

## First Strength Excellency

Reflexive (Step 1 or 2)



Instant

Combo-OK

① / die: Add one die per mote to a single roll or one point per mote to Strength for the purposes of calculating one static value.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

## Instinctive Strength Unity

Simple  
One Scene



None

②, <sup>tw</sup>: Reduce the mote cost of the first three Strength Excellencies by 1 per ② committed.

The Lunar can commit up to [Essence x 2] motes.

Apply this discount to the total expenditure on Excellencies relating to a given roll.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

## Second Strength Excellency

Reflexive (Step 1 or 2)



Instant

Combo-OK

② / success: Add one success per two motes to a single roll or 2 points per 2 motes to Attribute for purposes of calculating one use of a static value. Each added success counts as two added dice.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

## Third Strength Excellency

Reflexive (Step 4 or 6)



Instant

Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one.

Alternatively use this Charm to double the Attribute for the purpose of calculating a static value.

This may not affect any roll or static value that has been enhanced with the First or Second Excellency.

MoEP: *The Lunars*, p. 141

Trait: 1 / Essence: 1

## Agitation of the Swarm Technique

Supplemental  
Instant



Combo-OK

②: The supplemented attack inflicts double onslaught penalty. For each supplemented attack which inflicts damage 1 point of onslaught penalty becomes a general DV penalty until the target's DV next refreshes.

MoEP: *The Lunars*, p. 142

Trait: 4 / Essence: 2

## Ferocious Biting Tooth

Supplemental  
Instant



Combo-OK

④: Halves the target of the supplemented attack's Parry DV at Step 5. The target is aware of this at Step 2 and can choose to use Dodge DV instead.

MoEP: *The Lunars*, p. 142

Trait: 4 / Essence: 2

## Lightning Stroke Attack

Supplemental  
Instant



Combo-OK, Obvious

⑦: Parry and Dodge become inapplicable against the supplemented attack.

MoEP: *The Lunars*, p. 142

Trait: 5 / Essence: 4

### Foe-Marking Style

**Supplemental**  
Instant



Combo-OK

(2): The supplemented attack leaves a scar which will not heal through normal or Exalted healing. Effects which heal crippling effects can heal these scars.

MoEP: *The Lunars*, p. 142

Trait: 3 / Essence: 2

### Claws of the Silver Moon

**Simple (Speed 4)**  
One Scene



Combo-OK, Gift, Obvious

(4) (W): Improve the attributes of the character's natural attacks by +2 Accuracy, + [Strength] Damage, Damage becomes Lethal if not already, and may be used to parry Lethal attacks normally. For (1) extra this effect can be extended to all additional natural attacks.

At Essence 3 may spend an extra (2) to add +[Dexterity] to Accuracy instead.

At Essence 4 may spend an extra (2) to add an additional +2 Damage, and add the Overwhelming tag with minimum damage [Essence + 1].

MoEP: *The Lunars*, p. 144

Trait: 3 / Essence: 2

### Prey-Hobbling Bite

**Supplemental**  
[Strength] Actions



Combo-OK, Crippling, Stackable

(2): Each level of damage inflicted by the supplemented attack reduces the target's Move and Dash actions by one yard and reduces the target's [Strength + Athletics] by two for the purposes of jumping distances.

MoEP: *The Lunars*, p. 143

Trait: 4 / Essence: 2

### Inviting the Winter Wolf

**Simple**  
Instant



Combo-OK, Crippling, Obvious, Stackable

(3): The supplemented attack causes a crippling wound if it deals any damage.

(3) (W): The supplemented attack causes a crippling wound if it deals any damage. This wound cannot be healed by any non-magical means.

MoEP: *The Lunars*, p. 143

Trait: 5 / Essence: 4

### Shell-Crushing Atemi

**Supplemental**  
Instant



Combo-OK, Fury-OK

(2): Ignore Hardness for a single attack.

**Fury Effect:** Ignore hardness on all attacks.

MoEP: *The Lunars*, p. 145

Trait: 4 / Essence: 2

### Form-Destroying Touch

**Simple**  
Instant



Combo-OK, Obvious, Sickness, Touch

(10) (W): On a successful touch roll [Strength + Extra Successes] at difficulty of the target's Stamina. Failure inflicts 1 level of uns soakable Aggravated damage. Success inflicts a Sickness effect.

Subjects of the sickness must roll [Willpower + (Integrity or Resistance) + Essence] with difficulty of the Lunar's Essence once every moonlit night. Failure inflicts one level of aggravated damage (unless in a Wyld zone) and a Pox.

Disease cannot be cured naturally, and applies an external penalty of the Lunar's Essence on all supernatural curing effects. Lasts for one full Lunar cycle, until the target can no longer exist in creation or until cured.

MoEP: *The Lunars*, p. 145

Trait: 5 / Essence: 4

### Burrowing Devil Strike

**Supplemental**  
Instant



Combo-OK, Fury-OK

(2): Supplemented attack counts as Piercing.

**Fury Effect:** All attacks count as piercing.

MoEP: *The Lunars*, p. 145

Trait: 4 / Essence: 3

### Consumptive Worm Hungers

Permanent



(1w): Ignore armour completely on one attack enhanced by Burrowing Devil Strike.

MoEP: *The Lunars*, p. 145

Trait: 5 / Essence: 4

### Lightning Flash Might Methodology

Simple  
Instant



Combo-OK, Fury-OK

(2): This action is a feat of strength to break an object treated like a normal one except that it is a combat action.

**Fury Effect:** Feats of Strength to break objects count as miscellaneous actions for the Lunar.

### Throat-Baring Hold

Reflexive (Step 10)  
Until Next Action



(4): The attack enhanced by this charm deals no damage. Instead roll [Strength + Martial Arts] each success reduces the target's Bashing and Lethal soak by 1 until the Lunar's next action.

MoEP: *The Lunars*, p. 147

Trait: 3 / Essence: 2

### Tearing Claw Atemi

Supplemental  
Instant



Combo-OK

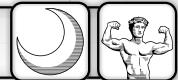
(3): Supplement an attack or a feat of strength targeting an inanimate object. Double raw damage on attack or successes on feat.

MoEP: *The Lunars*, p. 145

Trait: 3 / Essence: 2

### Molted Feather-Weight Technique

Supplemental  
Instant



Combo-OK

(1): Negates the accuracy penalty of any weapon on the supplemented attack.

MoEP: *The Lunars*, p. 145

Trait: 3 / Essence: 2

### Yeddim's-Back Method

Simple  
Indefinite



Combo-OK

(4): Double the character's effective [Strength + Athletics] total for purposes of lifting. If the character has Stamina 4 then lifting causes no fatigue.

MoEP: *The Lunars*, p. 146

Trait: 4 / Essence: 3

### Roused Bear Throw

Reflexive (Step 10)  
Instant



Combo-OK, Knockback

(3): When making a successful clinch attack or taking control of a grapple the Lunar may throw his opponent up to [Strength x Essence] yards in any direction. Targets suffer an external penalty equal to the Lunar's essence on Knockback checks.

MoEP: *The Lunars*, p. 147

Trait: 3 / Essence: 2

### Wasp-Binding Method

Supplemental  
[Strength x 2] Actions



Combo-OK, Obvious

(3) (1w): When making a successful clinch attack or taking control of a grapple the Lunar may leave the grapple but the target is affected by it as normal. Rolls to maintain the grapple are made as usual on the Lunar's action in addition to any other action taken, non-excellency charms may not be used on them.

MoEP: *The Lunars*, p. 147

Trait: 4 / Essence: 3

### Jaws of the River Dragon

Reflexive (Step 10)  
Until Next Action



Combo-OK

(4): The enhanced grapple or clinch does normal damage and also inflicts an external penalty equal to the Lunar's essence on the target's next grapple check.

MoEP: *The Lunars*, p. 147

Trait: 4 / Essence: 3

## Flesh-Tearing Entanglement

Permanent



Crippling, Stackable

①: When using Jaws of the River-Dragon and inflicting at least one level of damage may also reduce any one of the target's physical attributes or Appearance by one or cripple one limb for the scene. Attribute loss is permanent until cured.

MoEP: *The Lunars*, p. 147

Trait: 5 / Essence: 3

## Hibernation of the Dog

Simple  
Instant



Combo-OK

⑥: This is an attack action, if it connects the target cannot recover Bashing damage by any means until the end of the scene.

MoEP: *The Lunars*, p. 147

Trait: 4 / Essence: 3

## Cunning Porcupine Defense

Reflexive  
Indefinite



Combo-OK, Obvious

⑤ [1w]: Any character attacking the Lunar in close-combat suffers [Lunar's Strength] dice of Lethal damage. Any character engaging the Lunar in a grapple suffers [Strength +5] Lethal damage on each action.

MoEP: *The Lunars*, p. 147

Trait: 4 / Essence: 4

## Subduing the Honored Foe

Supplemental  
Instant



Combo-OK, Fury-OK

④: Double post-soak damage in Step 7 but only inflict Bashing damage, which cannot wrap into Lethal.

**Fury Effect:** All damage inflicted is Bashing and cannot wrap into Lethal.

MoEP: *The Lunars*, p. 147

Trait: 2 / Essence: 1

## Third Dexterity Excellency

Reflexive (Step 4 or 6)  
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one.

Alternatively use this Charm to double the Attribute for the purpose of calculating a static value.

This may not affect any roll or static value that has been enhanced with the First or Second Excellency.

MoEP: *The Lunars*, p. 141

Trait: 1 / Essence: 1

## Instinctive Dexterity Unity

Simple  
One Scene



None

②, [1w]: Reduce the mote cost of the first three Dexterity Excellencies by 1 per ② committed.

The Lunar can commit up to [Essence x 2] motes.

Apply this discount to the total expenditure on Excellencies relating to a given roll.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

## Flawless Dexterity Focus

Permanent  
Permanent



None

①: Purchase of this charm provides one free Dexterity attribute specialty and allows the purchase of more.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

### Graceful Crane Stance

Reflexive  
One Scene



Combo-OK

③: You succeed on any valid Athletics roll to keep your balance.

You can keep your footing on any surface at least as strong and wide as a human hair, treating it as a three-foot wide ledge capable of supporting a thousand pounds or weight when determining possible actions and associated penalties

MoEP: *The Lunars*, p. 149

Trait: 2 / Essence: 2

### Clay-Wetting Practice

Simple  
One Scene



Combo-OK, Obvious, Touch

⑤: Target a single object made of a mundane material. For the rest of the scene the Lunar may reshape that object as a miscellaneous action. This charm also removes any penalty for working without tools.

When affected by this charm the Lunar may ignore [Dexterity x 2] points of an object's soak for the purpose of dealing it damage. For purposes of Artifact construction this provides the equivalent of a Basic Workshop.

MoEP: *The Lunars*, p. 149

Trait: 4 / Essence: 3

### Light-Footed Mountain Goat Stance

Reflexive  
One Scene



Combo-OK

③: Add Dexterity to Athletics for the purposes of determining when a roll must be made to keep footing. The cost reduces to ② if Graceful Crane Stance is active.

