



Solar Exalted Charm Cards

Exalted Core Rulebook Solar Charm Cards by Eric Brennan. Copyright White Wolf Publishing, Inc.

Exalted Charm Cards Project by Eric Brennan, Jill Sprague, Jodo Kast (aka Troy,) Rob, Seth "Metal Fatigue" Blumberg, Kawaii, and very special thanks to Lindharin, for work above and beyond the call.

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How to Use These Cards:

For best results, print out on cardstock. Alternatively, the cards are designed to be glued onto a standard Tarot card or blank index card.

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Coming Next: Immaculate Charms

Wise Arrow*Archery (CR Page 154)***Cost:** 1 Mote per die**Duration:** Instant**Type:** Supplemental**Minimum Archery:** 1**Minimum Essence:** 1**Prerequisite Charms:** None**Description:** For each mote of Essence the PC spends, he may add 1 die to an Archery attack roll, but bonus dice cannot exceed Dex + Archery. Must declare Essence spent before die roll.**Sight Without Eyes***Archery (CR Page 154)***Cost:** 1 Mote**Duration:** Instant**Type:** Supplemental**Minimum Archery:** 3**Minimum Essence:** 1**Prerequisite Charms:** Wise Arrow**Description:** PC makes an Archery attack without penalty for visual conditions. Other negative modifiers (high winds, range, etc.) still impose regular penalties.**Accuracy Without Distance***Archery (CR Page 154)***Cost:** 1 Mote, 1 Willpower**Duration:** Instant**Type:** Supplemental**Minimum Archery:** 5**Minimum Essence:** 1**Prerequisite Charms:** Sight Without Eyes**Description:** The PC may make an absolute shot to the maximum range of the bow and it will hit. If he doesn't roll the successes needed to hit a target, he will still hit it, doing base damage for the arrow. It can also be used to hit small objects and for trick shots.**There Is No Wind***Archery (CR Page 155)***Cost:** 3 Motes**Duration:** Instant**Type:** Supplemental**Minimum Archery:** 4**Minimum Essence:** 1**Prerequisite Charms:** Sight Without Eyes**Description:** The PC may make an Archery attack with no environmental penalties of any sort, for weather, bad ammunition. Splitting a dice pool is not an environmental penalty.**Trance of Unhesitating Speed***Archery (CR Page 155)***Cost:** Varies**Duration:** Instant**Type:** Extra Action**Minimum Archery:** 3**Minimum Essence:** 1**Prerequisite Charms:** Wise Arrow**Description:** The PC declares how many attacks she will make this turn, then rolls. Each extra attack costs a number of Essence motes equal to twice the number of total attacks made so far. (1st free, 2nd + 4, 3rd + 6, etc.)**Arrow Storm Technique***Archery (CR Page 155)***Cost:** 8 Motes, 1 Willpower**Duration:** Instant**Type:** Extra Action**Minimum Archery:** 5**Minimum Essence:** 2**Prerequisite Charms:** Trance of Unhesitating Speed**Description:** As long as the PC hits (not "does damage") she may make another attack. Each attack must be at a different target and the PC must have enough ammo for the attack. The Charm ends when the PC misses or has hit every possible target.**Fiery Arrow Attack***Archery (CR Page 156)***Cost:** 2 Motes**Duration:** Instant**Type:** Supplemental**Minimum Archery:** 2**Minimum Essence:** 2**Prerequisite Charms:** None**Description:** PC charges arrow with Essence and it bursts into flame, igniting flammable material and adding (PC Essence) to damage.**Dazzling Flare Attack***Archery (CR Page 156)***Cost:** 1 Mote per 2 damage**Duration:** Instant**Type:** Supplemental**Minimum Archery:** 3**Minimum Essence:** 2**Prerequisite Charms:** Fiery Arrow Attack**Description:** Arrow is charged with Essence, glowing like a flare, adding one to PC's Archery pool. Every mote up to the PC's Essence spent adds 2 to damage. Must spend at least 1 Essence.

Phantom Arrow Technique

Archery (CR Page 156)

Cost: 1 Mote per arrow

Duration: Instant

Type: Supplemental

Minimum Archery: 3

Minimum Essence: 2

Prerequisite Charms: Fiery Arrow Attack

Description: PC shapes mote of Essence into an arrow, with normal range and damage.

Solar Spike

Archery (CR Page 157)

Cost: 1 Mote per 2 dice of damage

Duration: Instant

Type: Simple

Minimum Archery: 4

Minimum Essence: 2

Prerequisite Charms: Phantom Arrow Technique

Description: PC creates arrow that does base damage of twice Essence motes spent conjuring arrow, up to Archery skill, not subject to penalties for rain or wind. Range of Essence x 100 yards, does at least Essence damage against demons, undead, & other creatures of night. Do not add Bow damage.

Immaculate Golden Bow

Archery (CR Page 157)

Cost: 5 Motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Archery: 4

Minimum Essence: 3

Prerequisite Charms: Phantom Arrow Technique

Description: PC creates bow from Essence, with range of compound bow, does Strength + Essence damage. Does not create arrows.

Rain of Feathered Death

Archery (CR Page 157)

Cost: 3 Motes per duplicate

Duration: Instant

Type: Supplemental

Minimum Archery: 4

Minimum Essence: 3

Prerequisite Charms: Phantom Arrow Technique

Description: PC creates duplicate arrows from arrow in flight, up to Essence score. Use one attack roll but apply damage separately, all must attack same target.

Ferocious Jab

Brawl (CR Page 157)

Cost: 1 Mote

Duration: Instant

Type: Supplemental

Minimum Brawl: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: On a successful attack, PC may count extra successes twice for purposes of determining damage. May decide to spend Essence after rolling attack.

Fist of Iron Technique

Brawl (CR Page 157)

Cost: 1 Mote

Duration: Instant

Type: Supplemental

Minimum Brawl: 3

Minimum Essence: 1

Prerequisite Charms: Ferocious Jab

Description: PC imbues fists with Essence. Until next action, strikes do Lethal damage and can parry Lethal damage with fists, but not spells or arrows without Stunt.

Ox-Stunning Blow

Brawl (CR Page 157)

Cost: 1 Mote per die

Duration: Instant

Type: Simple

Minimum Brawl: 4

Minimum Essence: 1

Prerequisite Charms: Fists of Iron Technique

Description: The PC makes a normal Dexterity + Brawl attack, doing one point of base "stunning" damage for every mote spent on the Charm. Stunning damage is soaked with just Target's Bashing soak from their Stamina. Extra successes add to damage but instead of Health Levels, damage roll adds a -1 to Target's dice pools for (7 - Target Stamina) in turns. PC cannot spend more motes on Charm than twice his Strength.

Dragon Coil Technique

Brawl (CR Page 158)

Cost: 3 Motes per turn

Duration: Varies

Type: Simple

Minimum Brawl: 4

Minimum Essence: 1

Prerequisite Charms: Fists of Iron Technique

Description: PC performs Clinch maneuver doing Strength + Essence + 2 lethal damage, while target only does Strength + 2 Bashing. If target tries to escape, PC adds Essence in auto successes to roll to resist escape. PC cannot use simple *or* supplemental Charms while using this.

Thunderclap Rush Attack

Brawl (CR Page 158)

Cost: 3 Motes

Duration: Instant

Type: Reflexive

Minimum Brawl: 3

Minimum Essence: 1

Prerequisite Charms: Ferocious Jab

Description: PC automatically wins initiative over any single opponent. PC cannot split dice pools on turn they use this Charm.

Hammer on Iron Technique

Brawl (CR Page 159)

Cost: 4 Motes, 1 Willpower

Duration: Instant

Type: Extra Action

Minimum Brawl: 4

Minimum Essence: 2

Prerequisite Charms: Thunderclap Rush Attack

Description: PC gains a number of additional attacks equal to her Essence, but all must be against same target. This Charm cannot be comboed with defensive Charms that allow the PC to dodge or otherwise avoid attacks, but may be comboed with those that allow her to soak or ignore damage.

Sledgehammer Fist Punch

Brawl (CR Page 159)

Cost: 3 Motes

Duration: One Turn

Type: Simple

Minimum Brawl: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: PC doubles the amount of damage done after extra successes are added but before soak is applied. May only be used against inanimate objects.

Crashing Wave Throw

Brawl (CR Page 159)

Cost: 2 Motes

Duration: Instant

Type: Simple

Minimum Brawl: 2

Minimum Essence: 1

Prerequisite Charms: Sledgehammer Fist Punch

Description: In addition to normal damage, PC throws opponent on successful attack a number of yards equal to PC's Strength + extra successes on attack roll. Attack cannot be blocked, only dodged. Target takes dice of Bashing damage equal to number of yards she would have continued flying if she hits object, and may take Lethal damage based on what she hits

Heaven Thunder Hammer

Brawl (CR Page 160)

Cost: 3 Motes

Duration: Instant

Type: Supplemental

Minimum Brawl: 3

Minimum Essence: 1

Prerequisite Charms: Sledgehammer Fist Punch

Description: PC's unarmed attack does normal damage, and hurls enemy a number of yards equal to presoak health damage. Target takes dice of Bashing damage equal to number of yards she would have continued flying if she hits object, and may take Lethal damage based on what she hits.

Shockwave Technique

Brawl (CR Page 160)

Cost: 4 Motes

Duration: Instant

Type: Simple

Minimum Brawl: 4

Minimum Essence: 1

Prerequisite Charms: Crashing Wave Throw

Description: PC makes attack against primary target that cannot be blocked, only dodged, and does no damage. If successful, PC makes reflexive Brawl attack at full dice pool against another target within range. If successful, both targets take Strength (+ the extra successes on Reflexive attack) Bashing Damage. If successful, both targets left in heap on ground and take an action to get up. If second attack misses, initial target flies a number of yards equal to PC's Strength.

Striking Cobra Technique

Martial Arts (CR Page 160)

Cost: 3 Motes

Duration: Instant

Type: Reflexive

Minimum Martial Arts: 2

Minimum Essence: 1

Prerequisite Charms: None

Description: During turn in which this Charm is activated, PC adds Martial Arts to initiative total. May only be used once per turn.

Serpentine Evasion

Martial Arts (CR Page 160)

Cost: 3 Motes

Duration: Instant

Type: Reflexive

Minimum Martial Arts: 3

Minimum Essence: 1

Prerequisite Charms: Striking Cobra Technique

Description: PC may add a number of dice equal to her Martial Arts score to any single Dodge attempt.

Snake Form*Martial Arts (CR Page 160)***Cost:** 5 Motes**Duration:** One Scene**Type:** Simple**Minimum Martial Arts:** 4**Minimum Essence:** 2**Prerequisite Charms:** Serpentine Evasion

Description: PC adds Martial Arts score to Initiative totals and bashing soak, while sinuous movements subtract amount equal to PC Essence from enemies' dice pools. Only works against Targets that can see PC. Incompatible with armor.

Essence Fangs and Scales Technique*Martial Arts (CR Page 160)***Cost:** 6 Motes**Duration:** One Scene**Type:** Simple**Minimum Martial Arts:** 5**Minimum Essence:** 2**Prerequisite Charms:** Snake Form

Description: PC does lethal damage with Martial Arts attacks and soaks Lethal damage with Bashing soak total. Incompatible with weapons and armor.

Armor Penetrating Fang Strike*Martial Arts (CR Page 161)***Cost:** 5 Motes, 1 Willpower**Duration:** Instant**Type:** Supplemental**Minimum Martial Arts:** 5**Minimum Essence:** 2**Prerequisite Charms:** Essence Fangs and Scales Technique

Description: PC ignores target's soak from armor. Attack can only be soaked by target's Stamina.

Snake Strikes the Heel*Martial Arts (CR Page 161)***Cost:** 4 Motes**Duration:** Instant**Type:** Reflexive**Minimum Martial Arts:** 5**Minimum Essence:** 2**Prerequisite Charms:** Snake Form

Description: When PC is attacked, she may immediately (before damage is determined) make a counterattack with a pool equal to PC's Martial Arts + attacker's extra successes on his attack. Damage is then applied simultaneously. Cannot retaliate against any other counter-attack Charm.

