

First Archery Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Archery Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Archery Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Archery Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Archery Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Archery Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Generalized Ammunition Technique

Supplemental
Instant



Combo-OK

①: Turn any item no longer than an arm and no heavier than a fist into a projectile. It functions as an arrow of any type you want and inflicts damage as an arrow of the type chosen as well as any special effects depending on the nature of the projectile.

MoEP: The Sidereals, p. 151

Trait: 2 / Essence: 2

Five Seasons Response

Reflexive (Step 9)
Instant



Combo-OK, Counterattack

②: If an archery based attack hits the Sidereal, he may invoke this charm to reflect the attack back on its source. This uses the same attack roll and includes charms used on the attack.

MoEP: The Sidereals, p. 152

Trait: 4 / Essence: 3

Opportune Shot

Supplemental
Instant



Combo-OK

② / reduction: For every ② spend on this charm, the Sidereal may reduce the speed of an archery based attack by 1.

This charm or any other effect can not reduce the speed below 3.

MoEP: The Sidereals, p. 151

Trait: 3 / Essence: 2

Every Direction Arrow

Simple (Speed 5, DV -2)
Instant



Combo-OK, Obvious

③ / extra arrow: The Sidereal load several arrows on his bow and shoots all at once towards a single target. Roll only a single attack but apply the damage for every attack individually.

The Sidereal may fire a maximum number of projectiles per attack equal to his essence.

MoEP: The Sidereals, p. 151

Trait: 4 / Essence: 2

Many Missiles Bow Technique

Simple (Speed 5, DV -1)
One scene



Combo-OK, Obvious, Prayer Strip

(10), (1w), (11): The range of archery attacks with a bow is tripled. For (1) a flying arrow not forged from the magical materials or created with generalized ammunition technique can be transformed into something else. Examples are:

Glass: Target must succeed on a (Perception+Awareness) roll difficulty 2. If failed then DV for the attack is 0.

Health: The target of this arrow doesn't suffer damage but heals 1 lethal or bashing damage for every dot in Archery the shooter has.

Love: The arrow dissolves and the attack is compared to dodge mental defense value of the target. If successful then the target falls in love with the first person he sees.

MoEP: The Sidereals, p. 152

Trait: 5 / Essence: 4

Any Direction Arrow

Supplemental
Instant



Combo-OK, Obvious

(1): The attack ignores penalties of cover up to 50%. If the cover is 50% or better then the full penalties apply as usual.

MoEP: The Sidereals, p. 151

Trait: 1 / Essence: 1

First Athletics Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Athletics Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Athletics Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

(3): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by 1/2 Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Athletics Excellency

Reflexive (Step 1 or 2)
Instant



(1)+: For every (1) spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

(4), (1w): By reducing the target number to 3 and spending (1w) the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Athletics Alignment

Simple
One Scene



None

(2)+, (1w): Reduce the mote cost of the first three Athletics Excellencies by 1 per (2) committed. For every dot the Sidereal has in the associated College, the cost is reduced by (1).

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Invisible Motion

Simple (Speed 6, DV -2)
One day



Prayer Strip

(10), (1w), (11): For 1 day the sidereal gains the effect of inexorable advance, and doubles move and dash distances.

The sidereal gains athletic successes to distribute between her physical actions. These successes refresh when her DV refreshes and can then be applied again.

MoEP: The Sidereals, p. 155

Trait: 4 / Essence: 4

Inexorable Advance

Simple (Speed 6, DV -2)
Five actions



Obvious

(1): The sidereal suffers no penalties from wounds or armor, or any environmental penalties that reduce her move or dash speed.

Outside combat this charm's duration becomes 25ticks.

MoEP: The Sidereals, p. 153

Trait: 3 / Essence: 2

Unswerving Juggernaut Principle

Simple(Speed 6, DV -1)
Indefinite



Obvious

⑤: While moving the Sidereal's soak increases by +5L/+5B, she suffers no fatigue penalties, she needs no sleep and adds essence dice to her athletics rolls to make forward progress.

These benefits apply to the sidereal mount if she is riding.

The sidereal must make forward progress. She can only run, sprint, jump, swim, ride, use mobility-enhancing charms or use the lesser sign of Mercury.

If the reasons for the Sidereal's journey changes she may make a reflexive(Perception + Awareness) roll to notice this.

MoEP: The Sidereals, p. 153

Trait: 2 / Essence: 2

Burn Life

Simple (Speed 5, DV -2)
One scene



Virtue-Conviction

③ / dot: Roll (essence + Athletics). Every success may become a dot of strength, dexterity or stamina.

These bonus dice count against the maximum number of bonus dice a sidereal can receive from charms.

MoEP: The Sidereals, p. 153

Trait: 2 / Essence: 2

Forgotten Earth

Reflexive
Instant



Combo-OK

①: Leaping distance triples for a single jump.

MoEP: The Sidereals, p. 153

Trait: 2 / Essence: 1

Forward Thinking Technique

Simple
Indefinite



⑩, ①w: Can't botch athletics rolls devoted to making forward progress, these are regular failures. Add Essence to Dodge Defense Value. If (Wits + Survival) roll succeed Sidereal may cover tracks without slowing down.

Climb and Swim speed is as fast as Dash speed

The sidereal must have Unswerving Juggernaut Principle active for this charm.

In combat time Swim or Climb speed is equal to (Dexterity + 6 – wound penalties – armor penalty) and counts as a move action instead of a Dash action.

MoEP: The Sidereals, p. 153

Trait: 3 / Essence: 3

First Awareness Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Awareness Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Awareness Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 3

Fourth Awareness Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Awareness Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Awareness Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Wise Choice

Simple (Speed 5, DV 0)
Instant



Combo-OK

⑥: The user can see the consequences of an action in the short term. This Charm cannot reveal options the user does not consider. This Charm always provides a rough estimate of personal danger.

Groups can look further into the future. A full circle of Sidereals can look up to a year in the future. Five such circles can view up to 100 years into the future. The further ahead looked, however, the wider the spread becomes. All participants must know this Charm.

MoEP: The Sidereals, p. 174

Trait: 3 / Essence: 2

Expected Pain

Reflexive
Instant



Combo-OK

③: This Charm activates automatically when an immediate, unexpected danger or unfortunate occurrence is about to happen. The user is never caught unaware by an unexpected attack. The warning comes 1 miscellaneous action ahead of the imminent trouble. The Charm works as long as the user has Essence to spend.

MoEP: The Sidereals, p. 173

Trait: 3 / Essence: 2

Supernal Awareness

Simple
Instant



Combo-OK, Fate, Stackable

④: The user becomes aware of something specific she is looking for that is objectively definable is occurring or present within [Essence x100] yards. This Charm cannot detect creatures or effects outside of Fate.

The more times this Charm is used in a scene, the more creatures or phenomena she can watch for.

MoEP: The Sidereals, p. 174

Trait: 4 / Essence: 3

Inevitable Pursuit

Simple
One day



⑧, ①w: The user can track a specific named quarry. In largely uninhabited areas the user can follow a track no older than [user's Essence] days. In cities and populated areas a user can only follow a trail no older than [user's Essence] hours.

If this charm conflicts with Charms that make the creature hard to track, use the contested rules in the Exalted Core (p 179) using the user's [Essence + Awareness] for their side of the contest.

MoEP: The Sidereals, p. 175

Trait: 5 / Essence: 2

Conclusive Wisdom

Simple
Instant



Fate, Illusion, Obvious, Prayer Strip

②0, ①w, ①i: The target sees his most likely death. If it is an NPC, the ST rolls [Willpower], difficulty 3. If successful, the target is Inactive for 6 ticks. If failed, the target's Willpower and Personal Essence drop to 0. His Peripheral Essence is reduced by his Personal Essence.

If the target is a PC, the ST may play out a scene with the character (at full WP and Essence). If the character survives the scene, then no ill effects happen. If he dies, but the initial Willpower roll was successful, there are no ill effects. If the roll was failed, the character loses Essence and Willpower as above. If the roll was Botched, the character loses one dot of permanent Willpower.

The Charm has no effect on Abyssals or undead.

MoEP: The Sidereals, p. 175

Trait: 5 / Essence: 4

Prior Warning

Simple (Speed 4, DV 0)
Five hours



⑥: If the user is about to get into trouble, the player rolls a reflexive [Wits + Awareness] roll. If successful, the character knows there is impending danger two minutes ahead for every success. The character will not know what problems specifically await him, but he will recognize it as the foreseen peril when he sees it.

MoEP: The Sidereals, p. 173

Trait: 2 / Essence: 1

First Bureaucracy Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Bureaucracy Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Bureaucracy Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Bureaucracy Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Bureaucracy Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Bureaucracy Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Paralyzed Mandarin Infliction

Simple
Indefinite



Combo-OK, Compulsion, Bureaucracy

⑤: The Sidereal targets a bureaucracy and rolls [Wits + Bureaucracy] (add his [Essence] automatic successes) at a difficulty of the Dodge MDV of the unit's leader plus 1/2 the unit's Magnitude. If the roll succeeds, the user imposes one of two effects for as long as the Essence remains committed or until the leader expands 3 Loyalty to get everyone working again.

The first effect is the Pervasive Ennui Sabotage which gives everyone a sense of worthlessness about their job and how it ultimately does not matter. Alternatively, the Frenetic Activity Infusion, which fills everyone with vigor for their job, but in the rush no one notices the bureaucracy's purpose remains undone.

MoEP: The Sidereals, p. 177

Trait: 3 / Essence: 3

Terminal Sanction

Simple
One scene



Combo-Basic, Maiden, Servitude,

⑧, ①w: The user targets a present god or elemental and rolls [Charisma + Bureaucracy] with the difficulty being the targeted spirit's Essence. If the roll fails, the spirit must materialize before the user and remain solid the rest of the scene. If the roll succeeds, the spirit must materialize, the user has four choices.

The user can destroy the spirit. The user can bind the spirit to his service-either for one task or general obedience for a year and a day. The user can bind the spirit's Essence into an object, creating an artifact rated at 1/2 the spirit's Essence rounded up, which lasts for a year and a day. The user can do nothing.

This Charm also works against demons: Add [Essence] automatic successes to the initial roll.

MoEP: The Sidereals, p. 176

Trait: 4 / Essence: 3

End Debate

Simple
Instant



Combo-OK, Compulsion, Obvious, Prayer

⑩, ①w, ①l: All people present feel an unnatural mental influence to cease arguing about whatever they're arguing about. This does not affect the user or creatures with higher Essence than the user. This Charm can be resisted by spending ③w. This cannot affect a group whose Magnitude exceeds the user's [Essence].

