

# SIDEREAL HOMEBREW

## OPTIONS FOR SIDEREAL PCS

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### UNIVERSAL CHARMS

The following are Universal Charms available to all Exalted, and Sidereal-exclusive modes for those Charms.

### EXCELLENCY

#### [ABILITY] EXCELLENCY

**Fateful Excellency (Sidereal)/Fate-Twisting Excellency (Getimian):** Purchase this mode separately to add the following effect to the Charm: Spend one additional mote or one banked set of stunt dice to reduce the Target Number of the dice roll by 1 (generally to TN 6). No combination of effects can lower the TN of a roll below 4.

**Oldest Secret Revealed (Upgrade, Essence 2):** *All secrets are identical from the perspective of one who does not know them. If wisdom is a better thing than ignorance, then all knowledge should be indivisible as well. Exploiting this unique insight, the Sidereal cross-strings the threads of her destiny, multiplying her competence.* Purchase this mode separately to add the following effect: Spend 1 additional mote to use this Excellency to add dice to a roll based on a different Ability whose Excellency the Sidereal does not know.

### ATHLETICS (DEFENSE)

#### FLICKERING SHADOW EVASION

**Venus Promises Only Hope:** *The guidance of fate allows the possibility of evasion even in the direst circumstances.* If the roll results in no successes, reroll a number of dice equal to her Essence. If this still results in no successes, the Sidereal gains +1 Defense against the attack.

#### FLOW LIKE BLOOD

**Impeding the Flow:** *The Sidereal diverts the flows of Essence and fate that normally allow others to attack her.* On Step 4, if the Sidereal successfully

defends, she may choose to steal no Power from the opponent. In that case, the opponent generates no Power from the attack.

## REED IN THE WIND

**Orchestration of Conflict:** *The Sidereal manipulates the local flow of a conflict through the ripple effects of her own actions.* When the Sidereal successfully defends against an attack from a nontrivial foe, she keeps the bonus to her Defense against that specific opponent until they hit her or until the end of the scene, whichever happens first. This effect is cumulative with itself.

## ATHLETICS (MOVEMENT)

### EAGLE-WING STYLE

**Fatebound Moth Wings:** *Like a moth to a flame, the Sidereal ties her fate to that of another flier.* As long as she is within Close range of another flying creature, the Sidereal is immune to the **knockdown** gambit. The Sidereal flies as per Lunar mode as long as she remains within Close range of another character that also can fly as per Lunar mode.

### GRACEFUL CRANE STANCE

**Pattern Spider Stride (Essence 2, Athletics 3):** *The Sidereal scuttles on the threads of fate like a pattern spider.* Commit one additional mote. The character can move through or stand upon the air as easily as on the ground.

### MONKEY LEAP TECHNIQUE

**Forgotten Earth:** *The character leans back into the taut strands of fate and launches from them like an arrow from a bowstring.* All movement granted by this Charm and its upgrades can be done reflexively. When she does, she moves instantaneously without crossing the space in between.

## AWARENESS

### CRAFTY OBSERVATION METHOD

**Marvelous Inclusion of Details (Upgrade, Essence 2):** *The things of mystery and enigma wear a faint, joyous glamor in the Sidereal's eyes. Secrets go out of the way to provide the kinds of evidence she likes best.* Once per scene, the Sidereal may perform a Dramatic Edit at no cost. The character chooses what kind of

evidence she finds—a murder weapon, a book shelved right next to her, notes stuffed in such a book, footprints or whatever, subject to the Storyteller's approval. When she does, she gains one anima.

## ENHANCED SENSES

**Supernal Awareness:** *The Sidereal can see the web of fate around her as it cascades into the unavoidable reality of the present.* Commit 1 mote for the scene and declare a specific kind of creature (mortals, elementals, ghosts) or event (combat, the use of Essence, the mention of her name). The Sidereal automatically perceives any instance of the chosen target with her enhanced senses up to Extreme range, even if it would normally be impossible to do so. If a specific instance of the chosen target is purposely hidden, the Sidereal can always make a roll to detect it, and she gains her Essence automatic successes on the roll. A repurchase at Essence 3 extends the range to a significant distance (such as the area of an entire town or city).

