gate, Manuscript p. 166

Double the on instill rolls to create a Tie of lust or attraction to yourself, or persuade or bargain roll for seduction. Protean: Characters with ties to your human shape treat Resolve as 1 lower to determine bonus Appearance dice.

Devil-Queen Rapture
Lunars: Fangs of the Gate, Manuscript p. 168

When succeeding on an influence roll with any Attribute to threaten or seduce one character, gain motes equal to dice added by Appearance. Can't exceed spent motes and does not stack with other mote-awarding Charms.

Predator-and-Prey Mirror
Lunars: Fangs of the Gate, Manuscript p. 164

Shift between two postures. Predator posture makes others see you as a Predator to them, while Prey posture makes you seem timid, vulnerable, an easy mark. Leverage impact as if it were a Minor Intimacy.

Argument-Eclipsing Shadow
Lunars: Fangs of the Gate, Manuscript p. 163

When perceiving a character making an influence roll, distract with alluring beauty or wordless menace. Target suffers a penalty to the roll, potentially forming a tie of desire or fear on a botched roll.

As Charisma Charm, Prerequisite: Guiding the Flock

Perfect Symmetry
Lunars: Fangs of the Gate, Manuscript p. 164

Gain a bonus dot of Appearance, which can raise you above Appearance 5. Waive Glance-Oration Technique's cost.

Obsession-Building Prana
Lunars: Fangs of the Gate, Manuscript p. 171/172

Reset a failed persuade or bargain roll to seduce a target, or a failed threaten roll against a single target. If the target uses the same Intimacy to bolster Resolve, the bonus they gain is reduced by one. Protean: Ties to shape apply on target.

Muriad Graces Appeal
Lunars: Fangs of the Gate, Manuscript p. 170

When stunting to add a second Attribute to Appearance to determine Charm dice you can add and applying a full Excellency, add the Attribute to base Appearance to determine how many non-Charm bonus dice from Appearance you can add.

Terrifying Bestial Visage
Lunars: Fangs of the Gate, Manuscript p. 165

Add (3 or Essence) dice on rolls to threaten or instill ties of fear towards you. Affected characters can't start hostilities against you unless they spend Willpower. Even then, they suffer a Join Battle penalty. Protean: Bonus from predator shapes.

Outburst-Provoking Posture
Lunars: Fangs of the Gate, Manuscript p. 165

A successful influence roll also instills a Tie of irritation, anger, or disgust towards you (or current form) in targets of your choice. Affected targets suffer a -2 penalty to social and mental rolls for the scene.

Alluring Scent Technique
Lunars: Fangs of the Gate, Manuscript p. 166

Same species characters within short range are affected by pheromones you exude. Effect depends on what kind of Tie they have towards you. Please refer the book for this complex Charm.

Lion-Mouse Inversion
Lunars: Fangs of the Gate, Manuscript p. 169

As you interact with someone, make a special instill roll targeting all who witness the interaction, ignoring multiple target penalties. Affected perceive object of interaction as per appropriate effect of prerequisite Charm.

Reflection Gazes Back
Lunars: Fangs of the Gate, Manuscript p. 163/164

When someone you are aware of tries to read your intentions, reflexively make an influence roll to threaten, seduce or instill fear.

Wasp-and-Termite Dance
Lunars: Fangs of the Gate, Manuscript p. 172/173

Create long range communication between characters as per Glance-Oration Technique. Not easily detectable. Additional benefit with Solar mate. Totemic: May learn as Charisma Charm with hive-dweller spirit shapes.

Obsession-Building Prana
Lunars: Fangs of the Gate, Manuscript p. 171/172

Reset a failed persuade or bargain roll to seduce a target, or a failed threaten roll against a single target. If the target uses the same Intimacy to bolster Resolve, the bonus they gain is reduced by one. Protean: Ties to shape apply on target.

Incomparable Paragon Assurance
Lunars: Fangs of the Gate, Manuscript p. 171

After five minutes of meditation, gain bonus dot of Appearance, which can raise you above five. Apply bonus dice from Appearance on inspire and bargain rolls.

Perfect Fear Scent
Lunars: Fangs of the Gate, Manuscript p. 172

Anyone who can see or smell you suffers -1 Resolve against threaten rolls and fear-based Charms that compare Appearance to Resolve. Penalty on attack rolls. Protean: In predatory animal shape, use reflexively on Join Battle.

Inchoate Horror Embodiment
Lunars: Fangs of the Gate, Manuscript p. 172

Make a threaten roll against one character, cycling through myriad terrifying forms, finding the one the target's strongest fear-based Tie rests upon. Additional targets possible when using Shifting Penumbra Stance. Protean: Reduce Willpower cost.

Irresistible Siver Spirit
Lunars: Fangs of the Gate, Manuscript p. 168

Conceal your efforts when you make an influence roll to seduce or instill a Tie of love, lust, etc. towards yourself. Neither target nor onlookers will recognize the attempt unless they successfully read your intentions or profile.