Crippling Pressure Point Strike*Martial Arts (CR Page 161)***Cost:** 3 Motes**Duration:** Instant**Type:** Simple**Minimum Martial Arts:** 5**Minimum Essence:** 2**Prerequisite Charms:** Snake Strikes Heel.

Description: PC makes attack as normal, including roll for damage. For every health level PC would have inflicted, target is at -1 to all rolls for a number of turns equal to PC's Martial Arts.

Uncoiling Serpent Prana*Martial Arts (CR Page 161)***Cost:** 3 Motes**Duration:** Instant**Type:** Supplemental**Minimum Martial Arts:** 5**Minimum Essence:** 3**Prerequisite Charms:** Snake Form

Description: PC invokes this Charm and makes an attack a number of yards away equal to Essence. There must be a clear line to target and PC must be able to perceive them.

Striking Serpent Speed*Martial Arts (CR Page 162)***Cost:** 6 Motes, 1 Willpower**Duration:** Instant**Type:** Extra Action**Minimum Martial Arts:** 5**Minimum Essence:** 3**Prerequisite Charms:** Uncoiling Serpent Prana

Description: PC rolls Martial Arts ability, and for every success gains an extra action. PC may not split dice pool in same turn she uses Striking Serpent Speed.

Essence Venom Strike*Martial Arts (CR Page 162)***Cost:** 10 Motes, 1 Willpower, 1 Health Level**Duration:** Instant**Type:** Simple**Minimum Martial Arts:** 5**Minimum Essence:** 3**Prerequisite Charms:** Armor Penetrating Fang Strike, Crippling Pressure Point Strike, Striking Serpent Speed

Description: PC makes a Martial Arts attack as normal, but adds her Essence score to damage and does Aggravated damage.

Excellent Strike

Melee (CR Page 162)

Cost: 1 Mote per die

Duration: Instant

Type: Supplemental

Minimum Melee: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: For each mote of Essence spent, PC may add one die to single attack, but can no more than double regular Dexterity + Melee pool.

Hungry Tiger Technique

Melee (CR Page 163)

Cost: 1 Mote

Duration: Instant

Type: Supplemental

Minimum Melee: 2

Minimum Essence: 1

Prerequisite Charms: Excellent Strike

Description: PC makes attack, and if successful, PC counts extra successes twice for purposes of damage. Essence must be spent prior to making attack roll.

Fire And Stones Strike

Melee (CR Page 163)

Cost: 1 Mote per health level

Duration: Instant

Type: Supplemental

Minimum Melee: 3

Minimum Essence: 1

Prerequisite Charms: Hungry Tiger Technique

Description: Motes for this Charm must be spent at the time of the attack. For each mote of essence spent, the PC converts one damage die done to the target to an automatic success. If the PC does less damage after soak than the motes of essence spent, the excess motes are wasted.

One Weapon, Two Blows

Melee (CR Page 163)

Cost: 3 Motes

Duration: Instant

Type: Extra Action

Minimum Melee: 2

Minimum Essence: 1

Prerequisite Charms: Excellent Strike

Description: PC may attack a target twice in one turn, both attacks occur on PC initiative, but are rolled separately. If defender dodges or parries, one roll is made and applied to both attacks.

Peony Blossom Attack

Melee (CR Page 163)

Cost: Varies

Duration: Instant

Type: Extra Action

Minimum Melee: 3

Minimum Essence: 1

Prerequisite Charms: One Weapon, Two Blows

Description: The PC declares how many attacks she will make this turn, then rolls. Each extra attack costs a number of Essence motes equal to twice the number of total attacks made so far. (1st free, 2nd 4, 3rd 8, etc.) PC cannot split Melee pool in same turn she uses this Charm. Defenders must Dodge or Parry each attack separately.

Iron Whirlwind Attack

Melee (CR Page 163)

Cost: 5 Motes, 1 Willpower

Duration: Instant

Type: Extra Action

Minimum Melee: 5

Minimum Essence: 2

Prerequisite Charms: Peony Blossom Attack

Description: PC may make a total number of attacks equal to her Dexterity. PC cannot split dice pool in same turn that they use this Charm.

Retrieve the Fallen Weapon

Melee (CR Page 163)

Cost: 1 Mote

Duration: Instant

Type: Simple

Minimum Melee: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: PC may summon *his* weapon to his empty hand as long as he can see it. It cannot defeat doors, chains, or other hindrances.

Call the Blade

Melee (CR Page 163)

Cost: 3 Motes

Duration: Instant

Type: Simple

Minimum Melee: 2

Minimum Essence: 2

Prerequisite Charms: Retrieve the Fallen Weapon

Description: PC can call *her* weapon to her hand, even if she cannot see it. It does not cross space to get to the hand, but Charm only reaches (10 x PC Essence) in yards.

Summoning the Loyal Steel*Melee (CR Page 164)***Cost:** 1 Mote to summon or banish**Duration:** Instant**Type:** Reflexive**Minimum Melee:** 3**Minimum Essence:** 1**Prerequisite Charms:** Call the Blade**Description:** The PC's weapon flashes to his hand, regardless of previous location. PC can also banish the weapon to Elsewhere.

This must be a very important weapon to the PC, his favored weapon.

Glorious Solar Saber*Melee (CR Page 164)***Cost:** 5 Motes, 1 Willpower**Duration:** One Scene**Type:** Simple**Minimum Melee:** 3**Minimum Essence:** 2**Prerequisite Charms:** Call the Blade**Description:** PC forms blade from pure Essence that does Strength + Essence lethal damage, lights area 4 yards across. The Blade has Speed + 3, Accuracy and Defense + 1.**Iron Raptor Technique***Melee (CR Page 164)***Cost:** 2 Motes**Duration:** Instant**Type:** Simple**Minimum Melee:** 3**Minimum Essence:** 1**Prerequisite Charms:** Retrieve the Fallen Weapon**Description:** PC can use weapon up to Dexterity x 5 yards away, flying back to his hand afterwards. Attack is with Melee pool and does normal damage based on PC Strength, may be blocked as normal. Botched attacks may result in stuck weapons.**Sandstorm-Wind Attack***Melee (CR Page 165)***Cost:** 3 Motes**Duration:** Instant**Type:** Simple**Minimum Melee:** 4**Minimum Essence:** 2**Prerequisite Charms:** Iron Raptor Technique**Description:** A wave of force leaps from the PC's blade. PC attacks with Dexterity + Melee Pool, does base damage of Strength + Essence up to (10 x PC Essence) yards away. It is blocked as a ranged attack.**Edge of Morning Sunlight***Melee (CR Page 166)***Cost:** 1 Mote**Duration:** Instant**Type:** Supplemental**Minimum Melee:** 5**Minimum Essence:** 2**Prerequisite Charms:** Iron Raptor Technique**Description:** PC focuses Essence through weapon, making it effective against creatures of darkness, the undead, and Abyssal Exalted. PC adds Essence to weapon damage against such creatures.**Corona of Radiance***Melee (CR Page 166)***Cost:** 5 Motes, 1 Willpower**Duration:** One Scene**Type:** Simple**Minimum Melee:** 5**Minimum Essence:** 2**Prerequisite Charms:** Edge of Morning Sunlight**Description:** Attacks against PC by undead, creatures of the night, and Abyssal Exalted are at + 1 difficulty. If such creatures strike PC unarmed, they must soak Aggravated damage equal to PC Essence, and PC attacks against these creatures do Aggravated damage and have a damage bonus equal to PC Essence.**Blazing Solar Bolt***Melee (CR Page 166)***Cost:** 3 Motes, 1 Willpower**Duration:** Instant**Type:** Simple**Minimum Melee:** 5**Minimum Essence:** 3**Prerequisite Charms:** Corona of Radiance, Sandstorm-Wind Attack**Description:** A bolt of Essence leaps from PC weapon and Caste mark, allowing PC to make attack with Dexterity + Melee, which cannot be blocked or dodged without use of Charms. Does Lethal damage and has base damage of PC Strength + Willpower. Against inhabitants of Malfears or Underworld does aggravated damage.**Golden Essence Block***Melee (CR Page 166)***Cost:** 1 Mote per 2 dice**Duration:** Instant**Type:** Reflexive**Minimum Melee:** 1**Minimum Essence:** 1**Prerequisite Charms:** None**Description:** PC can trade Essence to parry any hand-to-hand attacks she is aware of, but cannot use more dice to parry any single hand-to-hand attack than her Dexterity + Melee dice pool. (Not double her Dexterity + Melee pool, as is typical with Solar Charms.)

Dipping Swallow Defense

Melee (CR Page 166)

Cost: 2 Motes

Duration: Instant

Type: Reflexive

Minimum Melee: 2

Minimum Essence: 1

Prerequisite Charms: Golden Essence Block

Description: PC may use full Dexterity + Melee pool to block any one hand-to-hand attack she is aware of.

Bulwark Stance

Melee (CR Page 166)

Cost: 5 Motes

Duration: Until next action

Type: Simple

Minimum Melee: 3

Minimum Essence: 1

Prerequisite Charms: Dipping Swallow Defense

Description: Until next action, PC can use full Dexterity + Melee dice pool to parry any attack she is aware of, so long as it has physical component and is not noted as being impossible to block.

Heavenly Guardian Defense

Melee (CR Page 166)

Cost: 3 Motes, 1 Willpower

Duration: Instant

Type: Reflexive

Minimum Melee: 4

Minimum Essence: 2

Prerequisite Charms: Bulwark Stance

Description: The PC may block, without rolling, any one attack she is aware of, even if the attack is normally unblockable. Blocking incredible attacks may destroy weapon, but Exalted will be unharmed.

Fivefold Bulwark Stance

Melee (CR Page 167)

Cost: 5 Motes, 1 Willpower

Duration: One Scene

Type: Reflexive

Minimum Melee: 5

Minimum Essence: 3

Prerequisite Charms: Bulwark Stance

Description: PC may use his full Dexterity + Melee dice pool to block any attacks against him that he is aware of, even missile weapons and magical attacks that have a physical component.

Solar Counterattack

Melee (CR Page 167)

Cost: 3 Motes

Duration: Instant

Type: Reflexive

Minimum Melee: 4

Minimum Essence: 1

Prerequisite Charms: Dipping Swallow Defense

Description: PC may make an attack against anyone executing a hand-to-hand attack against her, after roll to hit but before damage is resolved. PC can use this as many times per turn as she can afford to pay for, but not in response to any other counterattack Charm.

Ready in Eight Directions Stance

Melee (CR Page 167)

Cost: 5 Motes

Duration: One turn

Type: Reflexive

Minimum Melee: 5

Minimum Essence: 2

Prerequisite Charms: Solar Counterattack

Description: PC may respond to all attacks until next action with an immediate counterattack at full Dexterity + Melee pool, after roll to hit but before damage is rolled, and not in response to any other counterattack Charm.

Precision of the Striking Raptor

Thrown (CR Page 168)

Cost: 1 Mote per die

Duration: Instant

Type: Supplemental

Minimum Thrown: 2

Minimum Essence: 1

Prerequisite Charms: None

Description: PC may infuse weapon with Essence, adding 1 die to her pool per mote spent, up to double her Dexterity + Thrown pool. Essence spent must be declared before the attack roll.

Joint Wounding Attack

Thrown (CR Page 168)

Cost: 3 Motes

Duration: Instant

Type: Supplemental

Minimum Thrown: 3

Minimum Essence: 1

Prerequisite Charms: Precision of the Striking Raptor

Description: PC does damage as normal, but for every Health level inflicted target suffers a -1 penalty to all pools related to physical activity for one scene. It also works on automata, the undead, and so forth.

Observer-Deceiving Attack

Thrown (CR Page 168)

Cost: 3 Motes

Duration: Instant

Type: Supplemental

Minimum Thrown: 3

Minimum Essence: 2

Prerequisite Charms: Joint-Wounding Attack

Description: PC makes an attack as normal, but the attack appears to come from a completely different direction, raising the Awareness roll to spot the PC by one or more.