MoEP: The Sidereals, p. 178

Trait: 5 / Essence: 3

Underling Invisibility Practice

Simple
Indefinite



Illusion, Bureaucracy

④: The user is not noticed by people who think themselves better than the identity the user is pretending to be. This does not affect other Sidereals.

MoEP: The Sidereals, p. 176

Trait: 3 / Essence: 2

Icy Hand

Simple
Five days



Combo-OK, Compulsion, Fate, Touch

①: The user touches a member of a group and rolls [Charisma + Bureaucracy] against the target's Dodge MDV. If the roll succeeds, the victim is compelled to perform his duties honestly and to the best of his abilities for five days.

MoEP: The Sidereals, p. 176

Trait: 2 / Essence: 2

First Craft Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Craft Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Craft Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Craft Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Craft Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Craft Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Mending Warped Designs

Simple (Speed 5, DV -2)
Instant



Combo-Basic, Virtue-Valor

⑤: The user rolls [Dexterity + Craft (Fate)]. Each success heals a health level the target lost to a creature or effect from outside of Fate. Each success also repairs damage inflicted by sorcery. Instead, successes can heal debilitation effects wrought by such creatures at a cost of one success per mote of Essence spent to inflict the harm. Also, 5 successes can cure a pox or deficiency, 10 successes remove an affliction or debility, 20 heal a blight or deformity and 30 cure an abomination. 50 successes can wipe out the Wyld influence in a square mile of Bordermarches or tainted lands.

MoEP: The Sidereals, p. 142

Trait: 4 / Essence: 3

Predestined Delivery Shaping

Simple (Dramatic Action)
Indefinite



Combo-OK, Fate

⑦: The user creates an object and ties it to a person's fate. The user rolls [Wits + Craft (Fate)] initially and every month thereafter to see how quickly the object moves to the target person. Excellencies can supplement the first roll, but none after. If any of these rolls botch the item is destroyed.

MoEP: The Sidereals, p. 142

Trait: 4 / Essence: 3

World-Shaping Artistic Vision

Permanent
Permanent



⑦: When bought, the user chooses a circumstance, environment or condition similar to a Specialty. When this condition applies, the target number of [Craft (Fate)] rolls and rolls for Astrology decrease by 1.

This Charm can be taken up to 3 times, either for the same condition or a selection of two or three conditions.

MoEP: The Sidereals, p. 141

Trait: 2 / Essence: 2

Destiny-Knitting Entanglement

Reflexive
Instant



②: The user handles an object for an hour and binds its Fate to her. At any time the user can reflexively spend ② to know the general whereabouts of the object. Alternatively, she can spend ② to engender a series of events to bring it back to her. If the user loses the object in combat, she can reflexively spend ② and a stunt to retrieve the object.

MoEP: The Sidereals, p. 141

Trait: 3 / Essence: 2

Excellent Implementation of Objectives

Supplemental
Varies



Combo-Basic

④: Divide the amount of time a Craft project would normally take by an amount equal to the user's Essence.

MoEP: The Sidereals, p. 140

Trait: 3 / Essence: 2

Elemental Vision

Special
Permanent



Social, Virtue-Compassion

⑦: The user can channel Willpower through his Compassion to aid in dice rolls pertaining to social dealings with appropriate elementals and gods regardless of the circumstance. This bonus also applies to the user's social dealings with Dragon-Blooded of the appropriate element.

Every element the user wishes to gain this bonus for requires two dots in the relevant Craft and a separate purchase of this Charm.

MoEP: The Sidereals, p. 140

Trait: 2 / Essence: 2

Implicit Construction Methodology

Supplemental
Varies



Combo-OK, Obvious, Prayer Strip

(20), (1w), (1): The user provides the raw materials and workspace for a Craft action. While this charm is in effect, each die becomes an automatic success and construction of mundane objects takes 10 minutes per roll. Objects involving the Magical Materials except for Moonsilver require a full hour per roll. Architectural or geomantic projects take a week for every year they would normally require. This work proceeds as long as the user keeps the Essence committed and pays attention to the labor.

While this Charm is in effect, the user has a -2 external penalty to actions that require the use of her hands.

MoEP: The Sidereals, p. 143

Trait: 5 / Essence: 4

First Dodge Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Dodge Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Dodge Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

(3): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Dodge Excellency

Reflexive (Step 1 or 2)
Instant



(1)+: For every (1) spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

(4), (1w): By reducing the target number to 3 and spending (1w) the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Dodge Alignment

Simple
One Scene



None

(2+), (1w): Reduce the mote cost of the first three Dodge Excellencies by 1 per (2) committed. For every dot the Sidereal has in the associated College, the cost is reduced by (1).

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Duck Fate

Reflexive (Step 2)
Instant



Combo-Basic

(10): The user rolls [Dexterity + Dodge] vs. the permanent Essence of the foe responsible for the trouble (environmental hazards are 1). If the roll succeeds, the user avoids the harmful effect. Attacks with very wide areas of effect defeat this Charm if the user is physically incapable of moving away. This Charm must be activated either before the opponent's attack or as soon as the player becomes aware of the effect.

MoEP: The Sidereals, p. 143

Trait: 3 / Essence: 2

Avoidance Kata

Reflexive
Instant



Illusion

(2): Within the first two actions after Join Battle or Join Debate, the user can activate this Charm. If so, he is in a location he would be had he made a different decision a few minutes before. Other people are affected by an Illusion effect to explain what happened. (2w) can be spent to overcome the Illusion.

MoEP: The Sidereals, p. 143

Trait: 3 / Essence: 3

Trouble-Reduction Strategy

Simple
One scene



Virtue-Compassion

(5): The user can use any Dodge Charm known on behalf of a number of consenting targets whose combined Essence does not exceed her own. Using a Dodge Charm on a willing target's behalf counts as Charm use for that action.

MoEP: The Sidereals, p. 144

Trait: 4 / Essence: 2

Neighborhood Relocation Scheme

Simple (DV -2)
Indefinite



Illusion, Obvious, Prayer Strip

(15), (1w), (2b)+: The character forms the Prayer Strip into a belt and starts to move. She drags with her a portion of Creation with a maximum radius of [Essence] miles, with the user at the center. All witnesses or subjects of the effect remember the region's old geography but thereafter find the current arrangement to be correct. The user cannot force this Charm to move only parts of large, discrete terrain features. The moving region does not interact with physical Creation while the user moves, but she cannot drag a moving region onto an inhabited area.

Every hour after the first the belt inflicts an additional (2b).

MoEP: The Sidereals, p. 144

Trait: 5 / Essence: 4

Absence

Reflexive (Step 2)
Instant



Combo-OK

(2): The user ignores all penalties to Dodge DV. Against undodgeable attacks, the Dodge DV is still set 0 but no further penalties apply.

MoEP: The Sidereals, p. 143

Trait: 2 / Essence: 2

First Integrity Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll. If defending, roll and add +1 MDV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Integrity Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 MDV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Integrity Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

(3): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by 1/2 Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Integrity Excellency

Reflexive (Step 1 or 2)
Instant



(1)+: For every (1) spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

(4), (1w): By reducing the target number to 3 and spending (1w) the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Integrity Alignment

Simple
One Scene



None

(2+), (1w): Reduce the mote cost of the first three Integrity Excellencies by 1 per (2) committed. For every dot the Sidereal has in the associated College, the cost is reduced by (1).

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Unhearing Dedication

Permanent
Permanent



(0): The user selects a plan or program endorsed by one of the user's superiors and forges a supernaturally intense Intimacy to it. Any mental influence to betray or abandon that plan becomes an unacceptable order.

This Charm lasts as long as the Intimacy remains or as long as the user's superiors decides the plan is completed. The character can then apply this Charm to a new goal once the next Story begins. The Intimacy can also be changed by spending one XP.

MoEP: The Sidereals, p. 179

Trait: 3 / Essence: 2

Creation-Preserving Will

Simple
Indefinite



Combo-Basic

(10), (1w): The user and anything within 10 yards of him are protected from the negative environmental effects from the Underworld, Malfestas or the Wyld.

This effect allows characters to regain Essence in the Underworld as normal and avoid Wyld mutation. This protection lasts only as long as the character remains conscious and keeps the Essence committed.

MoEP: The Sidereals, p. 179

Trait: 4 / Essence: 3

One Direction Invocation

Simple
Indefinite



Obvious, Prayer Strip

(16), (1w), (1l): The user makes a binding oath to complete some important goal. With the vow, she forswears her name and identity until the goal is completed, suffering a -3 internal penalty to remember these. Neither can be re-obtained until the goal is completed. If the prayer strip is destroyed or the Charm ends, the user loses all benefits. If the goal becomes impossible to complete, name and memories are forever lost.

While active, the character cannot perform any action that has no connection with the goal. Rolls for any action that are beneficial to the goal but serve another purpose suffer a 3 dice penalty. Any non-aggravated injury heals by one lethal or all bashing per action. Agg heals at 1 level per hour.

MoEP: The Sidereals, p. 180

Trait: 5 / Essence: 4

Unwavering Well-Being Meditation

Reflexive (Step 2)
Instant



Combo-OK, Illusion, Social

(5): This charm is used when someone initiates a social attack against the character. If the attacker has Essence less than the user's Temperance, they must succeed on a reflexive Willpower roll. If the roll fails, the attack fails. If the roll succeeds, the attack continues, but the user combines her Parry MDV and Dodge MDV against the attack.

MoEP: The Sidereals, p. 178

Trait: 3 / Essence: 3

Compassionate Essence

Special
Permanent



(0): To take this charm, the user also needs Performance 3.

When a character channels Willpower through Compassion, the user gains back [Compassion x2] motes of Essence.

If the character makes a Performance roll that supports the idea of Compassion and something important is at stake, the user gains back [Compassion] motes.

The user cannot gain motes from using Performance and channeling Willpower through Compassion on the same roll.

MoEP: The Sidereals, p. 178

Trait: 2 / Essence: 2

Stern Essence Replenishment

Special
Permanent



(0): To take this charm, the user also needs Socialize 3.

When a character channels Willpower through Conviction, the user gains back [Conviction x2] motes of Essence.

If the character makes a Socialize roll that supports the idea of Conviction and something important is at stake, the user gains back [Conviction] motes.

The user cannot gain motes from using Socialize and channeling Willpower through Conviction on the same roll.

MoEP: The Sidereals, p. 178

Trait: 2 / Essence: 2

Heroic Essence Replenishment

Special
Permanent



(0): To take this charm, the user also needs Presence 3.

When a character channels Willpower through Valor, the user gains back [Valor x2] motes of Essence.

If the character makes a Presence roll that supports the idea of Valor and something important is at stake, the user gains back [Valor] motes.