Argent Muse Approach
Lunars: Fangs of the Gate, Manuscript p. 169

When another character makes an influence roll against targets that can see you, you can assist in the influence, granting Essence-based non-Charm bonus dice, rerolling 1s. Successful rolls instill a Tie towards you.

Hunted Stag Majesty
Lunars: Fangs of the Gate, Manuscript p. 168

When ambushed, make a reflexive persuade or threaten roll. If successful, the ambush automatically misses. If the attacker's Resolve is beaten but resisted with WP, they make the attack as normal, but this Charms cost is refunded.

Divine Terror Avatar
Lunars: Fangs of the Gate, Manuscript p. 174/175

Character with ties of fear to you as well as trivial opponents cannot attack or threaten you. They lose two Initiative in every round they do not move away from you. Resist with Decision Point. Cost is waived if prerequisite is active.

Totem Beast Embodiment
Lunars: Fangs of the Gate, Manuscript p. 174

When stunting an influence roll with any Attribute, if the stunts invokes an animal whose shape you possess as well as relating to the culture of your target, add a free full Excellency. Once per day. Protean: Potentially waive cost.

Soul-Scarring Monstrosity
Lunars: Fangs of the Gate, Manuscript p. 177

Make a threaten roll against a character who has a Tie of fear towards you. They are stricken with a Paranoia around your terrible presence that grows over time, eroding all positive ties and deepening the Paranoia.

Divine Terror Avatar
Lunars: Fangs of the Gate, Manuscript p. 174/175

Character with ties of fear to you as well as trivial opponents cannot attack or threaten you. They lose two Initiative in every round they do not move away from you. Resist with Decision Point. Cost is waived if prerequisite is active.

All-Consuming Obsession
Lunars: Fangs of the Gate, Manuscript p. 176

Roll against one target to instill a Tie of fear or lust. Success renders the victim unable to form new memories that do not relate to Intimacy. Lasts until Intimacy is ended, even though the target cannot voluntarily do so without WP.

Honeyed Lips Inquiry
Lunars: Fangs of the Gate, Manuscript p. 168/169

Seduce a single character to have them answer questions. Once per story per character. Protean: If a Defining Tie to you exists, target cannot withhold answers. Please refer the book for this complex Charm.

Kneeling Lion Auspice
Lunars: Fangs of the Gate, Manuscript p. 170/170

When making an instill roll to give others a positive Tie towards someone you have a positive Tie for, add (Intimacy) non-Charm dice. Affected targets treat negative Ties to designated character as one step lower. Bonus to Solar mate.

Visage Great and Terrible
Lunars: Fangs of the Gate, Manuscript p. 175

A bargain/persuade or threaten action is reinforced against attempts from others to overturn it. The Willpower cost of initiating a roll to overturn is increased by one.

Passion-Unbinding Bacchanalia
Lunars: Fangs of the Gate, Manuscript p. 176/176

Inspire fear to cause a mass panic or inspire lust to cause affected characters who consent in courtship rituals or physical intimacy, ignoring etiquette and social decorum. Targets with less than Willpower 5 need Decision Point to resist.

Devil Body, Terror Face
Lunars: Fangs of the Gate, Manuscript p. 178

Characters with Major/Defining Ties of fear double penalties to Resolve against your threaten rolls. Target suffers nightmares and cannot easily regain Willpower. Hard to shake off, requiring strong evidence. Refer book.

Resplendent Soul Reflection
Lunars: Fangs of the Gate, Manuscript p. 174

Touch a reflective surface, so that any character's reflection is treated as if it were using Attention-Demanding Presence against only the one who casts the reflection. Make an Appearance-based influence roll.

Eye-Catching Appeal
Lunars: Fangs of the Gate, Manuscript p. 170

If someone rolls read intentions against another, you can try to redirect their read intentions to you, unless the original actor spends Willpower. Protean: Additional effect when using a shape the original actor has a positive Tie to.

Divine Paramour's Embrace
Lunars: Fangs of the Gate, Manuscript p. 167

When rolling to seduce, your target may opt to not resist. If it does, you can transfer Willpower after at least a minute of physical intimacy. Once per story your Solar mate may lose Limit when benefiting. Repurchase for instant transfer.

Moon Beckons Tide
Lunars: Fangs of the Gate, Manuscript p. 173/174

Make a special persuade roll within (Essence x 3) miles to call to you a character with a Tie of love, lust, etc. With Appearance 5, upgrade to call a character with traits as per your desire. Refer the book for this complex Charm.

Eternal Companion's Embrace
Lunars: Fangs of the Gate, Manuscript p. 177/177

Seduce a character and inflict upon them intense desire, so that all other ties of lust, love, desire, etc. begin to erode over time, until they begin to gain an Obsession derangement towards the Lunar.

Beauty to Break All Hearts
Lunars: Fangs of the Gate, Manuscript p. 177/178

Characters with Major or Defining Ties of love, lust, etc. to you suffer penalties to many actions and their Resolve against you and allies, which they cannot attack or easily deny. Protean. Please refer the book for this complex Charm.

