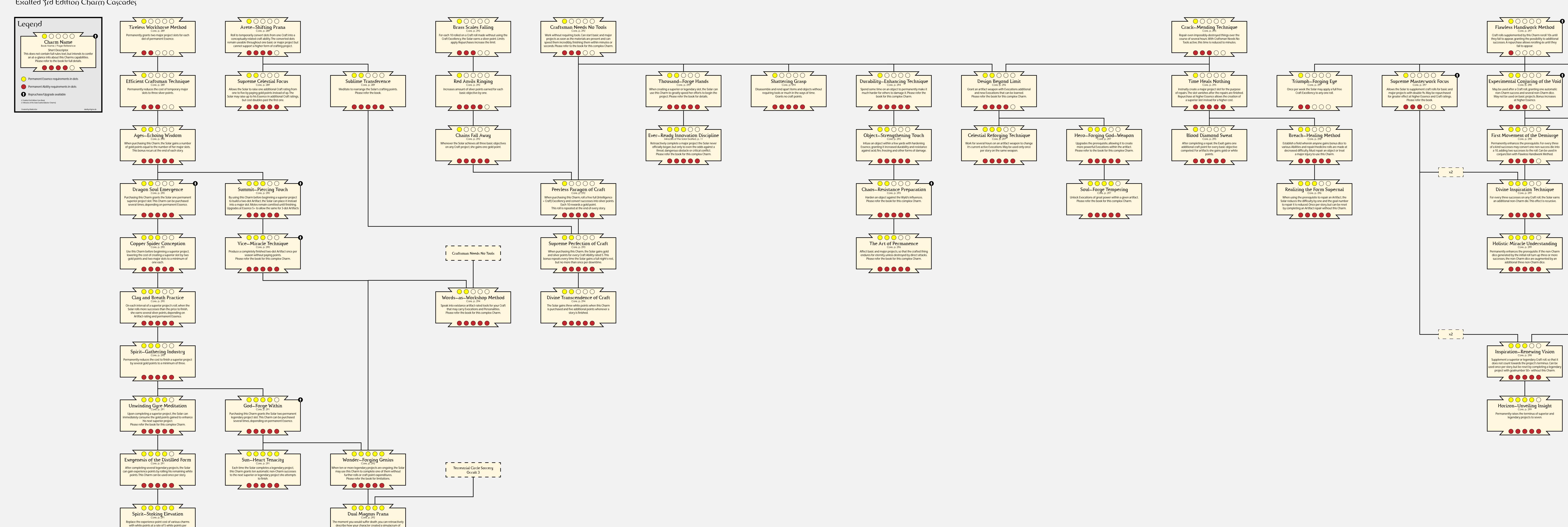
required experience point. Limited application,

please refer the book.

herself, while your true character is safely somewhere

else completely.



Bright—Forging Prana
Core, p. 297

e once per story, allowing the use of three Craft Charr

s yet unlearned. Must meet ability minimums, but n

Essence requirements.

Please refer to the book for this complex Charm.

Unbroken Image Focus Core, p. 298

After making a Craft roll, invoke this Charm to purch several non-Charm successes. Please refer the book

Essence—Forging Kata
Core, p. 298

est of the day, for every two motes committed the cos

act a five-minute dramatic action of meditation. Fo

of the Craft Excellency is reduced by one.

Mind-Expanding Meditation
Core, p. 298

Invoke before a Craft roll, allowing the Solar to raise her dice cap by spending silver points.

fail to appear.

May be used after a Craft roll, granting one automatic

at higher Essence.

a 10, adding two successes to the roll. Can be used in

conjunction with Flawless Handiwork Method.

additional three non-Charm dice.

Horizon-Unveiling Insight

legendary projects to seven.

non-Charm success and several non-Charm dice.