## EVIDENCE DISCERNING METHOD

**Auspicious Prospects Discernment:** The Sidereal may use her Passive Anima Effect as if meeting the target in person.

## JADE LEAVES A TRAIL

**Bureau Profile Requisition:** When the investigation involves a god, a judge, or a magistrate, the Sidereal adds her Essence in bonus dice to all relevant rolls, and she may spend extra successes to buy advantages as if making an Investigation venture.

## JUDGE'S EAR TECHNIQUE

*Author's Note: This one doesn't get a mode because I think it is a terrible Charm that should not exist.*

## SPIRIT-CUTTING GLANCE

**Mark of Exaltation:** *The Sidereal makes of his caste mark a lantern that can reveal unmanifested spirits.* All Exalts and agents of Heaven within Short range can also see dematerialized spirits. This does not grant them the ability to attack dematerialized spirits as if materialized.

## WITNESS RAPPORT TECHNIQUE

**Hayseed Eye:** *The Sidereal follows the witness' thread of fate all the way back to the moment it was stained by the lie.* Upon succeeding on a Read Intentions roll to discern the truth from a non-trivial character, the Sidereal can spend two

extra successes to learn whether somebody else compelled the target to lie or conceal the complete truth. Two additional successes reveal the identity of that somebody, but only if they are connected to the Loom of Fate. If a Charm or other effect protects the manipulator's identity, this Charm calls for a roll-off, and the Sidereal adds her Essence in extra dice to the roll.

## CLOSE COMBAT (ATTACK)

### ARSENAL SUMMONING GESTURE

**Vizier-and-Squire Revision:** The Sidereal can always stunt to Dramatic Edit the fact that she was already wielding her weapon or wearing her suit of armor, allowing her to use this Charm as a reflexive action on Step 1 of her attack, or Step 2 of an enemy's attack against her. She cannot claim any piece of armament, only those recognizable as her own. If she chooses not to gain any anima from her use of this Charm, it does not count as her Charm use for that Step.

### DRAGON COIL TECHNIQUE

**Coercion By All Means:** *Bound by the Sidereal's superior strength, the target finds themselves powerless to reject her words.* While maintaining a successful grapple initiated by this Charm, the Sidereal gains an automatic success on social influence rolls against the grappled opponent.

### FISTS OF IRON TECHNIQUE

**Horrific Wreath:** *The character mirrors her Essence to that of her enemies. When she strikes at a demon, she wreathes her fists in a hideous red glare.* Spend 1 additional mote. The Exalt's unarmed attacks deal aggravated damage to creatures of darkness for a number of turns equal to her Essence. This can be renewed at the end of the effect's final turn, which doesn't count as a Charm use.

### GUARD BREAKING TECHNIQUE

**Smiling at the Damned:** *In the moment her weapon strikes true, the colors around the Sidereal take on a harsh red tinge. Essence dissolves at the touch of her weapon.* Spend one additional mote on Step 5 of a **decisive** attack. Halve the damage pool before making the roll. The damage becomes aggravated.

## HEAVEN THUNDER HAMMER

**Flow-Breaking Strike:** *The Sidereal blows away not only her target, but their relevance in the engagement as well. The target loses Power equal to the range bands they are knocked away. If they have not yet acted in the round, they automatically must act last. If they have already acted in this round, their next turn is automatically relegated to the tail end of the next round. Significant targets can make a reflexive Integrity or Presence roll at a difficulty of 2 + the Sidereal's Essence to reassert their own value and overcome this effect.*

**Pitiless Leash of Fate (Stealth 3):** *Even as the target is blown away, they cannot know that their thread of fate is in the Sidereal's hand, to ensure she will strike true again. This mode must be purchased separately. Commit one mote. For the rest of the scene, the target cannot move away from the Sidereal. On any given round, if either the Sidereal or the target moves towards the other before the Sidereal makes a Close Combat attack against the target, the attack is resolved as if the Sidereal had performed a Rush action. Additionally, she gains the higher of her or the target's Essence in bonus dice (maximum 5) to her next roll to track and travel towards the target before the end of the session.*

**Dynasty-Ending Fist (Upgrade, Presence 3):** *Not even the threads connecting the target's fate to others can hold the target of the Sidereal's mighty blow. Spend two additional motes. For the rest of the scene, positive Intimacies and Intimacies of fear and obedience towards the target for all purposes do not exist and cannot be created.*

