

# Intelligence Charms - Knowledge

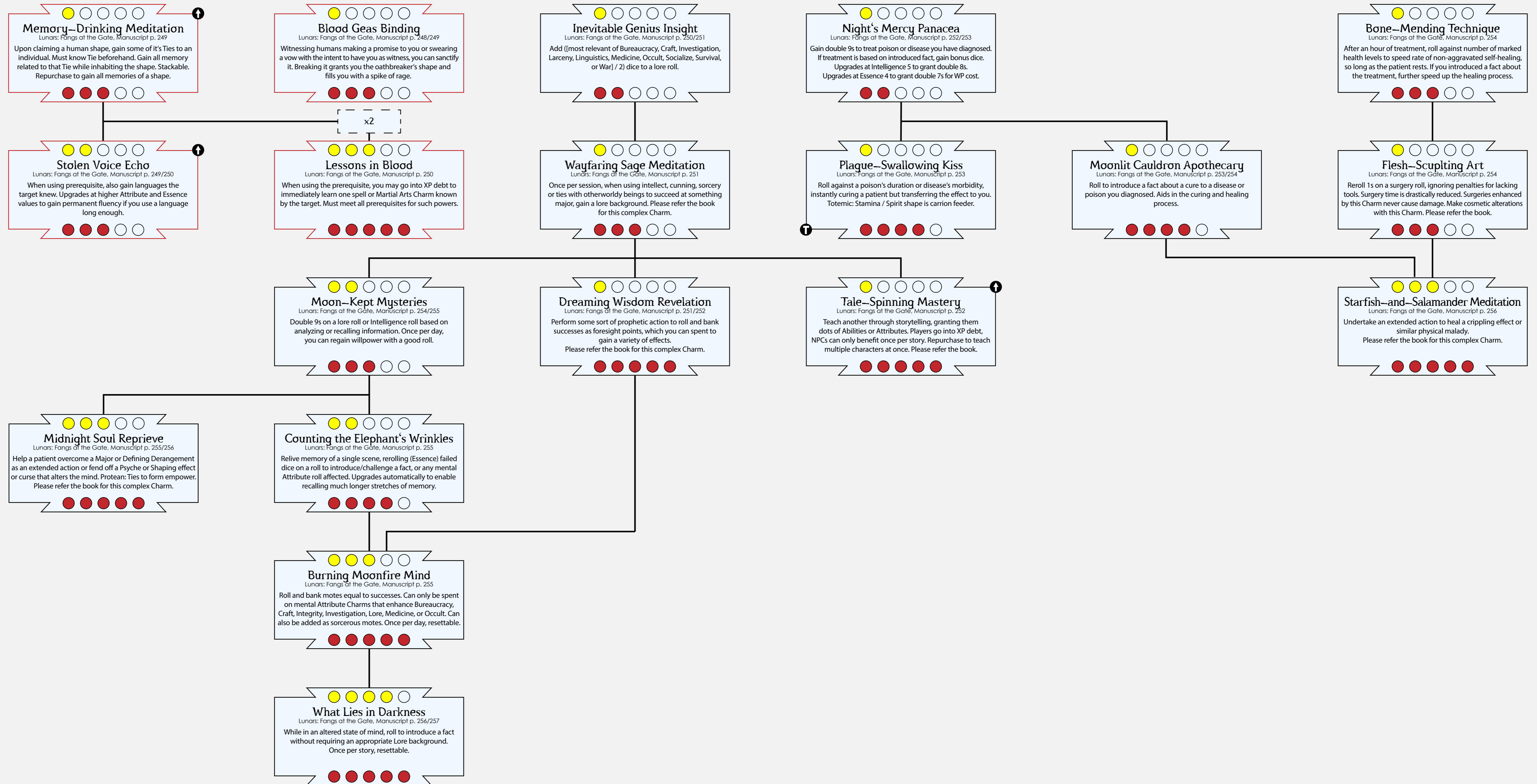
Exalted 3rd Edition Lunars Charm Cascades