The user cannot gain motes from using Presence and channeling Willpower through Valor on the same roll.

MoEP: The Sidereals, p. 178

Trait: 2 / Essence: 2

Slick Essence Replenishment

Special
Permanent



(0): To take this charm, the user also needs Bureaucracy 3.

When a character channels Willpower through Temperance, the user gains back [Temperance x2] motes of Essence.

If the character makes a Bureaucracy roll that supports the idea of Temperance and something important is at stake, the user gains back [Temperance] motes.

The user cannot gain motes from using Bureaucracy and channeling Willpower through Temperance on the same roll.

MoEP: The Sidereals, p. 178

Trait: 2 / Essence: 2

Death-of-Self Meditation

Reflexive (Step 2)
One day



(2): When the user comes under unnatural mental influence she may, instead of spending a Willpower to resist, may instead become someone else who would find the influence an unacceptable order. The user keeps all memories and Abilities, but a different personality for the next 24 hours, including a different Motivation.

MoEP: The Sidereals, p. 179

Trait: 4 / Essence: 2

Preservation of Resolve

Simple (Dramatic Action)
One day



Combo-OK

(2)+: The character spends a scene interaction with the members of a social group. For every two motes spent, +1 is added to the leader's Dodge MDV against social attacks directed at the group.

This bonus cannot exceed the user's permanent Essence.

MoEP: The Sidereals, p. 178

Trait: 2 / Essence: 2

First Investigation Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Investigation Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Investigation Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Investigation Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Investigation Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Investigation Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Efficient Secretary Technique

Simple
One Miscellaneous Action



②: The user creates a small indestructible, dematerialized spirit. Thereafter, when this Charm is used, the spirit fetches a particular piece of information from the Loom of Fate. The construct returns in the space of a Miscellaneous action. The construct can only retrieve simple, objective facts. The construct cannot retrieve information that is actively hidden or innately esoteric. The construct does not function in the Wyld, shadowlands or Malfeas.

Alternatively, the construct can be attuned to a personal library.

MoEP: The Sidereals, p. 162

Trait: 1 / Essence: 2

Auspicious Prospects for Journeys

Simple
Instant



Combo-Basic

①: The user rolls [Intelligence + Investigation]. On a success, the user gets a sense of whether a fate in question is favorable in terms of the Maiden. Seeing the favorable fate come to pass is up to the user.

This charm reveals when and where someone ought to travel.

MoEP: The Sidereals, p. 162

Trait: 2 / Essence: 1

Auspicious Prospects for Serenity

Simple
Instant



Combo-Basic

①: The user rolls [Intelligence + Investigation]. On a success, the user gets a sense of whether a fate in question is favorable in terms of the Maiden. Seeing the favorable fate come to pass is up to the user.

This charm reveals whom fate wishes to have joy, as well as how to help such people achieve it.

MoEP: The Sidereals, p. 162

Trait: 2 / Essence: 1

Auspicious Prospects for Battles

Simple
Instant



Combo-Basic

①: The user rolls [Intelligence + Investigation]. On a success, the user gets a sense of whether a fate in question is favorable in terms of the Maiden. Seeing the favorable fate come to pass is up to the user.

This charm reveals when, where, and between whom important conflicts should occur.

MoEP: The Sidereals, p. 162

Trait: 2 / Essence: 1

Auspicious Prospects for Secrets

Simple
Instant



Combo-Basic

①: The user rolls [Intelligence + Investigation]. On a success, the user gets a sense of whether a fate in question is favorable in terms of the Maiden. Seeing the favorable fate come to pass is up to the user.

This charm reveals whether certain important information should be revealed or obfuscated.

MoEP: The Sidereals, p. 162

Trait: 2 / Essence: 1

Auspicious Prospects for Endings

Simple
Instant



Combo-Basic

①: The user rolls [Intelligence + Investigation]. On a success, the user gets a sense of whether a fate in question is favorable in terms of the Maiden. Seeing the favorable fate come to pass is up to the user.

This charm reveals when a person, thing or idea's time has come.

MoEP: The Sidereals, p. 162

Trait: 2 / Essence: 1

Embracing Life Method

Simple
Five days



Prayer Strip, Virtue-Compassion

⑩, ①w, ①i: The user buries a prayer strip. The strip grows into a plant, which attracts small gifts and secrets on the leaves. On the fifth day the user returns and rolls [Charisma + Investigation]. Every success gives the user one piece of information relevant to the quandary. If the user returns early, subtract one success for every day early the user returned.

MoEP: The Sidereals, p. 163

Trait: 4 / Essence: 3

Research Assistant Invocation

Simple
Five days



Obvious

⑤: The user turns a small plant into a construct with the "Savant" template on pp. 280-281 of the Exalted core rulebook, minus any Specialties. The assistant speaks any languages the user does, and is unfailingly helpful in the user's investigation and research efforts. If the assistant become imperiled, it panics and immediately reverts to its plant form.

MoEP: The Sidereals, p. 163

Trait: 2 / Essence: 2

First Larceny Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Larceny Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Larceny Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Larceny Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Larceny Alignment

Simple
One Scene



None

②, ①w: Reduce the mote cost of the first three Larceny Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Dream Confiscation Approach

Simple
Indefinite



Virtue-Temperance

⑥, ①w: The user rolls [Wits + Larceny] against the victim's Essence. If successful, the victim can no longer dream. For the duration, the victim cannot regain Willpower or regenerate Essence normally. However, the Fair Folk cannot feed on the victim unless they disable the charm.

When used against a Fair Folk, the Charm inflicts [Essence] aggravated damage, and the Fair Folk becomes ravenous and a bit crazy, though not so much that it will not try to avoid further attacks.

MoEP: The Sidereals, p. 164

Trait: 4 / Essence: 2

Thought-Swiping Distraction

Simple
Instant



Fate

⑤, ①w: The user makes eye contact with the target. The user gets a quick impression of what the target is thinking about at that moment, and the user loses his train of thought in that moment. This cannot be used in physical combat, but can be used in social combat.

MoEP: The Sidereals, p. 164

Trait: 2 / Essence: 1

Name-Pilfering Practice

Simple
Indefinite



Fate

⑤: The user rolls [Manipulation + Larceny] difficulty the victim's [Essence]. On a success, only the user can think, speak or write the victim's name for as long as the Essence is committed.

MoEP: The Sidereals, p. 164

Trait: 3 / Essence: 2

Sidereal Shell Games

Simple (DV -2)
One scene



Combo-Basic, Fate, Shaping

① (+2 per increment stolen): The user rolls [Wits + Larceny]. If the roll succeeds, her can steal a number equal to his Essence from the victim's innate Bashing and Lethal soak, the victim's damage dice from all attacks or dice from one specific dice pool. This Charm cannot take more dice or levels from the target than the target has and the stolen dice are still subject to the usual limitations.

The user cannot add to a single of her dice pools more than once. Also, anything the user steals the user must be able to receive and then use.

MoEP: The Sidereals, p. 164

Trait: 4 / Essence: 3

Masque of the Uncanny

Simple
One scene



Combo-Basic, Illusion

⑦, ①w: This charm makes the user seem like a native of the Underworld, the Wyld or Malfeas. It does not drastically alter her looks, though, so if she comes under close, prolonged or Essence-enhanced perceptions, the player rolls [Wits + Larceny] against the observer's [Perception + (Awareness, Investigation or Occult)].

This charm allows the user to appear only as one creature. Additional classes of entities cost ②x or 1 bonus point.

MoEP: The Sidereals, p. 165

Trait: 4 / Essence: 3

Avoiding the Truth Technique

Supplemental
Instant



Fate, Illusion, Virtue-Conviction

③: This charm adds the user's Larceny in successes to a social Ability roll. If the result exceeds the target's Dodge MDV, the victim believes the user is lying to him.

This Charm can be part of a Combo with any ability's Charms.

MoEP: The Sidereals, p. 163

Trait: 2 / Essence: 1

Conning Chaos Technique

Simple (Speed 7, DV -2)
Varies



Fate, Obvious, Prayer Strip, Shaping

⑩, ①w: The user rolls [Manipulation + Larceny] against the target's Essence. The target must be within 10 miles. If successful, chaos plagues the victim for one month per success. Fey or Wyld creatures seek him out, or he may mutate as if in the Middlemarches (difficulty 5 to resist), but never more than one thing a month.

In return for each month, the Wyld cedes one square mile of Bordermarches to Creation, or a dominion of Magnitude 0. The user can specify a region or community.

The victim can make an extended [Intelligence + Lore] roll once a month to understand what's happening. At 6 successes, he knows the Prayer Strip is the source and how to destroy it. With 12 successes he knows it's precise location.

MoEP: The Sidereals, p. 165

Trait: 5 / Essence: 4

First Linguistics Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll. No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Linguistics Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Linguistics Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Linguistics Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Linguistics Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Linguistics Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Blue Vervain Binding

Simple (DV -2)
One minute



⑤, ①s: The user recites a blessing in Old Realm. Then she rolls [Intelligence + Linguistics] at difficulty 5. If successful, the blessing binds together the fates of two creatures such that they can understand each other's speech forever.

MoEP: The Sidereals, p. 145

Trait: 3 / Essence: 1

Favorable Inflection Procedure

Simple
Instant



Emotion, Virtue-Compassion

⑤: The user rolls [Charisma + Linguistics] at a difficulty of the target's Dodge MDV, adding the user's Essence in automatic successes. If the user succeeds and the target is calm, the target gains a single Intimacy to toward the user. If the user is angry or hostile, the character can use this charm to Calm him.

This Charm can not affect an Exalt in Limit Break.

MoEP: The Sidereals, p. 145

Trait: 3 / Essence: 2

Abandoned Words Curse

Simple (DV -2)
Instant



Combo-OK, Fate, Illusion, Stackable

⑩: The user chants at the target for a full minute. The target must hear all of it. At the end of the chant, the user rolls [Wits + Linguistics] against the target's Dodge MDV. If successful, the user robs the character of one dot of Linguistics. The user chooses which language the victim no longer understands. The target can learn back the language(s) at the same rate as they would gaining the dot in the first place.

MoEP: The Sidereals, p. 145

Trait: 4 / Essence: 3

Lover's Oath

Simple
Instant



Prayer Strip, Fate

⑩, ①w: This charm binds the user and one other person under the eye of Heaven. The user recites an oath in Old Realm, then he and his partner roll [Intelligence + Linguistics]. If both of them score a total of five successes, the oath is recognized by Heaven. Thereafter, each character can use the other's Essence, Willpower and health levels as his own. Using a partner's Health Levels effectively shunts damage from one person to another at the behest of the person doing the shunting. The recipient cannot transfer a wound back.