Mist On Water Attack

Thrown (CR Page 168)

Cost: 3 Motes per turn

Duration: Instant

Type: Supplemental

Minimum Thrown: 4

Minimum Essence: 2

Prerequisite Charms: Observer-Deceiving Attack

Description: The PC may attack an unsuspecting opponent and hide the attack, muting the sound for (up to PC Essence) turns costing 3 motes per turn. Target cannot alert anyone for length of silence. If the target dies, his death will not be discovered for the length of the silence. It has no affect on an alerted opponent.

Falling Icicle Strike

Thrown (CR Page 168)

Cost: 6 Motes

Duration: Instant

Type: Simple

Minimum Thrown: 5

Minimum Essence: 3

Prerequisite Charms: Joint-Wounding Attack

Description: If PC attacks from ambush, the defender applies soak as normal, PC rolls for damage as normal, but doubles the number of successes. Cannot be used against an alerted opponent.

Triple-Distance Attack Technique

Thrown (CR Page 169)

Cost: 3 Motes

Duration: Instant

Type: Supplemental

Minimum Thrown: 2

Minimum Essence: 2

Prerequisite Charms: None

Description: PC's weapon's range is tripled for purposes of determining penalties based on distance to target.

Cascade of Cutting Terror

Thrown (CR Page 169)

Cost: 5 Motes

Duration: Instant

Type: Supplemental

Minimum Thrown: 3

Minimum Essence: 3

Prerequisite Charms: Triple-Distance Attack Technique

Description: PC creates duplicates of his weapon, doubling Thrown pool for purposes of the attack, which cannot be dodged, only blocked. Affects only a single target. Can be used for utility purposes, such as clearing undergrowth.

Shower of Deadly Blades

Thrown (CR Page 169)

Cost: 5 Motes, 1 Willpower

Duration: Instant

Type: Extra Action

Minimum Thrown: 5

Minimum Essence: 2

Prerequisite Charms: Cascade of Cutting Terror

Description: PC hurls a number of throwing weapons, making one attack roll and applying result to every weapon, at one or multiple targets without penalty. Cannot hurl more weapons than Essence and needs enough ammunition.

Fiery Solar Chakram

Thrown (CR Page 169)

Cost: 5 Motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Thrown: 5

Minimum Essence: 3

Prerequisite Charms: Cascade of Cutting Terror

Description: The PC hurls a mote of burning light at target, doing 6 + number of extra successes on attack Lethal damage, at a range of a 100 yards. Against demons, ghosts or creatures of the night the Charm adds a number of automatic successes to the attack roll equal to the PC's Essence.

Ox-Body Technique (SOLAR)

Endurance (CR Page 170)

Cost: None

Duration: Permanent

Type: Special

Minimum Endurance: varies

Minimum Essence: 1

Prerequisite Charms: None

Description: Each time this is purchased, PC gains either :

*One -0 Health Level

*Two -1 Health Levels

*One -1 Health Level and two -2 Health Levels.

PC can get this Charm a number of times up to his Endurance score.

Armored Scout's Invigoration*Endurance (CR Page 170)***Cost:** 5 Motes**Duration:** One Day**Type:** Simple**Minimum Endurance:** 2**Minimum Essence:** 2**Prerequisite Charms:** None**Description:** Fatigue value and Mobility penalty of PC's armor is reduced by one each, cannot reduce value below zero.**Front-Line Warrior's Stamina***Endurance (CR Page 170)***Cost:** 10 Motes**Duration:** One Day**Type:** Simple**Minimum Endurance:** 3**Minimum Essence:** 1**Prerequisite Charms:** Armored Scout's Invigoration**Description:** Fatigue value and Mobility penalty of PC's armor is reduced by two each, cannot reduce value below zero.**Tiger-Warrior's Endurance***Endurance (CR Page 171)***Cost:** 15 Motes**Duration:** One Day**Type:** Simple**Minimum Endurance:** 4**Minimum Essence:** 2**Prerequisite Charms:** Front-Line Warrior's Stamina**Description:** Fatigue value and Mobility penalty of PC's armor is reduced by three each, cannot reduce value below zero.**Essence-Gathering Temper***Endurance (CR Page 171)***Cost:** 1 Mote**Duration:** Instant**Type:** Reflexive**Minimum Endurance:** 1**Minimum Essence:** 2**Prerequisite Charms:** None**Description:** PC may activate this whenever hit in combat. For every point of damage taken *before* soak is applied, player may roll one die, each success meaning a mote of regained Essence. A PC cannot gain more Essence than his Stamina score on any given attack.**Willpower-Enhancing Spirit***Endurance (CR Page 171)***Cost:** 3 Motes**Duration:** Instant**Type:** Reflexive**Minimum Endurance:** 3**Minimum Essence:** 2**Prerequisite Charms:** Essence-Gathering Temper**Description:** PC may activate this whenever hit in combat. For every point of damage taken *after* soak is applied, player may roll one die, each success meaning a point of temporary Willpower is regained. A PC cannot gain more Willpower than his permanent value.**Battle Fury Focus***Endurance (CR Page 171)***Cost:** 5 Motes**Duration:** One Scene**Type:** Simple**Minimum Endurance:** 3**Minimum Essence:** 2**Prerequisite Charms:** Willpower-Enhancing Spirit**Description:** For duration of scene, PC has +1 to all die pools related to combat and -1 to all wound penalties. PC must be engaged in combat or attempting to be engaged. She can attack at range and differentiate between friend and foe, but to retreat or do anything else other than combat, must make Willpower roll—failure means PC continues to attack, success means Charm ends.**Bloodthirsty Sword-Dancer Spirit***Endurance (CR Page 172)***Cost:** 10 Motes, 1 Willpower**Duration:** One Scene**Type:** Simple**Minimum Endurance:** 4**Minimum Essence:** 2**Prerequisite Charms:** Battle Fury Focus**Description:** While Charm is in effect, PC gets +3 bonus to all combat pools and suffers no wound penalties. PC can only attack foes until they are dead, must move to next one through most direct route, cannot use ranged weapons, or she may remain where she is and let her enemies come to her. Will not attack friends unless they try to stop her, lasts until PC cannot find enemy to kill. Difficulty for Willpower roll to end trance is 3, or 1 if loved one is the one attempting.**Respect Commanding Attitude***Performance (CR Page 172)***Cost:** 5 Motes**Duration:** One Scene**Type:** Simple**Minimum Performance:** 2**Minimum Essence:** 2**Prerequisite Charms:** None**Description:** PCs who use this Charm command the attention of an audience. While they may not be swayed or impressed, they will pay him heed, refrain from heckling, and avoid leaving performance in any numbers prior to its finish.

Unruly Mob Dispersing Rebuke*Performance (CR Page 172)***Cost:** 8 Motes, 1 Willpower**Duration:** Instant**Type:** Simple**Minimum Performance:** 3**Minimum Essence:** 3**Prerequisite Charms:** Respect Commanding Attitude**Description:** The PC issues a strong rebuke and shatters the inertia of a mob. Without further impetus, they will disperse. This Charm does nothing to well organized or disciplined force.**Rout-Stemming Gesture***Performance (CR Page 172)***Cost:** 5 Motes, 1 Willpower**Duration:** 3 turns**Type:** Simple**Minimum Performance:** 4**Minimum Essence:** 3**Prerequisite Charms:** Unruly Mob Dispersing Rebuke**Description:** All those within a radius of (10 x the PC's Essence rating) in yards are immediately steadied. Those who have failed Valor checks can roll again, and characters that must make new ones automatically succeed. Even works against supernatural panic.**Fury Inciting Presence***Performance (CR Page 173)***Cost:** 8 Motes, 1 Willpower**Duration:** One Scene**Type:** Simple**Minimum Performance:** 3**Minimum Essence:** 3**Prerequisite Charms:** Unruly Mob Dispersing Rebuke**Description:** With 10 to 20 minutes of haranguing a crowd on a subject, a PC can turn into an angry mob, lasting for a number of hours equal to PC's Essence rating in hours. It can be stopped by organized opposition that cannot be overwhelmed or if it is left idle without things to destroy for 10 to 20 minutes.**Heroism-Encouraging Presence***Performance (CR Page 173)***Cost:** 10 Motes, 1 Willpower**Duration:** One Scene**Type:** Simple**Minimum Performance:** 4**Minimum Essence:** 3**Prerequisite Charms:** Fury Inciting Presence**Description:** All friendly troops within PC's Essence x 100 yards all operate with a bonus die to combat-related dice pools from morale and do not fail Valor rolls, and ST should allow this Charm to considerably influence the outcome of a battle.**Tiger-Warrior Training Technique***Performance (CR Page 173)***Cost:** 10 Motes, 2 Willpower**Duration:** One Week**Type:** Simple**Minimum Performance:** 5**Minimum Essence:** 3**Prerequisite Charms:** Heroism- Encouraging Presence, Rout-Stemming Gesture**Description:** PCs may supervise training of (PC Essence x 100) troops a week, and after a month they become Elite troops. Already Elite troops will increase considerably in power.**Masterful Performance Exercise***Performance (CR Page 174)***Cost:** 2 Motes per success**Duration:** Instant**Type:** Supplemental**Minimum Performance:** 1**Minimum Essence:** 1**Prerequisite Charms:** None**Description:** PC makes a regular Charisma + Performance roll, but may buy additional successes up to (PC's Essence rating + number of successes on the Charisma + Performance roll,) with each success costing 2 motes of Essence.**Phantom-Conjuring Performance***Performance (CR Page 174)***Cost:** 5 Motes**Duration:** One Scene**Type:** Supplemental**Minimum Performance:** 3**Minimum Essence:** 2**Prerequisite Charms:** Masterful Performance Exercise, Respect-Commanding Attitude**Description:** Images appear during a PC's performance, underscoring its beauty, adding a number of dice equal to PC's Essence to next Charisma + Performance roll.**Heart-Compelling Method***Performance (CR Page 174)***Cost:** 6 Motes, 1 Willpower**Duration:** One Scene**Type:** Supplemental**Minimum Performance:** 4**Minimum Essence:** 2**Prerequisite Charms:** Masterful Performance Exercise**Description:** PC chooses an emotion and channels it through his performance, making a Manipulation + Performance roll. Targets with a Willpower lower than successes on roll are overcome with that emotion, those with below twice the Willpower of the successes make a roll, and those with greater than twice the successes are unaffected.

Memory Reweaving Discipline

Performance (CR Page 175)

Cost: 10 Motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Performance: 5

Minimum Essence: 3

Prerequisite Charms: Heart- Compelling Method, Phantom-Conjuring Performance

Description: PC creates a narrative so compelling that those who hear it forget the truth and believe the narrative. PC makes a Manipulation + Performance roll, and every success means that the target needs to see one piece of evidence that disproves the narrative. Can be used in conversation.

Harmonious Presence Meditation

Presence (CR Page 175)

Cost: 6 Motes

Duration: One hour

Type: Simple

Minimum Presence: 3

Minimum Essence: 1

Prerequisite Charms: None

Description: While this Charm is in effect PC adds a number of dice equal to permanent Essence to any Socialize, Presence or Bureaucracy rolls that involve one-on-one interaction.

Listener-Swaying Argument

Presence (CR Page 175)

Cost: 2 Motes per die, 1 Willpower

Duration: Instant

Type: Supplemental

Minimum Presence: 3

Minimum Essence: 2

Prerequisite Charms: Harmonious Presence Meditation

Description: For every 2 Essence spent by PC, add a die to any Socialize, Presence, or Bureaucracy roll involving one-on-one interaction, up to twice the pool.

Hypnotic Tongue Technique

Presence (CR Page 175)

Cost: 10 Motes, 1 Willpower

Duration: Special

Type: Simple

Minimum Presence: 5

Minimum Essence: 3

Prerequisite Charms: Listener-Swaying Argument

Description: PC programs a target to undertake an action later through a touch, then making opposed Willpower roll. If Willpower roll fails, target will know what happened, what the command was, and what the conditions were. If PC wins, she may give target elaborate unspoken command, and will keep it for (PC's Charisma) days. Command must be able to be executed in (PC's Essence) in turns, and target will forget the orders or not after completion if PC desires it. Target will not attack herself or others unless predisposed to do so.