## MANY ATTACKS TECHNIQUE

**Harmony of Blows:** *The Sidereal notices openings well before they appear. She chooses her blows precisely, combining them harmoniously. The second attack can be based on any other applicable Ability, such as Ranged Combat or Sagacity. If the second attack is not based on Close Combat, reduce the flurry penalty to one die.*

*Author's Note: I do not like the original Harmony of Blows on the ExEss manuscript. It sacrifices present success for the possibility of future success. In other words, it is a gamble. Compared to the other modes, I find it vastly inferior.*

## SWIFT COUNTERATTACK

**Kata of Mirrored Fates:** *A Sidereal may graciously share her fate with her opponent. If the Sidereal is attacking in response to an attack that dealt damage to her, the attack does not suffer the flurry penalty. If the triggering attack was supplemented by Charms or Evocations on any of its Steps, the*

Sidereal may use the same Charms (using the target's modes) and Evocations even if she does not know them, and even if it is normally impossible for her to learn or use them. She must pay all relevant costs, including the Power cost of a **decisive** attack.

## CLOSE COMBAT (DEFENSE)

### BULWARK STANCE

**Serenity in Blood:** *The Sidereal can disrupt the path of any attack made against her, for they are all bound by fate.* This Charm automatically deflects attacks by trivial opponents, as if they had failed to overcome her Defense. If the only penalty to the Sidereal's Defense is the effect of surprise, waive the cost of this Charm.

### HEAVENLY GUARDIAN DEFENSE

**Duck Fate:** *The Sidereal sees impending danger rippling towards her in the skein of fate and chooses not to meet it.* The character may always pay one anima or one banked set of Stunt Dice instead to describe how the hazard fails to harm her without any noticeable effort from her part. She needs to apply this Charm to a continuous effect only once.

### LOYAL GUARDIAN APPROACH

**Trouble Reduction Strategy:** *Generous Sidereals learn to spot impending danger to others as well.* Commit one additional mote. The Sidereal may apply this Charm to any number of targets as far away as Short range. She does not move, merely entwining her fate with those of her targets to override their defensive efforts. If the target suffers a **decisive** attack, the Sidereal may choose to let the target take the damage, or transfer the damage to herself through their entwined threads of fate.

### PORTENTOUS WARDING DEFENSE

**Crimson Palm Counterstrike:** *Coming to an accommodation with the enemy's movements, the Sidereal learns to interrupt their strike before it happens.* The Sidereal can use this Charm on Step 1 of a clash. Instead of the Charm's normal effect, add automatic successes to the clash roll equal to her Defense.

# CRAFT

## CLEVER IMPROVISATION METHOD

**Quintessential Improvisation:** *In Heaven, Sidereals have access to **quintessence**, the substance of prayer, from which most things in the godly realm are made.* When in Heaven, spending one set of banked Stunt Dice makes the item last indefinitely unless taken out of Yu-Shan, in which case it breaks apart at the end of the scene.

## DURABILITY-ENHANCING PROCEDURE

**Venus-and-Saturn Alignment:** *When the creations of the Sidereal are destroyed, there are consequences.* When an object enhanced by this Charm is destroyed, the character who did it must accept a **hard bargain**. Otherwise, the object remains fully functional and effectively indestructible until the end of the scene, when it breaks as it is supposed to.

## EFFICIENT CRAFTING TECHNIQUE

**Elemental Vision:** *The Sidereal gains a special understanding of the element associated with a particular Maiden.* The Sidereal waives all penalties from inappropriate tools or workspace when performing mundane crafting ventures associated with their corresponding Maiden's element. Alternately, this Charm negates all penalties to a social influence roll targeted at gods or elementals of that element, or Dragon-Blooded of matching Aspect.

- **Journeys (Air):** Making small, decorative or high-precision items.
- **Serenity (Wood):** Carving, weaving and manipulating animal- and plant-based materials.
- **Battles (Fire):** Forging and casting large metal objects and creating objects using fire.
- **Secrets (Water):** Boiling and cooking plants, chemicals and animal materials.
- **Endings (Earth):** Creating buildings and large objects with stone or earth.

