

Wits Charms - Resolve

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.

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- ⬇ 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

● ○ ○ ○ ○ ○
Moonlit Path Guide
 Lunars: Fangs at the Gate, Manuscript p. 383
 Perform sacred hunt to claim a human shape by travelling along the target for at least a week of journeying with some element of peril. Target must undergo major change or character development to claim shape. Refer book.

● ○ ○ ○ ○ ○
Grudge-Nursing Resentment
 Lunars: Fangs at the Gate, Manuscript p. 384
 Add +2 Resolve against influence opposed by a negative Tie. If influence would weaken or alter that Intimacy, bonus is non-Charm.

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True-to-the-Pack Dedication
 Lunars: Fangs at the Gate, Manuscript p. 384
 When asserting Resolve against influence aimed at making you harm an individual you have positive Major/Defining Tie towards, roll to gain extra Resolve as non-Charm bonus. May spend Willpower without going into Decision Point.

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Moon-Follows-Sun Assurance
 Lunars: Fangs at the Gate, Manuscript p. 383
 Positive Tie to Solar mate cannot be weakened or altered by social influence, except if it comes from the mate. Once per story when forming or strengthening a Tie to your mate, gain Willpower.

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Resisting the Lure of Madness
 Lunars: Fangs at the Gate, Manuscript p. 384
 Add (Essence) non-Charm Resolve against influence that would cause Derangement or any Psyche effect. Alternately, add (Essence) non-Charm successes on a roll to avoid gaining a Derangement. Gain Willpower if successful.

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Chain-Breaking Fury
 Lunars: Fangs at the Gate, Manuscript p. 385
 Must obey influence roll or Psyche effect to which you did not resist with Willpower. If this brings you into conflict with Major/defining Intimacy, enter a second Decision Point and potentially form Major Tie of Rage. Refer book.

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Nightmare Beast Soul
 Lunars: Fangs at the Gate, Manuscript p. 387
 Gain +2 non-Charm Resolve and Guile against effects that target you while you're sleeping. When others enter your dreams with magic, you can manifest your spirit shape as divine nightmare, potentially forcing the intruder out.

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Silver Heart Faith
 Lunars: Fangs at the Gate, Manuscript p. 385
 When Resolve is beaten by influence opposing a positive Major/Defining Tie towards an individual, cost to resist is reduced by one Willpower (minimum zero). If you know Grudge-Nursing Resentment, may use to oppose.

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Shepherd Wolf Vigil
 Lunars: Fangs at the Gate, Manuscript p. 384/385
 When using prerequisite or similar Wits Charm that rely on positive Ties to individuals, may invoke positive Tie towards culture as well.

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Sacred Guardian Renewal
 Lunars: Fangs at the Gate, Manuscript p. 387
 Upon successfully asserting Resolve against influence opposing one of your Intimacies, gain (Intimacy) motes. This cannot exceed motes spent enhancing Resolve.

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Eternal Guardian's Vow
 Lunars: Fangs at the Gate, Manuscript p. 385/386
 May treat influence to cause harm to Solar mate or treat them in manner contrary to Tie as unacceptable. Turning Lunar against mate requires two rolls, taking the worse one. Please refer the book.

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Laughing into the Teeth of Madness
 Lunars: Fangs at the Gate, Manuscript p. 386/387
 Defend more easily against shaping effects. May use to counter magic that would force you out of a form you've shapeshifted into, gaining double 9s in a roll-off. Please refer the book for this complex Charm.

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Shadow-Mind Meditation
 Lunars: Fangs at the Gate, Manuscript p. 388
 Awaken a „shadow mind“ within yourself that carries your Defining Intimacies but has its own Major/Minor Intimacies based on your darkest impulses. You can switch which „mind“ is active, replacing all Intimacies. Refer the book.

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Intransigent Silver Soul
 Lunars: Fangs at the Gate, Manuscript p. 389
 Add (Essence/2) non-Charm Resolve against influence that would weaken a Defining Intimacy or any influence opposed by a Tie to your Solar mate. Only once per given Intimacy per story, resettable.

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Argent-Etched Taboo
 Lunars: Fangs at the Gate, Manuscript p. 388
 When entering a Decision Point after bolstering Resolve with a positive Tie to a Culture, cite one of it's customs as justification, counting as a Tie of equal strength to the Intimacy. Once per defense of a Tie per story, resettable.

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Silver-and-Gold Union
 Lunars: Fangs at the Gate, Manuscript p. 386
 When invoking a positive Tie to Solar mate in Decision Point, treat it as a Defining Intimacy (if it already is Defining, waive Willpower cost to resist). Once per story, resettable.

