

# Charisma Charms - Influence

Exalted 3rd Edition Lunars Charm Cascades

**Legend**

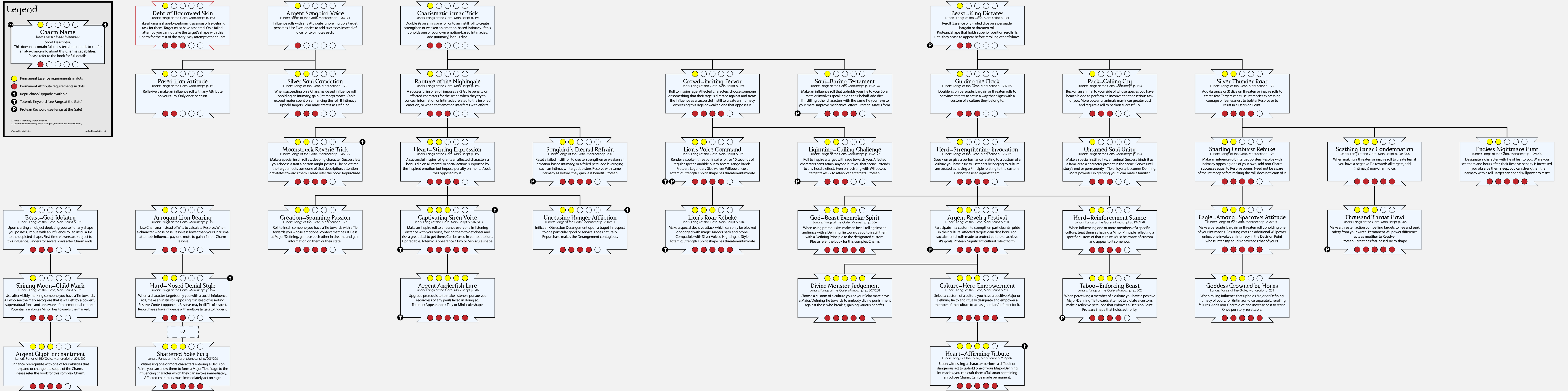
**Charm Name**  
Book Name / Page Reference

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 Backer Charms)  
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# Charisma Charms - Territory

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**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.  
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**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.  
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Shining Moon-Child Mask

Creation-Spanning Passion

Endless Nightmare Hunt

Captivating Siren Voice

Untamed Soul Unity

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**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.  
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**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.  
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**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.  
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**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.  
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**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.  
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**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.  
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**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.  
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# Charisma Charms - Warfare

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