The Sidereal can repurchase this mode for the other Aspects/elements, but each repurchase increases the Craft requirement by one, to a maximum of Craft 5.

## FLAWLESS COUNTERFEIT TECHNIQUE

**Sidereal Shell Games:** *The character crosses the fates of an object and its replica, switching their identity and value.* While touching a replica she made, the Sidereal can spend two motes to switch its identity with the original's. All



mundane and magical scrutiny reveals her work is the original, and the other a replica. This effect can only be overcome by another application of this mode, or by other magical abilities that dispel effects dealing with fate.

## MORALE-BOOSTING MEAL

**Strange Party Approach:** *Sometimes unusual methods are necessary to encourage the ways of Venus.* The Sidereal chooses **one** of the following effects:

- **An Event Hard to Remember:** The difficulty of all rolls to resist succumbing to any form of gratification or intoxication increases by one for the duration of the event. When a character chooses to ignore influence encouraging such behavior, one of the bonus dice becomes an automatic success.
- **Mate-Procuring Tailfeathers:** The Sidereal chooses one character attending the event. For the duration of the event, she doubles 9s on rolls to seduce her target. If the target chooses to ignore the Sidereal's seduction, she may immediately switch to a different target, and she may use the bonus dice on her seduction attempt against that target.
- **Perfect Partner Beacon:** On a successful event, the Sidereal finds her way to a valuable partner or investor for a venture in the near future. If she starts a venture before the end of the current session, she adds automatic successes to the first obstacle roll equal to her Embassy or Presence score (her choice).

## QUICKENING THE FORGE

**Excellent Implementation of Objectives:** *Destiny simply cannot wait for the object the Sidereal is putting together, so it lets her get away with technicalities.* When the Sidereal is adopting a **woven destiny** of a profession matching the type of mundane craft being performed, she reduces the time scale by two steps, to a minimum of once per scene.

**Donning the Twilight Mantle (Upgrade, requires Masque of the Uncanny, Wonder-Crafting Initiation):** When using **Masque of the Uncanny** to disguise herself as an Exalt on top of a woven destiny of an appropriate profession, she reduces the time scale by two steps when crafting artifacts of the Exalt type's resonant material, or when building manses of aspect matching the Exalt type (and aspect, in the case of Dragon-Blooded), to a minimum of once per scene.

## SUDDEN TRAP ATTACK

**Pattern Spider Web:** *The Sidereal attaches strands of fate to her trap, inevitably dooming someone to fall prey to it.* The Sidereal can always spend a banked set



of Stunt Dice instead of one mote to retroactively reveal a trap already placed. She can place non-damaging traps that reproduce the effects of the **Disarm**, **Ensnare**, or **Knockdown** gambits unless avoided with a successful Awareness roll. Increase the difficulty of such traps by two.

## TERRAIN-ALTERING ADVANTAGE

**Unweaving Method:** *The Sidereal imbues her surroundings with the essence of chaos and endings.* The Sidereal can always spend a banked set of Stunt Dice instead of a mote to activate this Charm. She may spend one mote and one anima to add half her Essence (rounded up) levels of aggravated damage to the environmental hazard. Characters and items shielded from the influence of the Wyld are immune to this extra damage.

## WONDER-CRAFTING INITIATION

**Implicit Construction Methodology:** *The wheels of fate turn in the Sidereal's favor, snowballing fortuitous events until her grand project comes to fruition all on its own.* Commit one mote at the start of a venture to craft an artifact or build a manse. Once the Sidereal has overcome the first obstacle, she no longer needs to be physically present or even keep participating in the venture for it to complete itself, as long as she can stunt reasonable fortuitous events that help resolve the obstacles without her direct intervention: a group of refugees from a neighboring realm happens to include a family of skilled artisans, an architect comes up with a solution to the design flaw by watching a bird building its nest, other parties aiming for the rare materials or the demesne take each other out, and so on. Everybody involved in the crafting project *somehow* knows she is in charge and *somehow* knows what they have to do, even if they have never met her or she is on the other side of Creation.

The Sidereal still makes all the venture rolls and she may modify her dice pools with Charms as if she were present. Furthermore, she may sacrifice a portion of her personal fate to ensure the prompt resolution of her project: By taking one level of aggravated damage when making a venture roll, she may convert a number of dice equal to her Essence into automatic successes that do not count towards the cap.