**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)  
 Created by MadLetter exalted@madletter.net



# Intelligence Charms - Mysticism

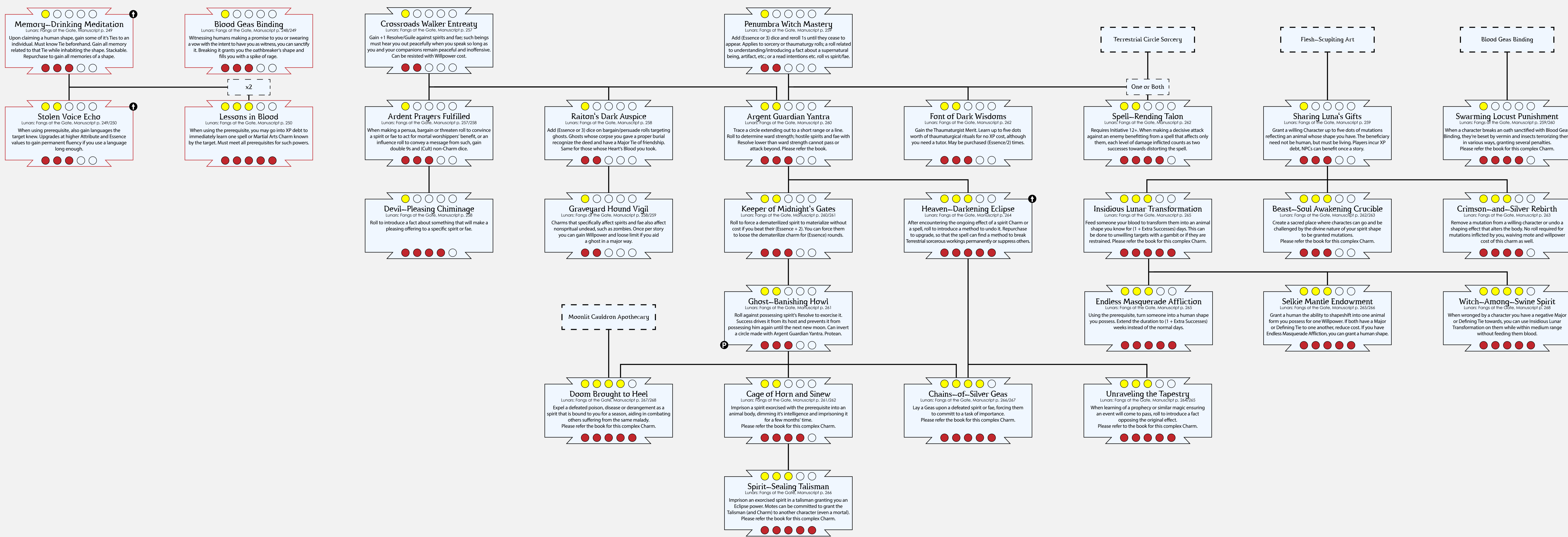
Exalted 3rd Edition Lunars Charm Cascade

**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  
● Reprurchase/Upgrade available  
❗ 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 MacLutter email@macLutter.net





# Intelligence Charms - Crafting

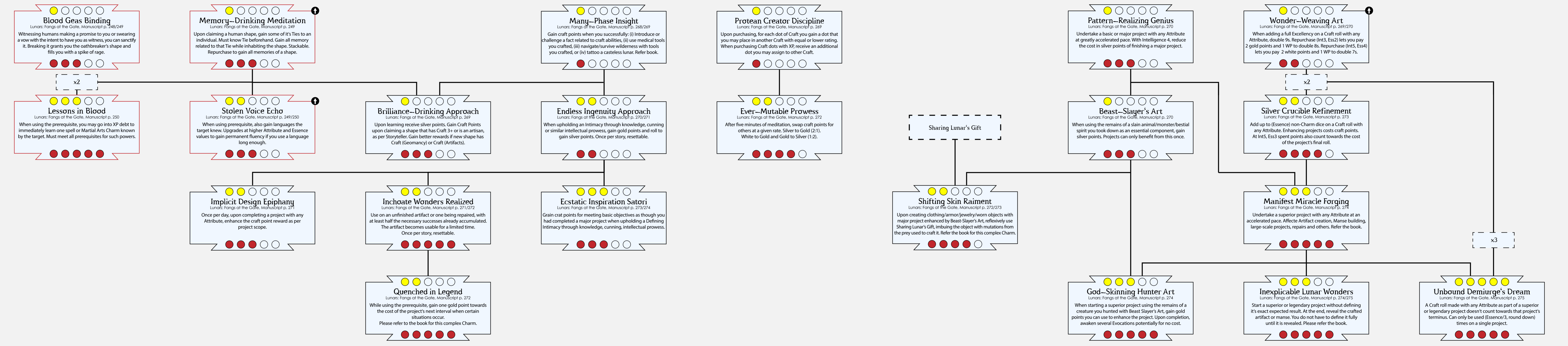
Exalted 3rd Edition Lunars Charm Cascades

**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)  
Created by MailLetter exalted@mailletter.net



# Intelligence Charms - Warfare

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

● ○ ○ ○ ○ ○

**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.

● ● ● ○ ○

● ○ ○ ○ ○ ○

**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.

● ● ● ○ ○

● ○ ○ ○ ○ ○

**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.

● ● ○ ○ ○

● ○ ○ ○ ○ ○

**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.

● ● ○ ○ ○

● ● ○ ○ ○ ○

**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.

● ● ● ○ ○

● ● ● ○ ○

**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.

● ● ● ● ●

● ○ ○ ○ ○ ○

**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.

● ● ○ ○ ○

● ○ ○ ○ ○ ○

**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.

● ● ● ○ ○

● ● ○ ○ ○ ○

**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.

● ● ● ○ ○

● ● ○ ○ ○ ○

**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.

● ● ● ○ ○

● ● ○ ○ ○ ○

**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.

● ● ● ○ ○

● ● ○ ○ ○ ○

**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.

● ● ● ● ○

● ● ● ○ ○

**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.

● ● ● ● ●

# Intelligence Charms - Sorcery

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
- ↑ Reprurchase/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

● ○ ○ ○ ○ ○ ↑

**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.

● ● ● ○ ○

● ○ ○ ○ ○ ○

**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.

● ● ● ○ ○

● ● ○ ○ ○ ○ ↑

**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.

● ● ● ○ ○

● ● ● ○ ○

**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.

● ● ● ● ●

┌ Any four Mental Attribute Charms ┐

└──────────────────────────────────┘

● ○ ○ ○ ○ ○

**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.

● ● ● ○ ○

┌ Any five Terrestrial Circle Spells ┐

└──────────────────────────────────┘

● ○ ○ ○ ○ ○

**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.

● ● ● ● ○

● ● ● ○ ○

**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.

● ● ● ● ○

● ● ○ ○ ○ ○ ↑

**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.

● ● ● ● ○

● ● ● ● ●

**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.

● ● ● ● ●