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Chaos-Defying Embrace
 Lunars: Fangs at the Gate, Manuscript p. 387
 Protect a character within medium range you have a positive Major/Defining Tie towards from an effect as per the prerequisite.

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Dark Premise Duality
 Lunars: Fangs at the Gate, Manuscript p. 388/389
 Enhance your „shadow mind“ and shuffle your Mental and Social attributes. You can learn Charms whose minimums you meet in either form but only use them when these minimums are met. Please refer the book.

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Beast-Mind Metanoia
 Lunars: Fangs at the Gate, Manuscript p. 389/390
 When your Resolve is overcome, momentarily reduce your intellect and cognitive faculties to that of any animal shape you possess. Influence may have different outcomes or be outright rejected. Please refer the book for this complex Charm.

Wits Charms - Animal Ken

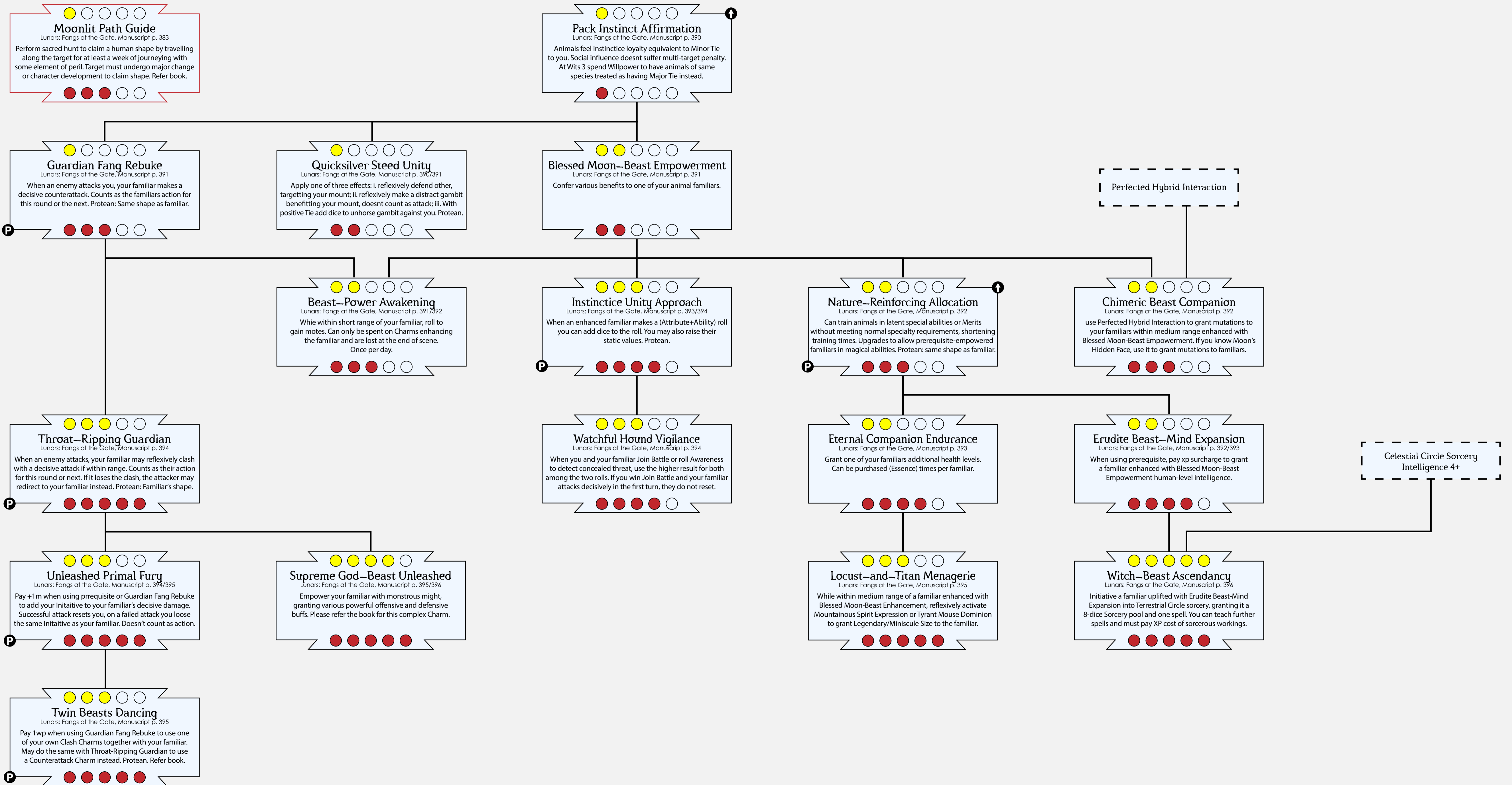
Exalted 3rd Edition Lunars Charm Cascade