MoEP: *The Lunars*, p. 149

Trait: 3 / Essence: 2

### Cat-Falling Attitude

Reflexive  
Instant



①: Divide the distance a Lunar has fallen by two for the purposes of falling damage. The damage is not Lethal unless the fall was at least 50 yards. The Lunar never lands prone.

MoEP: *The Lunars*, p. 149

Trait: 3 / Essence: 2

### Secure Cat Stepping

Supplemental  
Instant



Combo-OK, Fury-OK

①: The DV penalty of the supplemented action is reduced by 1.

**Fury Effect:** The DV penalty of all attack actions is reduced by one.

MoEP: *The Lunars*, p. 150

Trait: 3 / Essence: 1

### Finding the Needle's Eye

Reflexive (Step 2)  
Instant



Combo-OK

②: Forfeit the use of DV to defend against a ranged attack. Instead roll [Dexterity + Ability] against difficulty of [Target's Dexterity] to make an attack against the incoming projectile. If the attack doesn't destroy the projectile then each die of the Lunar's raw damage reduces the incoming attack's damage by one.

③: At Essence 3 do the same against an attack aimed at another character.

MoEP: *The Lunars*, p. 150

Trait: 4 / Essence: 2

### Golden Tiger Stance

Reflexive (Step 2)  
Instant



Combo-OK, Fury-OK

②: In response to an attack ignore up to [Dexterity] points of penalty to DV.

**Fury Effect:** Eliminate up to [Dexterity/2] points of penalties to DVs at all times.

MoEP: *The Lunars*, p. 151

Trait: 3 / Essence: 1

## Wary Swallow Method

### Reflexive (Step 2)

Instant



Combo-OK

- ①: A single Unexpected attack becomes Expected.

MoEP: *The Lunars*, p. 151

Trait: 3 / Essence: 2

## Predator Distraction Method

### Permanent



Obvious

- ②: May apply Running Through the Herd in Step 2 of an attack resolution of which the Lunar is not part as long as the Lunar is no farther than two Move actions from the target.

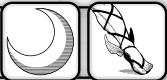
MoEP: *The Lunars*, p. 151

Trait: 5 / Essence: 4

## Wind-Dancing Method

### Reflexive (Step 9)

Instant



Combo-OK, Counterattack

- ③: Activates against an attack which was opposed by DV. The Lunar moves [Dexterity + Dodge] yards in any direction away from the attacker. This reduces the Lunar's DV by one until next action.

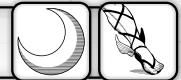
MoEP: *The Lunars*, p. 151

Trait: 4 / Essence: 2

## Flowing Body Evasion

### Reflexive (Step 2)

Instant



Combo-OK, Obvious

- ④: Automatically dodge a single attack, even if it is undodgeable. This charm has a flaw of invulnerability.

MoEP: *The Lunars*, p. 151

Trait: 5 / Essence: 3

## Ground-denying Defense

### Reflexive

Until Next Action



Combo-OK, Obvious

- ③: Reduce the number of attackers who may attack the Lunar simultaneously is reduced by one.

MoEP: *The Lunars*, p. 152

Trait: 3 / Essence: 2

## Instinct-Driven Beast Movement

### Simple

One Scene



Obvious

- ④: Increase the Lunar's movement speed by its base value again and add one auto-success to all opposed speed rolls for each ④ spent. This stacks with other speed boosting charms.

MoEP: *The Lunars*, p. 152

Trait: 3 / Essence: 2

## Furious Hound Pursuit

### Reflexive

One Scene



Combo-OK, Fury-OK, Obvious

- ④: The movement rate of the Lunar becomes one yard greater than the basic movement rate of the target. At Essence 4 the movement rate becomes one yard greater than the magically enhanced movement rate of the target.

**Fury Effect:** Provide the benefits of this charm against one specific target. Changing target is a reflexive action.

MoEP: *The Lunars*, p. 152

Trait: 4 / Essence: 2

### Flight of the Sparrow

Reflexive  
Indefinite



Combo-OK

(3): Double Movement rate and add [Dexterity] automatic successes to any opposed speed rolls. May only be used whilst the Lunar is fleeing from something.

MoEP: *The Lunars*, p. 152

Trait: 4 / Essence: 2

### Diligent Hive Imitation

Reflexive  
Until Next Action



Combo-OK

(3): Treat all Miscellaneous Actions as Speed 3.

MoEP: *The Lunars*, p. 154

Trait: 3 / Essence: 2

### Pack and Flock Guidance

Permanent



(1w): Apply Furious Hound Pursuit to an entire military unit led by the Lunar. Target must also be a Unit. Affected unit can have magnitude up to [Essence -1].

MoEP: *The Lunars*, p. 153

Trait: 4 / Essence: 3

### Wasp Sting Blur

Reflexive  
Instant



Combo-OK, Fury-OK

(2) per tick: reduce the speed of all actions.

**Fury Effect:** Reduce the speed of all attacks by one.

MoEP: *The Lunars*, p. 154

Trait: 3 / Essence: 2

### Mist-Walking Prana

Simple (Dramatic Action)  
Instant



Combo-OK, Obvious, Wyld

(10, 1w): Roll [Dexterity + Occult] with difficulty 1 in the Pure Chaos (2 in Deep Wyld, 3 in Middlemarches, and 4 in Bordermarches). Success indicates that the character can travel 1 mile instantly.

Each excess success either multiplies the distance traveled by 10 or increases the magnitude of the unit transported by 1. Max. distance 1000 miles, max. magnitude [Essence -1]. The action takes 5 minutes.

MoEP: *The Lunars*, p. 153

Trait: 5 / Essence: 4

### Octopus and Spider Barrage

Extra Action  
Instant



Combo-OK, Obvious

(6, 1w): Magical flurry of one attack per combat-capable extremity.

MoEP: *The Lunars*, p. 154

Trait: 5 / Essence: 3

### Lightning Stroke Attack

Supplemental  
Instant



Combo-OK, Obvious

(7): Parry and Dodge become inapplicable against the supplemented attack.

MoEP: *The Lunars*, p. 154

Trait: 5 / Essence: 4

### Spreading the Wyld Roots

Simple  
Instant



Combo-OK, Obvious, Wyld

(10, 1w): Roll a single attack which may be applied against multiple targets all within 30 yards, with the total number of attacks suffered by all targets together no more than the Lunar's Essence.

Target's hit multiple times have their DV reduced by the total number of blows against them against all blows.

MoEP: *The Lunars*, p. 154

Trait: 5 / Essence: 4

### First Stamina Excellency

**Reflexive (Step 1 or 2)**

Instant



Combo-OK

① / die: Add one die per mote to a single roll or one point per mote to Stamina for the purposes of calculating one static value.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

### Instinctive Stamina Unity

**Simple**  
One Scene



None

②, ⑯: Reduce the mote cost of the first three Stamina Excellencies by 1 per ② committed.

The Lunar can commit up to [Essence x 2] motes.

Apply this discount to the total expenditure on Excellencies relating to a given roll.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

### Moonsilver Stomach Conversion

**Reflexive**  
Indefinite



Combo-OK, Gift

③: The Lunar is able to safely consume nearly anything he puts into his mouth. He takes no harm from this and even derives the same sustenance as from decent food.

When used with Deadly Beastman Transformation the Lunar may commit ① to eat materials appropriate to the hybrid form.

MoEP: *Lunars*, p. 156

Trait: 4 / Essence: 2

### Second Stamina Excellency

**Reflexive (Step 1 or 2)**

Instant



Combo-OK

② / success: Add one success per two motes to a single roll or 2 points per 2 motes to Attribute for purposes of calculating one use of a static value. Each added success counts as two added dice.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

### Flawless Stamina Focus

**Permanent**  
Permanent



None

①: Purchase of this charm provides one free Stamina ability specialty and allows the purchase of more.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

### Ox-Body Technique

**Permanent**  
Permanent



Stackable

①: This Charm gives the Lunar additional health levels. A player may purchase this Charm up to once per dot of the Stamina Attribute her character possesses.

Each purchase provides one of the following, at the player's option, determined at the time of purchase: two -1 health levels, or four -2 health levels.

MoEP: *Lunars*, p. 156

Trait: 1 / Essence: 1

### Third Stamina Excellency

**Reflexive (Step 4 or 6)**

Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one.

Alternatively use this Charm to double the Attribute for the purpose of calculating a static value.

This may not affect any roll or static value that has been enhanced with the First or Second Excellency.

MoEP: *The Lunars*, p. 141

Trait: 1 / Essence: 1

### Fertile Breath Inversion

**Reflexive**  
Indefinite



Combo-OK, Fury-OK, Gift

④: The Lunar Exalt adds one additional substance they are able to breathe (such as smoke, water, or fire), but air is still preferable. Although this charm may let the exalt breathe fire, it does not protect against environmental damage from it.

When used concurrently with Deadly Beastman Transformation the cost is reduced to ①, but the substance must be something the transformation would allow them to logically breath (such as a shark breathing water).

**Fury Effect:** The exalt may breathe everything.

MoEP: *Lunars*, p. 155

Trait: 4 / Essence: 3

### Steadfast Yeddim Meditation

**Reflexive**  
One scene



Combo-OK, Fury-OK, Stackable

② / penalty: For every ② the Lunar can ignore one point of internal penalties from wounds, fatigue or other manners of deprivation or pain. A lunar may not spend more than Stamina motes.

This Charm may be used even if the character does not have any penalties and this Charm always cancels penalties caused by wounds. Excess reduction may be applied and changed as the player sees fit.

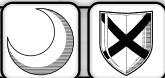
**Fury Effect:** The Lunar ignores all wound penalties.

MoEP: *Lunars*, p. 156

Trait: 3 / Essence: 2

## Bear Sleep Technique

Simple  
Indefinite



(10, 1w): This Charm allows a Lunar to hibernate. When going to sleep he can declare up to (Essence) conditions that will cause him to reawaken. One of these conditions is the maximum amount of time that the Exalt will sleep.

While in hibernation, the Lunar does not age, need food, air or water. A wound always ends the hibernation.

MoEP: Lunars, p. 156

Trait: 4 / Essence: 4

## Center Mastery Technique

Reflexive  
Indefinite



Combo-OK

(6): The Lunar is immune to a specific type of Environmental Damage. This means that the Lunar is resistant to environmental crippling effects. She takes no damage from avalanches, cave-ins, rubble crashing down on her or sandstorms.

This Charm is part of a series of Charms called (Directional) Mastery Techniques. It's effects only work if the effect is not caused deliberately by a character.

MoEP: Lunars, p. 157

Trait: 4 / Essence: 2

## South Mastery Technique

Reflexive  
Indefinite



Combo-OK

(6): The Lunar is immune to a specific type of Environmental Damage. She may walk through flames (magical and mundane) without pain. Even her clothing and equipment is unaffected. The same goes for extreme heat or southern environments such as sandstorms. She is even immune to having unpleasant sand stuck in her clothing.