Majestic Radiant Presence

Presence (CR Page 175)

Cost: 8 Motes

Duration: One scene

Type: Simple

Minimum Presence: 4

Minimum Essence: 3

Prerequisite Charms: Harmonious Presence Meditation

Description: Targets attempting to attack the PC or stand against him in argument must make a successful Willpower roll to do so. Not compatible with Dawn Caste Anima ability.

Underling Promoting Touch

Presence (CR Page 175)

Cost: 10 Motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Presence: 5

Minimum Essence: 3

Prerequisite Charms: Majestic Radiant Presence

Description: PC's target is empowered with majesty of the PC, and will be treated with deference due. Others must make Willpower roll with a difficulty of 1 + Essence of PC to do otherwise.

Terrifying Apparition of Glory

Presence (CR Page 176)

Cost: 10 Motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Presence: 5

Minimum Essence: 3

Prerequisite Charms: Majestic Radiance Presence

Description: While Charm is in effect, targets must make a Valor check to attack PC, most animals will flee, and allies must make a Conviction roll not to obey non-suicidal orders. Last for a scene after the targets leave PC presence. Those who are able to attack PC do so at die penalty equal to PC Essence. Not compatible with Dawn Caste Anima Ability

Durability of Oak Meditation

Resistance (CR Page 176)

Cost: 1 Mote per 2 dice rolled

Duration: One scene

Type: Simple

Minimum Resistance: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: PC roll up to Stamina + Resistance in dice, paying 1 mote per 2 dice rolled. For each success, PC adds 1 to Bashing soak. Charm may be used again in later turns, but PC cannot gain more Bashing soak than Stamina + Resistance.

Iron Skin Concentration

Resistance (CR Page 176)

Cost: 3 Motes, 1 Willpower

Duration: One scene

Type: Reflexive

Minimum Resistance: 2

Minimum Essence: 1

Prerequisite Charms: Durability of Oak Meditation

Description: PC's soaks Lethal damage with Bashing soak. Cannot be used with armor.

Spirit Strengthens the Skin

Resistance (CR Page 176)

Cost: 2 Motes per Point

Duration: One scene

Type: Simple

Minimum Resistance: 3

Minimum Essence: 2

Prerequisite Charms: Durability of Oak Meditation

Description: PC may add up to her score in Resistance ability to Bashing soak over and above Durability of Oak Meditation, for 2 motes per point. May be used more than once per scene, but cannot gain more than her Resistance ability.

Adamant Skin Technique

Resistance (CR Page 177)

Cost: 5 Motes, 1 Health Level, 1 Willpower

Duration: Instant

Type: Reflexive

Minimum Resistance: 5

Minimum Essence: 3

Prerequisite Charms: Iron Skin Concentration, Spirit Strengthens the Skin

Description: PC takes no damage from a single attack, or damage of any type. PC may still suffer from "secondary" damage as a result of the blow — if the PC is punched into a fire, the punch would be absorbed but not the later fire damage.

Unfailing Tortoise Technique

Resistance (CR Page 177)

Cost: 1 Mote

Duration: Instant

Type: Reflexive

Minimum Resistance: 3

Minimum Essence: 1

Prerequisite Charms: Durability of Oak Meditation

Description: PC can resist even unanticipated attacks, so may spend 1 mote to add Resistance score to Bashing soak for that single attack. Must be invoked before soak is subtracted from damage.

Iron Kettle Body

Resistance (CR Page 178)

Cost: 2 Motes

Duration: Instant

Type: Reflexive

Minimum Resistance: 5

Minimum Essence: 2

Prerequisite Charms: Unfailing Tortoise Technique

Description: PC can resist even unanticipated attacks, so may spend 1 mote to add Resistance score to Bashing and Lethal soak for that single attack. Must be invoked before soak is subtracted from damage.

Whirlwind Armor-Donning Prana

Resistance (CR Page 178)

Cost: 2 Motes per turn

Duration: Special

Type: Simple

Minimum Resistance: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: PC can don armor in number of turns equal to its Mobility penalty. Each turn costs 2 motes of Essence. Armor must be handy and readily available.

Hauberk-Summoning Gesture

Resistance (CR Page 178)

Cost: 5 Motes

Duration: Instant

Type: Simple

Minimum Resistance: 3

Minimum Essence: 3

Prerequisite Charms: Whirlwind Armor-Donning Prana

Description: In an eye blink, PC's armor appears on her from as far away as 100 yards x her Essence rating. Armor must be player's own.

Glorious Solar Plate

Resistance (CR Page 178)

Cost: 10 Motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Resistance: 4

Minimum Essence: 3

Prerequisite Charms: Hauberk-Summoning Gesture

Description: PC creates a golden lamellar armor around herself, with light bright enough to read by in a several-yard radius, with 10 Lethal soak, 10 Bashing soak and only a -1 Mobility penalty.

Poison-Resisting Meditation

Resistance (CR Page 179)

Cost: 4 Motes

Duration: One scene

Type: Reflexive

Minimum Resistance: 3

Minimum Essence: 1

Prerequisite Charms: None

Description: PC may add a number of automatic successes equal to his Stamina to the Stamina + Resistance roll to resist toxins, spoiled food, etc. PC can also consume a number of drinks equal to his Stamina with no penalty.

Illness-Resisting Meditation

Resistance (CR Page 179)

Cost: 6 Motes

Duration: One day

Type: Reflexive

Minimum Resistance: 3

Minimum Essence: 1

Prerequisite Charms: None

Description: PC may add a number of automatic successes equal to his Stamina to the Stamina + Resistance roll to resist illness. PC can add the same number to his daily roll to recover from illness already contracted.

Immunity to Everything Technique

Resistance (CR Page 179)

Cost: 6 Motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Resistance: 5

Minimum Essence: 3

Prerequisite Charms: Illness-Resisting Meditation, Poison-Resisting Meditation

Description: While this Charm is in effect, PC cannot be injured by illness or poison, and will not become subject to illness later, after exposure.

Friendship With Animals Approach

Survival (CR Page 179)

Cost: 3 Motes

Duration: One scene

Type: Simple

Minimum Survival: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: PC can deal well with any animal, but must be within one yard of the target per point of Essence. Herbivores will become docile, and predators will not challenge the PC. Does not work on trained, sentient, or insane animals.

Spirit-Tied Pet

Survival (CR Page 179)

Cost: 10 Motes, 1 Willpower, 1 Experience Point

Duration: Instant

Type: Simple

Minimum Survival: 3

Minimum Essence: 2

Prerequisite Charms: Friendship With Animals Approach

Description: Each time PC uses this Charm while handling an animal, she gains a dot of Familiar concerning the animal. PCs cannot have more than one Spirit-Tied Pet at a time.

Bestial Traits Technique

Survival (CR Page 180)

Cost: 8 Motes

Duration: One scene

Type: Simple

Minimum Survival: 4

Minimum Essence: 2

Prerequisite Charms: Spirit-Tied Pet

Description: PC can gain the Trait of a Spirit-Tied Pet, each use allowing the gain of a single characteristic. To gain a poisoned bite, the PC would need to emulate the bite and the poison, and the bite would be as the animal, not as the animal if it were the size of the PC.

Hardship-Surviving Mendicant Spirit

Survival (CR Page 180)

Cost: 5 Motes

Duration: One day

Type: Simple

Minimum Survival: 3

Minimum Essence: 1

Prerequisite Charms: None

Description: The PC can resist harsh (but not the most hostile) environments without special preparations. Blazing heat, icy cold, hypothermia, leeches, mosquitoes—all are overcome by this Charm.

Trackless Region Navigation Charm

Survival (CR Page 181)

Cost: 7 Motes

Duration: One Day

Type: Simple

Minimum Survival: 4

Minimum Essence: 2

Prerequisite Charms: Hardship-Surviving Mendicant Spirit

Description: The PC (and a number of people equal to twice his Essence score) travel over most terrain as if it were easily traversed ground, covering 20 miles per day. Very harsh terrain can be traveled over at a rate of 10 miles per day.

Food-Gathering Exercise

Survival (CR Page 181)

Cost: 3 Motes per person

Duration: One hour

Type: Simple

Minimum Survival: 5

Minimum Essence: 2

Prerequisite Charms: Trackless Region Navigation Charm

Description: With an hour of foraging for food, the PC will provide enough food for up to her Essence in people. Incredibly difficult environments will make this more difficult, but not more than reducing amount of food by half.

Unshakeable Bloodhound Technique

Survival (CR Page 181)

Cost: 8 Motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Survival: 5

Minimum Essence: 2

Prerequisite Charms: Hardship-Surviving Mendicant Spirit

Description: PC can track anyone through any terrain as long as the trail is fresh. Over difficult terrain, trail is fresh for one day per point of PC permanent Essence, but is fresh for up to 3 times as long in more amenable territory. If foiled by Traceless Passage, both PC and target resolve tracking normally.

Eye-Deceiving Camouflage

Survival (CR Page 182)

Cost: 6 Motes

Duration: One day

Type: Simple

Minimum Survival: 5

Minimum Essence: 3

Prerequisite Charms: Hardship-Surviving Mendicant Spirit

Description: PC can camouflage himself or an object no larger than his Essence in yards so as to be undetectable. This takes one hour. As long as the PC or object does not move suddenly or at length, it will not be detected by any sense without intensive searching for a number of hours equal to the PC's Essence, or by a discipline enhancing the senses, which calls for an opposed test between enemy's Perception + Awareness and PC's Intelligence + Survival.

Traceless Passage

Survival (CR Page 182)

Cost: 5 motes per person, 1 Willpower

Duration: One day

Type: Simple

Minimum Survival: 5

Minimum Essence: 3

Prerequisite Charms: Unshakeable Bloodhound Technique

Description: The PC can make his trail and the trails of additional people equal to his Essence score totally traceless. They cannot be tracked, not even with the aid of tracking animals or other aids. Only characters with the Unshakeable Bloodhound Technique Charm can follow, played out as if they were tracking without magic.

Element-Resisting Prana

Survival (CR Page 182)

Cost: 10 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Survival: 5

Minimum Essence: 3

Prerequisite Charms: Hardship-Surviving Mendicant Spirit

Description: The PC is able to survive in any environment, such as active volcanoes, underwater, and in conditions as harsh as those of the elemental poles. While this Charm is active, the PC adds her Endurance to her soak when she takes damage from elemental sources such as cold, fire and lightning.

Flawless Handiwork Method

Craft (CR Page 182)

Cost: 3 motes per success

Duration: Instant

Type: Supplemental

Minimum Craft: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: The PC can craft extraordinarily well. To use this Charm, the PC first makes a regaurt Intelligence or Stamina + Craft roll for the character. Then, the player may "buy" additional successes, up to the Character's Essence rating + the number of successes rolled on the Craft roll. Each success bought in this fashion costs 3 motes of Essence

Object-Strengthening Touch

Craft (CR Page 183)

Cost: 6 motes

Duration: One Scene

Type: Simple

Minimum Craft: 2

Minimum Essence: 1

Prerequisite Charms: Flawless Handiwork Method

Description: The PC strengthens an object. Fragile objects like those made of glass cannot be damaged without Strength at least equal to the Essence of the PC who used the Charm on them. Targets that are not fragile take twice normal force to harm.

Durability-Enhancing Technique

Craft (CR Page 183)

Cost: 10 motes

Duration: Instant

Type: Simple

Minimum Craft: 3

Minimum Essence: 2

Prerequisite Charms: Object-Strengthening Touch

Description: The PC strengthens an object so that it will endure for years. Durability-Enhancing Technique add twice the PC's score in the Crafts Ability to the Strength + Athletics dice pool required to break objects treated by this Charm, and they last 10 times as long as untreated objects.