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☐ Lunars Companion: Many-Faced Strangers (Additional and Backer Charms)
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Wits Charms - Navigation

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Moonlit Path Guide
Lunars: Fangs at the Gate, Manuscript p. 383

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Lodestone Reckoning Manner
Lunars: Fangs at the Gate, Manuscript p. 396/397

Plot a navigation route and roll, banking successes, adding them as non-Charm successes on Survival or Sail rolls. Once per journey. Repurchase to use instantly. Totemic: Perception / Spirit shape is migratory.

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Dauntless Yeddim Caravan
Lunars: Fangs at the Gate, Manuscript p. 397

May add successes banked with prerequisite to roll against environmental hazards, traps, poisons or diseases. Upgrades to actively use to apply benefits to companions. Totemic: Perception / Spirit shape is migratory.

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Monarch-Wing Migration
Lunars: Fangs at the Gate, Manuscript p. 398

When using prerequisite, intuit hidden shortcuts and anticipate unforeseen delays. You and several companions increase travel speed. Please refer the book. Totemic: Perception / Spirit shape is migratory.

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Moon-Cloaked Wanderer
Lunars: Fangs at the Gate, Manuscript p. 397

When traveling along a course plotted with prerequisite, add successes banked on some stealth rolls. Upgrades to actively use to apply benefits to companions. Totemic: Perception / Spirit shape is migratory.

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Wyld Migration Formation
Lunars: Fangs at the Gate, Manuscript p. 398

You and several companions ignore effects of exposure to the Wyld and similar environmental shaping effects while traveling along a plotted course. Upgrades. Totemic: Perception / Spirit shape is migratory.

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Albatross-and-Hurrican Odyssey
Lunars: Fangs at the Gate, Manuscript p. 398/399

Upon encountering an environmental hazard, trap or naval obstacle, you roll against difficulty, adding successes with Lodestone Reckoning Manner. Allow up to several companions to bypass it. Totemic: Perception / Spirit shape is migratory

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Treading Midnight's Road
Lunars: Fangs at the Gate, Manuscript p. 399

As long as no one outside your party is tracking you, increase speed multiplier of Monarch-Wing Migration by creating impossible shortcuts. Totemic: Perception / Spirit shape is migratory.

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Raging-Wolf Deception
Lunars: Fangs at the Gate, Manuscript p. 3

Conceal tracks of several companions and yourself. You designate where a false track leads instead. Can fool superhuman or enhanced senses. Refer book. Totemic: Manipulation / Spirit shape has Camouflage

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Wits Charms - Cache

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Squirrel's Cunning Technique
Lunars: Fangs at the Gate, Manuscript p. 400/401
Make a conceal evidence roll. If concealed object is light enough to hold, add (Essence) successes and can only be opposed by supernatural senses for Charm's duration. You may exempt characters from this effect.

Desert Basilisc Diadem
Lunars: Fangs at the Gate, Manuscript p. 400
You can socket hearthstones in your flesh. Weapon-enhancing stones grant benefit to unarmed. May socket (Essence or 3) stones at a time. If concealed, only those spotting you Tell can see the stones.

Maggie's Nest Resourcefulness
Lunars: Fangs at the Gate, Manuscript p. 3
You can reveal any convenient mundane item that you had concealed on your person all along, making a roll to do so. Produced things are exception equipment. On failure you still have the item but in bad quality. Once per scene.

Radiant Basilisc Jewel
Lunars: Fangs at the Gate, Manuscript p. 400
Manifest a greater hearthstone that expresses your nature. You always enjoy the benefits of increased mote recovery as if being in an attuned greater demesne. Please refer the book for this complex Charm.

Cuckoo's Nest Cunning
Lunars: Fangs at the Gate, Manuscript p. 401
When using prerequisite, you may swap the introduced object with a mundane item on an ally within medium range, describing how you made the exchange. With Essence 2 use against enemies as special disarm. Refer book.

Rousing Hidden Power
Lunars: Fangs at the Gate, Manuscript p. 401/402
After a few minutes of meditation, awaken an Evocation at no XP cost from an artifact you're resonant with or a hearthstone, available for Charm's duration. Must meet prerequisites. If you loose resonance, Charm ends. Once per day.

Many-Pockets Meditation
Lunars: Fangs at the Gate, Manuscript p. 402
Banish an item light enough to hold in your hands to Elsewhere. Ending the commitment recalls the item. Can banish multiples. Upgrades to banish larger items that you can hold with a Feat of Strength at Essence 3.

