

Flaw Finding Examination

NO	PERCEPTION	PERCEPTION 4, ESSENCE 2
8M	INSTANT	
SUPPLEMENTAL		PAGE 178
ANY PERCEPTION EXCELLENCY		
<p>Supplements either a craft roll to repair an item or any attempt to destroy it.</p> <p>Reflexively roll (Per. + Craft(relevant)) each success reduces repair time by 1 hour (min. 1 hr) or adds 2 dice damage or adds 1 to feets of srength.</p>		

Combo-OK

Monkey Shaping Emulation

NO	PERCEPTION	PERCEPTION 4, ESSENCE 2
5M	INSTANT	
SUPPLEMENTAL		PAGE 178
ANY PERCEPTION EXCELLENCY		
<p>Supplements a craft attempt to make a forgery or immitation. All craft rolls during the attempt take no penalties for the attempted forgery.</p>		

Combo-OK

Eyes of the Cat

NO	PERCEPTION	PERCEPTION 4, ESSENCE 2
6M		One Scene
SIMPLE		PAGE 179
ANY PERCEPTION EXCELLENCY		
<p>Automaticly sense anything in sense range which is normally unsensable for any reason. This charm grants no bonus to things that are merely difficult to detect.</p> <p>When activated with Fury benefits last for the duration.</p>		


Combo-OK, Fury-OK

Daivil-Restraining Grip

NO	PERCEPTION	PERCEPTION 4, ESSENCE 3
5M, IWP		One Scene
SIMPLE		PAGE 179
Eye of the Cat		
<p>Target one spirit that you can see. Roll (Per. + Occ.) diff. target's essence. On success the spirit may not move further than (Spirit's Essence x 4) yards from Lunar. May not dematerialise unless Lunar allows, must materialise if Lunar wishes. If Spirit lacks motes to materialise Lunar must pay difference.</p>		


Combo-OK, Obvious

God-Cutting Essence

NO	PERCEPTION	PERCEPTION 4, ESSENCE 3
IM	INSTANT	
SUPPLEMENTAL		PAGE 179
Eye of the Cat		
<p>May attack and immaterial spirits, the attacks cause Agravated damage.</p> 		

Combo-OK, Obvious

Spirit-Maiming Essence Attack

NO	PERCEPTION	PERCEPTION 5, ESSENCE 4
3M	INSTANT	
REFLEXIVE (Step 8)		PAGE 179
Devil-Restraining Grip, God-cutting Essence		
<p>Add Essence dice to post-soak damage when attacking a spirit. A spirit killed by this attack is destroyed.</p> 		

Combo-OK, Obvious

Instinctive Essence Prediction

NO	PERCEPTION	PERCEPTION 4, ESSENCE 2
4M		One Scene
SIMPLE		PAGE 179
ANY PERCEPTION EXCELLENCY		
<p>Whenever someone you can sense activates a charm or magical effect reflexively roll (Per. + Essence) diff. equal to charm's minimum essence requirement (min. diff. 1) Success means you know roughly what the charm does.</p> <p>Add any excess successes to any oposed rolls to counter the charm.</p>		

Combo-OK, Fury-OK

All-Encompassing Sorcerer's Sight

NO	PERCEPTION	PERCEPTION 5, ESSENCE 3
6M		INSTANT
REFLEXIVE (Step 1)		PAGE 179
Eye of teh Cat, Instinctive Essence Prediction		
<p>This Charm allows the character to see motes, Essence-fueled effects, power and dematerialized or invisible but magical creatures and effects. These things become valid targets for the character's visual Awareness rolls. All Charms are treated as Obvious. The character recognizes all artifacts, manses and demesnes as such. The character can automatically recognize a creature with Essence 4+ as a supernatural creature. Characters using Stealth to avoid detection are not automatically revealed by their Charms, Essence trait or carried artifacts. Instead, add the target's Essence in dice to any attempt by the character to pierce mundane or magical Stealth. If the character makes a conscious attempt to analyze what he sees, this Charm allows an (Intelligence + Occult) roll to do so. Identifying the exact effects of an unknown Charm or spell is difficulty 5. Gauging the rating of a person's Essence trait, a demesne, a manse or an artifact has difficulty 2.</p>		