Chaos Resistance Preparation*Craft (CR Page 183)***Cost:** 10 motes, 1 Willpower**Duration:** Instant**Type:** Simple**Minimum Craft:** 4**Minimum Essence:** 2**Prerequisite Charms:** Object-Strengthening Touch**Description:** This Charm makes objects resistant to the effects of the Wyld. Objects protected by this Charm take 10 times as long to change due to the Wyld as it would normally. The effects of the Charm are permanent.**Crack-Mending Technique***Craft (CR Page 183)***Cost:** 10 motes, 1 Willpower, 1 health level**Duration:** Instant**Type:** Simple**Minimum Craft:** 5**Minimum Essence:** 3**Prerequisite Charms:** Craftsman Needs No Tools, Durability-Enhancing Technique**Description:** The PC can fix any broken object, so long as it was not wholly unmade. The character must spend a number of hours working on the object equal to 10 - her Essence, and cannot remake an object more yards in radius than the character's Essence.**Shattering Grasp***Craft (CR Page 184)***Cost:** 5 motes**Duration:** Instant**Type:** Simple**Minimum Craft:** 3**Minimum Essence:** 2**Prerequisite Charms:** Object-Strengthening Touch**Description:** A PC using this Charm multiplies his Strength + Athletics by 2 for the purposes of breaking or damaging the basic material he works with for the focus of his Craft skill — typically metal, stone or wood. If the character is making an attack against such an object, double his damage successes.**Craftsman Needs No Tools***Craft (CR Page 184)***Cost:** 7 Motes, 1 Willpower**Duration:** One Scene**Type:** Simple**Minimum Craft:** 5**Minimum Essence:** 3**Prerequisite Charms:** Shattering Grasp**Description:** A PC who knows this Charm works directly with her chosen material, shaping it with her hands and voice, without any need for tools. PCs using this Charm do a day's work in a Scene. Tasks needing multiple days' work require multiple Scenes of use.**Ten Magistrate Eyes***Investigation (CR Page 185)***Cost:** 3 Motes**Duration:** One Scene**Type:** Supplemental**Minimum Investigation:** 1**Minimum Essence:** 1**Prerequisite Charms:** None**Description:** The PC adds his Essence score in automatic successes to any Investigation rolls.**Crafty Observation Method***Investigation (CR Page 185)***Cost:** 5 Motes**Duration:** Instant**Type:** Simple**Minimum Investigation:** 3**Minimum Essence:** 1**Prerequisite Charms:** Ten Magistrate Eyes**Description:** By examining the undisturbed physical evidence of an event, the character can reconstruct the physical process behind that event. If the evidence is disturbed significantly, the PC must make a Perception + Investigation roll with a difficulty determined by the amount of disturbance the evidence has been subjected to reconstruct the event.**Judge's Ear Technique***Investigation (CR Page 185)***Cost:** 6 Motes**Duration:** One Scene**Type:** Reflexive**Minimum Investigation:** 2**Minimum Essence:** 1**Prerequisite Charms:** Ten Magistrate Eyes**Description:** The PC can tell if the target is lying to her. This Charm is infallible, but if the target refuses to answer or does answer in an unclear fashion, the Charm will not indicate him as having lied. If the target believes something to be the case but it is false, then the Charm will not detect it as a lie.**Evidence Discerning Method***Investigation (CR Page 185)***Cost:** 6 Motes, 1 Willpower**Duration:** Instant**Type:** Simple**Minimum Investigation:** 4**Minimum Essence:** 2**Prerequisite Charms:** Judge's Ear Technique**Description:** A PC with this Charm may construct a psychological profile of the target that left the evidence. The depth of this profile is determined by the amount of material the PC employing this Charm has to sort through, and if there is material that does not belong to the target, then the PC's profile will be distorted.

Irresistible Questioning Technique

Investigation (CR Page 186)

Cost: 5 Motes

Duration: One Scene

Type: Simple

Minimum Investigation: 3

Minimum Essence: 2

Prerequisite Charms: Judge's Ear Technique

Description: If the Target has Willpower equal to or less than the PC's Essence, the target is unable to lie, dissimilate or otherwise prevaricate. If the target has Willpower equal to or less than twice the PC's Essence, the PC may make a Manipulation + Investigation roll. For every success, the target must answer a single question. This Charm does not work on targets with Willpower higher than twice the PC's Essence, and if used by a PC on the same target more than once in [target's Willpower] weeks, the Charm has no effect.

Unknown Wisdom Epiphany

Investigation (CR Page 186)

Cost: 10 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Investigation: 5

Minimum Essence: 3

Prerequisite Charms: Crafty Observation Method, Evidence-Discerning Method

Description: By visiting the scene of an event the PC can psychically reenact history, gaining insight he could not receive from evidence. The character must be able to go over the scene, touch and examine mostly undisturbed evidence and "get into the shoes" of one of the people involved. The PC flashbacks to the event and gains info about the target's Nature, surface feelings and attitudes over the course of the event.

Integrity-Protecting Prana

Lore (CR Page 186)

Cost: 5 motes, 1 Willpower

Duration: One Day

Type: Simple

Minimum Lore: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: The PC's mind and body is protected against the influence of Wyld energies, and will not be twisted by the Wyld.

Chaos-Repelling Pattern

Lore (CR Page 186)

Cost: 10 motes, 1 Willpower

Duration: One hour

Type: Simple

Minimum Lore: 3

Minimum Essence: 2

Prerequisite Charms: Integrity-Protecting Prana

Description: The PC protects his possessions from the warping influence of the Wyld, an amount which can equal a fully laden horse if the character is mounted.

Wyld Shaping Technique

Lore (CR Page 186)

Cost: 20 Motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Lore: 5

Minimum Essence: 3

Prerequisite Charms: None

Description: The PC may shape the deepest Wyld. See the core rules for details on this extended action, pg. 186-187.

Essence-Lending Method

Lore (CR Page 187)

Cost: 3 Motes

Duration: Instant

Type: Simple

Minimum Lore: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: The PC can transfer Essence to the target by spending a turn in skin-to-skin contact and burning 3 motes of Essence. She then transfers motes of Essence equal to 3 x her permanent Essence score, which cannot cause the target's Essence pool to rise above its normal maximum and any excess dissipates. PCs may activate this Charm over multiple turns but must pay the 3 motes for each turn the Charm is in use.

Will-Bolstering Method

Lore (CR Page 187)

Cost: 5 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Lore: 2

Minimum Essence: 2

Prerequisite Charms: Essence-Lending Method

Description: The PC can transfer Willpower to the target by spending a turn in skin-to-skin contact and burning the Essence and Willpower required by Charm. The PC may then transfer a number of points of temporary Willpower to the target equal to the highest Virtue that the two of them share. PC cannot cause the target's temporary Willpower to rise above its normal maximum. Excess points are wasted.

Wound-Accepting Technique

Lore (CR Page 188)

Cost: 3 Motes per Health Level, 1 Willpower

Duration: Instant

Type: Simple

Minimum Lore: 3

Minimum Essence: 2

Prerequisite Charms: Will-Bolstering Method

Description: The PC must be in skin-to-skin contact with Target for a turn, and the PC must spend the appropriate Essence and Willpower. The PC takes a number of health levels of bashing damage, and the target of the Charm heals a like number of levels of bashing or lethal damage. PCs cannot share more health levels than the lower of the pair's Stamina, nor heal aggravated damage, nor cause a target to gain more health levels than normal. Exalted can kill themselves through the use of this Charm.

Power-Awarding Prana*Lore (CR Page 188)***Cost:** 5 Motes, 1 Willpower, 1 XP**Duration:** One Day**Type:** Simple**Minimum Craft:** 5**Minimum Essence:** 3**Prerequisite Charms:** Wound Accepting Technique

Description: The PC can lend her power to a normal mortal target. For each point of the PC's Essence, she can loan one Charm to the target. The target must meet appropriate minimum Ability to use the Charm, and if the Charm has prerequisite Charms, then the target must be lent those. The Charms draw directly on the Essence of the PC, but the target pays any non-Essence costs. While the Charms are lent, the Exalted cannot use them.

Body-Mending Meditation*Medicine (CR Page 188)***Cost:** 10 Motes**Duration:** One Day**Type:** Reflexive**Minimum Medicine:** 1**Minimum Essence:** 1**Prerequisite Charms:** None

Description: While this Charm is active, the PC heals at 10 times the normal rate. It cannot be used on others, does not speed the healing of aggravated damage, or allow the regeneration of amputated or destroyed tissue. Characters can activate this Charm even if unconscious.

Flawless Diagnosis Technique*Medicine (CR Page 188)***Cost:** 1 Mote**Duration:** 5 Minutes**Type:** Simple**Minimum Medicine:** 1**Minimum Essence:** 1**Prerequisite Charms:** None

Description: By examining a target closely and hearing about her symptoms, the PC will diagnose their illness without error. This is a function of the PC's Medicine skill, so they will be unable to diagnosis an illness they've never heard of, and will never mistake one she doesn't know for one she does.

Ailment Rectifying Method*Medicine (CR Page 188)***Cost:** 10 motes**Duration:** 6 Hours**Type:** Simple**Minimum Medicine:** 2**Minimum Essence:** 1**Prerequisite Charms:** Flawless Diagnosis Technique

Description: Allows the PC to recover from illness. Non-life-threatening illnesses dissipate immediately. A PC suffering from serious ailments makes a Stamina + Resistance roll (without any wound or disease-related penalties). Success indicates that the character's illness fades over the course of the Charm's duration. More serious illnesses require more successes.

Contagion Curing Touch*Medicine (CR Page 189)***Cost:** 10 Motes**Duration:** One Day**Type:** Simple**Minimum Medicine:** 3**Minimum Essence:** 2**Prerequisite Charms:** Ailment Rectifying Method

Description: The PC makes an Intelligence + Medicine roll, curing normal diseases with 1 success; more serious ones may need up to five. The disease halts, and the illness will get no worse unless treatment stops. Nothing is required but bed rest. This Charm cannot affect more targets per day than PC's dots in Medicine.

Touch of Blissful Release*Medicine (CR Page 189)***Cost:** 5 Motes**Duration:** Six hours**Type:** Simple**Minimum Medicine:** 2**Minimum Essence:** 1**Prerequisite Charms:** Body-Mending Meditation

Description: PC reduces target's wound penalties by 2, and sick targets ignore up to 2 dice of negative symptoms. Targets under Charm's influence are at a -3 die penalty to performing any action that requires thought, memory or coordination.

Grievous Injury Recovery Method*Medicine (CR Page 190)***Cost:** 10 Motes**Duration:** One Day**Type:** Simple**Minimum Medicine:** 2**Minimum Essence:** 2**Prerequisite Charms:** Body-Mending Meditation

Description: During the duration of the Charm, spent in bed-rest, the PC heals her Essence score in health levels, plus additional levels equal to successes on a Stamina + Endurance roll. Does not speed healing of aggravated or regenerate lost limbs or tissue.

Wound Mending Care Technique*Medicine (CR Page 190)***Cost:** 10 Motes**Duration:** One Day**Type:** Simple**Minimum Medicine:** 3**Minimum Essence:** 2**Prerequisite Charms:** Grievous Injury Recovery Method, Touch of Blissful Release

Description: PC heals her Essence in target's Health Levels for each day spent treating subject, plus Health Levels equal to successes on Intelligence + Medicine roll. Can only heal one target at a time, does not heal Aggravated damage or destroyed or amputated tissue.

Anointment of Miraculous Health

Medicine (CR Page 190)

Cost: 10 Motes

Duration: Instant

Type: Simple

Minimum Medicine: 4

Minimum Essence: 3

Prerequisite Charms: Contagion Curing
Touch, Wound Mending Care Technique

Description: The PC cures the target's injuries with a touch. Target heals a number of health levels equal to PC Essence, except for amputated limbs and Aggravated damage.

Bodily Regeneration Prana

Medicine (CR Page 191)

Cost: 10 Motes, 1 Willpower

Duration: One Hour

Type: Simple

Minimum Medicine: 5

Minimum Essence: 2

Prerequisite Charms: Wound Mending
Care Technique

Description: PC enters a healing trance, during which she heals Health Levels equal to her Essence. This will heal Aggravated damage and regenerate lost limbs, and organs, the former equal to two Health Levels, the latter equal to one. During period in trance, PC gains no Essence.

Healing Trance Meditation

Medicine (CR Page 191)

Cost: 10 Motes, 1 Willpower

Duration: One Hour

Type: Simple

Minimum Medicine: 5

Minimum Essence: 3

Prerequisite Charms: Anointment of
Miraculous Health, Bodily Regeneration
Prana

Description: PC and willing target enter a healing trance, during which target heals Health Levels equal to PC Essence. This will heal Aggravated damage and regenerate lost limbs, and organs, the former equal to two Health Levels, the latter equal to one. During period in trance, PC and target gain no Essence.

