

Dexterity Charms - Offensive

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
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- Reprurchase/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)
Created by Ma4Letter em4thedma4letter.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.

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.

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.

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

Exalted 3rd Edition Lunars Charm Cascade

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Created by MadLetter exalted@madletter.net

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

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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

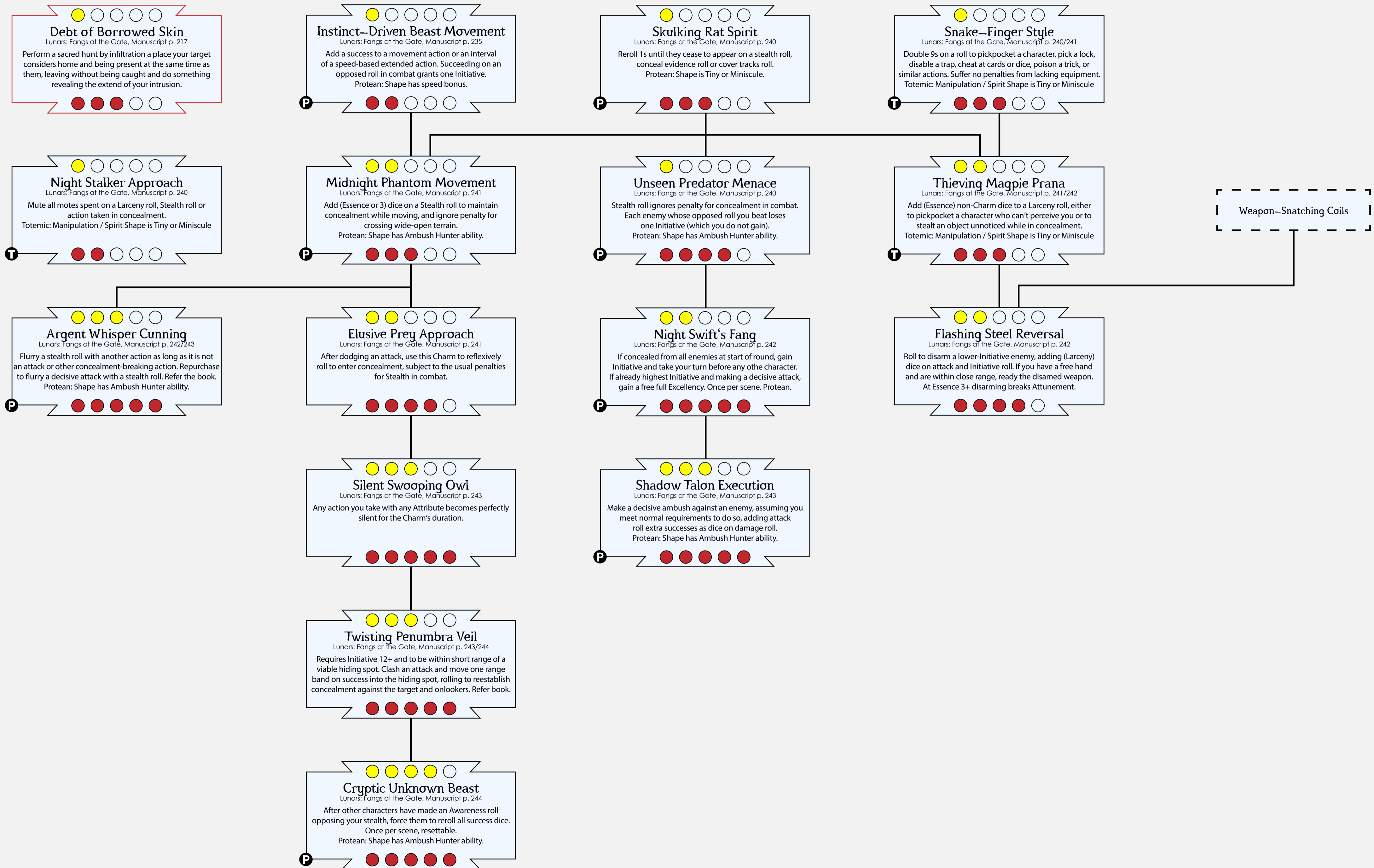
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 ☐ Lunars Companion: Many-Faced Strangers (Additional and Backer Charms)
 Created by MadLetter exalted@madletter.net



Dexterity Charms - Mobility

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Debt of Borrowed Skin
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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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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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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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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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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 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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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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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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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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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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Ⓜ Ferocious Guardian Beast Stance Ⓟ

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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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