This Charm is part of a series of Charms called (Directional) Mastery Techniques. It's effects only work if the effect is not caused deliberately by a character.

MoEP: Lunars, p. 157

Trait: 4 / Essence: 2

## Unstoppable Juggernaut Incarnation

Reflexive  
Indefinite



Combo-OK, Stackable

(3): This Charm is used when the Lunar takes a lethal wound in her Incapacitated health level. This blow deals no damage but one "waiting damage" is added. This damage is delayed until the motes are decommitted.

If she takes another "killing blow" she may activate another instance of the Charm to prevent all damage and add one to the already existing pool of waiting damage. If multiple instances are active they can only be decommitted together.

When the Charm ends, the first waiting damage fills all of the Lunar's wound boxes with lethal damage. Each additional damage fills one of his Dying Boxes.

This Charm does not delay aggravated damage.

MoEP: Lunars, p. 156

Trait: 4 / Essence: 3

## Luna's Fortitude

Reflexive  
One action



(4): While this Charm is active, the Lunar can not fall unconscious or die, until his next action. This Charm may be activated successively to keep the character from dying or losing consciousness.

**Fury Effect:** As long as the lunar is in Fury, he can not die or fall unconscious. When the rage ends he may activate this Charm as normal.

MoEP: Lunars, p. 157

Trait: 5 / Essence: 3

## East Mastery Technique

Reflexive  
Indefinite



Combo-OK

(6): The Lunar is immune to a specific type of Environmental Damage. She is unaffected by plant-based toxins. Irritating insects and other swarming creatures ignore her. Insects that actually damage her subtract three from both their dice pools and raw damage values.

This Charm is part of a series of Charms called (Directional) Mastery Techniques. It's effects only work if the effect is not caused deliberately by a character.

MoEP: Lunars, p. 157

Trait: 4 / Essence: 2

## North Mastery Technique

Reflexive  
Indefinite



Combo-OK

(6): The Lunar is immune to a specific type of Environmental Damage. She is unaffected by extreme cold and chill. Ice storms and similar environments do not phase her and she feels - at most - pleasantly cool.

This Charm is part of a series of Charms called (Directional) Mastery Techniques. It's effects only work if the effect is not caused deliberately by a character.

MoEP: Lunars, p. 157

Trait: 4 / Essence: 2

## West Mastery Technique

Reflexive  
Indefinite



Combo-OK

(6): The Lunar is immune to a specific type of Environmental Damage. She is comfortable and can easily breathe at all depths beneath the waves. The venoms of marine life do not affect her and schools of small, dangerous fish (such as piranhas) do not attack her.

This Charm is part of a series of Charms called (Directional) Mastery Techniques. It's effects only work if the effect is not caused deliberately by a character.

MoEP: Lunars, p. 157

Trait: 4 / Essence: 2

## External Hide Perfection

Permanent  
Permanent



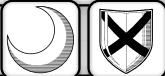
(0): This Charm permanently enhances all (Directional) Mastery Technique Charms the Lunar knows. It eliminates the exception made for other character's deliberation and intention. The character never takes damage for effects covered by these Charms.

MoEP: Lunars, p. 158

Trait: 5 / Essence: 4

### Might-Bolstering Blow

Supplemental  
Instant



Combo-OK, Fury-OK

(2): When the attack supplemented with this Charm hits, the Lunar regains (1) for each success exceeding the target's DV, but never more than (Stamina).

If it inflicts damage, the Lunar also regains (1) for each level of damage he inflicts, up to a maximum of (Stamina).

This only works if the attack is a display of the Lunar's prowess or skill. Attacks that are no challenge do not return any motes.

MoEP: Lunars, p. 158

Trait: 3 / Essence: 2

### Relentless Lunar Fury

Reflexive (Step 1 or 2)  
(Essence x 2) actions



(1), (tw): The Lunar adds one automatic success to all combat actions - this does not affect DV. She also ignores fatigue (all) and wound penalties until they exceed -1. Additionally the limit on physical attribute Excellencies is increased by (Essence).

In Fury she can not perform non-combat actions but must continue to fight. To hold back or perform non-combat actions at -2 dice, a (Willpower) roll is necessary. To stop the Fury altogether, this roll has a difficulty of (Valor).

(2): The Lunar may activate a Fury-OK Charm together with this Charm without a Combo. A maximum number of (Essence) Charms may be activated in this manner. If more than 3 Charms are activated, this Charm becomes Obvious.

MoEP: Lunars, p. 158

Trait: 3 / Essence: 2

### Halting the Scarlet Flow

Reflexive  
Instant



Combo-OK, Obvious, Gift

(2): The Lunar heals [1].

MoEP: Lunars, p. 160

Trait: 4 / Essence: 2

### Breath-Drinking Executioner Attack

Simple (Speed 4)  
Instant



Combo-OK, Fury-OK, Touch

(2): If a character died within the last minute close to the Lunar, he may use this Charm to regain motes from this death. The player rolls (his Essence + target's Essence). Each success, up to a maximum of (Stamina) regains (2). This can not increase the Lunar's Essence Pool beyond the maximum.

**Fury Effect:** The character regains (1) each time he kills a target.

MoEP: Lunars, p. 158

Trait: 4 / Essence: 2

### Silver Lunar Resolution

Permanent  
Permanent



Obvious

(1): The Lunar increases his Peripheral Essence pool by (10) each time the Charm is purchased, up to a maximum number of (Essence) times. These motes can only be regained by protecting a social or military unit from danger or dissolution. Each hour spent doing so allows the Lunar to regain a number of motes equal to the Magnitude of the unit. Alternatively other mote recovery charms may be used. The motes from this pool can not be committed to artifacts.

MoEP: Lunars, p. 158

Trait: 4 / Essence: 3

### Durable Battle-Mind

Permanent  
Permanent



(1): This Charm increases the duration of the Charm Relentless Lunar Fury by four actions.

MoEP: Lunars, p. 159

Trait: 4 / Essence: 3

### Bruise-Relief Method

Reflexive  
Instant



Combo-OK, Gift

(1+): This Charm heals [1b] for each (1) spent, up to a maximum of (Stamina) levels in a single action. This Charm may be activated even if the Lunar is unconscious.

(2): When activating Deadly Beastman Transformation, (2) may be committed. The Lunar does then regenerate [1b] each turn. This does not stack with regular activations of this Charm.

MoEP: Lunars, p. 159

Trait: 2 / Essence: 2

### Hide-Toughening Essence

Reflexive (Step 7)  
One scene



Combo-OK

(1) / 2 soak: Each (1) spent increases the bashing and lethal soak of the Lunar by 2. Up to (Essence) motes may be spent. This soak is innate and stacks with armor.

MoEP: Lunars, p. 160

Trait: 3 / Essence: 2

### Frenzied Bear Fortification

Reflexive (Step 10)  
One action



Combo-OK, Fury-OK

(3): This Charm reduces any bashing or lethal damage the Lunar takes by 1, after soak. At Essence 4 or higher it also applies to aggravated damage.

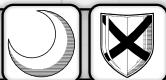
**Fury Effect:** The Charm lasts for the duration of the Fury. It does not stack with further deliberate activations.

MoEP: Lunars, p. 160

Trait: 4 / Essence: 3

## Wound-Mastering Body Evolution

Simple  
One scene



Combo-OK, Obvious

(12), (1w): The Lunar becomes immune against one type of attack or event after it has harmed him once (at least one health level of damage or one dot of trait degradation). Further activations of this Charm do not stack and the Lunar may always be only immune against one source of damage.

Example groups of sources are: Bladed mundane weapons, blunt mundane weapons, bladed artifact weapons, blunt artifact weapons, strangulation, fire, crushing, acid and others.

MoEP: Lunars, p. 160

Trait: 4 / Essence: 3

## Invulnerable Moonsilver Carapace

Reflexive (Step 7)  
One action



Combo-OK, Obvious

(6), (tw): The Lunar gains +15 to his soak against bashing, lethal and aggravated damage. This soak stacks with regular armor. Additionally, attacks against him have a minimum damage of zero.

When this Charm would end the Lunar may expend (6) to keep the Charm active for yet another action. This does not count as Charm use.

## Scorpion and Toad Immunity

Permanent  
Permanent



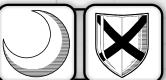
(6): The Lunar with this Charm becomes immune against any poison or disease that she has survived. The Lunar may include certain substances (such as alcohol) from this protection but once the Lunar has become immune against a substance, this can not be undone.

MoEP: Lunars, p. 161

Trait: 4 / Essence: 3

## Armor-Forming Technique

Reflexive (Step 7)  
One scene



Combo-OK, Gift, Obvious

(1) / 3 soak: The Lunar adds 3 to his Bashing and Lethal soak and 1 to his Aggravated Soak for every (1) spent. He may spend up to (Essence) motes in this manner. The soak created in this way is Obvious and is considered armor for the purposes of Charms and piercing weapons. It can not be combined with other armors except Moon-Faced Mail or Moonsilver armor.

When shifting into war form, the Lunar may commit the motes and keep the Charm active for as long as he remains in his war form.

MoEP: Lunars, p. 160

Trait: 3 / Essence: 2

## Scorpion and Toad Absolution

Reflexive  
Instant



Combo-OK

(2): When suffering from a poison or disease, the Lunar can activate this Charm to immunize himself. She gains three automatic successes to all (Stamina + Resistance) rolls to endure the effect.

## Scorpion and Toad Mastery

Reflexive  
Instant



Combo-OK, Poison, Sickness

(1+): Once the Lunar has survived the effects of a drug, poison or disease, she may reproduce it. A poison or drug costs twice its Resources value in motes, a disease a number of motes equal to its virulence. Such a replicated substance may be used as follows.

She may channel it into her own system, feeling the effect immediately

She may coat a weapon (natural or not) with it and inflict it onto an opponent wounded with this weapon. This is done reflexively in Step 1.

She may milk it and then use it later.

MoEP: Lunars, p. 161

Trait: 4 / Essence: 3

## Stone Rhino's Skin

Reflexive (Step 7)  
Instant



Combo-OK

(4): After being hit by an attack, the Lunar can use this Charm to gain a Hardness equal to his bashing and lethal soak values, ignoring the soak from armor.

MoEP: Lunars, p. 160

Trait: 4 / Essence: 3

## Scorpion and Toad Assumption

Simple (Dramatic)  
Instant



Combo-OK, Obvious

(3): The Lunar spends at least five minutes treating a target for poison or disease. She takes the effect of the poison or sickness from the target into her own body, with which she must then deal on her own.

MoEP: Lunars, p. 161

Trait: 3 / Essence: 3

## Adder Fang Method

Permanent  
Permanent



Gift, Poison

(6): The Lunar may create supernatural poisons via Scorpion and Toad Mastery.