Terrestrial Circle Sorcery

Occult (CR Page 191)

Cost: 1 Willpower

Duration: Instant

Type: Simple

Minimum Occult: 3

Minimum Essence: 3

Prerequisite Charms: None

Description: By activating this Charm, PC can cast a single spell of the Terrestrial Circle. Additionally, PC must pay Essence cost of spell. Cannot be in Combo.

Celestial Circle Sorcery

Occult (CR Page 191)

Cost: 2 Willpower

Duration: Instant

Type: Simple

Minimum Occult: 4

Minimum Essence: 4

Prerequisite Charms: Terrestrial Circle
Sorcery

Description: By activating this Charm, PC can cast a single spell of the Celestial Circle. Additionally, PC must pay Essence cost of spell. Cannot be in Combo.

Solar Circle Sorcery

Occult (CR Page 191)

Cost: 3 Willpower

Duration: Instant

Type: Simple

Minimum Occult: 5

Minimum Essence: 5

Prerequisite Charms: Celestial Circle
Sorcery

Description: By activating this Charm, PC can cast a single spell of the Solar Circle. Additionally, PC must pay Essence cost of spell. Cannot be in Combo.

Spirit-Detecting Glance

Occult (CR Page 192)

Cost: 3 Motes

Duration: One Scene

Type: Simple

Minimum Occult: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: PC can perceive unmanifested spirits, which are clearly distinguishable from manifested ones. PC is still unable to touch or harm such spirits with just this Charm.

Spirit-Cutting Attack

Occult (CR Page 192)

Cost: 2 Motes

Duration: Instant

Type: Supplemental

Minimum Occult: 2

Minimum Essence: 2

Prerequisite Charms: Spirit-Detecting
Glance

Description: PC may launch a single attack at an unmanifested spirit. PCs without Spirit-Detecting Glance active will be attacking blind (+ 2 difficulty). Can be in combo with Charms of other abilities.

Ghost-Eating Technique*Occult (CR Page 192)***Cost:** 5 Motes**Duration:** Instant**Type:** Supplemental**Minimum Occult:** 4**Minimum Essence:** 3**Prerequisite Charms:** Spirit-Cutting Attack

Description: PC strikes unmanifested spirit target, doing Aggravated damage and draining away the spirit's Essence equal to twice PC Essence. This Essence is added to the PC's pool, and Essence above PC's maximum dissipates but is still drained. Can be in combos with Charms of other Abilities.

Spirit-Repelling Diagram*Occult (CR Page 193)***Cost:** 10 Motes**Duration:** One Scene**Type:** Simple**Minimum Occult:** 5**Minimum Essence:** 2**Prerequisite Charms:** Spirit-Cutting Attack

Description: PC creates warded area a number of yards in radius equal to the PC's Essence. Unmaterialized spirits with a lower maximum Essence pool than the PC must either flee the diagram or materialize. Unmaterialized spirits outside the diagram with maximum Essence pools lower than the PC's may not use their Charms to affect those within the diagram, and may not enter. Spirits that have materialized are no longer subject to the diagram.

All-Encompassing Sorcerer's Sight*Occult (CR Page 193)***Cost:** 6 Motes**Duration:** One Scene**Type:** Simple**Minimum Occult:** 5**Minimum Essence:** 2**Prerequisite Charms:** Spirit-Detecting Glance

Description: While using this Charm, PC can perceive flows of Essence due to spirits, Charms, Manses, Demesnes, sorcery and enchantments. With Intelligence + Occult roll, PC can identify type of enchantment and (if familiar with them) the Exalted who caused it.

Graceful Crane Stance*Athletics (CR Page 193)***Cost:** 3 Motes**Duration:** One Scene**Type:** Reflexive**Minimum Athletics:** 1**Minimum Essence:** 1**Prerequisite Charms:** None

Description: PC has near perfect balance and can stand on things too weak or narrow to support him normally, with no fear of falling or the object breaking, only needing to make Athletics rolls in the most extraordinary circumstances.

Monkey Leap Technique*Athletics (CR Page 193)***Cost:** 1 Mote**Duration:** One Turn**Type:** Reflexive**Minimum Athletics:** 1**Minimum Essence:** 1**Prerequisite Charms:** Graceful Crane Stance

Description: PC may leap Strength x 10 feet vertically or twice that horizontally instead of a normal move, and may attack during that round, gaining no special bonuses from the leap.

Thunderbolt Attack Prana*Athletics (CR Page 193)***Cost:** 5 Motes, 1 Willpower**Duration:** Instant**Type:** Supplemental**Minimum Athletics:** 3**Minimum Essence:** 2**Prerequisite Charms:** Monkey Leap Technique

Description: The PC leaps into the air, bringing their weapon down on opponent. Any damage done is doubled after it is rolled. PCs cannot move in same round they use Thunderbolt Attack Prana. Allowed to be used with Charms of other Abilities as long as other Charm does not force PC to move.

Lightning Speed*Athletics (CR Page 193)***Cost:** 1 Mote**Duration:** One Turn**Type:** Reflexive**Minimum Athletics:** 2**Minimum Essence:** 1**Prerequisite Charms:** Graceful Crane Stance

Description: The PC doubles her sprinting distance for the turn, and has no chance of being winded from the exertion.

Spider-Foot Style*Athletics (CR Page 194)***Cost:** 2 Motes**Duration:** Instant**Type:** Reflexive**Minimum Athletics:** 3**Minimum Essence:** 2**Prerequisite Charms:** Lightning Speed

Description: The PC can run over the most uneven surfaces, up sheer walls, or dash upside down across ceilings or the underside of structures, circumventing obstacles such as shields and moving behind enemies, with bonuses assigned by ST. If a PC is in a position she could not be in normally and doesn't spend Essence to maintain this Charm, she falls, possibly taking damage.

Feather-Foot Style*Athletics (CR Page 194)***Cost:** 3 Motes**Duration:** Instant**Type:** Reflexive**Minimum Athletics:** 4**Minimum Essence:** 2**Prerequisite Charms:** Lightning Speed

Description: The PC can run across fluid surfaces such as water and loose sand, treating them as solid earth but possibly taking damage from foot contact if the surface is dangerous, such as magma or acid. If a PC doesn't spend Essence to maintain this Charm and is still on a fluid surface, she falls, possibly taking damage.

Leaping Tiger Attack*Athletics (CR Page 194)***Cost:** 3 Motes, 1 Willpower**Duration:** Instant**Type:** Supplemental**Minimum Athletics:** 4**Minimum Essence:** 2**Prerequisite Charms:** Lightning Speed

Description: The PC can move up to his Sprint distance without penalty, striking as he goes. He attacks as normal but damage is doubled after soak but before it is rolled. He needs only a yard minimum, but cannot be bound or unable to move when he launches the attack. Can be used with other Ability Charms in a Combo, but PC must be able to move to use it in such a way.

Racing Hare Method*Athletics (CR Page 195)***Cost:** 5 Motes, 1 Willpower**Duration:** One Hour**Type:** Simple**Minimum Athletics:** 5**Minimum Essence:** 2**Prerequisite Charms:** Monkey Leap Technique, Spider-Foot Style

Description: The PC enters a trance and moves in graceful leaps, going (Stamina + Essence) x 10 miles per hour. The trance ends when the PC stops for any reason and his perceptions are vague, and so can become easily lost in a strange area.

Increasing Strength Exercise*Athletics (CR Page 195)***Cost:** 3 Motes per Dot**Duration:** One Scene**Type:** Simple**Minimum Athletics:** 3**Minimum Essence:** 2**Prerequisite Charms:** None

Description: For every 3 motes the PC spends, her Strength increases by 1, though the PC cannot gain more Strength than her Essence. This increase effects damage done by the PC as if it were normal Strength.

Thunder's Might*Athletics (CR Page 195)***Cost:** 2 Motes per point.**Duration:** One Scene**Type:** Simple**Minimum Athletics:** 4**Minimum Essence:** 2**Prerequisite Charms:** Increasing Strength Exercise

Description: For every 2 motes of Essence the PC spends, her Strength + Athletics pool increases by 1 for the purposes of lifting and breaking objects, up to a limit of twice her normal Strength + Athletic pool. For attacks against inanimate objects, each Essence point adds one die to the PCs raw damage against it. This Charm does not increase damage done in combat.

Ten Ox Meditation*Athletics (CR Page 196)***Cost:** 1 Mote per 2 points.**Duration:** Instant**Type:** Supplemental**Minimum Athletics:** 5**Minimum Essence:** 3**Prerequisite Charms:** Thunder's Might

Description: The PC can increase Strength + Athletics pool by 2 for a single attempt to lift or break something, or increase his raw damage by two for each mote spent. The PC cannot use more Essence than he has permanent Willpower. This cannot be used against Animate objects.

Sensory Acuity Prana*Awareness (CR Page 196)***Cost:** 5 Motes**Duration:** One Scene**Type:** Simple**Minimum Awareness:** 2**Minimum Essence:** 1**Prerequisite Charms:** None

Description: All of the PC's senses increase, adding a number of dice to his Awareness equal to his Essence.

Keen Sight Technique*Awareness (CR Page 196)***Cost:** 3 Motes**Duration:** One Scene**Type:** Simple**Minimum Awareness:** 3**Minimum Essence:** 2**Prerequisite Charms:** Sensory Acuity Prana

Description: The PC extends her sight several times past that of a normal mortal, able to see tiny details at 100 yards and see normally through poor visual conditions. Cannot be used with Sensory Acuity Prana—either all senses are affected or one.

Keen Hearing and Touch Technique

Awareness (CR Page 196)

Cost: 3 Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 3

Minimum Essence: 2

Prerequisite Charms: Sensory Acuity Prana

Description: The PC extends her hearing and touch to a supernatural degree, judging the quality of fabric and metal with casual inspection and able to listen in clearly on conversations through thick doors. Cannot be used with Sensory Acuity Prana—either all senses are affected or one.

Keen Smell and Taste Technique

Awareness (CR Page 196)

Cost: 3 Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 3

Minimum Essence: 2

Prerequisite Charms: Sensory Acuity Prana

Description: The PC extends her Smell and Taste to a supernatural degree, recognizing targets by scent and tracking with it, with a +2 bonus to Survival rolls to track and hunt for food. Cannot be used with Sensory Acuity Prana—either all senses are affected or one.

Unsurpassed Sight Discipline

Awareness (CR Page 196)

Cost: 5 Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 5

Minimum Essence: 2

Prerequisite Charms: Keen Sight Technique

Description: The PC's eyes become equal to the greatest raptor, able to see a fieldmouse out a mile away, a single face in a crowd with a glance, or tiny details without effort.

Unsurpassed Hearing and Touch Discipline

Awareness (CR Page 196)

Cost: 5 Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 5

Minimum Essence: 2

Prerequisite Charms: Keen Hearing and Touch Technique

Description: The PC's hearing and touch become supernaturally acute, and she can hear whispered conversations a mile away outside or 100 yards away indoors, and can read pages by feeling the ink.

Unsurpassed Smell and Taste Discipline

Awareness (CR Page 196)

Cost: 5 Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 5

Minimum Essence: 2

Prerequisite Charms: Keen Smell and Taste Technique

Description: The PC's senses of smell and taste become supernaturally acute, and he can track by scent like a hound, (with his Perception as automatic successes to all Survival rolls to track or hunt for food,) can read mood by scent, and can smell poisons at a distance.

Surprise Anticipation Method

Awareness (CR Page 197)

Cost: 1 Mote

Duration: Instant

Type: Reflexive

Minimum Awareness: 3

Minimum Essence: 2

Prerequisite Charms: Sensory Acuity Prana

Description: Whenever the PC is in imminent danger, this Charm activates, costing a mote of Essence. The PC is alerted to danger by subtle cues, making them almost impossible to catch off-guard but not prescient.

