

Secrets of Future Strife

Reflexive (Step 1)
Permanent



-: This Charm doubles the character's unmodified Join Battle dice pool.

MoEP: The Sidereals, p. 180

Trait: 1 / Essence: 1

Joy in Adversity Stance

Reflexive (Step 5)
One scene



Combo-OK

⑤: While this Charm is active, the user rolls [Essence] whenever an opponent's attack fails to overcome the character's DV. Each success on the roll replenishes ② of spent Essence. The user must face true adversity in order to enjoy this Charm's benefits.

MoEP: The Sidereals, p. 182

Trait: 2 / Essence: 1

Crimson Palm Counterstrike

Reflexive (Step 2)
Instant



Combo-OK, Counterattack

⑤: When an opponent attacks, the user may reflexively roll [Dexterity + Martial Arts]. After the user's PDV is applied to the attack, every success on this roll cancels out a success from the attack. If there are still successes left, those extra successes are applied against the original attacker as a counterattack.

This cannot be used against a counterattack, and the user must physically be able to attack his foe.

MoEP: The Sidereals, p. 183

Trait: 4 / Essence: 2

Metal Storm

ExtraAction
Instant



Combo-OK

③/ attack: The user may make up to [Martial Arts] attacks at his full dice pool. The user cannot split his original or extra actions into a flurry.

MoEP: The Sidereals, p. 183

Trait: 5 / Essence: 3

Unobstructed Blow

Supplemental
Instant



Combo-OK

⑤: This Charm makes an attack unblockable. It can still be dodged, but if the attack hits, neither the victim's soak or Hardness rating of his armor apply to the attack.

MoEP: The Sidereals, p. 182

Trait: 5 / Essence: 3

Death-Parrying Stroke

Reflexive (Step 8)
Instant



Combo-OK, Obvious

②: If an attack would damage the user, he may reflexively spend ② to reduce the damage by one health level. This can be done as many times as the user wishes and has motes for.

MoEP: The Sidereals, p. 182

Trait: 4 / Essence: 2

Flight of Mercury

Reflexive (Step 1)
(MA) actions



Combo-OK

①: This Charm reduces the Sped of Martial Arts attacks by 1, to a minimum of 3. Each mote spent confers this benefit for one action, but the user cannot spend more motes than her [Martial Arts].

MoEP: The Sidereals, p. 181

Trait: 2 / Essence: 1

Life-Severing Blow

Reflexive (Step 8)
Instant



Combo-OK

②/ Health Level: In step 8 of attack resolution, the user can activate this Charm. Every ② the user spends buys an automatic success on the roll. The user can purchase no more automatic successes than his Essence.

MoEP: The Sidereals, p. 183

Trait: 5 / Essence: 3

Blade of the Battle Maiden

Reflexive (Step 1)
One scene



Obvious

②/ die, ②w: For the rest of the scene, the character's Martial Arts attacks inflict lethal damage. The user can also parry lethal damage from physical attacks without a weapon or a stunt. Also, every ② spent add one to the pool used to calculate PDV. For this Charm alone, the maximum number of dice added rises to [Dexterity + Martial Arts] but only if the character is unarmed.

MoEP: The Sidereals, p. 182

Trait: 3 / Essence: 2

Conclusion-Pursuing Approach

Simple (DV -2)

One scene



Combo-OK, Fate, Obvious, Prayer Strip

(10), (1w), (1): When this Charm is used, any successful Martial Arts attack causes the user to regain (1w). This also causes the victim to triple his wound penalties as they relate to the user.

If this Charm is augmented with a Paryer Strip, successful attacks made by the weapon infused with the Prayer Strip drain (1w) on a successful attack. If the target exists outside of fate, or has been reduced to 0 Willpower, this Charm subtracts (10) on a successful attack. If the user does not have (10), all the attacker's unsoaked damage dice are automatically successful.

MoEP: The Sidereals, p. 184

Trait: 5 / Essence: 4

Violet Bier of Sorrows Form

Simple

One scene



Form-type

(6): The user's minimum damage becomes his [Martial Arts] if that score is higher than his Essence or his weapon. When the user inflicts damage with this form active, the target also loses dots of virtues of the user's choice equal to the damage delt. This cannot reduce a Virtue below one dot. Against other Exalted, this cannot reduce a Virtue low enough to invalidate the Great Curse. Stripped Virtue dots return at a rate of 1/day.

MoEP: The Sidereals, p. 182

Trait: 4 / Essence: 2

Horrific Wreath

Supplemental

Instant



Combo-OK, Holy, Obvious

(2), (1w): Creatures of darkness suffer aggravated damage from Marial Arts attacks supplemented by this Charm.

MoEP: The Sidereals, p. 182

Trait: 4 / Essence: 2