Luna's Spite: Damage (Essence x2)/tick, Toxicity (Stamina +1), Tolerance -/-, Penalty -(Essence).

For (4) the Lunar may learn other toxins. See the book for more examples.

(4): When activated with the beastman form, she chooses one of the learned venoms. This poison now affects every single one of the Lunar's attacks.

MoEP: Lunars, p. 162

Trait: 5 / Essence: 4

## Cobra Eye Method

**Simple**  
Instant



Combo-OK, Obvious

(3): The Lunar may, after experiencing them, add acids and other reagents to the list of substances he can create.

With a single attack he tries to inflict the acid on his target. A natural attack coated with the acid is possible, or the Lunar may spit the acid by rolling (Dexterity + [Athletics or Thrown]) with -2 accuracy and a range of 5. Attacks need not deal damage, only exceed DV to inflict the acid.

Burning Tar: It inflicts 8 Lethal Damage when inflicted and on each round afterwards until it is removed with a miscellaneous action.

For (4x) the Lunar may learn other acids. See the book for more examples.

MoEP: Lunars, p. 162

Trait: 5 / Essence: 4

## First Charisma Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll or one point per mote to Charisma for the purposes of calculating one static value.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency.

MoEP: The Lunars, p. 140

Trait: 1 / Essence: 1

## Second Charisma Excellency

**Reflexive (Step 1 or 2)**  
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll or 2 points per 2 motes to Attribute for purposes of calculating one use of a static value. Each added success counts as two added dice.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency.

MoEP: The Lunars, p. 140

Trait: 1 / Essence: 1

## Third Charisma Excellency

**Reflexive (Step 4 or 6)**  
Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one.

Alternatively use this Charm to double the Attribute for the purpose of calculating a static value.

This may not affect any roll or static value that has been enhanced with the First or Second Excellency.

MoEP: The Lunars, p. 141

Trait: 1 / Essence: 1

## Instinctive Charisma Unity

**Simple**  
One Scene



(2), (1w): Reduce the mote cost of the first three Charisma Excellencies by 1 per (2) committed.

The Lunar can commit up to (Essence x 2) motes.

Apply this discount to the total expenditure on Excellencies relating to a given roll.

MoEP: The Lunars, p. 141

Trait: 4 / Essence: 3

## Flawless Charisma Focus

**Permanent**  
Permanent



(0): Purchase of this charm provides one free Strength ability specialty and allows the purchase of more.

MoEP: The Lunars, p. 141

Trait: 4 / Essence: 3

## Dog-Tongue Method

**Simple**  
One Scene



Combo-OK

(1), (1w): When activated, this charm allows a Lunar to speak with animals and target them for any social attack. Spending only the mote cost will allow the Lunar to speak the language of the animal form he is currently taking. The Lunar may also speak any known human languages while in animal form.

A Perception score of 2 allows the Lunar to also understand animal speech.(aka "Dog Ear Method")

(1): When activated, the Lunar can speak the language of the animal form he is currently taking. With a Perception score of 2 the Lunar can also understand this type of animal.

(1), (1w): When activated, this charm allows the Lunar to speak with animals and target them for any social attack. A Perception score of 2 follows.

MoEP: The Lunars, p. 163

Trait: 2 / Essence: 2

## Pack Instinct Affirmation

**Simple (dramatic action)**  
Instant



Combo-OK, Touch

(10), (1w), (1x): After many hours of spending quality time with an animal, the Lunar may make it his familiar.

Using this charm on an animal that is the same as the Lunar's spirit shape will give two extra dots in the Familiar background. The shifting knack Luna's Hidden Face will allow the use of this charm on Wyld mutated animals.

MoEP: The Lunars, p. 163

Trait: 3 / Essence: 3

## Nature Reinforcing Allocation

**Simple (dramatic action)**  
One Week



Obvious, Touch, Training

(10), (1w): After spending at least 5 hours a day for a week training their Familiar, the Lunar can give their familiar one of the following:

One dot of Strength, Dexterity, Stamina, Wits, or Perception. (max once)

One dot of Athletics, Awareness, Dodge, Integrity, Martial Arts, Presence, Resistance, or Survival. (max Lunar's dots)

One -1 health level. (max Familiar's Stamina)

Intelligence equal to a 6 year old human. (max adult human level)

One point of mutation. Mutations larger than a pox need extra weeks of training. Appearance is not affected by natural or reasonable mutations.

MoEP: The Lunars, p. 163

Trait: 4 / Essence: 3

### Sharing the Gifts of Luna

Simple  
Indefinite



Combo-OK, Obvious

(10), [1w], [1l]: Give target Enlightened Essence Wyld mutation and an Essence of 2. The target can learn Lunar charms for [2s], but Sharing the Gifts of Luna must be active for the target to use Lunar charms. This is usable on familiars.

MoEP: *The Lunars*, p. 164

Trait: 4 / Essence: 3

### Outworld-Forsaking Stance

Reflexive (step 2)  
instant



Combo-OK, Obvious, Holy, Social

(3): Perfectly parries any social attack. This defends even against unblockable social attacks.  
(3): Adds Charisma to either Parry or Dodge DV. May only be used against attacks from creatures of darkness.

MoEP: *The Lunars*, p. 165

Trait: 3 / Essence: 3

### Cobra Hypnotic Method

Simple  
Essence actions



Combo-OK, Obvious, Social

(7): Roll Charisma + Presence (Performance for groups) against the target's MDV. Success on this roll causes the target to become Inactive for the duration of the charm.

In social combat, this charm has a speeds of 6 long ticks.

The target may spend [2w] to shake off the unnatural mental influence.

MoEP: *The Lunars*, p. 165

Trait: 4 / Essence: 3

### Wolf Pack Training Technique

Simple (dramatic action)  
One Week



Mandate, Obvious, Touch, Training

(10), [2w]: Per one week of training, the Lunar can increase the Drill of a unit by 1 (max four) and Strength, Stamina, Martial Arts, Melee, Stealth, or Survival of the unit by 1. (max lowest of 4 or Lunar's rating) The Lunar may also train himself with this charm.

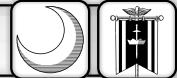
When used within Mandate of Heaven, add the the Lunar's Charisma to a roll to up a dominion's Military. If the target is the Lunar's dominion, increase it gains 1 Limit.

MoEP: *The Lunars*, p. 164

Trait: 4 / Essence: 3

### Lesson of the Winter Wolf

Permanent  
Permanent



(0): Enhances Wolf Pack Training Technique. The Lunar can now make a unit or individual immune to fear. This requires 1 invocation of Wolf Pack Training Technique per dot of the target's Conviction.

Exalted may not be targeted with this charm.

MoEP: *The Lunars*, p. 165

Trait: 5 / Essence: 4

### Foe-Turning Rebuke

Simple  
Essence x2 actions



Combo-OK, Compulsion, Holy, Obvious,

(4): Roll Charisma + Presence against a targeted creature of darkness' MDV. Success indicates that the target must stop approaching him and any others under the Lunar's protection.

The target may spend [3w] to shake off the Compulsion.

The Lunar may spend [1w] to use this charm with Performance instead and target all creatures of darkness in the area.

MoEP: *The Lunars*, p. 165

Trait: 4 / Essence: 3

### Scathing Lunar Condemnation

Simple  
instant



Combo-OK, Compulsion, Holy, Obvious,

(6), [1w]: Roll Charisma + Presence (Performance against a group) against the target's MDV. Double your successes against creatures of darkness. If the roll succeeds, the targets must travel as far from the Lunar as possible within the scene. Creatures of darkness travel for an entire story.

The target may spend [2w] to shake off the Compulsion. Creatures of darkness must pay [4w] to shake off the Compulsion.

MoEP: *The Lunars*, p. 165

Trait: 4 / Essence: 4

### Cobra Hypnotic Method

Simple  
Essence actions



Combo-OK, Social

(5): Roll Charisma + Presence (Performance for social units) against the target's MDV. Success on this roll makes the target forget everything they experience for the duration of the charm.

The target may spend [1w] to remember what occurred for a scene or [3w] to remember forever.

The Lunar may spend [1w] to use this charm on a unit up to his Essence in Magnitude.

MoEP: *The Lunars*, p. 166

Trait: 4 / Essence: 3

### Forgetful Victim Prana

Supplemental  
Instant



Combo-OK, Social

(4): Roll Charisma + relevant Ability reflexively against the target's MDV. Success makes the target forget the supplemented social attack.

The target may spend [2w] to counter this unnatural mental influence.

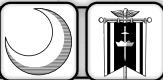
MoEP: *The Lunars*, p. 166

Trait: 4 / Essence: 3

### Subtle Silver Command

#### Simple

Presence in days



Combo-OK, Compulsion, Social

(8): Roll Charisma + Presence against the target's MDV. Success forces the target to act as if he shared one of the Lunar's Motivation, an Intimacy, or one of the Lunar's Virtues. This compulsion overrides the target's natural belief's for the duration of the charm.

The target may spend [1w] to resist this unnatural mental influence for a day or [3w] to cancel it entirely.

This charm allows you to target beings not normally valid targets for social attacks, such as sleeping people. These targets only defend with their Dodge MDV at a -2 penalty.

MoEP: *The Lunars*, p. 166

Trait: 5 / Essence: 3

### Instinct Memory Insertion

#### Supplemental

Instant



Combo-OK, Social

(3): The target that the Lunar is relating information to gains the Lunar's Charisma in bonus dice to remember the information.

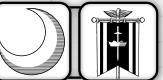
MoEP: *The Lunars*, p. 166

Trait: 3 / Essence: 2

### Rapid Speech Technique

#### Supplemental

Instant



Combo-OK, Social

(1): reduce the multiple action penalties on a single social attack roll by 1.

Can only reduce the penalties down to a minimum of -1.

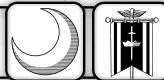
MoEP: *The Lunars*, p. 166

Trait: 3 / Essence: 2

### Secret Speech Method

#### Supplemental

Instant



Combo-OK, Illusion, Social

(5): The social attack can only be detected by up to Essence x2 others of the Lunar's choosing. The Lunar must make a Charisma + Performance roll. Anyone with a Dodge MDV less than the number of successes scored suffer an illusion effect or ordinary chit-chat instead of the Lunar's message.

MoEP: *The Lunars*, p. 166

Trait: 4 / Essence: 2

### Mind-Blanking Fear Technique

#### Simple (5 long ticks)

Instant



Combo-OK, Illusion, Social

(6), [1w]: Roll Charisma + Presence + Essence against a target's MDV. Success allows the Lunar to remove one memory from the target's mind. This also creates an instant Intimacy to the belief that the memory is not real.

The target may spend [1w] to resist this unnatural mental influence for the scene, and the effect remains until the target breaks the Intimacy completely.