Reed in the Wind

Dodge (CR Page 197)

Cost: 1 Mote per 2 dice

Duration: Instant

Type: Reflexive

Minimum Dodge: 2

Minimum Essence: 1

Prerequisite Charms: None

Description: For each mote spent, the PC adds two dice to dodge an attack the PC can see coming, but cannot gain more than her regular Dexterity + Dodge pool. The PC must declare this Charm and how much Essence she is using before her opponent makes an attack roll. Fractional dice are lost.

Shadow Over Water

Dodge (CR Page 198)

Cost: 2 Motes

Duration: Instant

Type: Reflexive

Minimum Dodge: 3

Minimum Essence: 1

Prerequisite Charms: Reed in the Wind

Description: The PC may dodge a single attack that he is aware of with his full Dexterity + Dodge pool, spending Essence before his opponent makes the attack roll.

Seven Shadow Evasion

Dodge (CR Page 198)

Cost: 6 Motes

Duration: Instant

Type: Reflexive

Minimum Dodge: 5

Minimum Essence: 1

Prerequisite Charms: Shadow Over Water

Description: The PC may dodge any single attack she is aware of, without rolling, even if it has an area of effect. The PC must activate Charm before the opponent makes an attack roll.

Reflex Sidestep Technique

Dodge (CR Page 198)

Cost: 2 Motes

Duration: Instant

Type: Reflexive

Minimum Dodge: 3

Minimum Essence: 1

Prerequisite Charms: Reed in the Wind

Description: The PC may dodge attacks, even if she is not aware of it, by spending 2 motes with a pool equal 2 x her permanent Essence. The player does not have to dodge, but if she does, the Essence must be paid before the opponent rolls her attack.

Flow Like Blood

Dodge (CR Page 198)

Cost: 5 Motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Dodge: 5

Minimum Essence: 3

Prerequisite Charms: Reflex Sidestep Technique, Seven Shadow Evasion

Description: The PC may use his full Dexterity + Dodge pool to dodge all physical attack, even those he is not aware of.

Seasoned Criminal Method

Larceny (CR Page 199)

Cost: 10 Motes

Duration: One Day

Type: Simple

Minimum Larceny: 3

Minimum Essence: 1

Prerequisite Charms: None

Description: The PC is aware of all criminal subcultures, able to tell small-timers from criminal bosses, able to spot corrupt police, and those willing to buy or sell illegal or stolen goods. This does not allow the PC to spot informers or turncoats.

Flawlessly Impenetrable Disguise

Larceny (CR Page 199)

Cost: 7 Motes

Duration: One Day

Type: Simple

Minimum Larceny: 4

Minimum Essence: 2

Prerequisite Charms: Seasoned Criminal Method

Description: The PC can disguise her voice, appearance, gender and scent, changing her apparent age by up to 20 years and height by six inches. She cannot imitate a specific person. Attempts to defeat this Charm with another Charm results in an opposed Wits + Larceny on the PC's part vs. a Perception + Awareness roll.

Perfect Mirror

Larceny (CR Page 199)

Cost: 10 Motes, 1 Willpower

Duration: One Hour

Type: Simple

Minimum Larceny: 5

Minimum Essence: 3

Prerequisite Charms: Flawlessly Impenetrable Disguise

Description: The PC is able to imitate someone she is familiar with so well that pets, intimates and close friends will be fooled, including small mannerisms and in-jokes but not memories. She must know the target well enough to imitate them using the normal disguise ability.

Flawless Pickpocketing Technique

Larceny (CR Page 200)

Cost: 3 Motes

Duration: Instant

Type: Simple

Minimum Larceny: 2

Minimum Essence: 1

Prerequisite Charms: None

Description: The PC may pick the pocket of someone she is close enough to touch with no chance of detection.

Stealing From Plain Sight Spirit

Larceny (CR Page 200)

Cost: 6 Motes

Duration: Instant

Type: Simple

Minimum Larceny: 4

Minimum Essence: 2

Prerequisite Charms: Flawless

Pickpocketing Technique

Description: The PC may steal something with no chance of being caught in the act, including items in plain view or on someone's person (a sword in a scabbard, a key off of a ring), as long as he is close enough to touch it and it is not actively in use. The theft will go unnoticed for at least a number of turns equal to the PC's Essence rating as long as notice is not drawn to the object.

Magpie's Invisible Talon

Larceny (CR Page 200)

Cost: 10 Motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Larceny: 5

Minimum Essence: 3

Prerequisite Charms: Stealing from Plain Sight Spirit

Description: The PC may steal something with no chance of being caught in the act, including items in plain view or on someone's person (a sword in a scabbard, a key off of a ring), within 1 yard per point of Essence, and as long as it is not actively in use. The theft will go unnoticed for at least a number of turns equal to the PC's Essence rating as long as notice is not drawn to the object.

Lock-Opening Touch

Larceny (CR Page 201)

Cost: 5 Motes

Duration: Instant

Type: Simple

Minimum Larceny: 3

Minimum Essence: 1

Prerequisite Charms: Flawless Pickpocketing Technique

Description: The PC can instantly pick any lock, even without tools. This Charm must be used once per lock.

Door-Evading Technique

Larceny (CR Page 201)

Cost: 10 Motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Larceny: 5

Minimum Essence: 3

Prerequisite Charms: Lock Opening Touch

Description: The PC may simply walk through locked doors, closed apertures, sewer grates, and windows, but not walls.

Easily Overlooked Presence Method

Stealth (CR Page 201)

Cost: 3 Motes

Duration: One Scene

Type: Simple

Minimum Stealth: 3

Minimum Essence: 1

Prerequisite Charms: None

Description: The PC becomes difficult to notice, and so long as they do not do anything to be obvious and no one is actively looking for them, or the targets of the Charm are not on "alert."

Mental Invisibility Technique

Stealth (CR Page 201)

Cost: 5 Motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Stealth: 4

Minimum Essence: 2

Prerequisite Charms: Easily Overlooked Presence Method

Description: The PC bends the minds of those who see her. Characters who see the PC must make a Willpower roll and gain successes equal to the Essence of the PC in order to perceive her and not ignore her. This effect ends if the PC takes violent action or is pointed out by someone who notices her, directly or indirectly.

Vanishing From Mind's Eye Method

Stealth (CR Page 202)

Cost: 10 Motes, 1 Willpower

Duration: One Day

Type: Simple

Minimum Stealth: 5

Minimum Essence: 3

Prerequisite Charms: Mental Invisibility Technique

Description: The PC vanishes from memory — she is still as easy to detect as before, but no one will recognize her as she separates a new history for herself beginning at the activation of the Charm. Beings with Essence greater than the PC's are immune to this.

Invisible Statue Spirit

Stealth (CR Page 202)

Cost: 5 Motes

Duration: Until Disturbed

Type: Simple

Minimum Stealth: 3

Minimum Essence: 2

Prerequisite Charms: Easily Overlooked Presence Method

Description: The PC disappears, and no amount of searching will reveal them until they move or undertake offensive action. They can still be detected by touch, scent or hearing.

Blurred Form Style

Stealth (CR Page 202)

Cost: 8 Motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Stealth: 4

Minimum Essence: 3

Prerequisite Charms: Invisible Statue Spirit

Description: The PC blends into whatever background she is near. Attempts to spot her need a additional successes equal to the PC's Essence. Those who see the PC attack from a distance get a free attempt (Difficulty + 1) to spot her for each attack. If she attacks in close combat, watchers automatically spot her. Once noticed, attackers at range do so with a difficulty penalty equal to the PC's Essence, while those doing so in close combat get a + 1 difficulty.

Sound and Scent Banishing Attitude

Stealth (CR Page 203)

Cost: 6 Motes

Duration: One Scene

Type: Simple

Minimum Stealth: 4

Minimum Essence: 3

Prerequisite Charms: Blurred Form Style

Description: The PC makes no noise and leaves no scent, and this extends to anything he is touching or carrying on his person.

Frugal Merchant Method

Bureaucracy (CR Page 203)

Cost: 1 Motes

Duration: Instant

Type: Simple

Minimum Bureaucracy: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: The PC can evaluate the quality and condition of goods, and can even tell if an object from the First Age is still functional. This Charm will not tell the PC if he's being overcharged or even if the item is being sold for a fair price.

Insightful Buyer Technique

Bureaucracy (CR Page 203)

Cost: 3 Motes

Duration: Instant

Type: Simple

Minimum Bureaucracy: 3

Minimum Essence: 1

Prerequisite Charms: Frugal Merchant Method

Description: The PC gains an intuitive idea of how the market feels at the moment, such as how much an item can fetch. The PC does not have to be present at the market, but must have a specific one in mind — the more specific the market, the more accurate the read. The read is accurate at the time the Charm is used, but circumstances may change based on the time it takes to get to the market.

Consumer-Evaluating Glance

Bureaucracy (CR Page 203)

Cost: 3 Motes

Duration: Instant

Type: Simple

Minimum Bureaucracy: 3

Minimum Essence: 1

Prerequisite Charms: Frugal Merchant Method

Description: The PC can instantly evaluate a given buyer's intentions with regards to buying and whether they need to be swayed, as well as their budget. The PC also determines whether or not the target plans to swindle or betray him.

Irresistible Salesman Spirit

Bureaucracy (CR Page 203)

Cost: 5 Motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 3

Prerequisite Charms: Consumer-Evaluating Glance

Description: If the target's Willpower is less than or equal to the PC's Essence, the PC can convince the target to buy anything at any price. If the target's Willpower is less than twice the PC's Essence, the PC makes a Wits + Bureaucracy roll, with the number of successes determining how many times the normal price the PC can get for the item. The Charm does not work on those with Willpower equal to more than twice the PC's Essence. After the duration of the Charm is up, the target is aware of being swindled.

Deft Official's Way

Bureaucracy (CR Page 204)

Cost: 6 Motes

Duration: One Task

Type: Simple

Minimum Bureaucracy: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: The PC can navigate bureaucracies, adding his Essence in automatic successes to any Bureaucracy rolls to achieve a given result. This Charm does not make the impossible possible or allow the poor to pay bribes they cannot afford.

Speed the Wheels

Bureaucracy (CR Page 204)

Cost: 8 Motes

Duration: One Task

Type: Simple

Minimum Bureaucracy: 3

Minimum Essence: 2

Prerequisite Charms: Deft Official's Way

Description: The PC can get a bureaucracy to finish a task faster, at (PC Essence + 1) times faster than normal.

Bureau-Rectifying Method

Bureaucracy (CR Page 205)

Cost: 8 Motes, 1 Willpower

Duration: One Investigation

Type: Simple

Minimum Bureaucracy: 5

Minimum Essence: 3

Prerequisite Charms: Speed the Wheels

Description: The PC can aid in the reformation of a bureaucracy, causing individuals to become more helpful and corruption is easier to ferret out. Large tasks may need multiple uses of this Charm — the PC can typically bolster the actions of (PC Essence x 20) individuals per use.

Indolent Official Charm*Bureaucracy (CR Page 205)***Cost:** 4 Motes**Duration:** One task**Type:** Simple**Minimum Bureaucracy:** 3**Minimum Essence:** 2**Prerequisite Charms:** Deft Official's Way

Description: The PC uses his power to slow the wheels of bureaucracy, causing papers to be lost and officials to be even pettier. The time taken for the task is multiplied by the PC's Essence. Each use of this Charm hampers the efforts of a number of people equal to (PC Essence x 20.) The PC can invest the Essence on tasks he suspects may happen without knowledge of their existence.

Foul Air of Argument Technique*Bureaucracy (CR Page 205)***Cost:** 12 Motes, 1 Willpower**Duration:** One Task**Type:** Simple**Minimum Bureaucracy:** 5**Minimum Essence:** 3**Prerequisite Charms:** Indolent Official Charm

Description: With this Charm, the PC causes an action to become the death knell for a bureaucracy. The initial project goes nowhere, eating up more resources and crippling the bureaus involved. Bureaucracies targeted by this Charm function at 1/(1+ Essence of PC) of their normal efficiency. The PC cannot use multiple invocations of this Charm at the same time.

