

# Perception Charms - Senses

Exalted 3rd Edition Lunar 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 Lunar Core Book  
© Lunar Companion Master Panel Designers (Additional and Backer Charms)  
Created by Mailletter

**Face-Taker's Gaze**  
Lunars: Fangs at 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 to the book for this complex Charm.

**Whispering Heart Revelation**  
Lunars: Fangs at 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.

**Ever-Wary Fox Technique**  
Lunars: Fangs at the Gate, Manuscript p. 311

Add a non-Charms success on a roll opposing Stealth or to detect a hidden peril such as traps, poisoned drink, etc. Use to make such Perception rolls while asleep/incapacitated as well, removing penalties. Awaken on detecting threat.

**Unwavering Predator's Eye**  
Lunars: Fangs at the Gate, Manuscript p. 315

Roll Join Battle with Perception instead of Wits. For three motes you can gain double 9s on a Join Battle roll.

**Sense-Sharpening Change**  
Lunars: Fangs at the Gate, Manuscript p. 313

Choose a single sense, rerolling 1s until they cease to appear on perception rolls using it and ignoring some penalties from overstimulation. Can ignore some types of vision-based penalties. Stack to enhance different stats.

**Distant Thunder Anticipation**  
Lunars: Fangs at the Gate, Manuscript p. 311/312

Roll to predict weather in current location, forecasting a single hour ahead for each success. Can't predict weather-changing magic. Can introduce facts about preparation or contingencies made at higher stats.

**Moonlit Sentinel Vigilance**  
Lunars: Fangs at the Gate, Manuscript p. 312

When using Perception Excellency, several charms which can detect concealed enemies allow you to pay extra to extend duration until your next turn.

**Worry the Bone**  
Lunars: Fangs at the Gate, Manuscript p. 312

Add (Essence or 3) non-Charms dice on a roll to detect someone stealing from you, contesting normally unnoticeable magic. May immediately Join Battle, potentially making a surprise attack. Can protect against disarm.

**Observed Prey Instinct**  
Lunars: Fangs at the Gate, Manuscript p. 312/313

Roll (Perception+Awareness) opposing the attack roll of an unexpected attack, reducing penalties to Defense or letting you defend normally outright.  
Totemic: Dexterity / Spirit shape is a prey animal, Tiny/Miniscule

**Wolf-Eye Advantage**  
Lunars: Fangs at the Gate, Manuscript p. 316/317

Reroll 1s until they cease to appear on a Join Battle roll or a roll opposing Stealth in combat. While Sense-Sharpening Change is active, beating a Stealth roll in combat grants you one Initiative.

**Stricken Calf Sense**  
Lunars: Fangs at the Gate, Manuscript p. 313

Reroll 5s and 6s until they cease to appear on a diagnosis roll, completing it instantly. Alternately, supplement a roll to detect a concealed character or a tracking roll. If opposing character suffers from ailment you diagnosed, gain bonus.

**Prey's Scent Discernment**  
Lunars: Fangs at the Gate, Manuscript p. 314

When succeeding on a scent-based Awareness roll, a profile character roll, or a read intentions roll, you memorize the target's scent. If you encounter someone's scent you can recognize them. Repurchase. Protean.

**Heightened Sense Method**  
Lunars: Fangs at the Gate, Manuscript p. 314

Ignore (Essence or 3) points of sensory-related penalties on a roll with any Attribute that would not be negated by the prerequisite.

**Argent Goddess Eye**  
Lunars: Fangs at the Gate, Manuscript p. 317

When succeeding on a Perception roll to detect a concealed enemy or hidden danger, gain motes equal to 9s and 10s rolled. Can't exceed number of motes spent enhancing the roll.

**Instinctive Supremacy Approach**  
Lunars: Fangs at the Gate, Manuscript p. 317/318

After winning Join Battle, use this Charm once during the first round of combat to add a free full Excellency to a single action made with any Attribute. While Sense-Sharpening Change is active, this Charm's cost is waived.