If one partner is wounded such that he has a more severe wound penalty than the other partner automatically transfers her wounds until the penalties equalize.

MoEP: The Sidereals, p. 146

Trait: 5 / Essence: 4

First Lore Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Lore Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Lore Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Lore Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Lore Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Lore Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Transcendent Hatchet of Fate

Simple
Until used



Fate, Prayer Strip

The Sidereal can reveal the unpleasant fate of a victim to him. He rolls (Intelligence + Lore). The victim loses Willpower points and motes of Essence equal to the Sidereal's Essence plus the successes on the roll.

Additionally the proclaimed fate is - if the storyteller approves - guaranteed in the victim's destiny. It may not play out immediately or as expected but unless someone tampers with the destiny, it will come to pass in the target's lifetime

MoEP: The Sidereals, p. 168

Trait: 5 / Essence: 4

Methodology of Secrets

Reflexive
Until Next Sleep



⑤: When the user awakes, she gains three dots in Specialties for up to three Abilities of the user's choosing. This cannot increase the Specialties in any Ability by more than 3. These can be any specialties, but cannot be changed until the next use of the charm.

MoEP: The Sidereals, p. 166

Trait: 2 / Essence: 2

Of Horrors Best Unknown

Simple
Instant



Virtue-Valor

⑩: The user rolls [Dex + Lore] at a difficulty of the target's Essence. For a year and a day, the when a circumstance of the user's choosing at the time of casting affects the target, the opposing dice pool gains a -1 target number reduction. This lasts a whole scene. Only one net from the caster may affect a target at the same time.

If used on a creature outside fate, and that creature willingly sacrifices a point of permanent Willpower, the creature is no longer outside fate.

If the user sacrifices a point of permanent willpower, the effect becomes permanent.

MoEP: The Sidereals, p. 168

Trait: 5 / Essence: 3

Of Secrets Yet Untold

Simple
Instant



Compulsion, Fate

⑤, ①w: An Elemental or God of Earth owes the user a favor determined by fate. Until the favor is paid, the spirit cannot initiate hostile action against the user without a successful [Wits + Temperance], diff. 3, though the spirit can defend itself.

MoEP: The Sidereals, p. 167

Trait: 3 / Essence: 2

Of Things Desired and Feared

Simple (Dramatic Action)
Three hours



Combo-OK

⑩: The user chooses a goal and rolls [Intelligence + Lore] at a difficult set by how broad and sweeping the goal is. If successful, the user divines the path to that goal, as well as the price. If the user agrees to pay the cost, over the course of time the completion of the goal is assured, and the price is extracted.

This is never to be used by a lazy player to grant an automatic win. The steep cost should rarely be desirable over the character's own planning and hard work.

This charm must be performed with two other Sidereals of different castes, though they need not know the Charm themselves.

MoEP: The Sidereals, p. 168

Trait: 4 / Essence: 3

Of Truths Best Unspoken

Simple (Dramatic Action)
Three hours



Combo-OK, Virtue-Conviction

⑩: The user decides on a topic for the prognostication. During the dramatic action under the starry sky, the user rolls [Intelligence + Lore]. After the meditation, the character divines a coming tragedy to the chosen topic. The number of successes on the roll determines how accurately she sees the connection.

This charm must be performed with two other Sidereals of different castes, though they need not know the Charm themselves. This Charm can only be used once a month.

MoEP: The Sidereals, p. 166

Trait: 4 / Essence: 3

Of the Shape of the World

Simple
Instant



Combo-OK, Fate

⑤: The user chooses a target object, person or place and rolls [Intelligence + Lore] to divine one fact about the target per success. It is impossible to say when an even will take place, unless the user rolls difficulty 3 for inside of a year and difficulty 5 for inside a month.

This charm may be performed only once a month on a given target. The user's own actions may change foreseen events.

MoEP: The Sidereals, p. 167

Trait: 3 / Essence: 2

First Martial Arts Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Martial Arts Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Martial Arts Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Martial Arts Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sideréal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sideréals, p. 127

Trait: 4 / Essence: 3

Propitious Martial Arts Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Martial Arts Excellencies by 1 per ② committed. For every dot the Sideréal has in the associated College, the cost is reduced by ①.

A Sideréal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sideréals, p. 127

Trait: 4 / Essence: 3

First Medicine Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Medicine Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Medicine Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Medicine Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sideréal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sideréals, p. 127

Trait: 4 / Essence: 3

Propitious Medicine Alignment

Simple
One Scene



None

(2+), (1w): Reduce the mote cost of the first three Medicine Excellencies by 1 per (2) committed. For every dot the Sidereal has in the associated College, the cost is reduced by (1).

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Earth and Sky Bargain

Simple
Indefinite



Obvious, Prayer Strip

(10), (1w), (1l): This Charm targets one god or elemental of earth or air that must soon face death. Within 24 hours, something will happen that the user and spirit encounter each other. During that encounter, the user offers the spirit a bargain. If the spirit refuses, it dies in the same scene. If it accepts, it vanishes and binds itself to the user's destiny. The spirit remains bound for as long as the Essence is committed. During the time, the user reflexively recovers 1 Lethal or Bashing per action. Also, the user gains an additional +4L/+4B of soak, which is incompatible with armor.

This fate may be transferred to someone else. Once the bond is transferred, it cannot be taken back, nor transferred again.

MoEP: The Sidereals, p. 186

Trait: 4 / Essence: 4

Invocation of the Storm-Following

Simple (Speed 4)
Instant



Obvious, Compulsion, Virtue-Valor

(5), (1w): This charm acts as the Charm Smooth Transition affecting everything in [User's Essence x 10] yards. The user makes a single [Charisma + Medicine roll for all targets.

MoEP: The Sidereals, p. 185

Trait: 3 / Essence: 4

Terminate Illness

Simple
Instant



Combo-OK, Touch, Virtue-Conviction

(10): The user rolls [Intelligence + Medicine] against the disease's listed Difficulty to Treat. If the roll succeeds, the illness relinquishes and the victim begins to recover.

MoEP: The Sidereals, p. 185

Trait: 3 / Essence: 2

Deferred Wounds

Simple
(Wits + Medicine) hours



Combo-OK, Fate, Obvious, Touch

(5), (1w): Each use of this charm delays one level of damage [Wits + Medicine] hours into the future when the wound penalty then applies. This charm also defers poisons and environmental damage.

MoEP: The Sidereals, p. 185

Trait: 4 / Essence: 3

Smooth Transition

Simple (Speed 4)
Instant



Touch

(2): This charm automatically kills any creature at the Incapacitated or Dying health level who wants to die, or anyone who is unconscious, who is on earth or stone. The corpse sinks into the ground and will not rise again in body or spirit.

If used on a zombie, it collapses and buries itself. Using the Charm on the corpse of a ghost or hungry ghost can banish it to the Underworld until the next night if the user wins a resisted [Charisma + Medicine] roll against the ghost's [Willpower + Essence].

MoEP: The Sidereals, p. 184

Trait: 3 / Essence: 2

Peaceable Conclusion

Simple
Instant



Touch

(2): With a touch, the Sidereal instantly and painlessly kills a living creature that consciously and freely wants to die. The higher soul is drawn off into the cycle of reincarnation, and the target cannot rise again as a ghost or zombie.

MoEP: The Sidereals, p. 184

Trait: 2 / Essence: 2

First Melee Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Melee Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Melee Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Melee Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Melee Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Melee Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Serenity in Blood

Reflexive (Step 2)
Instant



Combo-OK

⑤, ①w: The Sidereal's weapon trails evanescent streamers of crimson stardust, visible only to those who can see dematerialized spirits. This charm is a perfect parry defense that even parries unblockable attacks.

This charm can also block unexpected attacks if the sidereal succeeds at a (Perception + Melee) roll difficulty 3.

This charm has one of the flaws of invulnerability (Exalted, p.194).

MoEP: The Sidereals, p. 155

Trait: 4 / Essence: 2

Smiling at the Damned

Supplemental
Instant



Combo-OK, Virtue-Conviction

⑤: On a successful attack assisted by this charm the Sidereal halves the post soak damage the attack inflicts, rounding down, but turns the damage aggravated.

MoEP: The Sidereals, p. 156

Trait: 3 / Essence: 3

Perfection of the Visionary Warrior

Simple
One scene



Prayer Strip

⑩, ①w, ①l: Place a prayer strip across the eyes like a blindfold. The strip does not hinder his vision. While this charm is in effect, double the Sidereals Parry Defense Value against all blockable attacks. The Sidereal suffers no onslaught penalty on his Parry Defense Value. Once per action he may make a reflexive Archery, Martial Arts, Melee or Thrown attack at full dice pool but not during the same action the Sidereal performs a flurry.

MoEP: The Sidereals, p. 156

Trait: 5 / Essence: 4

Harmony of Blows

Extra Action
Instant



Combo-OK, Virtue-Temperance

⑧: When the Sidereal activates this charm, he can take 2 extra attack actions using Archery, Martial Arts, Melee or Thrown, ignoring multiple action penalties and his attacks' listed rate.

MoEP: The Sidereals, p. 155

Trait: 2 / Essence: 2

Meditation on War

Supplemental
Instant



Combo-OK, Virtue-Temperance

① / canceled penalty: Each ① spend on this charm cancels a -1 penalty on an attack, such as from wound penalties, multiple action penalties or sensory deprivation penalties, as long as those penalties have not reduced the attack dice pool to zero.

This charm may apply to any attack, not just melee, and can be used in a combo with other abilities.

MoEP: The Sidereals, p. 156

Trait: 3 / Essence: 1

Impeding the Flow

Reflexive (Step 2)
Instant



Combo-OK

③: The Sidereals weapon trails streamers of red stardust that are visible only to creatures that can see dematerialized spirits. This charm reduce s the number of successes on an incoming attack to zero, provided the attack has a physical component and is not unblockable.

MoEP: The Sidereals, p. 155

Trait: 2 / Essence: 1

Orchestration of Mirrored Fates

Reflexive (Step 9)

Instant



Combo-OK, Counterattack

④: If an attack gets through the Sidereals Parry or Dodge Defense Value then the Sidereal may make a Melee based Counterattack.

MoEP: The Sidereals, p. 155

Trait: 3 / Essence: 2

First Occult Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

① / die: Add one die per mote to a single roll.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Occult Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

② / success: Add one success per two motes to a single roll. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Occult Excellency

Reflexive (Step 4 or 6)

Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Occult Excellency

Reflexive (Step 1 or 2)

Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Occult Alignment

Simple

One Scene



None

②+, ①w: Reduce the mote cost of the first three Occult Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Unweaving Method

Simple

Instant



Obvious, Shaping

⑤, ①w, ①l: The user deals [Essence] aggravated damage against a target that he can see. This damage can not be blocked or soaked, and only Charms or effects that protect against Shaping effects can defend against it.

