# Charms

## Lesser Charms

### Faultless Ceremony

**Cost:** 2m; **Mins:** Performance 2, Serenity 1  
**Type:** Simple  
**Duration:** One Week

On completing a Project worth at least 10 PR, and that results in a grandiose ceremony--anything from a newborn’s naming to a funeral--the Celestial Bureaucracy smiles on those non-Exalted citizens who performed in the ceremony, blessing the inhabitants. Crops grow larger, harmony and peace is enjoyed, and so on for a month. Any attempts to disrupt this Fate receives -1 success on their attempts.

### Perfection in Life

**Cost:** 5m; **Mins:** Performance 2, Serenity 2  
**Type:** Simple  
**Duration:** One Day

The Sidereal performs in front of a group no larger than 100 people, rolling a (Charisma + Performance) Action Roll, while leveraging a particular Intimacy. Any audience member in concordance with that Intimacy, and with a Resolve less than what was rolled gains +1 to their Resolve for a Day.

### Defense of Shining Joy

**Cost:** 5m, 2i; **Mins:** Performance 3, Serenity 2  
**Type:** Simple  
**Duration:** One Scene

Assisting another with the glorious tempo, the Sidereal gifts +(Performance)/2 to the target’s Evasion. The Sidereal may only grant this to (Essence) targets, and may not give it to herself.