Sense Borrowing Method

NO	PERCEPTION	PERCEPTION 3, ESSENCE 2
5M		INDEFINITE
SIMPLE		PAGE 180
ANY PERCEPTION EXCELLENCY		
<p>Against Animal Int. Ess. 1 targets succeeds automatically. Otherwise roll (Per. + Occ. + Ess.) diff. Target's (Int. + Ess.). On success gain access to all of target's senses.</p> <p>Attunement to or detunement from a target is a 1 min. dramatic action.</p> <p>Target rolls for ability to spot things, but Lunar effects that add autosuccesses work on these also for the purposes of determining if the Lunar notices.</p> <p>May take ordinary actions at a -3 Ext. Pen. If shocked back into own body by significant shock take a -1 Ext. Pen for 5 actions.</p> <p>As long as essence remains committed may borrow target's senses at any time.</p>		

Combo-OK, Touch

Predator is Prey Mirror

NO	PERCEPTION	PERCEPTION 5, ESSENCE 4
4M, IWP		One Scene
SIMPLE		PAGE 180
Sense Borrowing Method		
<p>Target must be in speaking distance.</p> <p>Roll (Per. + Surv.) diff. Target's Per. On success target is forced to see through target's eyes.</p> <p>Target suffers -2 int. pen. when Lunar can see target, and -4 Ext. pen. when Lunar cannot.</p> <p>Target must roll Valour diff. 2 or DV is reduced by 2.</p>		

Combo-OK, Obvious

Watchful Spider Stance

NO	PERCEPTION	PERCEPTION 4, ESSENCE 3
6M, IWP		INDEFINITE
SIMPLE		PAGE 181
Sense-Borrowing Method		
<p>Target an area known as your territory no greater than (Essence x 10) square miles. May use perception to notice anything within territory as if it were in your presence, unusual events merit reflexive (Per. + Awar.) rolls.</p>		

Combo-OK

Grandfather Spider Mastery

NO	PERCEPTION	PERCEPTION 5, ESSENCE 4
PERMANENT		PAGE 181
Watchful Spider Stance		
<p>May declare conditions in which you can activate Watchful Spider Stance reflexively. May not set more conditions than your Essence.</p>		

Blood on the Wind

NO	PERCEPTION	PERCEPTION 3, ESSENCE 3
4M, IWP		INDEFINITE
SUPPLEMENTAL		PAGE 181
ANY PERCEPTION EXCELLENCY		
<p>Automatically receive one more success than opponent in opposed tracking checks to track target. When competing with opposing charms add Essence successes to contested roll.</p> <p>When losing a contested roll if you have tasted your target's blood your target may still never lose you completely.</p>		

Combo-OK

Inevitable Spoor Discovery

NO	PERCEPTION	PERCEPTION 3, ESSENCE 2
4M		INSTANT
SIMPLE		PAGE 181
ANY PERCEPTION EXCELLENCY		
<p>Roll (Per. + Invest.) to detect essence traces of anyone who passed through the area recently. One success provides traces for 24 hours into the past, each additional success doubles the time.</p> <p>May get a (Per. + Awar.) roll to identify a person by scent previously identified by this charm.</p>		

Combo-OK

Diving Hawk Inspiration

NO	PERCEPTION	PERCEPTION 3, ESSENCE 2
3M	Until Next Action	
SUPPLEMENTAL		PAGE 182
ANY PERCEPTION EXCELLENCY		
Until next action all ranged attacks ignore target's bonuses from formation.		

Combo-OK, War

Bird Falls from Flock Targeting

NO	PERCEPTION	PERCEPTION 4, ESSENCE 3
3M	INSTANT	
SUPPLEMENTAL		PAGE 182
Diving Hawk Inspiration		
Ignore penalties for targeting a commander or Special Character.		

Combo-OK, War

Eagle Eye Advantage

NO	PERCEPTION	PERCEPTION 3, ESSENCE 1
2M		Until Next Action
SIMPLE		PAGE 183
ANY PERCEPTION EXCELLENCY		
<p>This is a speed 6 aim action. In all other ways it acts like an aim action (and may be aborted at any point), but the maximum bonus is +6. If the Lunar continues to take normal aim actions the extra dice are not lost.</p>		

Combo-Basic

Wolf Eye Advantage

NO	PERCEPTION	PERCEPTION 3, ESSENCE 1
1M		INSTANT
SUPPLEMENTAL		PAGE 183
ANY PERCEPTION EXCELLENCY		
<p>Ignore all penalties from obscured vision.</p>		