Whirling Brush Method*Linguistics (CR Page 205)***Cost:** 4 Motes**Duration:** One Scene**Type:** Simple**Minimum Linguistics:** 1**Minimum Essence:** 1**Prerequisite Charms:** None

Description: The PC can write with superhuman speed (but not create,) copying a large book in a single day and transcribing even rapid conversations with multiple participants, containing as many errors as if the PC had done so at normal speed.

Flawless Brush Discipline*Linguistics (CR Page 205)***Cost:** 6 Motes**Duration:** One Day**Type:** Simple**Minimum Linguistics:** 3**Minimum Essence:** 2**Prerequisite Charms:** Whirling Brush Method

Description: The PC can create a perfect facsimile of a document, at normal speed, and within the limits of the materials he has to work with. It allows copies of only text and illustrations, not seals or impressions.

Letter-Within-a-Letter Technique*Linguistics (CR Page 206)***Cost:** 6 Motes**Duration:** Instant**Type:** Simple**Minimum Linguistics:** 4**Minimum Essence:** 2**Prerequisite Charms:** Whirling Brush Method

Description: The PC can create a hidden message within a normal document, readable only by the intended recipient. The message can be no longer than half of the length of the "cover" document.

Discerning Savant's Eye*Linguistics (CR Page 206)***Cost:** 6 Motes, 1 Willpower**Duration:** One Hour**Type:** Simple**Minimum Linguistics:** 5**Minimum Essence:** 2**Prerequisite Charms:** Flawless Brush Discipline, Letter-Within-a-Letter Technique

Description: The PC can read the minute traces of writing that was once legible but is now damaged or erased, as long as there are some traces to go by. This Charm does not give the PC the ability to read a language she doesn't understand.

Sagacious Reading of Intent*Linguistics (CR Page 207)***Cost:** 6 Motes**Duration:** Instant**Type:** Simple**Minimum Linguistics:** 1**Minimum Essence:** 1**Prerequisite Charms:** None

Description: The PC can read a book or document and understand the author's biases, hidden agendas, and which way the material is slanted, even if the author herself was unaware of it. Very useful for detecting literary forgeries.

Poetic Expression Style*Linguistics (CR Page 207)***Cost:** 3 Motes**Duration:** One Scene**Type:** Simple**Minimum Linguistics:** 2**Minimum Essence:** 1**Prerequisite Charms:** Sagacious Reading of Intent

Description: The PC can communicate even complex subjects through pantomime, even across language barriers, but with little subtlety.

Twisted Words Technique

Linguistics (CR Page 207)

Cost: 6 Motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Linguistics: 4

Minimum Essence: 2

Prerequisite Charms: Letter-Within-a-Letter Technique, Sagacious Reading of Intent

Description: The PC can secretly sway a listener or reader to a certain way of thinking. Those with a permanent Willpower less than the PC's Essence will agree with the PC's ideas. Those with Willpower less than twice the PC's Essence must make a Willpower roll or be swayed into a favorable view. The concealed message must be related to the topic at hand.

Unbreakable Fascination Method

Linguistics (CR Page 207)

Cost: 8 Motes, 1 Health Level per hour

Duration: Special

Type: Simple

Minimum Linguistics: 5

Minimum Essence: 3

Prerequisite Charms: Poetic Expression Style, Twisted Words Technique

Description: The PC speaks in such a way that listeners can do nothing but listen, even if they do not share a language. The PC makes a Manipulation + Linguistics roll, and those with an Essence less than the PC must make a reflexive Willpower roll with a difficulty equal to the PC's successes. Those who fail are entranced until the PC stops talking, or acts openly hostile, or direct danger to the listeners disrupts the effect.

Master Horseman's Eye

Ride (CR Page 207)

Cost: 1 Mote

Duration: Instant

Type: Simple

Minimum Ride: 1

Minimum Essence: 1

Prerequisite Charms: None

Description: The PC can instantly appraise the age, health, and temperament of a mount or draft animal, penetrating any ruses.

Horse-Summoning Whistle

Ride (CR Page 207)

Cost: 3 Motes

Duration: Instant

Type: Simple

Minimum Ride: 3

Minimum Essence: 2

Prerequisite Charms: Master Horseman's Eye

Description: The PC can silently summon her mount from up to (10 x PC Essence) miles away, which proceeds at the best possible speed. The PC must have a relationship with the mount, and it cannot pass any barriers it could not normally in order to get there.

Phantom Steed

Ride (CR Page 208)

Cost: 10 Motes, 1 Willpower

Duration: One Day

Type: Simple

Minimum Ride: 5

Minimum Essence: 3

Prerequisite Charms: Horse-Summoning Whistle

Description: The PC summons up a steed from raw Essence, whose stats are those of a warhorse of excellent quality. The steed is tireless, fearless, and does not need to eat or sleep.

Spirit-Steadying Assurances

Ride (CR Page 208)

Cost: 3 Motes

Duration: One Scene

Type: Simple

Minimum Ride: 2

Minimum Essence: 1

Prerequisite Charms: Master Horseman's Eye

Description: The PC's mount is immune to terror for the duration of the Charm, and does not need to roll around terrifying stimuli.

Steed-Sustaining Method

Ride (CR Page 208)

Cost: 6 Motes per Mount

Duration: One Day's March

Type: Simple

Minimum Ride: 5

Minimum Essence: 1

Prerequisite Charms: Spirit-Steadying Assurances

Description: The PC reduces the need to care for a mount during travel, making them resistant to thrown shoes, injury, and rest, for the duration of the Charm.

Horse-Healing Technique

Ride (CR Page 209)

Cost: 4 Motes, 1 Health Level

Duration: Instant

Type: Simple

Minimum Ride: 5

Minimum Essence: 3

Prerequisite Charms: Steed-Sustaining Method

Description: The PC heals a number of his mount's wounds equal to his Essence rating as he tends to it over the course of a scene. If the mount is unwounded, this will cure parasites and diseases.

Flawless Partnership Meditation

Ride (CR Page 209)

Cost: 5 Motes

Duration: One Scene

Type: Simple

Minimum Ride: 5

Minimum Essence: 3

Prerequisite Charms: Spirit-Steadying Assurances

Description: The PC and her mount become one, and the PC never needs to roll to see if she is thrown or falls from the steed. The mount never panics, and the PC receives a bonus equal to PC Essence to all Ride rolls to make the horse jump, kick, or perform tricks.

Flashing Thunderbolt Steed

Ride (CR Page 209)

Cost: 5 Motes, 1 Willpower, 1 Health Level

Duration: One Scene

Type: Simple

Minimum Ride: 5

Minimum Essence: 3

Prerequisite Charms: Steed-Sustaining Method

Description: The PC imbues their steed with limitless energy, allowing it to run at full speed (a full march) for a full scene, without becoming fatigued and with no effects on its health.

Salty Dog Method

Sail (CR Page 209)

Cost: 3 Motes

Duration: One day

Type: Reflexive

Minimum Sail: 2

Minimum Essence: 1

Prerequisite Charms: None

Description: The PC has perfect sea legs, never losing her balance or footing, even on a heavily-tossed ship, although collisions and so forth may call for Dexterity + Athletics rolls. The PC will never be seasick.

Shipwreck-Surviving Stamina

Sail (CR Page 209)

Cost: 5 Motes

Duration: One day

Type: Reflexive

Minimum Sail: 3

Minimum Essence: 1

Prerequisite Charms: Salty Dog Method

Description: The PC can survive indefinitely in water, and will never tire from treading water or become ill from drinking seawater. She is protected from exposure and sunburn and can hold her breath for 5 minutes per point of Stamina. This Charm will not protect her from bad weather or sea life.

Perfect Reckoning Technique

Sail (CR Page 210)

Cost: 4 Motes

Duration: Instant

Type: Simple

Minimum Sail: 3

Minimum Essence: 1

Prerequisite Charms: Salty Dog Method

Description: The PC can exactly divine her location from landmarks and locations she knows and is familiar with.

Weather-Anticipating Intuition

Sail (CR Page 210)

Cost: 6 Motes

Duration: Instant

Type: Simple

Minimum Sail: 3

Minimum Essence: 1

Prerequisite Charms: Perfect Reckoning Technique

Description: By placing a finger in the water, the PC may instantly predict the weather for a number of days equal to her Essence, up to and including freak weather, although it cannot foresee changes wrought by powerful magic.

Depth-Plumbing Intuition

Sail (CR Page 210)

Cost: 4 Motes

Duration: One scene

Type: Reflexive

Minimum Sail: 4

Minimum Essence: 1

Prerequisite Charms: Perfect Reckoning Technique

Description: The PC can sense the depth of the water for (100 x Essence rating) in yards, including channels and reefs.

Wind-Defying Course Technique

Sail (CR Page 210)

Cost: 6 Motes

Duration: One Scene

Type: Simple

Minimum Sail: 3

Minimum Essence: 2

Prerequisite Charms: Salty Dog Method

Description: The PC's ship cannot sail directly into the wind under this Charm, but very close to it, and the ship will handle more lightly and responsively. The pilot may add the PC's Essence to her Dexterity + Sail for the purpose of handling the ship.

Storm-Weathering Essence Infusion*Sail (CR Page 211)***Cost:** 6 Motes, 1 Willpower**Duration:** One day**Type:** Simple**Minimum Sail:** 4**Minimum Essence:** 2**Prerequisite Charms:** Wind-Defying Course Technique**Description:** The ship under this Charm's protection is immune to the effects of weather related disasters. PCs can protect a ship of up to (20 x PC Essence) feet in length.**Hull-Preserving Technique***Sail (CR Page 211)***Cost:** 8 Motes, 1 Willpower, 1 Health level**Duration:** One turn**Type:** Simple**Minimum Sail:** 5**Minimum Essence:** 3**Prerequisite Charms:** Storm Weathering Essence Infusion**Description:** The PC braces himself against the ship and protects it from damage, leaving it unharmed. PCs can protect a ship of up to (20 x PC Essence) feet in length..**Wise-Eyed Courtier Method***Socialize (CR Page 211)***Cost:** 3 Motes**Duration:** Instant**Type:** Simple**Minimum Socialize:** 2**Minimum Essence:** 1**Prerequisite Charms:** None**Description:** The PC instantly reads the social subtext of a situation, including attitudes, relationships, and exterior motives.**Motive-Discerning Technique***Socialize (CR Page 211)***Cost:** 6 Motes**Duration:** Instant**Type:** Simple**Minimum Socialize:** 4**Minimum Essence:** 2**Prerequisite Charms:** Wise-Eyed Courtier Method**Description:** The PC can tell the target's true motives after a short, topical interaction.**Mastery of Small Manners***Socialize (CR Page 211)***Cost:** 3 Motes**Duration:** One Scene**Type:** Reflexive**Minimum Socialize:** 2**Minimum Essence:** 1**Prerequisite Charms:** None**Description:** While this Charm works, the PC will never make an unintentional social faux pas, behaving in a manner appropriate to the situation, so long as it is a simple one — greeting, eating, flirting, giving gifts. Too much active interaction spoils the Charm.**Knowing the Soul's Price***Socialize (CR Page 211)***Cost:** 10 Motes**Duration:** Instant**Type:** Simple**Minimum Socialize:** 5**Minimum Essence:** 2**Prerequisite Charms:** Mastery of Small Manners, Motive-Discerning Technique**Description:** The PC using this Charm knows what the target's weakness — the thing that will make them break their vows, betray friends, or engage in corruption.**Understanding the Court***Socialize (CR Page 212)***Cost:** 20 Motes, 1 Willpower**Duration:** Instant**Type:** Simple**Minimum Socialize:** 5**Minimum Essence:** 2**Prerequisite Charms:** Motive-Discerning Technique**Description:** This Charm allows the PC to read motives on a grand scale after (10 – PC Essence) in days of observation, although this data can change and is based only on those who were observed.**Venomous Rumors Technique***Socialize (CR Page 212)***Cost:** 10 Motes, 1 Willpower**Duration:** One Day**Type:** Simple**Minimum Socialize:** 5**Minimum Essence:** 3**Prerequisite Charms:** Knowing the Soul's Price, Understanding the Court**Description:** The PC touches the target and turns the target into a social outcast, making all his words seem false, his behavior sinister, and all of it is true — this Charm brings out the worst in the target, making him take a penalty on all Social rolls equal to the PC's Essence.