**Blood on the Wind**  
Lunars: Fangs at the Gate, Manuscript p. 317

For every 10 on a tracking roll, add an additional non-Charms die and reroll a 1. You can track even characters using Traceless Passage or similar magic.  
Protean: Keen Nose Merit.

**Prowling Stalker Concentration**  
Lunars: Fangs at the Gate, Manuscript p. 315/316

After at least an hour of surveilling a specific location, roll to bank a pool of non-Charms dice you can use to enhance a variety of actions (among them Awareness, Stealth, Larceny, Athletics, etc. related to the observed).

**Sense-Borrowing Method**  
Lunars: Fangs at the Gate, Manuscript p. 316

Roll against the Resolve of an animal you can see to forge a mental link, letting you experience the world from the animal's experience. Repurchase at Essence 2 and 3 to upgrade to allow humans and later spirits/fae to be targeted.

**Echo-Drinking Awareness**  
Lunars: Fangs at the Gate, Manuscript p. 315

You can "see" through echolocation. Penetrates walls and similar obstructions, so long as they are not airtight.  
Protean: Shape has Echolocation Merit.

**Fivefold Transcendent Insight**  
Lunars: Fangs at the Gate, Manuscript p. 318

Extend duration of Sense-Sharpening Change to Indefinite for a one-WP surcharge. If activating it multiple times in an instant to enhance several senses, pay surcharge once. Discount Perception charms if all 5 senses are enhanced.

**Shadow-Scouring Persistence**  
Lunars: Fangs at the Gate, Manuscript p. 318

Make a gambit against an enemy in concealment you are aware of to break their concealment and harry them into plain sight of your allies.  
Protean: sense-enhancing Merits.

**Red Visions Realized**  
Lunars: Fangs at the Gate, Manuscript p. 321

Make two Join Battle rolls, keeping the higher result. Pay cost of all Charms enhancing the roll only once. If you win Join Battle, gain one Willpower.

**Mystery-Stalking Pursuit**  
Lunars: Fangs at the Gate, Manuscript p. 321

Roll to case a scene instantly, rerolling all initial failures. Bank non-Charms successes equal to 10s to add to later Perception rolls following up on discovered clues. Once per day, resettable.

**Hundred-Eye Watcher**  
Lunars: Fangs at the Gate, Manuscript p. 3

Use Sense-Borrowing Method on all animals of a single species within long range. Repurchase to extend range up (Essence) miles or within a territory claimed.

**Watchful Spider Stance**  
Lunars: Fangs at the Gate, Manuscript p. 320

Meditate to magnify senses, extending time out to several miles at a time, gaining double 7s on touch- or taste-based rolls. Can be used with Bear Sleep Technique. Repurchase to waive the meditation requirement.

**Spider-Amid-Roses Discernment**  
Lunars: Fangs at the Gate, Manuscript p. 313/314

Double 8s on a scent-based roll to detect poison or disease, including traps that might expose you to such. Upgrades to enable detection of tasteless and odorless substances, inferring their presence instead. Protean: Keen Nose Merit.

**Dread Beast's Eye**  
Lunars: Fangs at the Gate, Manuscript p. 321/322

After crashing a higher-Initiative enemy, roll Join Battle. If the target had -2 or more wound penalties, add a free full Excellency. Once per scene, unless reset.

**Inevitable Spoor: Discovery**  
Lunars: Fangs at the Gate, Manuscript p. 320/321

Make a tracking roll with bonus dice, ignoring penalties from terrain and the track's age. Track from (Essence/2) miles away, even if otherwise impossible. May bank successes to later recall as non-Charms successes.

**Scent of Bygone Ages**  
Lunars: Fangs at the Gate, Manuscript p. 319

Case a scene instantly by using scent, mentally reconstructing the scene, identifying characters you know and getting descriptions of unknown ones. Please refer to the book for this complex Charm.

**Omniscient Instinct Concentration**  
Lunars: Fangs at the Gate, Manuscript p. 322

When an event occurs within (Essence x 100) miles threatening or strongly impacting objects of one of your Defining Ties or your mate, spend Willpower to focus senses on event, receiving brief description. Refer the book.



# Perception Charms - Mysticism

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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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**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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**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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**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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**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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