MoEP: The Sidereals, p. 170

Trait: 4 / Essence: 3

Terrestrial Circle Sorcery

Permanent

Instant



This permits the user to take Terrestrial Circle Sorcery actions.

MoEP: The Sidereals, p. 170

Trait: 3 / Essence: 3

Celestial Circle Sorcery

Permanent

Instant



This permits the user to take Celestial Circle Sorcery actions.

MoEP: The Sidereals, p. 170

Trait: 4 / Essence: 4

Mark of Exaltation

Simple

One scene



Social, Virtue-Compassion

②: The user's Caste mark glows like a lantern, and any unmanifested spirit within [Essence x5] yards of the light can be seen.

This light also grants the user a single automatic success on any Presence, Performance, Occult, Bureaucracy or Socialize roll made when dealing with gods or elementals. This success stacks, and does not count as dice gained through charms.

MoEP: The Sidereals, p. 169

Trait: 1 / Essence: 1

Willing Assumption of Chains

Simple

Instant



Maiden, Prayer Strip, Shaping

⑩, ①w, ①l: Target God who signs the Prayer Strip gains a position in the Bureau of Heaven granted by the user. The god suffers no change in Attributes or Abilities. The god must sign of it's own free will.

MoEP: The Sidereals, p. 170

Trait: 5 / Essence: 4

Incite Decorum

Simple

One scene



Combo-OK, Compulsion, Fate

②: Any spirit whose Essence is lower than the user's must remain calm, reasonable and peaceful in the user's presence. The spirit must spend ②w to initiate violence against the user, and any charms the spirit uses against the user cost an additional ①w. The effect ends if the user opens hostilities herself.

MoEP: The Sidereals, p. 169

Trait: 2 / Essence: 2

Telltale Symphony

Simple (Speed 5, DV 0)

One scene



⑤: The user rolls [Intelligence + Occult] difficulty 3. With success, the user can identify the details of a Charm, spell or other supernatural effect. He can recognize Charms and spells he's seen before. The user can also use this Charm to determine the approximate rank and occupation of a present spirit.

MoEP: The Sidereals, p. 169

Trait: 3 / Essence: 2

First Performance Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

① / die: Add one die per mote to a single roll.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Performance Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

② / success: Add one success per two motes to a single roll. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Performance Excellency

Reflexive (Step 4 or 6)

Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Performance Excellency

Reflexive (Step 1 or 2)

Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Performance Alignment

Simple

One Scene



None

②+, ①w: Reduce the mote cost of the first three Performance Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Defense of Shining Joy

Simple (Speed 5)
One scene



⑤: For the rest of the scene, the character adds her Performance to her Dodge in calculating her DDV. Also, the character can use either her Performance or Dodge Excellencies (but not both) to increase her DDV. The new DV ignores onslaught penalties and reduces the DV penalty of any attack the character makes by one.

MoEP: The Sidereals, p. 147

Trait: 3 / Essence: 2

Faultless Ceremony

Simple
One week



Combo-Basic

①: The player rolls a [Charisma + Performance + Essence] at a difficulty equal to [8 - the Resources used in the ceremony] at a ceremony the user wants overseen by heaven. On a success, for the next week the people for whom the user performed the ceremony enjoy a +1 bonus on all dice roll meant to represent their efforts, and feel an incredible joy that transcends dice pools.

MoEP: The Sidereals, p. 146

Trait: 3 / Essence: 1

Heart-Brightening Presentation Style

Permanent
Instant



②: The user can apply any Bureaucracy, Performance, Presence, or Socialize Excellency to any dice pool involving those four Abilities. The normal limits for raising dice pools through Charms still apply.

MoEP: The Sidereals, p. 146

Trait: 2 / Essence: 1

Perfection in Life

Simple
One scene



Combo-Basic, Fate, Virtue-Compassion

⑤: When making a performance, the user rolls [Charisma + Performance] against the highest Dodge MDV of the audience. If the roll succeeds, everyone who saw the performance gains one temporary (1w). A person can receive this bonus only once per day, but the extra point can put the person over his Willpower maximum for the scene.

This charm has no effect on creatures outside fate.

MoEP: The Sidereals, p. 147

Trait: 2 / Essence: 2

Ice and Fire Binding

Simple
One Season



Combo-Basic, Maiden, Mandate, Servitude

⑩: The user rolls [Intelligence + Performance] difficulty 9, which is a song performance in Old Realm that takes an hour. Additional Sidereals can help even if they don't know the charm. Eclipse and Moonshadow Caste can also help, but they must know the charm. Each helper reduces the difficulty by 1, to a minimum of 5.

If successful, the song summons and binds an elemental with an Essence no higher than that of the user. For one season, that spirit is bound by the words to seek the joy, health and pleasure of a particular dominion assigned by the user.

MoEP: The Sidereals, p. 148

Trait: 3 / Essence: 3

Harmonic Completion

Simple
Five days



Emotion, Prayer Strip

⑩, (1w), (1l): The user puts the Prayer Strip over her eyes like a blindfold. If the Strip is removed for any reason, the charm ends.

When wearing the Strip, the user is blinded, but automatically succeeds on any Performance roll as though she had rolled one success per die. Anyone who pays attention to the performer automatically gains an Intimacy to the user. Finally, the user's DDV and Dodge MDV increase by an amount equal to her unmodified Performance.

MoEP: The Sidereals, p. 148

Trait: 5 / Essence: 4

Song of Spirit Persuasion

Simple
Instant



Combo-Basic, Servitude

⑤, (1w): The user rolls [Manipulation + Performance] against a spirit's Dodge MDV. If the roll succeeds, the spirit becomes an ally of the user, per the Background, and gains an Intimacy to that effect. This alliance lasts until the end of the Story.

MoEP: The Sidereals, p. 148

Trait: 3 / Essence: 2

First Presence Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Presence Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Presence Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Presence Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Presence Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Presence Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Easily Accepted Proposition Stance

Simple
One battle



Combo-OK, Fate, Mandate, Obvious, Prayer

⑫, ②w: This charm is used when the user faces someone opposing him. The user names a single possible event that would be ruinous to the other side and advantageous to his own. The event must be proportional to the scale of the conflict and the target must be within 10 miles. The user rolls [Intelligence + Presence] at a difficulty of the opposing unit's Magnitude and the highest Essence score on his side. If the roll succeeds, the target must face a choice. They can choose to have the event happen as the user stated, or they take dice of aggravated damage equal to the user's Essence plus any bonus successes rolled. If this damage is mitigated, the event happens as the user stated.

MoEP: The Sidereals, p. 158

Trait: 5 / Essence: 4

Loyalty-Sacrificing Sidestep

Reflexive (Step 5)
Instant



Compulsion, Social

⑤, ①w: If the user fails to defend against a social attack, he may invoke this Charm to apply that attack against on Acquaintance instead of himself.

MoEP: The Sidereals, p. 158

Trait: 4 / Essence: 3

Force Decision

Simple
Instant



Compulsion, Fate

④: This Charm is used against a target who is making a decision. The user rolls [Manipulation + Presence] at a difficulty of the target's Essence. If the roll succeeds, the target makes the decision the user wants. However, this Charm does not hold the target to the decision he makes.

MoEP: The Sidereals, p. 156

Trait: 2 / Essence: 1

Presence in Absence Technique

Simple
Instant



Combo-OK, Fate, Social

⑤: The user interacts with a target socially for a scene and invokes this charm. The user decides a time or circumstance under which the target will make a social attack. When this time or circumstance applies, the user rolls the same roll the target would make at a difficulty of the target's Essence. This can be a Bureaucracy, Performance, Presence or Socialize roll. Success means the target's actions convey the effect of the user's intent as if he were present and taking the actions himself. A victim can be under only one application of this Charm at a time.

MoEP: The Sidereals, p. 157

Trait: 3 / Essence: 2

Impose Motivation

Simple
Indefinite



Combo-Basic, Fate, Servitude, Touch

④: The user touches the victim's forehead and rolls [Charisma + Presence] against the victim's Dodge MDV. If successful, the victim gains the user's motivation in addition to her own. This effect lasts as long as the user keeps the Essence committed. A victim can spend ①w to ignore the motivation in favor of her own for a day. If this happens a number of times equal to the user's Essence, the effect ends.

MoEP: The Sidereals, p. 157

Trait: 4 / Essence: 2

First Resistance Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Resistance Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Resistance Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Resistance Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Resistance Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Resistance Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Ox-Body Technique

Permanent
Permanent



Stackable

①: The user gains one additional -0 health level. This Charm may be purchased up to once per dot of Resistance the character possesses.

MoEP: The Sidereals, p. 127

Trait: 1 / Essence: 1

Shield of Destiny

Reflexive (Step 8)
Instant



Combo-OK

⑤: The user rolls [Dexterity + Resistance] after a successful attack is rolled, but before damage is applied. For every 2 successes, up to a maximum of damage inflicted, the user subtracts one damage she would take and instead applies it to the attacker or one of his allies. This damage cannot be dodged, parried or soaked except by supernatural effects that explicitly state otherwise. If the target can mitigate this damage, no damage is actually dealt. Bashing is transferred as bashing, and Lethal and Aggravated as Lethal.

MoEP: The Sidereals, p. 128

Trait: 3 / Essence: 3

Someone Else's Destiny

Reflexive
Instant



④: This charm is Reflexively used at a drug or poison's first damage interval. The user rolls [Stamina + Resistance]. On a success, the effect does not affect the user and instead affects the next person the user rolls damage dice against in close combat.

The user can only lock out one substance at a time. Using this charm twice results in the first toxin's effect returning to the user. The transfer is automatic, beyond the user's control.

MoEP: The Sidereals, p. 128

Trait: 3 / Essence: 2

Optimistic Security Practice

Simple (Speed 5)
One scene



Combo-OK

⑤: This charm raises all the user's soak pools by an amount equal to his Essence. Opponents whose Essence is lower than the user's Compassion must spend ①w any time they take an action intended to damage or disable the user. If they do not, the action fails automatically. This Charm cannot be used while wearing armor.

MoEP: The Sidereals, p. 129

Trait: 3 / Essence: 2

Water and Fire Legion

Simple
Until Next Calibration



Maiden, Mandate, Virtue-Conviction

⑧, ①w, ①a: The user rolls [Charisma + Resistance] with a difficult equal to the sum of the Essence of the elemental she wants to bind and the Magnitude of the dominion he wants protected. If successful, the Elemental is bound to protect a location and its people.

This roll must be done near a powerful manifestation of the chosen element. Sidereals gain a +2 bonus when dealing with spirits of the element associated with their Maiden, and this does not count toward dice gained from Charms.