MoEP: *The Lunars*, p. 167

Trait: 4 / Essence: 3

### Terrifying Lust Infliction

#### Supplemental

One Scene



Combo-OK, Emotion, Social

(5): Turn a roll to rouse hunger, lust or other physical cravings into an unnatural mental influence. This roll suffers an internal penalty equal to the group's Magnitude.

The target may spend [2w] to resist this unnatural mental influence for the scene.

MoEP: *The Lunars*, p. 164

Trait: 4 / Essence: 3

### Hard-Nosed Denial Style

#### Reflexive (Step 2)

One Scene



Combo-OK, Social

(4): Perfectly parries a social attack, even if it cannot be parried.

This also gives a -2 external penalty on any following natural attempts to make the same, similar or supporting arguments for the rest of the scene.

MoEP: *The Lunars*, p. 168

Trait: 4 / Essence: 3

## Face of the Moon Concealment

Supplemental  
Instant



Combo-OK, Social, War

(2): Subtract the Lunar's Essence from the unit's Magnitude when determining the dice pool for concealment.

MoEP: *The Lunars*, p. 168

Trait: 3 / Essence: 2

## Herd Reinforcement Style

Simple (5 long ticks)  
Instant



Combo-OK, Mandate, Social

(4), (1w): Creates an Intimacy in a target person or social unit to the target's native culture or society. This Intimacy works as an automatic mental dodge against any attempts to undermine the Intimacy for a scene.

This Intimacy fails if it contradicts the target's Motivation. If it conflicts with an existing Intimacy, the Lunar rolls Charisma + Essence against the target's Conviction + Magnitude.

This may be countered anytime within 24 hours of use by spending (2w) or 4 Loyalty. After this time, the Intimacy becomes natural to the target.

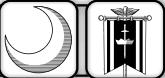
(4), (1w): In Mandate of Heaven, add the Lunar's Charisma to a roll in defense against a conquest or diplomatic action that would result in harm against the dominion.

MoEP: *The Lunars*, p. 169

Trait: 4 / Essence: 2

## Maintaining the Pack

Reflexive (Step 10)  
Instant



Combo-OK, Social, War

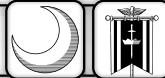
(4), (1w): The unit the Lunar is leading does not lose a dot of Magnitude when it is damaged. It instead remains a 1 Health Level above incapacitated.

MoEP: *The Lunars*, p. 168

Trait: 4 / Essence: 2

## Moonlight Curtain Drawn

Simple (5 long ticks)  
One Scene



Combo-OK, Obvious, Social, War

(3), (1w): Double the effective Magnitude (to a max of Lunar's Essence x2) of a unit the Lunar commands for the purposes of defense.

MoEP: *The Lunars*, p. 169

Trait: 5 / Essence: 3

## Topiary Culture Meditation

Simple (6 long ticks)  
Instant



Combo-OK, Mandate, Social, Compulsion

(6), (1w): Roll Charisma + Performance or Socialize with an external penalty equal to the target unit leader's dodge MDV plus half of its Magnitude. Success allows the Lunar to choose an Intimacy of the target unit's policy. This Intimacy now costs 2 Loyalty to resist.

The leader can remove this unnatural mental influence by spending 8 Loyalty, or act against it by spending 1 Loyalty for a scene

(6), (1w): In Mandate of Heaven, add 2 to the difficulty of a roll to resist against a conquest or diplomatic action taken by the Lunar's dominion.

MoEP: *The Lunars*, p. 170

Trait: 5 / Essence: 4

## Herd-Strengthening Invocation

Simple (6 long ticks)  
Instant



Combo-OK, Social, Mandate

(8), (1w): The Lunar names a Virtue of 3 or more or an Intimacy contained in a group's Policy. The unit gains the Lunar's Charisma in temporary Loyalty to resist compulsion that oppose the named Virtue or Intimacy.

(8), (1w): In Mandate of Heaven, add the Lunar's Essence to the target dominion's Culture for any purposes involving that Policy.

MoEP: *The Lunars*, p. 170

Trait: 5 / Essence: 4

## Boundary-Marking Meditation

Simple (7 long ticks)  
Instant



Combo-OK, Mandate, Obvious

(12), (1w): Claims a territory no larger than Essence x10 square miles. Anyone not a native little god or the Lunar suffers a -1 external penalty to all actions in this area.

(12), (1w): In Mandate of Heaven, automatically makes the Lunar a savant in a dominion regardless of Background dots.

MoEP: *The Lunars*, p. 170

Trait: 4 / Essence: 3

## Ranging Wolf Marking

**Permanent**  
Permanent



①: Permanently enhances Boundary-Marking Meditation to cover the Lunar's Essence x100 square miles.

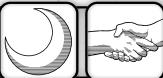
MoEP: *The Lunars*, p. 170

Trait: 5 / Essence: 5

## First Manipulation Excellency

**Reflexive (Step 1 or 2)**

Instant



Combo-OK

① / die: Add one die per mote to a single roll or one point per mote to Manipulation for the purposes of calculating one static value.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency.

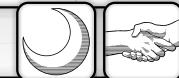
MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

## Second Manipulation Excellency

**Reflexive (Step 1 or 2)**

Instant



Combo-OK

② / success: Add one success per two motes to a single roll or 2 points per 2 motes to Attribute for purposes of calculating one use of a static value. Each added success counts as two added dice.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency.

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

## Third Manipulation Excellency

**Reflexive (Step 4 or 6)**

Instant



Combo-OK

④: Re-roll a single roll, and take the new result if it is better than the old one.

Alternatively use this Charm to double the Attribute for the purpose of calculating a static value.

This may not affect any roll or static value that has been enhanced with the First or Second Excellency.

MoEP: *The Lunars*, p. 141

Trait: 1 / Essence: 1

## Instinctive Manipulation Unity

**Simple**

One Scene



②, ①w: Reduce the mote cost of the first three Manipulation Excellencies by 1 per ② committed.

The Lunar can commit up to (Essence x 2) motes.

Apply this discount to the total expenditure on Excellencies relating to a given roll.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

## Flawless Manipulation Focus

**Permanent**

Permanent



①: Purchase of this charm provides one free Manipulation ability specialty and allows the purchase of more.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

## False Burrow Pursuit

**Simple**  
One scene



Combo-OK, Illusion, Social

④: The Lunar rolls Manipulation + Presence at a difficulty of the target's highest of Perception or relevant If this succeeds, the target picks up on a detail and automatically knows the detail is really important.

The relevant Ability depends of what the Lunar decides to make significant - Socialize or Bureaucracy for particular wordings, Melee for a sword kata for example.

It costs ③w to throw off this effect.

MoEP: *The Lunars*, p. 171

Trait: 3 / Essence: 2

## Mirror Sight Dismay

**Simple (4 long ticks)**

One scene



Combo-OK, Illusion, Social

⑤: The Lunar roll Manipulation + Presence or Performance versus at target's MDV. Success convinces a target that a specific belief of his is factually incorrect for the duration of the charm. The Lunar selects the belief to invert.

When using this charm on a group, it does not affect anyone who never held the targeted belief in the first A Lunar cannot affect a group larger in Magnitude than his Essence - 1.

Shaking off this mental influence costs ②w.

MoEP: *The Lunars*, p. 171

Trait: 4 / Essence: 2

## Lost Mirror Flight

**Simple**  
Instant



Combo-OK, Obvious, Social

④: The Lunar rolls Manipulation + Presence in a social attack that cannot be parried. Success inflicts a derangement equal to a Wyld debility on the target. If the Lunar is Essence 5 or above this abnormality has a the strength of a deformity.

④, ①w: The Lunar rolls Manipulation + Performance in a social attack that targets a group with a maximum Magnitude of his Essence - 1. This social attack cannot be parried. Success inflicts a derangement equal to a Wyld deficiency on the group.

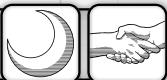
The targets of this charm must spend ①w to ignore the madness for a After ignoring the effects a number of times equal to the Lunar's Essence x2, the effect ends.

MoEP: *The Lunars*, p. 172

Trait: 3 / Essence: 2

### Mask of White Jade

Reflexive  
Instant



Combo-OK

②: This charm causes any action taken against the Lunar that uses a difficulty or opposed roll based on the Lunar's Manipulation to automatically fail. Charm costs an additional  $\text{1w}$  if the action is backed by a charm.

The Lunar only needs to activate this charm once per any single deception.

MoEP: *The Lunars*, p. 172

Trait: 3 / Essence: 2

### Commanded to Fly

Reflexive (Step 9)  
Varies



Combo-OK, Counterattack, Social

③: Invoke a social counterattack on yourself. If you are successful, you can amend the unnatural mental influence with additional commands that are impossible for you carry out.

This lasts as long as you keep the essence committed. If you release the committed essence while the unnatural influence is still active, you become subject to its effects.

MoEP: *The Lunars*, p. 172

Trait: 5 / Essence: 3

### Cat-Face Presentation

Supplemental  
Instant



Combo-OK, Social

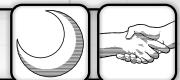
②: This charm supplements the Manipulation + Socialize roll to conceal a social attack, making it unexpected. Only supernatural perceptions can see through this.

MoEP: *The Lunars*, p. 172

Trait: 3 / Essence: 2

### Labyrinth of the Beast

Reflexive  
Instant



Combo-OK, Social

⑥: Perfectly protects the Lunar against all forms of natural mental influence.

MoEP: *The Lunars*, p. 172

Trait: 3 / Essence: 2

### Butterfly Eyes Fist

Simple  
One action



Combo-OK, Compulsion

⑤: The Lunar rolls Manipulation + Presence against the target's Dodge Mental Defense Value. On a success, the Lunar dictates the next combat action of the target. This effect has a range of the Lunar's Essence x10 yards.

The target may spend  $\text{2w}$  to ignore this unnatural mental effect.

MoEP: *The Lunars*, p. 173

Trait: 4 / Essence: 3

### Mystic Butterfly Fraud

Supplemental  
Instant



Combo-OK, Illusion

⑤: The Lunar can convince onlookers that an ordinary object has magical powers. Roll Manipulation + relevant ability, anyone that has a Dodge MDV less than the resulting successes sees the object perform whatever magic the Lunar suggests.

The target may spend  $\text{1w}$  to ignore illusion.

MoEP: *The Lunars*, p. 174

Trait: 5 / Essence: 4

### Chattering Magpie Inflection

Reflexive (Step 1)  
One tick



Combo-OK, Social

③: Increase the Rate of all social "weapons" by 1.

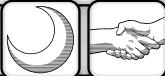
This charm can no more than double a social attack's Rate.

MoEP: *The Lunars*, p. 174

Trait: 3 / Essence: 1

### Falling Leaf Distraction

Supplemental  
Instant



Combo-OK, Social

(3): Conceal a social attack in innocent conversation. The target can make a Perception + Investigation roll at a difficulty of the Lunar's (Manipulation + Socialize) divided by 2 to notice the attack source.