Moon-Follows-Sun Assurance

Quicksilver Legend Evolution
Lunars: Fangs at the Gate, Manuscript p. 402/403
Upon using an Evocation activated with prerequisite to uphold Major/Defining Intimacy, achieve major story goal or similar, you permanently awaken that Evocation at no XP cost. Can only reuse this Charm if prerequisite used.

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Hidden Wonders Cloak
Lunars: Fangs at the Gate, Manuscript p. 402
You can use the prerequisite to conceal items in spaces that normally would be unable to contain them. You can designate characters who can retrieve and conceal the object. Others can't perceive it. Refer book.

The Spider's Trapdoor
Lunars: Fangs at the Gate, Manuscript p. 403/404
You can reveal traps you placed before, creating an undodgeable and unblockable grapple gambit against an enemy, potentially clinching them. Please refer to the book for this complex Charm.

Moon-and-Sun Panoply
Lunars: Fangs at the Gate, Manuscript p. 403
Attune to an artifact your Solar mate is attuned without breaking their attunement. Attunement cannot be broken. You become resonant with it, if your mate is. May gain access to already awakened Evocations. Refer book.

Implausible Lunar Panoply
Lunars: Fangs at the Gate, Manuscript p. 3
You can reveal that you happened to have an Artifact rated at 2 with you all along and produce it.

Insidious Shadow Ruse
Lunars: Fangs at the Gate, Manuscript p. 404
When using the prerequisite, raise the gambit's difficulty to combine it with the effect of disarm, distract or unhorse gambit, so long as you establish at least one round of control with it.

Wits Charms - Territory

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Magpie's Nest Resourcefulness

Boundary-Marking Meditation
OR
Lodestone Reckoning Manner

Secure Den Prana
Lunars: Fangs at the Gate, Manuscript p. 405
Create a well-supplied safehouse by spending a day preparing. Finding the den is impossible for casual observers. If Magpie's Nest Resourcefulness is known, you can reveal a prepared den of this kind.

Rats-in-the-Basement Style
Lunars: Fangs at the Gate, Manuscript p. 405/406
You can use Magpie's Nest Resourcefulness within (Essence) miles of a lair prepared with Secure Den Prana to reveal a hidden route to it. Route is concealed like the den itself. Protean: Tiny or Miniscule size.

Boundary-Marking Meditation
AND
The Spider's Trapdoor

Forbidding Wilderness Perils
Lunars: Fangs at the Gate, Manuscript p. 406/407
Spend a day working in a territory claimed with Boundary-Marking Meditation to give it one of a few potential effects to turn it into an inhospitable, terrifying or hazardous place for your foes. Please refer the book. Reprurchase at Essence 4.

Labyrinthine Lair's Depths
Lunars: Fangs at the Gate, Manuscript p. 406
When using the prerequisite in a territory claimed with Boundary-Marking Meditation, you can increase cost of prerequisite to house many more people within, at the cost of increased preparation time to create the den.

Boundary-Marking Meditation
AND
Wyld Migration Formation

Harmony-With-Reality Technique
Lunars: Fangs at the Gate, Manuscript p. 407
Stabilize the Wyld within territories you claimed. Success renders the Wyld more amenable to habitation. Please refer the book for this complex Charm.

Tapestry Spun of Dreams
Lunars: Fangs at the Gate, Manuscript p. 409
While you are physically present in a middlemarch that you stabilized with the prerequisite, characters are no longer susceptible to mutation or addiction.

Boundary-Marking Meditation
AND
Pack Instinct Affirmation

Hungry Mouse Mandate
Lunars: Fangs at the Gate, Manuscript p. 407/408
Territory claimed turns its wildlife into nuisance and danger to unwelcome travelers, forcing them to botch on various rolls while within. Please refer the book for this complex Charm.

Boundary-Marking Meditation
AND
Nightmare Beast Soul

Midnight Guardian Territory
Lunars: Fangs at the Gate, Manuscript p. 408
Use within claimed territory. All characters sleeping within gain Nightmare Beast Soul's Resolve/Guile bonuses while sleeping, though you can exempt characters. You learn when anyone falls prey to dream-interfering magic.

Boundary-Marking Meditation
AND
Lodestone Reckoning Manner (x2)

Fleeting Silver Mirage
Lunars: Fangs at the Gate, Manuscript p. 408/409
Must be in claimed territory. You vanish, reappearing in another part of that territory. Once per story at Essence 4 you may use it to travel from one territory to another or a lair prepared with Secure Den Prana.