# Universal Charms

Exalts, particularly new ones, will use their Essence to perform similar effects. These charms are therefore Universal to all Exalts.

While the manifestation and method of these powers will look different, the end result is the same. A Lunar might borrow the eyes of a falcon to see further, while an Air Dragonblood would create a focal lens out of the air--but they both would spend the same number of motes and end up with the same perception advantage.

## Global

### There is No Wind

**Cost:** 1m; Supplemental (Ranged Attack)  
**Mins:** (Ranged Ability) 1

When using a ranged attack, reduce up to (Essence) dice of Disadvantages caused by non-visual conditions such as high winds, storms, sleet, and other similar Environmental Effects.

## Archery

### Flashing Vengeance Draw

**Cost:** 5m, 2i   
**Type:** Reflexive  
**Mins:** Archery 1

After the Initiative Order has been decided, but before the first Action, the Archer may make an immediate Standard Attack.

### Dragonfly Finds Mate

**Cost:** 2m  
**Type:** Reflexive  
**Mins:**  Archery 2

Against an attack that uses a projectile (such as Archery or Thrown), the Exalt may use a DV of (Dexterity + Archery)/2. This may be used to Defend Others who are within Medium Range of the Archer.

This is considered to be a Soak Defense.

### Forceful Arrow

**Cost:** 3m 1i  
**Type:** Supplemental (Attack)  
**Mins:**  Archery 2

On a successful hit, the target(s) are knocked back one Range Band from the Archer.

Alternatively, the Exalt may choose to knock themselves backwards one Range Band.

### Arrow Storm Technique

**Cost:** 5m, 2i  
**Type:** Supplemental (Attack)  
**Mins:** Archery 3

The Exalt buries an area with a flurry of arrows, supplementing either a Flurry or Standard Attack by making the attack Undodgeable.

**Upgrade**: At Essence 4, this charm adds +3 dice to the Attack Roll.

### Flying Anchor

**Cost:** 5m, 2i  
**Type:** Primary  
**Mins:** Archery 3

The Exalt may perform a Grapple Action at range using a projectile. The Exalt does not suffer from the negative penalties of the Grapple, nor can the Exalt forcefully move the target, since it is the projectile pinning the target down, not the Exalt.

Greater Charms

### Accuracy Without Distance

**Cost: --  
Type:** Permanent   
**Mins:** Archery 4

The Exalts Archery attacks are extended. They now suffer no Defense Penalty at Medium Range, and may attack at Long Range with a Partial Range Defense.

## Athletics

### Graceful Crane Stance

**Cost:** 3m  
**Type:** Reflexive, Scene  
**Mins:** Athletics 1

The Exalt may perform athletics of balance such as running across things too narrow or weak to normally support the Exalt. Examples include awnings, precarious poles, and even laundry lines.

### Soaring Leap

**Cost:** 3m  
**Type:** Reflexive  
**Mins:** Athletics 2

The Exalt increases their leaping distance, allowing them to cross chasms and scale buildings. They may effortlessly leap 6 meters in one bound, and do not take fall damage from such leaps.

### Lightning Speed

**Cost:** 3m  
**Type:** Supplemental  
**Mins:** Athletics 3

The Exalt may double their running speed for a specific task, blazing off with great abandon. For races and tests of speed, the Exalt may add (Essence) successes to their roll.

In combat, this may supplement a Move Action, letting the character move one additional Range Band during their action. (This does not count as a *Rush* action).

### Thunderbolt Attack

**Cost:** 2m, 1i  
**Type:** Supplemental  
**Mins:** Athletics 3

The Exalt may take a free Move Action in conjunction with an attack without consuming a Secondary Action.

### Thousand Steps’ Stillness

**Cost:** 3m  
**Type:** Reflexive  
**Mins:** Athletics 4

When dodging, the Exalt may position themselves with purpose. When defending with Evasion, they may gain 2 Impulse.

Greater Charms

### Feather Foot Style

**Cost:** --  
**Type:** Permanent  
**Mins:** Athletics 4

The Exalt may run up walls, cross liquids, and even run across the underside of horizontal surfaces, such as bridges or roofs, so long as they continue to run.

In combat “Continuing to run” means that the Exalt must make a Move action each round.