MoEP: *The Lunars*, p. 174

Trait: 3 / Essence: 2

### School Becomes Shark Formation

Simple (5 long ticks)  
(Essence) actions



Combo-OK, Social, War

(3): Makes a unit of soldiers that the Lunar leads seem larger. This effect targets another unit with a Manipulation + War or Socialize roll against a difficulty of the Perception of the target unit's leader. Success means the targeted unit treats the Lunar's unit as double its Magnitude for all purposes.

MoEP: *The Lunars*, p. 175

Trait: 3 / Essence: 2

### Third-Veil Suggestion

Simple (3 long ticks)  
One scene



Combo-OK, Social

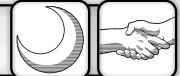
(3, 1w): The Lunar may speak to one individual while carrying on another separate conversation or oration. Any social attacks made in this fashion benefit from 2 additional successes.

MoEP: *The Lunars*, p. 174

Trait: 3 / Essence: 4

### Perfection of the Mockingbird

Supplemental  
Instant



Combo-OK, Illusion

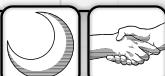
(4): Imitate another's voice, habit or appearance. No mundane senses can see through this deception.

MoEP: *The Lunars*, p. 174

Trait: 3 / Essence: 2

### Feeding the Bear Pro

Simple (6 long ticks)  
Instant



Combo-OK, Emotion, Mandate

(5, 1w): The Lunar uses a Manipulation + Socialize attack on a social unit with a Magnitude of 1 or higher to induce the emotion of craving into that unit. The Lunar must have spent several hours previously encouraging the desired belief.

This creates an unnatural mental influence that takes 6 points of Loyalty to break free of forever, or 1 point to ignore it for the scene.

The Lunar can use this as a dominion action by rolling Manipulation + Socialize instead of the dominion dice pool.

MoEP: *The Lunars*, p. 175

Trait: 4 / Essence: 2

### First Appearance Excellency

Reflexive (Step 1 or 2)  
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll or one point per mote to Appearance for the purposes of calculating one static value.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

### Second Appearance Excellency

Reflexive (Step 1 or 2)  
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll or 2 points per 2 motes to Attribute for purposes of calculating one use of a static value. Each added success counts as two added dice.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

### Third Appearance Excellency

**Reflexive (Step 4 or 6)**

Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one.

Alternatively use this Charm to double the Attribute for the purpose of calculating a static value.

This may not affect any roll or static value that has been enhanced with the First or Second Excellency.

MoEP: *The Lunars*, p. 141

Trait: 1 / Essence: 1

### Hide of the Cunning Hunter

**Reflexive**

Indefinite



Combo-OK

(2): Any distinguishing marks (including Moonsilver tattoos) fade and become undetectable by mundane senses.

MoEP: *The Lunars*, p. 176

Trait: 2 / Essence: 1

### Clover Can't be Found

**Simple**

One Scene



Combo-OK, Illusion

(6), (1w): For the duration of the scene it becomes impossible for any seeker to perceive the presence of the Lunar, even by the effects she has on the environment. Such a seeker may spend (2w) to perceive that this effect is occurring.

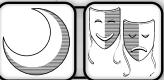
MoEP: *The Lunars*, p. 177

Trait: 4 / Essence: 4

### Instinctive Appearance Unity

**Simple**

One Scene



None

(2+), (1w): Reduce the mote cost of the first three Appearance Excellencies by 1 per (2) committed.

The Lunar can commit up to [Essence x 2] motes.

Apply this discount to the total expenditure on Excellencies relating to a given roll.

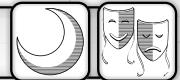
MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

### Flawless Appearance Focus

**Permanent**

Permanent



None

(0): Purchase of this charm provides one free Appearance attribute specialty and allows the purchase of more.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

### Perfect Symmetry

**Simple**

One Scene



Combo-OK

(4): For the remainder of the scene the MDV bonus/penalty for differing Appearance level which the Lunar may inflict or benefit from may go as high as 6. At Essence 6 the bonus/penalty is unlimited.

MoEP: *The Lunars*, p. 176

Trait: 3 / Essence: 2

### One of the Herd

**Reflexive**

One Scene



Combo-OK, Illusion

(3): All perception rolls to pick the character out of a crowd take an internal penalty equal to the Lunar's essence, and no character will remember any details of the Lunar's appearance. It costs (1w) to overcome this effect.

MoEP: *The Lunars*, p. 176

Trait: 2 / Essence: 2

### New Friend Aroma

**Simple**

One Scene



Combo-OK, Social

(3): Invoke upon first meeting target. Roll [Charisma + Presence] against the target's MDV as an attack creating an intimacy to the Lunar (as a friend or foe as desired) as unnatural influence. (1w) to resist.

MoEP: *The Lunars*, p. 177

Trait: 2 / Essence: 2

### Observed Predator Instinct

**Simple**

One Scene



Combo-OK, Illusion

(4): Roll [Appearance + Presence or Performance + Essence] as a social attack against all persons observing the Lunar, success gives the impression that the Lunar has spotted the observer and is watching them back.

MoEP: *The Lunars*, p. 177

Trait: 3 / Essence: 2

## Glance-Oration Technique

Simple  
One Scene



Combo-OK, Obvious

(5, 1w): The Lunar may make social attacks without the use of speech and regardless of language barriers furthermore all social actions have their speed reduced by one for the duration of the scene.

MoEP: *The Lunars*, p. 177

Trait: 4 / Essence: 2

## Second Perception Excellency

Reflexive (Step 1 or 2)  
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll or 2 points per 2 motes to Attribute for purposes of calculating one use of a static value. Each added success counts as two added dice.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with First Excellency.  
Is incompatible with Third Excellency

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

## Flawless Perception Focus

Permanent  
Permanent



None

(0): Purchase of this charm provides one free Perception attribute specialty and allows the purchase of more.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

## Irresistible Silver Spirit

Reflexive (Step 1)  
[Essence x 2] long ticks



Combo-OK

(5, 1w): For the duration of the charm add one automatic success to all social actions (but not MDVs). The character ignores all fatigue. The character may add up to [Attribute + Essence] dice with social excellencies.

Upon activation name a goal. Any action taken during the duration which is not a social attacks intended to reach that goal requires a successful Willpower roll first and suffers a -2 internal penalty.

The charm may be ended prematurely on a successful Willpower roll with difficulty equal to the Lunar's Essence.

MoEP: *The Lunars*, p. 177

Trait: 3 / Essence: 3

## First Perception Excellency

Reflexive (Step 1 or 2)  
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll or one point per mote to Perception for the purposes of calculating one static value.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

## Third Perception Excellency

Reflexive (Step 4 or 6)  
Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one.

Alternatively use this Charm to double the Attribute for the purpose of calculating a static value.

This may not affect any roll or static value that has been enhanced with the First or Second Excellency.

MoEP: *The Lunars*, p. 141

Trait: 1 / Essence: 1

## Instinctive Perception Unity

Simple  
One Scene



None

(2, 1w): Reduce the mote cost of the first three Perception Excellencies by 1 per (2) committed.

The Lunar can commit up to [Essence x 2] motes.

Apply this discount to the total expenditure on Excellencies relating to a given roll.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

## Flaw-Finding Examination

Supplemental  
Instant



Combo-OK

(8): Supplement a craft roll to repair or destroy an item. Reflexively roll [Perception + relevant Craft] each success reduces the time necessary to repair the object by one hour, increases damage on an attack by two dice, or increases the rating on the Feats of Strength chart by one.

MoEP: *The Lunars*, p. 178

Trait: 4 / Essence: 2

## Monkey Shaping Emulation

Supplemental  
Instant



Combo-OK

(5): This charm supplements a craft dramatic action. The action takes no penalties if it is being used to forge a replica of someone else's work.

MoEP: *The Lunars*, p. 178

Trait: 4 / Essence: 2

### Eye of the Cat

Simple  
One Scene



Combo-OK, Fury-OK

⑥: The Lunar automatically detects anything within sense range which it would be impossible for the Lunar to sense for any reason. When contested by another charm the Lunar gains Essence automatic successes on their roll.

**Fury Effect:** Provide the normal benefits of this charm.

MoEP: *The Lunars*, p. 179

Trait: 4 / Essence: 2

### Spirit-Maiming Essence Attack

Reflexive (Step 8)  
Instant



Combo-OK, Obvious

③: Add Essence to post-soak damage against a spirit. A spirit killed by this attack is destroyed.

MoEP: *The Lunars*, p. 179

Trait: 5 / Essence: 4

### Devil Restraining Grip

Simple  
One Scene



Combo-OK, Obvious

⑤, ⑯: Target a single spirit which the Lunar can sense. Roll [Perception + Occult] difficulty of the target's Essence.

On a successful roll the spirit may not move more than [Spirit's Essence x 4] yards from the Lunar, may not dematerialize without permission, and must materialize if the Lunar wishes. If the spirit lacks the essence required to materialize the Lunar pays the remainder.

MoEP: *The Lunars*, p. 179

Trait: 4 / Essence: 3

### Instinctive Essence Prediction

Simple  
One Scene



Combo-OK, Fury-OK

④: Anytime a person the Lunar can sense activates a magical effect reflexively roll [Perception + Essence] at a difficulty of the charm's minimum Essence requirement (or 1 if there is no such). Success means the Lunar knows roughly the magic's effect. Any threshold successes are added to the opposed roll if the Lunar opposes the effect with another.

**Fury Effect:** The Lunar may detect opposing charms for the duration of the fury

MoEP: *The Lunars*, p. 179

Trait: 4 / Essence: 2

### God Cutting Essence

Supplemental  
Instant



Combo-OK, Obvious

①: Supplemented attack may affect immaterial spirits and deals aggravated damage against them.

MoEP: *The Lunars*, p. 179

Trait: 4 / Essence: 3

### All-Encompassing Sorcerer's Sight

Reflexive (Step 1)  
One Scene



⑥: User can see patterns of Essence. All Charms are Obvious. Dematerialized and invisible creatures are visible. Artifacts, manses and demesnes are recognized as such. Character automatically recognizes Essence 4+ creatures as magical.

Add (target's Essence) dice when rolling to pierce Stealth.

Roll (Intelligence + Occult) to identify exact effects of unknown Charm or spell at difficulty 5. Read rating of Essence, demesne, manse or artifact at difficulty 2.

MoEP: *The Lunars*, p. 179

Trait: 5 / Essence: 3

### Sense-Borrowing Method

Simple  
Indefinite



Combo-OK, Touch

⑤: Touch a target. If the target is an ordinary animal the charm automatically succeeds, otherwise roll [Perception + Occult + Essence] at diff. [Target's Intelligence + Essence]. The Lunar gains access to all of the target's senses and perceptions.

The Lunar may switch to observing the target's senses at any time as a 1 minute dramatic action. Taking actions whilst doing this is at a -3 internal penalty. If shocked back to own body take a -1 external penalty for the next five actions.