MoEP: The Sidereals, p. 128

Trait: 4 / Essence: 3

Water and Fire Treaty

Simple
Indefinite



(5), (1w), (1b): The user touches a sample of the chosen element and commits the Essence. While the Essence is committed, the chose element cannot harm her.

MoEP: The Sidereals, p. 127

Trait: 3 / Essence: 2

Storms Eye Stance

Simple
One scene



Obvious, Prayer Strip

(10), (1w) (+3) / target): In step 8 of any combat action that inflicts harm on the user, she can tangle fates together to make chosen targets suffer the same damage and effects the attack would affect her. This effect costs (3) per person she wants to affect. Powers that allow people to dodge undodgeable attacks, parry unblockable attacks or that prevent all damage from attacks protect against this damage transference.

MoEP: The Sidereals, p. 130

Trait: 5 / Essence: 4

Heartless Maiden Trance

Simple
Indefinite



(8), (1w): The user locks away his heart. While the motes remain committed, he no longer needs to eat, drink, or breathe. He has no susceptibility to disease, poison, degenerative effects, temperature extremes or exposure. While under the effect, he suffers no penalties from environmental conditions, impairments to normal body function or fatigue penalties. He cannot be knocked unconscious. He still suffers damage as normal, but does not apply wound penalties. While under this effect, though, he cannot regain Essence except through Charms. When this effect ends, anything that would have hurt him affects him at once.

MoEP: The Sidereals, p. 129

Trait: 4 / Essence: 3

First Ride Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll. No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Ride Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Ride Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

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

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Ride Excellency

Reflexive (Step 1 or 2)
Instant



(1)+: For every (1) spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

(4), (1w): By reducing the target number to 3 and spending (1w) the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Ride Alignment

Simple
One Scene



None

(2+), (1w): Reduce the mote cost of the first three Ride Excellencies by 1 per (2) committed. For every dot the Sidereal has in the associated College, the cost is reduced by (1).

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Ordained Bridle of Mercury

Simple (DV -2)
Until Bridle is applied



Obvious, Touch

(10), (1w): Target animal becomes a Familiar until the end of the Story. If the user wants to spend XP on the Background, the Familiar stays with the user.

If the user selects his own animal, this Charm costs one additional Willpower.

MoEP: The Sidereals, p. 130

Trait: 2 / Essence: 2

Yellow Path

Simple (DV -2)
One journey



②: The player rolls [Essence]. On a single success, the user knows a path that enables him to get to his destination in 3/4 the time usually necessary. If the character has a deadline and rolls 3 successes, if there is any way for him to reach the deadline by normal means he knows of it. On 5 successes, the user knows a way to get to his appointment no matter how far away and how little time remains.

MoEP: The Sidereals, p. 132

Trait: 3 / Essence: 2

Breaking the Wild Mortal

Simple (DV -2)
Until Bridle is applied



Compulsion, Fate, Obvious, Servitude,

⑩, ①w: Target human becomes an Acquaintance (as per the background) for the rest of the story. Multiple uses of this Charm also affect people from the target's community as well. This Background lasts only until the end of the Story unless the user chooses to spend XP to keep the Acquaintances she made. This Charm can only affect a number of people equal to the user's [Essence].

If the user selects a mortal, this Charm costs an additional Willpower.

MoEP: The Sidereals, p. 131

Trait: 2 / Essence: 2

Glory Path

Simple (DV -2)
Five minutes



Obvious, Virtue-Temperance

⑧: The user rolls [Charisma + Ride]. Every success adds 5 yards to the mount's base Move distance. Also, the animal can gallop through, up or over any natural obstacles. Man-made obstacles still impede progress as normal.

MoEP: The Sidereals, p. 132

Trait: 3 / Essence: 2

Godly Companion

Simple (DV -2)
Instant



Servitude, Shaping, Touch

②⑩, ①w, ③x: The user promotes his small god Familiar. The target's Essence and Intelligence increase to a minimum of 3. The creature can transport itself and at least one other creature between Yu-Shan and Creation. It also gains 4 additional Virtue points, 2 additional Spirit Charms, and an alternative appearance. It's Background rating raises by one dot.

The Familiar's responsibilities now include filing reports on the user, safely escorting the user to and from Heaven, and carry messages from the user to Heaven and back. This charm can only be used on a familiar that has previously had Spirit-Shape Companion used on it.

MoEP: The Sidereals, p. 131

Trait: 4 / Essence: 4

Riding the Dragon

Simple (Speed 8, DV -3)
One scene



Obvious, Prayer Strip, Shaping, Touch,

②⑩, ①w, ①l: The character restrains an Acquaintance or Familiar (as per the Backgrounds), affixes the Prayer Strip to their foreheads, and they transform into and Elemental Riding Dragon for a scene (See MoEP: Sidereals page 133 for full stats). The Dragon serves as the user's steed. It has a Control rating of 2. For anyone else it has a Control rating of 5.

At the end of the duration, the Dragon reverts to its previous form, though it's Intelligence drops to 0 and will die without care. Alternatively, if the user sacrifices a point of permanent Willpower the target becomes a true Elemental Dragon with an Essence rating of 4. The target no longer serves the user, but may be bought with the Ally background.

MoEP: The Sidereals, p. 132

Trait: 5 / Essence: 4

Spirit-Shape Companion

Simple (DV -2)
Instant



Servitude, Shaping, Touch

⑩, ①w, ③x: Target Familiar of the user becomes a Small God whose duty is to serve the User. Add one dot to the Familiar Background of the user. The animal gains Essence 2, Compassion 2, Conviction 3, Temperance 1 and Valor 2. The animal's Intelligence also raises to 2 (if it was lower). It's Health Levels rise to at least equal to its [Willpower + Conviction]. Its Essence pool = [(Essence x10) + (Willpower x5)].

The animal's natural state is now dematerialized. It automatically learns the Materialize charm, but can manifest visually for ①. If the Familiar is more than three dots, it learns one additional spirit Charm. Finally, the creature gains one alternative form.

MoEP: The Sidereals, p. 130

Trait: 3 / Essence: 3

First Sail Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Sail Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Sail Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Sail Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Sail Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Sail Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Serendipitous Voyage

Simple (Dramatic Action)
Special



③: The user uses this charm at a port and within a day finds a vessel about to leave for her destination and willing to take her aboard. Even if the Captain is only going near the place, the user will reach her destination through the interference of Fate. Safety is the user's problem.

This Charm can only be used on vessels that use Sail as their primary Ability.

MoEP: The Sidereals, p. 133

Trait: 2 / Essence: 1

Salt into Ash Sleight

Simple
One scene



Compulsion, Obvious

②: The user causes a Water Elemental to remember someplace else it's supposed to be. This understanding is not false. The spirit must act on this understanding. To resist, the spirit must spend ①w.

MoEP: The Sidereals, p. 134

Trait: 1 / Essence: 2

Stone Skipping Spirit

Simple
One scene



⑤: For the next scene, a ship sails smoothly regardless of fierce weather or high waves. Environmental penalties do not affect the pilot's Sail rolls, and the ship takes no damage from harsh conditions.

MoEP: The Sidereals, p. 133

Trait: 2 / Essence: 1

Mirror-Shattering Method

Simple
Five days



Fate

⑤: The user commits the Essence and the vessel vanishes. Awareness rolls to track it suffer a -2 penalty. It travels at doubled speed, uninterrupted by obstacles or weather. It can even travel over land. Dematerialized creatures can see the vessel clearly.

Plotting a course requires a [Intelligence + Sail] roll, difficulty 3. If anyone falls off the ship, they reappear in Creation. If the Charm ends, the vessel appears.

The user can sail to Heaven or back in the span of 5 days. Journeys to Malfeas or the Underworld may also be possible.

⑤, ①w: A user can invoke this charm personally just by throwing salt in any body of water and jumping in. This doubles his swimming speed.

MoEP: The Sidereals, p. 134

Trait: 4 / Essence: 3

Walls of Salt and Ash

Simple
One day



Compulsion, Obvious

⑤, ①w: The user protects a vessel from a specific form of supernatural force. A banned entity cannot touch or board the vessel unless the entity's Essence exceeds the user's. The user's Essence is also added to any pool or single value needed for the ship or passengers to resist a banned entity or environment.

This can protect against the vessel from Gods and Elementals, the Fair Folk and the Wyld, The dead and the Underworld, or demons and Malfeas. The user starts with only one form of the Charm, and other forms may be purchased by ② or 1 Bonus Point. A vessel may be only one form of protection at a time.

MoEP: The Sidereals, p. 134

Trait: 3 / Essence: 3

Five Ordeals Odyssey

Simple (DV -2)
One scene



Fate, Obvious, Prayer Strip

⑩, ①w, ⑪: The user conjures something to happen to remove the obstacle to her travel. But this is only one trouble for another. The new threat is locked into destiny, so the user cannot use this charm again to escape this destiny. This charm cannot remove impediments from outside Fate.

MoEP: The Sidereals, p. 135

Trait: 5 / Essence: 4

First Socialize Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Socialize Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motives to a single roll. If defending, add +1 DV per 2 motives spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Socialize Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Socialize Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Socialize Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Socialize Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motives to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Fortuitous Fellowship

Simple (Dramatic Action)
Instant



Fate, Shaping

⑫: The user rolls [Wits + Socialize] to form a new social group. Extra successes are split between Magnitude or Loyalty, though Magnitude cannot exceed the user's [Craft (Fate)] and loyalty cannot exceed the highest virtue of the user. The user defines the Policy for the unit. The user can lead the group, or the unit can operate on its own. If the user does not lead the group, the Policy may evolve beyond what the user wanted.

MoEP: The Sidereals, p. 150

Trait: 4 / Essence: 3

Wanting and Fearing Prayer

Simple
Indefinite



Fate, Illusion, Prayer Strip, Virtue-Conviction

⑩, ①w, ①i: The user chooses two people within 10 miles of her and rolls [Manipulation + Socialize] against their Dodge MDVs, add the user's [Essence] automatic successes. If he succeeds, then he crafts a new relationship between the two. It lasts as long as the prayer strips are intact and the Essence remains committed. The Intimacy created by this Charm remains even after the Charm ends.

A character may spend a Willpower point to ignore this effect for a scene, and when she has spent a number of Willpower equal to the user's Essence, the effect ends for her.

The Prayer Strip can be removed with an extended [Dexterity + Medicine] with 12 successes. This inflicts ⑪.