Combo-OK

Riding the Secret Wind

NO	PERCEPTION	PERCEPTION 5, ESSENCE 4
4M	INSTANT	
SIMPLE		PAGE 183
Wolf Eye Advantage		
<p>Ignore all mundane barriers which would block your supplemented attack.</p>		

Combo-OK

Wolf Ear Advantage

NO	PERCEPTION	PERCEPTION 3, ESSENCE 1
2M	Until Next Action	
SIMPLE		PAGE 183
ANY PERCEPTION EXCELLENCY		
<p>This charm is a speed 6 Study/Monologue action. In all other ways it is identical to a normal Study/Monologue action, except that the maximum bonus is +6. Extra Study/Monologue actions after the charm has been activated do not lose the bonus.</p>		

Combo-Basic

Keen Sight Technique

NO	PERCEPTION	PERCEPTION 3, ESSENCE 1
3M		One Scene
Reflexive		PAGE 183
ANY PERCEPTION EXCELLENCY		
<p>Adds two bonus successes on all vision based (Per. + Awa.) rolls, and allows the detection of things too faint to be detected by human sight.</p>		

Combo-OK

Heightened Sight Method

NO	PERCEPTION	PERCEPTION 4, ESSENCE 2
2M		INSTANT
SIMPLE		PAGE 183
Keen Sight Technique		
<p>Doubles successes on vision-based perception rolls before penalties are applied. Unless in form of an animal renowned for its vision maximum bonus is (Perception) successes.</p>		

Combo-OK

Keen HearingTechnique

NO	PERCEPTION	PERCEPTION 3, ESSENCE 1
3M		One Scene
Reflexive		PAGE 183
ANY PERCEPTION EXCELLENCY		
<p>Adds two bonus successes on all hearing based (Per. + Awa.) rolls, and allows the detection of things too faint to be detected by human hearing.</p>		

Combo-OK

Heightened Hearing Method

NO	PERCEPTION	PERCEPTION 4, ESSENCE 2
2M		INSTANT
SIMPLE		PAGE 183
Keen Hearing Technique		
<p>Doubles successes on hearing-based perception rolls before penalties are applied. Unless in form of an animal reknowned for its hearing maximum bonus is (Perception) successes.</p>		

Combo-OK

Keen Smell Technique

NO	PERCEPTION	PERCEPTION 3, ESSENCE 1
3M		One Scene
Reflexive		PAGE 183
ANY PERCEPTION EXCELLENCY		
<p>Adds two bonus successes on all taste or smell based (Per. + Awa.) rolls, and allows the detection of things too faint to be detected by human taste and smell.</p>		

Combo-OK

Heightened Smell Method

NO	PERCEPTION	PERCEPTION 4, ESSENCE 2
2M		INSTANT
SIMPLE		PAGE 183
Keen Smell Technique		
<p>Doubles successes on smell or taste-based perception rolls before penalties are applied. Unless in form of an animal renowned for its sense of taste or smell maximum bonus is (Perception) successes.</p>		

Combo-OK

Blood-Kin Sense

NO	PERCEPTION	PERCEPTION 4, ESSENCE 2
1M, 2M, or 4M	INSTANT	
SIMPLE		PAGE 183
ANY PERCEPTION EXCELLENCY		
<p>Roll (Per. + Invest.) diff. Target's (higher of Man. or Soc.) Success reveals target's strongest social tie.</p> <p>Cost is:</p> <ul style="list-style-type: none"> * 1M if tie is to a blood relative or spouse. * 2M Long-time friend or lover. * 4M Anyone else. <p>If person is present Lunar learns who they and what the tie means to the target. If not present only learn what tie means to target. never learn names and faces.</p> <p>Alternatively for 4M name a known person, the charm determines the relationship between the target and the named person. Tasting the target's blood at most a day before, or being able to adopt the target's form through natural shapeshifting for any reason adds one succes to the roll.</p>		

Combo-OK

Motive-Dissecting Eye

NO	PERCEPTION	PERCEPTION 4, ESSENCE 2
3M	INSTANT	
SIMPLE		PAGE 184
Blood-Kin Sense		
<p>Roll ([Int. or Per.] + Invest.) diff. 1 with an external penalty equal to target's (Man. + Soc)/2. On a success learn one of the following:</p> <ul style="list-style-type: none"> * Motivation * Primary Virtue * A chosen Virtue's value * A current intent, desire, or emotion. <p>When activated as part of Fury the character is aware of all attacks for the duration of the Fury.</p>		