MoEP: *The Lunars*, p. 180

Trait: 3 / Essence: 2

### Predator is Prey Mirror

Simple  
One Scene



Combo-OK, Obvious

④, ⑯: Target a character within speaking distance. The target and Lunar's eyes both flash silver. Roll [Perception + Survival] at difficulty of target's Perception.

On success the target sees through the Lunar's eyes. The target suffers a -2 internal penalty on all physical actions (-4 if the Lunar is not looking at the target). The target must roll Valor at diff. 2. Failure reduces DVs by 2.

MoEP: *The Lunars*, p. 180

Trait: 5 / Essence: 4

### Watchful Spider Stance

Simple  
Indefinite



Combo-OK

⑥, ⑯: Target an area no less than [Essence x 10] square miles in size which the Lunar owns. When in the targeted territory the Lunar may use Perception with any relevant abilities to sense or seek out anything within the territory even if not in her presence. These perceptive abilities may be enhanced by any charms which enhance normal perception.

Unusual events within the territory permit a reflexive [Perception + Awareness] roll to notice them.

MoEP: *The Lunars*, p. 181

Trait: 4 / Essence: 3

## Grandfather Spider Mastery

Permanent



①: Declare a condition relating to the Lunar's territory, whenever that condition is met the Lunar may reflexively activate Watchful Spider Stance. A Character may not set more conditions than their essence.

MoEP: *The Lunars*, p. 181

Trait: 5 / Essence: 4

## Diving Hawk Inspiration

Supplemental  
Until Next Action



Combo-OK, War

③: All ranged attacks made by a unit the Lunar is in ignore any bonuses the target receives from formation.

MoEP: *The Lunars*, p. 182

Trait: 3 / Essence: 2

## Blood on the Wind

Supplemental  
Indefinite



Combo-OK

④, ⑯: Select a single target when this charm is activated. This charm supplements a tracking roll against that target. On all opposed tracking rolls against the target for the duration of the charm the Lunar automatically receives one more success than the target. When opposed by another charm add the Lunar's Essence in automatic successes to the Lunar's roll.

If the Lunar has ever tasted the target's blood then there is an extra benefit which may be used even if the rest of the charm fails. The target can never completely escape from the Lunar's tracking attempts simply by accumulating enough successes.

MoEP: *The Lunars*, p. 181

Trait: 3 / Essence: 3

## Inevitable Spoor Discovery

Simple  
Instant



Combo-OK

④: Roll [Perception + Investigation]. On a success the Lunar can detect the scents and essence residues of every character who has passed through the immediate area in the last 24 hours. Each additional success doubles the time-period. The Lunar can determine the exact timing of each scent or residue.

If the Lunar already knows the scent of the person detected they recognize it immediately, otherwise they receive a reflexive [Perception + Awareness] roll to recognize the scent next time he encounters the character.

MoEP: *The Lunars*, p. 181

Trait: 3 / Essence: 2

## Wolf Eye Advantage

Supplemental  
Instant



Combo-OK

①: Supplements any action. Ignore all penalties which arise from obscured vision.

MoEP: *The Lunars*, p. 183

Trait: 3 / Essence: 1

## Riding the Secret Wind

Supplemental  
Instant



Combo-OK

④: Supplement an attack. Any character within range is a legitimate target for that attack regardless of cover, as long as the Lunar is aware of them.

MoEP: *The Lunars*, p. 183

Trait: 5 / Essence: 4

## Wolf Ear Advantage

Simple  
Until Next Action



Combo-Basic

②: This action is identical to an aim action except that it is Speed 6 and may accumulate up to 6 bonus dice. It may still be interrupted at any point like a normal aim action. These extra dice are not dice from charms. Taking additional aim actions after this action does not provide any additional dice but also does not remove any dice already accumulated.

MoEP: *The Lunars*, p. 183

Trait: 3 / Essence: 1

### Keen Sight Technique

Reflexive  
One scene



Combo-OK

③: Charm gives 2 bonus successes on Awareness actions that use sight.

The user can perceive impressions that are normally too faint for humans to validly observe.

MoEP: *The Lunars*, p. 183

Trait: 3 / Essence: 1

### Heightened Vision Method

Reflexive  
One scene



Combo-OK

②: Charm doubles successes on Awareness actions that use sight.

The maximum number of bonus successes is equal to the Lunar's Perception, unless the Lunar is in a form renowned for its vision, in which case it is unlimited.

MoEP: *The Lunars*, p. 183

Trait: 4 / Essence: 2

### Keen Hearing and Touch Technique

Reflexive  
One scene



Combo-OK

③: Charm gives 2 bonus successes on Awareness actions that use hearing or touch.

The user can perceive impressions that are normally too faint for humans to validly observe.

Reduce user's external penalty to target unseen characters to -1 and internal penalty for blindness to -2.

MoEP: *The Lunars*, p. 183

Trait: 3 / Essence: 1

### Keen Smell and Taste Technique

Reflexive  
One scene



Combo-OK

③: Charm gives 2 bonus successes on Awareness actions that use taste and smell.

User can perceive impressions that are normally too faint for humans to validly observe.

User can track by scent, gaining one bonus success when tracking someone with a scent.

MoEP: *The Lunars*, p. 183

Trait: 3 / Essence: 1

### Blood-Kin Sense

Simple  
Instant



Combo-OK

①: Roll [Perception + Awareness] with difficulty of the higher of target's Manipulation or Socialize. Success reveals one important social tie the target has (relative or spouse). The Lunar learns the nature of the relationship, but not the name or appearance. If the person is present the Lunar learns who they are. Tasting the target's blood within 24 or being able to take the target's form adds one success.

②: The same as above except that it will reveal a tie to a long time friend or lover.

④: The same as above except that it will reveal a tie to a recent friend, business associate, etc.

④: Choose a person the Lunar knows and roll as above, on a success the Lunar discovers the nature of their relationship to the target.

MoEP: *The Lunars*, p. 183

Trait: 4 / Essence: 2

### Motive Dissecting Eye

Simple  
Instant



Combo-OK, Fury-OK

③: Roll [Perception or Intelligence + Investigation] diff. 1 with external penalty equal to target's [Manipulation + Socialize]/2. On a success learn the target's Motivation, Primary Virtue, The value of a chosen virtue, a previously unknown intimacy of the target's, or a current intention desire or emotion of the target (player's choice).

**Fury Effect:** The character is aware of all attacks against him.

MoEP: *The Lunars*, p. 184

Trait: 4 / Essence: 2

### Leaf-Falling Scrutiny

Reflexive  
Instant



Combo-OK

②: Target a single character and determine the target's rating in one named ability.

②: Target a single character and determine the target's highest rated ability.

②: Choose a single ability. Determine who in within the Lunar's perception has the ability rated at 3 or higher

All three of these powers require the Lunar to succeed on a reflexive [Perception + (named ability)] roll diff. 1. If a person tries to hide their talent then the difficulty becomes the higher of their Manipulation or Socialize.

MoEP: *The Lunars*, p. 184

Trait: 4 / Essence: 2

## Fellow-Hound Insight

Reflexive  
Instant



Combo-OK

②: Name a single type of supernatural creature the Lunar also makes a reflexive [Perception + Essence] roll with diff. of the highest Essence of any creature in the area success means that the Lunar knows if there is such a creature within [Essence x 5] yards and which of the Creatures he can detect are that type of supernatural creature.

When used to detect gods only self-aware and active gods trigger this charm.

MoEP: *The Lunars*, p. 184

Trait: 4 / Essence: 3

## Wyld Migration Formation

Permanent



⑤: Wyld Sensing Instinct and Resisting the Lure of Madness may be used with a unit of Magnitude no higher than [Essence - 1]

MoEP: *The Lunars*, p. 186

Trait: 5 / Essence: 3

## Wyld-Sensing Instincts

Simple  
Indefinite



Combo-OK, Wyld

③, ①w: As long as this charm is active the Lunar may reflexively roll [Perception + Awareness] to detect where the Wyld is nearest, where it is strongest, and how dangerous it is. The range is the number of successes rolled. Each level of Wyld doubles this range, but the charm is useless in Pure Chaos.

Any group which the Lunar leads through the Wyld will be safe unless there is active malice involved or she fails her roll. Even then she may make a reflexive [Perception + Awareness] roll to detect this danger.

This charm allows the Lunar to lead a group no larger than Magnitude 1.

Add Essence automatic successes to any perception roll to determine Wyld influence.

MoEP: *The Lunars*, p. 185

Trait: 3 / Essence: 2

## Resisting the Lure of Madness

Simple  
Indefinite



Combo-OK, Wyld

⑤: The Lunar and up to Magnitude 1 worth of companions within [Essence x 10] yards of the Lunar are immune to acquiring derangements through Wyld exposure.

MoEP: *The Lunars*, p. 185

Trait: 4 / Essence: 2

## First Intelligence Excellency

Reflexive (Step 1 or 2)  
Instant



Combo-OK

① / die: Add one die per mote to a single roll or one point per mote to Intelligence for the purposes of calculating one static value.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency.

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

## Second Intelligence Excellency

Reflexive (Step 1 or 2)  
Instant



Combo-OK

② / success: Add one success per two motes to a single roll or 2 points per 2 motes to Attribute for purposes of calculating one use of a static value. Each added success counts as two added dice.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to the Attribute for the purposes of calculating a static value.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency.

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

## Third Intelligence Excellency

Reflexive (Step 4 or 6)  
Instant



Combo-OK

④: Re-roll a single roll, and take the new result if it is better than the old one.

Alternatively use this Charm to double the Attribute for the purpose of calculating a static value.

This may not affect any roll or static value that has been enhanced with the First or Second Excellency.

MoEP: *The Lunars*, p. 141

Trait: 1 / Essence: 1

## Instinctive Intelligence Unity

Simple  
One Scene



(2+, 1w): Reduce the mote cost of the first three Intelligence Excellencies by 1 per (2)committed.

The Lunar can commit up to [Essence x 2] motes.

Apply this discount to the total expenditure on Excellencies relating to a given roll.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

## Form-Fixing Method

Simple (dramatic action)  
Instant



Shaping

(5, 1w, 3x): Creates the magical tattoos on another Lunar to protect them from the Wyld and fix their caste.

The user of this charm also needs Lore 3 to create the ink used and Craft (Air or Wood) 1 to perform the tattooing. You may also use Lunar Blade Reconfiguration to do the work entirely by magic.

MoEP: *The Lunars*, p. 186

Trait: 4 / Essence: 3

## Flawless Intelligence Focus

Permanent  
Permanent



(0): Purchase of this charm provides one free Intelligence attribute specialty and allows the purchase of more.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

## Luna's Blessed Hands

Permanent  
Permanent



(0): This charm reduces the Craft, Lore and Occult requirements for crafting Moonsilver artifacts by 1.

MoEP: *The Lunars*, p. 186

Trait: 5 / Essence: 5

## Righteous Lion Defense

Permanent  
Permanent



(0): When this charm is purchased, you must choose an Intimacy that reflects dedication to the protection of something.