Attention-Demanding Presence
Lunars: Fangs of the Gate, Manuscript p. 168/168

Any character that can see you suffers a penalty to perception rolls (except those opposing your stealth rolls), potentially forming a Minor Tie of desire or fear on a botch. You take a -3 penalty to Stealth rolls.

Mysterious Stranger Intimation
Lunars: Fangs of the Gate, Manuscript p. 167

Clothe yourself in the enticing mystery and allure that draws others to you. Gain a variety of benefits related to others becoming curious as to your nature. Characters may pay one Willpower to resist for one scene.

New Friend Aroma
Lunars: Fangs of the Gate, Manuscript p. 171

When using Alluring Scent Technique, change it's function so that others are treated as if they had a Tie of friendship instead of curiosity with you. Please refer the book for this complex Charm.

Perfect Symmetry
Lunars: Fangs of the Gate, Manuscript p. 164

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Gain a bonus

Appearance Charms - Subterfuge

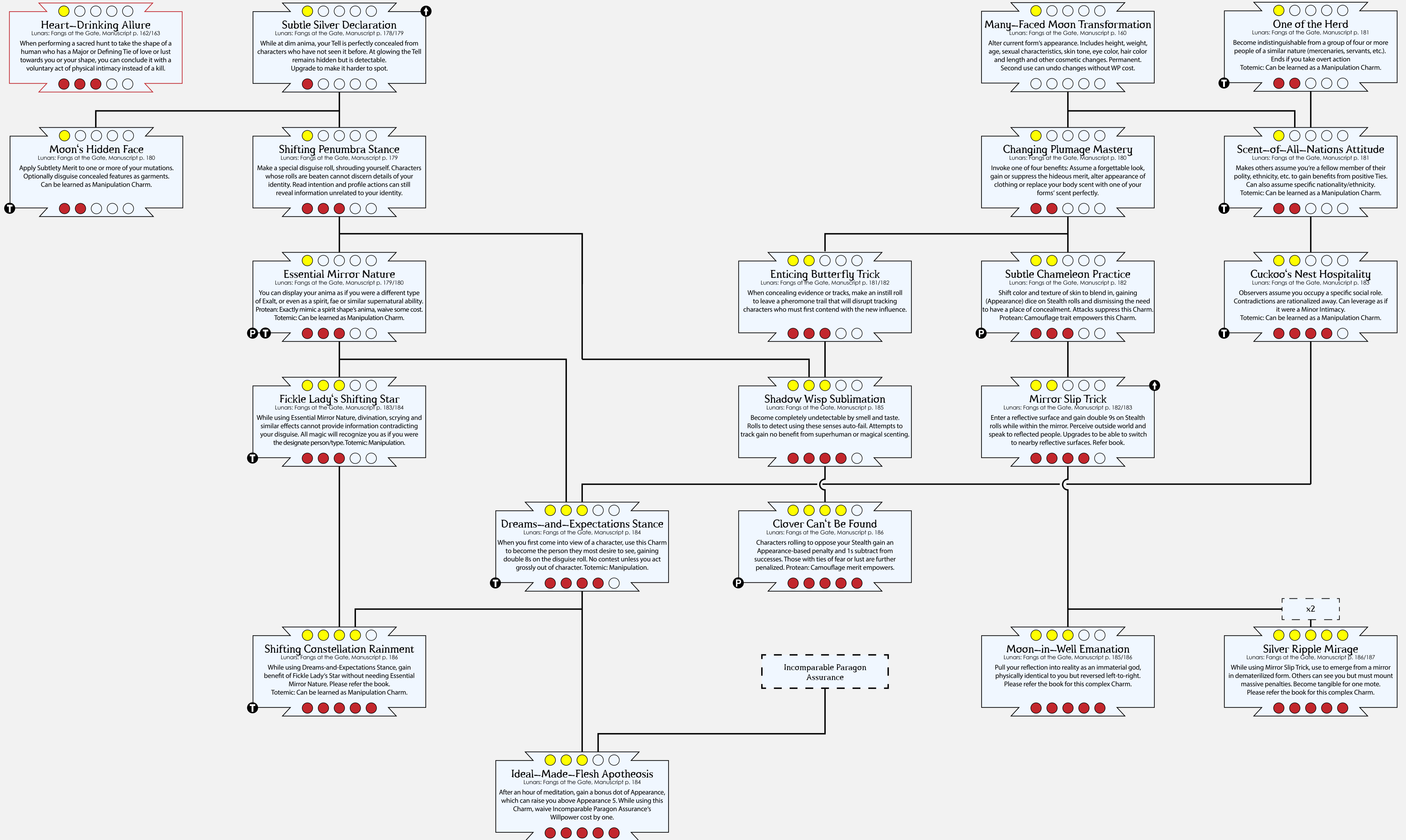
Exalted 3rd Edition Lunars Charm Cascades

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



Appearance Charms - Warfare

Exalted 3rd Edition Lunars Charm Cascades

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Heart-Drinking Allure

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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.