MoEP: The Sidereals, p. 150

Trait: 5 / Essence: 4

You and Yours Stance

Simple
One scene



Combo-Basic, Compulsion, Fate, Servitude

⑩, ①w: For the rest of the scene, anyone who wants to attack the user must succeed at a Conviction roll at a difficulty of the user's [Essence]. Acting in a way that will displease the user requires a Temperance roll of the same difficulty.

Any roll the user makes to seduce someone adds bonus successes equal to the user's [Essence].

MoEP: The Sidereals, p. 150

Trait: 3 / Essence: 3

Cash and Murder Games

Simple
Instant



Combo-Basic, Fate, Servitude,

⑩, ①w: The rolls [Manipulation + Socialize], adds the user's Essence in automatic successes, and chooses two people, a beneficiary and a victim. If the roll beats both Dodge MDVs, the victim immediately vies the beneficiary in terms the user defines. This effect can be overcome for a scene by the victim by spending ①w. When he has spent a number of Willpower equal to the activation roll's threshold, the victim no longer suffers the effects of the charm.

MoEP: The Sidereals, p. 149

Trait: 3 / Essence: 2

Shun the Smiling Lady

Simple
Indefinite



Emotion, Fate, Shaping

⑦: When the user commits Essence to this charm, a target is removed from the list of people destined to fall in love. The victim's Appearance drops to 1 before the application of supernatural effects. For the victim to apply such effects, he must pay an additional willpower point, an succeed in a [Manipulation + Socialize] roll at a difficulty of the user's Essence.

Any person with a romantic intimacy to the victim with lower Essence than the user's loses that intimacy. Any character who has a Motivation based on love for the victim must change it immediately at no xp cost, but to change it back after the Charm ends costs ②x

MoEP: The Sidereals, p. 149

Trait: 2 / Essence: 2

Life without Compunction

Reflexive
Instant



Combo-OK, Emotion, Fate, Social,

⑤: The character rolls [Manipulation + Socialize] after committing a social faux pas. On 1 success, people no longer care about the infraction. On 5 successes, people consider the action acceptable under the circumstances. At 5 successes acceptance of the behavior becomes part of the community's Policy for the rest of the story. This does not protect the user from repercussions of breaking laws.

A user can use this charm to dodge in social combat. With 1 success, he distracts the onlookers from the attack and doesn't have to answer the argument. At 3 successes, she gains sympathy to her side from onlookers.

MoEP: The Sidereals, p. 149

Trait: 4 / Essence: 2

First Stealth Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / die: Add one die per mote to a single roll.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Stealth Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Stealth Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Stealth Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Stealth Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three Stealth Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Soft Presence Practice

Supplemental
One action



②: Divine the number of motes spent by two for the purposes of calculating the effect on the user's anima. A Combo that includes this Charm does not automatically made the user's anima flare.

This charm can be used in a Combo with almost any other charm.

MoEP: The Sidereals, p. 170

Trait: 2 / Essence: 1

Subordinate Inspiration Technique

Supplemental
Instant



Social

①: The user may whisper to someone and make the listener think the words came from their mind. The listener makes a reflexive [Perception + Awareness] at a difficulty of the user's Essence. If the roll fails, the listener thinks the words are their thoughts. If the roll succeeds, the listener knows the thoughts are not their own. Regardless, the user can still initiate social attacks against the target. These attacks become unexpected.

If the user is not initiating a social attack, the Charm instead lasts five minutes instead of one action.

This charm can only be used when Walking Outside Fate is active.

MoEP: The Sidereals, p. 171

Trait: 5 / Essence: 3

Walking Outside Fate

Simple
Indefinite



Fate

⑤, ①w: The user cannot be perceived by anyone of lower Essence. Those of higher Essence must succeed on a [Perception + Awareness] roll to notice some sort of presence, but attacking or affecting the user incurs a -2 external penalty on all rolls. Only supernatural perception can find the user.

MoEP: The Sidereals, p. 171

Trait: 5 / Essence: 3

Gift of a Broken Mask

Simple
One week



Fate, Shaping, Touch

(5), (1w): The user must touch the target and succeed on a [Dexterity + Stealth] roll vs. the target's Essence. A success means the target gains an Arcane Fate, and becomes immune to the Arcane Fates of others.

Pay another (2) to extend the effect for a day. This does not require another touch.

(10), (2w)+(4) / day: The Arcane Fate can affect a social unit the user leads directly, or led by an ally or acquaintance. The difficulty of the roll becomes [Magnitude + Essence of most powerful member not including the caster]. No member may have a higher Essence than the user, and the Magnitude can be no larger than the user's Stealth.

MoEP: The Sidereals, p. 171

Trait: 2 / Essence: 2

Ceasing to Exist Approach

Simple
Indefinite



Fate, Illusion, Prayer Strip

(5), (2w), (1l): The user becomes someone else whose Essence does not exceed the user's. This cannot be used to take on the identity of someone who does exist or has existed. All Attributes, Abilities, Charms and Spells are kept. Backgrounds are lost but the user gains 15 dots in backgrounds appropriate for the new identity. If the character is known as an Exalt among the locals, those people perceive the user's powers as being appropriate to who they think he is. The character also receives perfect successes on social rolls to explain his presence.

Beings outside fate and powerful Spirits are not fooled. The charm is ended if the user spends more than 10 motes of peripheral Essence in a scene. Otherwise it lasts for five days, at which point he is transported to his home.

MoEP: The Sidereals, p. 172

Trait: 5 / Essence: 4

Blinding the Boar

Simple
Five actions



Combo-Basic, Virtue-Valor

(5), (1w): The user rolls [Manipulation + Stealth]. On a success, people who see the character cannot understand her words or describe her beyond vague generalities. Also, the effect imposes an external penalty equal to the number of successes on any roll made to affect, influence or notice the user.

MoEP: The Sidereals, p. 172

Trait: 2 / Essence: 2

First Survival Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Survival Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Survival Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

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

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Survival Excellency

Reflexive (Step 1 or 2)
Instant



(1)+: For every (1) spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

(4), (1w): By reducing the target number to 3 and spending (1w) the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Survival Alignment

Simple
One Scene



None

(2+), (1w): Reduce the mote cost of the first three Survival Excellencies by 1 per (2) committed. For every dot the Sidereal has in the associated College, the cost is reduced by (1).

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Dreaming the Wild Lands

Simple
Instant



(5): The user can attack elements of the landscape. The user rolls [Wits + Survival] following the normal attack pattern. The ST defines the other effects of an attack, but damage should not exceed the user's [Essence x2] dice.

Examples of attacking the landscape include changing a bend in a river or resculpting the jumbled aftermath of a rockslide. The user cannot shift around permanent, defining characteristics of the landscape, such as glaciers, canyons, volcanoes or islands. He can shift only features that mortal laborers could physically move given a few weeks and proper equipment.

MoEP: The Sidereals, p. 136

Trait: 4 / Essence: 3

Sky Spirit Demand

Simple
Instant



Servitude, Virtue-Compassion

(8), (1w): The user rolls [Manipulation + Survival] against the Dodge MDV of an Air Elemental, adding the user's Essence in automatic successes. If the roll succeeds, the spirit gains an Intimacy of the user's choosing. This Intimacy lasts at least one story.

This can be used on other Elementals, but doing so adds +2 to the difficulty.

If the Elemental's Motivation is directly opposed to the Intimacy the user tries to impose, the attempt becomes an unacceptable order.

MoEP: The Sidereals, p. 137

Trait: 4 / Essence: 2

Sky and Rain Mantra

Simple
One day



Combo-Basic

(10): The user rolls [Stamina + Survival]. Each success adds +1 to the difficulty of other character's Survival or Resistance rolls to live in the affected Area (the user can apply fewer successes than rolled.) The effect summons harsh weather which can be unseasonable for the region and time, though not freakish. This effects an area up to a maximum radius of [the user's Essence] miles.

This effect can also be used to alleviate harsh natural weather conditions. A single success on [Stamina + Survival] calms the weather in an area. If two characters attempt to use this Charm to opposing ends, the roll is contested.

MoEP: The Sidereals, p. 137

Trait: 3 / Essence: 2

Becoming the Wilderness

Simple
One scene



Fate, Illusion, Social, Virtue-Valor

(4): When this Charm is in effect, any wild beast with a Willpower less than or equal to the user's Compassion ignores the user. As long as he doesn't attack them or try to take food from them, they leave him be.

The user can also influence the behavior of a beast if he's aware of its presence. If he suggests an action that goes along with the animal's nature, it only requires one success on a [Manipulation + Survival] roll. This is normal mental influence.

While this charm is in effect, the user may always channel Willpower through his Valor to aid in social dealings with Lunars or local spirits.

MoEP: The Sidereals, p. 136

Trait: 2 / Essence: 2

Wilderness-Commanding Practice

Simple
Five days



Fate, Obvious, Prayer Strip, Virtue-Valor

(10), (1w), (1l): While this Charm is active, the user becomes the master of an area of wilderness with a radius of the user's [Essence] miles. As long as she can see the Prayer Strip, she remains aware of anyone of interest to him in the affected area. If the person of interest uses power that render themselves immune to mundane means of tracking, the user must employ other means to track them.

The user's command of the area can grant anyone she chooses 3 automatic successes on all Survival rolls, or reduce an enemy's pool by 3 dice. Affecting others forces the user to commit (2) per person. The user can also use Adopting the Untamed Face on animals within the area without need of line of sight.

MoEP: The Sidereals, p. 137

Trait: 5 / Essence: 4

Adopting the Untamed Face

Supplemental
One action



Combo-OK, Illusion

(2): This Charm allows the Sidereal to communicate with a single animal and perform social actions. He can also bind it to serve him.

Roll ([Charisma or Manipulation] + Survival). If the successes equal or exceed the target's Control Rating then unnatural mental influence is imposed upon the animal. It can be made hostile or friendly, made to protect or shun a location or gain another intimacy-like attitude within the bounds of understanding for that animal.

MoEP: The Sidereals, p. 136

Trait: 2 / Essence: 2

First Thrown Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second Thrown Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third Thrown Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

(3): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth Thrown Excellency

Reflexive (Step 1 or 2)
Instant



(1)+: For every (1) spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

(4), (1w): By reducing the target number to 3 and spending (1w) the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious Thrown Alignment

Simple
One Scene



None

(2+), (1w): Reduce the mote cost of the first three Thrown Excellencies by 1 per (2) committed. For every dot the Sidereal has in the associated College, the cost is reduced by (1).

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Pain-Amplification Stratagem

Supplemental
Instant



Combo-OK, Fate

(2): The user opens a wound and bleeds on her weapon. If the next attack with that weapon hits, the victim also loses 1 temporary Willpower for every level of damage he suffers. Wracking pain afflicts a victim who loses all Willpower, so they can only take Guard actions in combat.