Combo-OK, Fury-OK

Leaf-Falling Scrutiny

NO	PERCEPTION	PERCEPTION 4, ESSENCE 2
2M	INSTANT	
REFLEXIVE		PAGE 184
Blood-Kin Sense		
<p>Do one of the following, with a reflexive (Per. + [named ability]) roll at standard difficulty:</p> <ul style="list-style-type: none"> * Determine named target's rating with named ability. * Determine examined target's highest rated ability. * Examine everyone in sight and see if they have named ability at 3 or higher. Maximum magnitude is (Essence). <p>If target is attempting to conceal ability then difficulty becomes target's higher of Man. and Soc.</p>		

Combo-OK

Fellow Hound Insight

NO	PERCEPTION	PERCEPTION 4, ESSENCE 3
2M	INSTANT	
REFLEXIVE		PAGE 184
Eye of the Cat, Leaf-Falling Scrutiny		
<p>Name a type of supernatural creature. Roll (Per. + Ess.) diff. Highest Essence of any creature in the within Lunar's (Ess. x 5) yards except the Lunar. Success detects all creatures on named type in that area.</p> <p>When used on Spirits only detects self-aware and active gods.</p>		

Combo-OK

Wyld-Sensing Instincts

NO	PERCEPTION	PERCEPTION 3, ESSENCE 2
3M, IWP		INDEFINITE
SIMPLE		PAGE 185
ANY PERCEPTION EXCELLENCY		

Whilst charm is active may roll (Per. + Awa.) to detect where Wyld is nearest, where it is strongest, and how dangerous it may be wuthin a number of miles equal to rolled successes. Outside of Creation each level of Wyld doubles this range. This charm is unusable in Pure Chaos.

Charm also garanntees avoding dangerous winds of chaos unless roll is failed or external intent affects things. Even then roll reflexive (Per. + Awa.) to detect incoming danger. May lead a group of no larger than magnitude 1 with this charm.

Also add (Ess.) successes to any perception roll to detect or identify Wyld influences.

Combo-OK, Wyld


Resisting the Lure of Madness

NO	PERCEPTION	PERCEPTION 4, ESSENCE 2
5M		INDEFINITE
SIMPLE		PAGE 185
Wyld-Sensing Instincts		

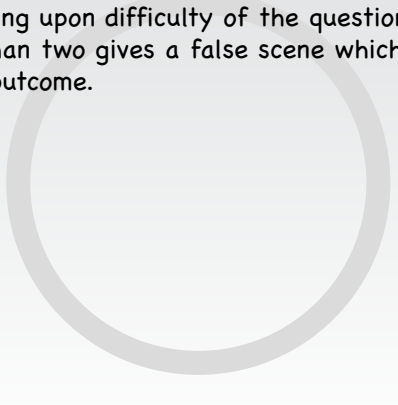
Makes Lunar (and companions up to magnitude 1) immune to Wyld derangements and Wyld Addiction. Companions who wander more that Lunar's (Ess. x 10) miles from Lunar are no longer protected.

Combo-OK, Wyld

Wyld Migration Formation

NO	PERCEPTION	PERCEPTION 5, ESSENCE 3
PERMANENT		PAGE 186
Resisting the Lure of Madness		
<p>The maximum magnitude leadable or protectable with Wyld-sensing Instincts or Resisting the Lure of Madness is (Ess. - 1).</p> 		

Eagle-Fish Transition Prophecy

NO	PERCEPTION	PERCEPTION 5, ESSENCE 4
12M, 2WP		INSTANT
SIMPLE (Dramatic Action)		PAGE 186
ANY PERCEPTION EXCELLENCY, ANY INTELLIGENCE EXCELLENCY		
<p>Pose a question to the Wyld and activate this charm, a dramatic action which takes 1 scene.</p> <p>Roll (Int. + Occ.) difficulty depending upon difficulty of the question. Success gives a vision of the correct answer. Failure by more than two gives a false scene which appears true. Botching gives a vision of the Lunar's most feared outcome.</p> 		

Combo-OK, Obvious, Wyld