The character from then on treats mental influence to betray or forsake that Intimacy as an Unacceptable Order.

If the Intimacy is abandoned or becomes obsolete this charm ceases to function until a new story begins and you choose a new Intimacy to apply it to. You may spend (1x) to shift the charm to a new Intimacy at any time.

This charm can only be purchased twice, to reinforce a total of 2 Intimacies.

MoEP: *The Lunars*, p. 188

Trait: 3 / Essence: 1

## Intimacy of the Hunter and the Prey

Reflexive  
Instant



Combo-OK

(6, 1w): The Lunar declares a target that he is currently trying to capture or kill. This charm creates a magically backed Intimacy towards this hunt. The Lunar treats mental influence to betray or forsake the hunt as an unacceptable order.

The Intimacy fades away when the hunt ends.

The Lunar may have no more than his Essence in Intimacies empowered by this charm.

MoEP: *The Lunars*, p. 188

Trait: 3 / Essence: 2

## True-to-the-Pack Dedication

Reflexive  
Instant



Combo-OK, Fury-OK

(5, 2w): shatter any and all mental influences on the Lunar that turn him against his pack, his Solar mate, other Lunars or Luna. This may be activated as a perfect defense against such mental attacks.

The Lunar may designate up to his Compassion x2 individuals as his "pack" by touching them and spending (1).

When activated with Relentless Lunar Fury, this charm perfectly protects the Lunar against any mental influence that requires less than (2w) to overcome.

MoEP: *The Lunars*, p. 188

Trait: 3 / Essence: 2

### Counting the Elephant's Wrinkles

Reflexive

Instant



Combo-OK

(1): The Lunar can recall anything that she has ever learned by making an Intelligence + Lore roll. Only 1 success is needed to recall the memory in flawless detail.

If used to convey something conveyed with Instinct Memory Insertion, success is automatic.

MoEP: *The Lunars*, p. 188

Trait: 3 / Essence: 1

### Terrestrial Circle Sorcery

Permanent

Instant



(1): The lunar can take Terrestrial Circle Sorcery actions.

MoEP: *The Lunars*, p. 190

Trait: 3 / Essence: 3

### Inevitable Genius Insight

Simple

One project



(5, 1w): The Lunar adds 1 success to all rolls related to her project. She increases the number of dice she may add to rolls based on a Mental Attributes by her Essence. She also may ignore all fatigue penalties.

The Lunar must make a successful Willpower roll in order to take action unrelated to her focus for the scene. These actions still suffer a -2 penalty.

The Lunar may end the charm before the project is completed by making a Willpower roll at a difficulty equal to her Temperance. This roll may only be attempted once per scene.

MoEP: *The Lunars*, p. 188

Trait: 3 / Essence: 2

### Celestial Circle Sorcery

Permanent

Instant



(1): The lunar can take Celestial Circle Sorcery actions.

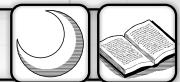
MoEP: *The Lunars*, p. 190

Trait: 4 / Essence: 4

### Lesson in the Blood

Simple

One scene



(1, 1w): Allows the Lunar to temporarily use the Abilities and memories of another while tasting that person's blood. The Lunar may use his own Abilities or the other person's, whichever is greater.

This charm can only be used once per person, ever.

MoEP: *The Lunars*, p. 189

Trait: 4 / Essence: 4

### Burgeoning Wyld Infliction

Simple

Essence in days



Combo-OK, Obvious, Shaping, Stackable,

(5, 1w): The Lunar applies Wyld energy to mutate the target with a caress or a well placed strike.

The Lunar rolls Intelligence + Essence at a difficulty of the target's Essence. Each success becomes 1 point of mutations the Lunar may choose for the target. The target may submit willingly to add one success to this roll. The mutations develop over the next five minutes, often painfully.

The Lunar cannot make these mutations permanent. The recipient can, however, if he has the experience to pay for them.

MoEP: *The Lunars*, p. 190

Trait: 4 / Essence: 4

### Withdrawal of Assumptions

Simple

Instant



Combo-OK, Holy, Obvious, Stackable, Touch

(3, 1w): Touching the target (which may require a Martial Arts attack) causes the creature of darkness to lose a number of motes of essence equal to your Essence x3. The target also needs to make a Willpower roll at a difficulty of the Lunar's Essence or have its effective Essence reduced by 1 for all purposes.

Creatures reduced to 0 Essence by the charm are destroyed. mutations the Lunar may choose for the target. The target may submit willingly to add one success to this roll. The mutations develop over the next five minutes, often painfully.

Reduced Essence returns at a rate of 1 per day.

MoEP: *The Lunars*, p. 190

Trait: 5 / Essence: 4

### First Wits Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

(1) / die: Add one die per mote to a single roll or one point per mote to Wits for the purposes of calculating one static value.

No Charm or combination of Charms may add more than Attribute dice to a single roll or more than Attribute points to Wits for the purposes of calculating a static value.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency.

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

## Second Wits Excellency

### Reflexive (Step 1 or 2)

Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll or 2 points per 2 motes to Wits for purposes of calculating one use of a static value. Each added success counts as two added dice.

No Charm or combination of Charms may add more than Wits dice to a single roll or more than Wits points to Wits for the purposes of calculating a static value.

Can be comboed or used with First Excellency. Is incompatible with Third Excellency.

MoEP: *The Lunars*, p. 140

Trait: 1 / Essence: 1

## Flawless Wits Focus

### Permanent

Permanent



None

(①): Purchase of this charm provides one free Wits ability specialty and allows the purchase of more.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

## Third Wits Excellency

### Reflexive (Step 4 or 6)

Instant



Combo-OK

(④): Reroll a single roll using Wits, and take the new result if it is better than the old one.

Alternatively use this Charm to double Wits for the purpose of calculating a static value.

This may not affect any roll or static value that has been enhanced with the First or Second Excellency.

MoEP: *The Lunars*, p. 141

Trait: 1 / Essence: 1

## Instinctive Wits Unity

### Simple

One Scene



None

(2+, 1w): Reduce the mote cost of the first three Wits Excellencies by 1 per (2) committed.

The Lunar can commit up to [Essence x 2] motes.

Apply this discount to the total expenditure on Excellencies relating to a given roll.

MoEP: *The Lunars*, p. 141

Trait: 4 / Essence: 3

## Secure Den Prana

### Simple (Speed 7, -3 DV)

Indefinite



Combo-OK

(4, 1w): Create and enter a den in Elsewhere; stay there for as long as the motes remain committed, after which you reappear where you entered Elsewhere.

(4) / person: Bring a companion with you into the Elsewhere den. You may bring up to Essence in companions.

MoEP: *The Lunars*, p. 191

Trait: 4 / Essence: 4

## Invisible Warren Creation

### Permanent

Permanent



Social, War

(①): Extends the charm of Secure Den Prana; allows you to pay (20, 1w) in order to bring with a unit of Magnitude equal to (Essence - 2). This extends the charm's Speed to long ticks.

MoEP: *The Lunars*, p. 191

Trait: 5 / Essence: 5

## Rats in the Basement Style

### Simple

Indefinite



Combo-OK, Social, War

(5): Supplements any action to conceal a group of people by making the group immune to casual notice by non-supernaturally augmented Awareness rolls. The group cannot have a Magnitude higher than your Essence.

If the motes used are committed, add Essence to the successes rolled; any searcher whose MDV is less than this total must pay (1w) or suffer a complete Illusion that the group is not there.

If the group moves from its position at the time of concealment, this charm is canceled. Individual members can leave concealment without canceling the charm.

MoEP: *The Lunars*, p. 192

Trait: 4 / Essence: 3

## Meerkat Alertness Practice

Supplemental  
Instant



Combo-OK

(2): Add (Essence) in successes to any Join Battle, Join War, or Join Debate action.

MoEP: *The Lunars*, p. 193

Trait: 3 / Essence: 2

## Silver-Swift Retort

Supplemental  
Instant



Combo-OK, Social

(2) / tick: Reduce the Speed of a social attack (to a minimum of 3).

MoEP: *The Lunars*, p. 193

Trait: 3 / Essence: 2

## Furious Unhappy Recourse

Reflexive (Step 9)  
Instant



Combo-OK, Counterattack

(6): Make a counterattack at your normal dice pool, and add a number of automatic successes equal to the onslaught penalty imposed by the attack you are responding to.

If your counterattack hits, and the provoking attack was part of a flurry, your attacker must roll (Stamina + Resistance) against a difficulty of your Essence. Failure means the flurry is disrupted and your attackers remaining actions are lost.

MoEP: *The Lunars*, p. 193

Trait: 4 / Essence: 2

## Hungry Eagle Method

Reflexive (Step 9)  
Until Next Action



Combo-Basic, Counterattack

(5): Make a counterattack at your normal dice pool against anyone who makes a Melee or Martial Arts attack against you from now until your next action.

MoEP: *The Lunars*, p. 193

Trait: 4 / Essence: 2

## Many-Armed Monkey Style

Extra Action  
Instant



Combo-OK, Obvious

(3) per action: You buy up to (Wits) in additional actions. These actions do not have to be attacks.

This is a magical flurry, and allows you to make additional actions regardless of your weapons' Rate, without multiple action penalties, and with a DV penalty equal to only the highest penalty for one attack.

MoEP: *The Lunars*, p. 193

Trait: 4 / Essence: 2

## Blinking Eye of Chaos

Extra Action  
Instant



Obvious, Wyld

(10), (1w): Take two fully independent actions during your turn. Use of this charm does not count a charm use for either of these two independent actions.

MoEP: *The Lunars*, p. 193

Trait: 5 / Essence: 4

## Lodestone Reckoning Manner

Reflexive  
Indefinite



Combo-OK

(2): Gain perfect direction sense and ability to retrace your tracks for as long as the motes paid remain committed. Charm cannot be used or ceases to function if you have not seen the moon in the past 24 hours.

MoEP: *The Lunars*, p. 194

Trait: 2 / Essence: 1

### Blood on the Wind

Supplemental  
Indefinite



Combo-OK

(4, 1w): This charm supplements a roll to track an opponent. It guarantees that you achieve at least (target's successes + 1) successes on the tracking contest, after taking all penalties into account.

If another charm contests this effect, add (Essence) in automatic successes to the opposed roll to maintain the effects of this charm.

If you have ever tasted the blood of the target you are tracking, your target can never accumulate enough successes on the opposed tracking contest to shake you off the trail.

MoEP: *The Lunars*, p. 194

Trait: 3 / Essence: 3

### Predator and Prey Recognition

Simple  
Instant



Combo-OK

(1): On a successful (Wits + Survival) roll, instantly know what species are common, and which are dangerous and which are good food, for (successes x 5) miles in radius around you.

Using this charm in the Wyld or in an area where the ecosystem has been artificially disrupted may impose a one to four die penalty on the roll.

MoEP: *The Lunars*, p. 194

Trait: 3 / Essence: 3