MoEP: The Sidereals, p. 139

Trait: 4 / Essence: 3

Willful Weapon Method

Supplemental
Instant



Combo-OK, Virtue-Temperance

(4): The target must be visible to the user and within the maximum range of the weapon. The user then rolls [Dexterity + Thrown], ignoring penalties for weather and range. If the attack misses, the user can redirect the attack on her next action with another [Dexterity + Thrown] roll. As long as she can see the victim, she can keep redirecting the attack until it hits. The weapon cannot be parried except by supernatural effects that specifically allows the victim to parry immaterial attacks.

MoEP: The Sidereals, p. 138

Trait: 3 / Essence: 2

Life Gets Worse Approach

Supplemental
Instant



Combo-OK, Obvious

(3): The user adds her Essence to the raw damage of the next attack she makes if she hits. If she she deals at least one level of damage, the weapon remains stuck in the wound. Removing the weapon is a miscellaneous [Strength + Athletics] roll. Once per action until the weapon is removed, if anyone misses with a Thrown or Archery attack, the user may reflexive spend (2) to send the errant projectile toward the embedded one. The person who made the first attack then rerolls the attack to hit the target of this Charm. Any Charms that supplemented the original attack still apply to the rerolled one. A botch attack against any target can be redirect to the Charm's victim.

MoEP: The Sidereals, p. 139

Trait: 3 / Essence: 2

Unrelenting Torment Technique

Simple (Speed 5, DV -2)
Indefinite



Compulsion, Fate, Obvious, Prayer Strip,

(10), (1w): The user throws a Prayer Strip at a target within 100 yards. This can only be dodged, not parried. If it hits, the strip stick to her and the target feels an unnatural Mental Influence to hurt the user. Resisting the urge costs (1w). The compulsion remains as long as the target can see or hear the user.

If the user takes damage during the duration, a hatchet appears in the user's hand. If the victim is within a quarter mile, the user may throw the hatchet at the target. This is an undodgeable, unparryable attack. It deals damage equal to the user's Essence. For each level the target loses, the user loses 1 health level.

The user can have only one instance of this charm active at a time.

MoEP: The Sidereals, p. 140

Trait: 5 / Essence: 4

Essence Thorn Practice

Simple
Instant



Combo-OK, Obvious

(5): The user makes a Thrown attack with a conjured Essence weapon with a range of [Essence x20] and suffers no range penalties. It has Accuracy +user's Essence and Damage +6IL. The user travels up to 20 yards in the attack's wake. The attack cannot be parried, only dodged.

MoEP: The Sidereals, p. 139

Trait: 2 / Essence: 1

Shadow-Piercing Needle

Simple
Instant



Combo-OK, Holy, Obvious

(4), (1w): The character throws an Essence-conjured needle as a regular Thrown attack, with the same stats as the throwing needle from p 178 of the Exalted core. This needle ignores armor and cannot be parried.

If the needle hits, the victim uses his Conviction as a soak rating. Each success on the damage roll inflicts (1b).

If this charm damages a ghost, the host cannot regain Essence while in Creation for one day per level of damage taken.

MoEP: The Sidereals, p. 140

Trait: 3 / Essence: 3

First War Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Essence] dice to a single roll. Buying dice to counteract internal penalties do not count towards this limit.

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

Second Edition Core, p. 183

Trait: 1 / Essence: 1

Second War Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as one added dice.

No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Third War Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

③: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

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

Second Edition Core, p. 184

Trait: 1 / Essence: 1

Fourth War Excellency

Reflexive (Step 1 or 2)
Instant



①+: For every ① spent, the target number of a roll is reduced by 1. This cannot reduce a target number below 4.

④, ①w: By reducing the target number to 3 and spending ①w the Sidereal forgoes the roll and converts every dice in his pool to an automatic success.

If this is used in defense, then the appropriate Defense Value is doubled against that attack.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Propitious War Alignment

Simple
One Scene



None

②+, ①w: Reduce the mote cost of the first three War Excellencies by 1 per ② committed. For every dot the Sidereal has in the associated College, the cost is reduced by ①.

A Sidereal can commit up to [Essence x2] motes to this Charm but only one instance of this Charm may be active at a time.

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

When using the Fourth Excellency for an ability that has this Charm active, then this Charm immediately ends.

MoEP: The Sidereals, p. 127

Trait: 4 / Essence: 3

Spirit-Binding Battle Pattern

Simple
Until Battle's End



Obvious, Prayer Strip, Servitude,

⑩, ①w, ①l: The user must first activate Predestined Triumph Practice and name a god or elemental (max Essence of 5 + 1 for the first Sidereal of each caste, except that of the user, participating).

The dice pool to summon and bind the spirit starts at 0. Each death of a spirit or Exalt in the unit, or every 20 mortals adds 1 to the pool. When the user decides, they roll the number of dice they have accumulated against the spirit's Essence. If the roll succeeds, the chosen spirit appears, already bound to the user. Either it must perform one task with no retribution, or the spirit must serve the user for a year and a day.

A unit may only benefit from one Battle Pattern Charm in a given battle.

MoEP: The Sidereals, p. 161

Trait: 5 / Essence: 4

Auspicious Recruitment Drive

Simple (Dramatic Action)
Instant



War

⑤: User may recruit one dot worth of Magnitude in a unit in half the time.

The user can increase a unit's Magnitude by only one dot at a time with this charm.

MoEP: The Sidereals, p. 158

Trait: 1 / Essence: 2

Training Mandate of War-God Puiss.

Simple
One week



Training

⑮, ①w: The user can affect [Essence x5] spirits who retain these effects so long as they remain under the user's direct command. Each target gains 1 temp. dot in Essence, 10 motes, and any 2 spirit Charms the spirit does not already have. The cost of the Materialize Charm drops by [user's Essence x5] to a minimum of 1.

MoEP: The Sidereals, p. 160

Trait: 5 / Essence: 3

Predestined Triumph Practice

Simple
One battle



Virtue-Valor, War

⑧, ①w: When the effect is successful, the affected unit adds the user's [Essence] to the unit's Morale, while the opposing forces suffer a 1-die penalty to their attacks and DVs.

If the user is leading the unit, the charm is always successful. If the user must act through another commander, the Charm requires a successful [Charisma + War], difficulty 1 if the leader cooperates, difficulty 3 if the leader doubts the user's advice, and difficulty 5 if the leader refuses.

MoEP: The Sidereals, p. 160

Trait: 4 / Essence: 2

Training Mandate of Celestial

Simple (Dramatic Action)
Two weeks



Training

⑫, ①w: The user may train a unit of spirits and Exalted up to [War + Essence] individuals. These individuals are treated as one person for Astrology effects from the House of Battles.

The solo unit's Essence equals the average of the group's members (rounded down) for determining Scope.

MoEP: The Sidereals, p. 160

Trait: 4 / Essence: 2

Demon-Blocking Battle Pattern

Simple
Until Battle's End



Holy, Virtue-Compassion, War

⑧: The user must first activate Predestined Triumph Practice and then succeed on an [Intelligence + War] roll. The maximum number of successes that can be achieved is the user's permanent Essence.

During the battle, every hero or sorcerer imposes the number of successes on the first roll on on special character on the opposing side. Alternatively, every hero or sorcerer can impose a cumulative -1 penalty on the enemy's commander's War rolls. This penalty cannot exceed the user's Essence or reduce the commander's dice pool below 0.

This Charm can only be used against inhabitants of the Demon Realm. An army may only benefit from one Battle Pattern in a given battle.

MoEP: The Sidereals, p. 161

Trait: 5 / Essence: 3

Red Haze

Simple

Five days



Holy, Stackable, War

⑤, ①w: Target unit whose Magnitude cannot exceed the user's Essence gains +1 to their Drill rating when fighting creatures of darkness or the Fair Folk.

Several users can affect the target unit simultaneously, though the maximum bonus equals the highest Essence rating among the users, but the unit's Magnitude cannot exceed the lowest Essence of the users.

MoEP: The Sidereals, p. 158

Trait: 3 / Essence: 2

Training Mandate of Auspicious Battle

Simple (Dramatic Action)

One week



Training

⑩, ①w: Choose one of Archery, Athletics, Melee, Presence, or War per dot of the user's Essence. Mass combat rolls involving these Abilities have their target numbers reduced by 1 for the duration of this charm. Also, each soldier counts as two for the purpose of enacting Battle Pattern Charms.

The unit's Magnitude cannot exceed the user's War rating.

MoEP: The Sidereals, p. 159

Trait: 2 / Essence: 2

Essence-Draining Battle Pattern

Simple

Until Battle's End



Virtue-Compassion, War

⑧: The user must first activate Predestined Triumph Practice. Then the user must succeed on an [Intelligence + War] roll. The maximum number of successes that can be achieved is the user's permanent Essence.

During the battle, every hero or sorcerer special character receives one extra mote per action. Each such character also adds a number of motes equal to the User's successes to the cost of any Charms or Sorcery used by the opposing army. This increase cannot more than double the cost of a charm or spell.

An army can only benefit from one Battle Pattern Charm in a given battle.

MoEP: The Sidereals, p. 161

Trait: 5 / Essence: 3

Chaos-Quelling Battle Pattern

Simple

Until Battle's End



Virtue-Compassion, War

⑧: The user must first activate Predestined Triumph Practice. Then the user must succeed on an [Intelligence + War] roll. The maximum number of successes that can be achieved is the user's permanent Essence.

During the battle, every hero or sorcerer imposes the number of successes on the first roll on on special character on the opposing side. Alternatively, every hero or sorcerer can impose a cumulative -1 penalty on the enemy's commander's War rolls. This penalty cannot exceed the user's Essence or reduce the commander's dice pool below 0.

This Charm can only be used against the Fair Folk, and an army can benefit from only one Battle Pattern Charm in a given battle.

MoEP: The Sidereals, p. 161

Trait: 5 / Essence: 3

Ghost-Banishing Battle Pattern

Simple

Until Battle's End



Holy, Virtue-Compassion, War

⑧: The user must first activate Predestined Triumph Practice. Then the user must succeed on an [Intelligence + War] roll. The maximum number of successes that can be achieved is the user's permanent Essence.

During the battle, every hero or sorcerer imposes the number of successes on the first roll on on special character on the opposing side. Alternatively, every hero or sorcerer can impose a cumulative -1 penalty on the enemy's commander's War rolls. This penalty cannot exceed the user's Essence or reduce the commander's dice pool below 0.

This Charm can only be used against inhabitants of the Underworld. An army can benefit from only one Battle Pattern in a given battle.

MoEP: The Sidereals, p. 161

Trait: 5 / Essence: 3