

## Full Moon Charms

### **Ferocious Guardian Beast Stance (•••)**

The Lunar lashes out to intercept any blow that might strike someone she holds dear.

**System:** If the Lunar is next to someone who she is aware is being attacked, she may reflexively spend 1 Essence. Doing so causes the Lunar to perfectly parry that attack on his behalf.

### **Relentless Lunar Fury (•••••)**

The Lunar taps into the bestial fury burning in her Exaltation that rages whenever something she cares about is threatened.

**System:** Reflexively spend 1 Essence during combat. For the next (Essence rating) turns, the Lunar no longer suffers wound penalties and is immune to being stunned from losing more health levels in one turn than her Stamina rating. While Relentless Lunar Fury is active, whenever the Lunar would be dropped down to the Incapacitated health level while she is acting to protect one of her Intimacies, she may roll her Essence rating against difficulty 6. If she succeeds, she ignores any damage that would drop her down to the Incapacitated health level or lower. Whenever the Lunar succeeds on this Essence roll, the difficulty of any further Essence rolls made to ignore damage with Relentless Lunar Fury increases by 1 for the rest of the scene. If the Lunar takes any defensive actions, Relentless Lunar Fury immediately deactivates.

## Changing Moon Charms

### **Silver and Gold Span the Heavens (•••)**

A long, long time ago, the Lunar Exalted broke the chains binding them to the Solars. In a way, this necessary action is a tragedy, as the bond was never supposed to be a leash. The patron of the Lunars so valued the connections she shared with her paramore, and her celestial counterpart, that she wanted her children to know the same joy she did. Intentions often mean little when all is said and done, and in the end it only led to the Solars using what was supposed to be a thing of beauty to instead abuse and subjugate those who should have been their partners and closest confidants.

Although those bonds were broken before recorded history, the Exaltations still dimly remember.

**System:** By touching a Solar, Abyssal, or Infernal the Lunar has a positive Intimacy towards and spending 1 Essence, the Lunar recreates the Solar Bond of old. As long as that connection remains, the Lunar gains access to a dice pool with a number of dice equal to twice her permanent Essence in it. The Lunar may add one or more of these dice to any action where she is attempting to aid the Solar she is bonded with. There is a reason why the Solar Bond was considered a leash though. As long as the Solar Bond remains, the Difficulty of any dice roll made by the Lunar to deliberately work against the Solar increases by 1 and the difficulty of any social roll against them by said Solar is reduced by 1.

It's possible that the Exaltation remembers why the bond was broken in the first place as well, because if the Intimacy to the Solar is negative, the Lunar may instead add those dice to any attempt to hinder or harm the Solar and find the Difficulty of any roll taken to benefit the Solar increases by 1.

Expended Solar Bond dice are regained at the beginning of the next story. Silver and Gold Span the Heavens can be reflexively canceled at any time, and automatically does so if the Lunar loses the Intimacy to the Solar they are bonded with. The Solar Bond dice pool exists independently of any particular Solar, so if the Lunar ends the Charm and then uses it on another Solar in the same story, the dice pool does not refresh.

### **Sharing the Gift of Luna (••••)**

The Garou believe that their Rage was granted to them by Luna herself. There might be some truth to that, as the Lunar can do the same.

**System:** Spend 3 Essence while touching a mortal or animal. That creature gains the Berserker form power, but their Rage pool starts out empty. The Lunar can revoke the gift of Rage at any time she wishes.

### **Wolf Pack Training Technique (•••••)**

By leading a pack in a series of hunts, the Lunar can teach her animal students to thrive in adverse conditions.

**System:** During each day of training an animal or a group made up of animals that are no smaller than a small rodent, spend 1 Essence per student. At the end of seven days of training taking the form of hunting exercises, all students gain 25 experience to spend raising their Physical Attributes, Perception, Wits, and Alertness, Athletics, Brawl, or Survival. Physical Attributes may only be raised 2 dots higher than they would usually be for that species. The Charm can be used on the same students repeatedly, but bestows only 20 experience points on subsequent training regimens.

Furthermore, any animal the Lunar trains becomes as intelligent as an Intelligence 1 human, along with the same maximum Intelligence of 5.

Any animals the Lunar wants to train must have some capacity to learn and grow, so most invertebrates are not eligible targets, although there are exceptions.

Any creature who has undergone Wolf Pack Training who achieves 5 dots in an Ability or Attribute under this Charm's training regimen gains the ability to do stunts in the same fashion as the Exalted.

## **No Moon Charms**

### **Dream-Weaving Art (••)**

By dissolving chimerical materials into silvery essence, the Lunar expertly weaves her dreams into something approximating existence.

**System:** The Lunar gains a Specialty in "forging chimera," that applies to all rolls to plan and craft chimera and chimerical items. If the Lunar creates a chimera, she can ensure it is self-aware by spending 1 Willpower. In addition, the Lunar can spend 1 Essence to count as having specialized tools and workspace for the purposes of forging chimera for the next 8 hours.

### **Unbound Demiurge's Dream (••)**

When some people get into the zone on a project, it can almost feel like time melts away. In the Lunar's case, it really does.