## Awareness

### Sight Without Eyes

**Cost:** 2m  
**Type:** Reflexive; Scene  
**Mins**: Awareness 1

Reduce any disadvantage from visual conditions such as smoke, fog, and darkness by up to (Essence) dice.

### Awakening Eye

**Cost:** 3m  
**Type:** Reflexive  
**Mins**: Awareness 2

Reroll a Join Battle Roll, taking the preferred result. This may only be done once.

### Uncanny Perception Technique

**Cost: --  
Type:** Permanent  
**Mins:** Awareness 2

The presence of dematerialized, intangible, or otherwise spectral creatures may be natively detected--although the precise location still remains a mystery. The creature may attempt to use Stealth to combat this awareness.

This sense will manifest in all manner of strange sensory phenomena appropriate to the being: a chill of winter, coppery taste, or the sound of bells. As well, this sense is distinctive to the specific being, allowing for recognition upon sensing it again.

### Surprise Anticipation Method

**Cost: --  
Type:** Permanent  
**Mins:** Awareness 3

The Exalt suffers no penalties to Awareness rolls occur due to being tired, exhausted, or other similar mental disadvantage. Awareness rolls may always be made while asleep.

In addition, the Exalt never suffers from the (-2 DV) penalty during an ambush round, and may act in a normal turn order. However, they will still only be able to take a Primary or Secondary Action.

Greater Charms

### Sense-Destroying Method

**Cost:** 6m  
**Type:** Primary  
**Mins:** Awareness 4

On touching a target, and by successfully rolling (Cunning + Awareness) vs the target’s (Stamina + Physique), the Exalt can destroy one of the classical five senses at their choice. Only one sense of a target may be destroyed in a particular scene.

Undoing this destruction is a Medicine Project of at least 10 PR. Most targets will not have this luxury.

## Brawl

### Ox-Stunning Blow

**Cost:** 2m  
**Type:** Supplemental  
**Mins**: Brawl 1

On a successful Brawl attack, remove (Essence) Impulse from the target(s).

### Sledgehammer Strike

**Cost:** 4m  
**Type:** Supplemental  
**Mins**: Brawl 2

When attempting to break objects, such as walls, pillars, or other such scenery, add 2x(Essence) dice.

Against animate beings (such as Earth elementals and golems), add (Essence) dice to the attack roll.

Greater Charms

## Craft

### Durability-Enhancing Technique

**Cost:** 2m  
**Type:** Primary; Scene  
**Mins:** Craft 1

The Exalt may reinforce an object --no more than (Essence) meters in its largest dimension--and make it nigh unbreakable.

The object is not considered “mundane,” and increases the difficulty to break or otherwise destroy it by (Essence).

### Discerning Craftsmanship

**Cost:** 3m  
**Type:** Primary  
**Mins:** Craft 2

The Exalt studies an object, forming its composition and structure into their mind.

For the remainder of the story, the Exalt is granted +2 dice on efforts to mimic the style of the original artist. They also may use (Insight + Craft), with a +2 dice advantage to study other objects to recognize it as the crafter’s work, and not a forgery.

(If this current object they are studying is in fact a forgery, the difficulty to recognize this fact is lowered by 1).

### Mark of the Maker

**Cost:** 3m  
**Type:** Primary  
**Mins:** Craft 2

Glean immediate insight into the original purpose, material makeup, age, and other such information while studying an object.

Greater Charms

### Timely Prototype

**Cost:** 5m  
**Type:** Primary  
**Mins:** Craft 4

On activation of this charm, the Exalt may immediately finish a Craft Project they have in the works. They must still roll the Obstruction Rolls. However, instead of developing an Oddity, Problem, or Major Problem, it will take the form of a Minor, Moderate, or Major Drawback, respectively.

**Permanent Effect:** On purchasing this charm, and at the start of each story, the Exalt gains an additional +15 RES, to be used only for Craft Projects.

## Physique

### Stone-Shattering Step

**Cost:** 2m  
**Type:** Supplemental  
**Mins:** Physique 3

When taking a Move action, the Exalt may burst through any mundane wooden wall or barrier, and any mundane stone wall less than 1 meter in width.

For non-mundane walls, they may add +(Essence) to smash through the wall.

Greater Charms