**System:** By spending 1 Essence, the Lunar can work five times faster than normal on Crafts, Science, Technology, or Computer-based projects to create, modify, or repair something for the next 8 hours. The Lunar can assist someone working on a project to allow them to benefit from Unbound Demiurge's Dream, and this stacks with the Charms of other Exalted. For example, a Lunar could assist a Sidereal using Excellent Implementation of Objectives to allow him to work ten times faster on a project, or a Solar using Craftsman Needs No Tools so he could work 15x faster. By spending 2 Essence, the Lunar can even speed up other Exalts who are using crafting Charms like Devil-Refining Cauldron or World-Slaying Arsenal Epiphany, although the bonus to crafting speed is only three times faster rather than five.

### **Wasp of the Labyrinth Trick (••)**

By growing a six-inch stinger and injecting parasitic eggs created from the Lunar's own Essence, the Lunar can animate the corpse with a semblance of life.

**System:** The Lunar may spend 1 Essence and roll Intelligence + Occult to inject a corpse with spiritual parasites and raise it as a zombie. If attempting to usurp control of a zombie or similar mindless corpse-servant from a necromancer, the difficulty is the controlling character's Willpower. If attempting to exhort a corpse to stand (use the same zombies created by Command the Dead) up and serve her, the difficulty is 6. A zombie created or commandeered with this Charm will obey the Lunar's commands to the best of its very limited abilities. Zombies animated by Wasp of the Labyrinth Trick last for one cycle of the moon before being rapidly consumed by the spiritual larva that can sometimes be seen moving beneath its skin, releasing a number of silver wasp spirits equal to the Lunar's Essence rating. These wasps are simpleminded and skittish, but quite beautiful. If the zombie is destroyed through violence, the silver wasps will burst free and attack whoever did it if possible, but will otherwise flee the area unless attacked.

#### **• Silver Parasitic Wasp**

**Willpower 2, Rage 2, Gnosis 1, Essence 5**

**Charms:** No special Charms

### **Donning the Rainbow Mantle (•••••)**

Like the moon and tides, something about Lunar Essence seems pull at the Dreaming. Drawing on the phenomena, the Lunar can wrap the stuff of dreams around herself and form it into a prismatic cloak made of Glamour. Any Changeling that examined it would recognize it as a voile: a piece of chimerical clothing that can form when a Changeling first undergoes the Chrysalis.

**System:** The Lunar gains the ability to passively see and interact with chimerical reality if she could not already, but much more importantly, she also gains some measure of dominion over it. By spending 5 Essence and 1 Willpower while in a Dragon's Nest she controls or shares control of, the Lunar can turn it into a freehold. If she does so, the Lunar gains a number of dots in the Holding Background equal to her Essence. While the Lunar likely has little use for the Glamour it produces, she can still allow others to draw on it. The Lunar retains the bonuses provided by the Dragon's Nest Background, and the holding counts as a Dragon's Nest for the purposes of regaining Essence and Charms that rely on being in a Dragon's Nest.

If the Lunar knows Secure Den Prana, she can instead turn her Den into a Freehold. If she does so, the Den is no longer just a Horizen Realm, but is also considered to be in the Near Dreaming. While a Den-Realm freehold continues to mostly resemble the Lunar's totem shape's natural habitat, plants, animals, and environmental features that are not found anywhere in the world can also appear. A field that normally supported a population of rabbits might be inhabited by jackalopes who communicate through song-like calls instead, or a maple forest might have leaves that shine like bronze and gold.

Turning the den into a Freehold does come with a disadvantage however: the entrance to the Lunar's Den also exists in the Near Dreaming, allowing curious or malicious chimera and Changelings to intrude in addition to things that can cross into the Umbra. Luckily, the pathway is obscured, requiring both knowing the location and succeeding on a Perception + Awareness or Kenning roll at a difficulty of 9 if the intruder has never been inside the Den or witnessed somebody entering it. The Den-Freehold provides a Holdings rating equal to the Lunar's Essence.

### **God-Body Dissection (•••••)**

Much like a wolf hamstringing a buffalo, the Lunar can cripple her prey to make it easier to go in for the kill. But while most may settle for attacking the body, the Lunar's fangs and claws can laserate the spirit as well.

**System:** Reflexively spend 3 Essence and 1 Willpower while making an attack in close combat. If the Lunar deals at least 1 lethal or aggravated damage, roll her Essence rating against Difficulty 6. For a number of days equal to the successes rolled, she disables one power that she has perceived the target using. This Charm only fails to activate on a botch, but if no successes are rolled, the target only loses that power for a single scene. If the target resists, then he makes a contested Willpower roll (both against difficulty 6). If he accumulates more successes than the Lunar, he does not lose the target power.

Innate powers like a Werewolf's regeneration or shapeshifting cannot be targeted by God-Body Dissection, but powers like Gifts and Disciplines can be taken away. God-Body Dissection is especially hard on Mages and Changelings, as they can potentially lose access to an entire Sphere or Realm in the process. In instances involving spells using multiple Spheres and Combo Disciplines, the Lunar can only disable one of the individual powers that make it up at a time. The Charms of the Exalted are never a valid target of God-Body Dissection.