## EMBASSY

### DEFT OFFICIAL'S WAY

**Never Stop Working:** *You think bureaucracy is your ally? Sidereals are born in it, molded by it.* Commit the mote during an interval between venture obstacle

rolls instead. Spend the committed mote when making the roll to choose one of the available effects. Until that moment, the Sidereal only needs to sleep for a heartbeat a day, and does not need to eat or drink.

The Sidereal also has the following effects available to her when spending the mote:

- Reroll a failed venture roll.
- Automatically become aware of any scrutiny on her venture in the time since the last venture roll. If the scrutiny is somehow magically concealed, the Sidereal gains her Essence in automatic successes on the roll off.

## ILLIMITABLE MASTER FENCE

**Harvest Ripe Wheat, Father Falling Hay:** *For reasons not worth going over, Sidereals are particularly adept at sniffing out corruption.* If the Sidereal stands in the reception area of a business, or visits its shop floor, she can instantly tell whether the business is “wholly corrupt,” “mostly corrupt,” “somewhat corrupt,” “mostly honest” or “totally honest.” The Storyteller provides only one answer, and it pertains to the organization as a whole rather than any member or employee.

## JADE LEAVES A TRAIL

See [HERE](#).

## MOTIVE-DISCERNING TECHNIQUE

**Record-Obtaining Inquiry:** The Sidereal may modify the available questions to instead inquire about the target's connection with any of her Exaltation's previous incarnations. Spend one mote when the investigation involves a god, a unique demon, or an Exalt of Creation. The Sidereal adds her Essence in bonus dice to the roll. At Embassy 4 or Integrity 4, she may also ask the following questions: *How is this character disrupting Heaven's plan? When, if ever, was the last time this character interacted with an Essence wielder? What is this character expected to do in the next scene?*

## MORALE-BOOSTING MEAL

See [HERE](#).

## THE PERFECT BARGAIN

**The Vizier Never Leads:** *Even when she is not one of the negotiating parties, the Sidereal is the one who decides the result.* As long as she is witness to a negotiation, even if she is not directly participating in it, the Sidereal may

grant the benefit of this Charm to one of the sides involved. If she does so, she doubles 9s on Read Intentions rolls against all other parties in the negotiation.

## THE PERFECT PRICE

**Destiny-Knitting Entanglement:** *The Sidereal intertwines the fate of an object with her target's desired object with her own, ensuring that it comes into her possession.* When neither the Sidereal nor her target possess the object in question, she gains a bonus success on Research venture rolls to locate it. Once she has learned the object's location, she may spend two motes to set the object on a Long Journey venture that delivers it to her hands through a succession of fortuitous events, which the Sidereal's player may describe as stunts. The Sidereal makes the obstacle rolls for the object, and may use her Charms to supplement those rolls. When the venture accrues a consequence, the Storyteller may add an additional obstacle instead.

Time scale: One scene

**Base obstacles:** 3-5, at Storyteller's discretion

**Common dice pools:** Finesse + Navigate

**Common obstacles:** Object Stored Away (Difficulty 4); Rough Terrain (Difficulty 4); Severe Weather (Difficulty 4); Unreliable Carrier (Difficulty 4); Damaged Mount/Vehicle (Difficulty 5); Dangerous Terrain (Difficulty 5); Completely Lost (Difficulty 6); Lack of Interested Parties (Difficulty 7 – Resources/Artifact rating, minimum 3)

**Common advantages:** Object falls in the possession of reliable traveler or migrating wild creature, granting +1 die to Navigate rolls (1 success, maximum +5); other characters chasing after the object sabotage other (1 success; maximum +5 obstacles); an ally of the Sidereal gains a temporary dot of Influence or Resources by profiting from temporary ownership of the object (2 successes, maximum 3 dots).

**Common consequences:** Dangerous party interested in the object; object arrives partially damaged; object is one of a powerful ghost's Fetters.

## SECOND CHANCE APPROACH

**One's-Own-Best-Friend Deception:** *Wearing multiple masks, the Sidereal plays an indirect approach at building rapport.* While wearing a **woven destiny**, the Sidereal may benefit from the effect of this Charm when attempting to influence targets with negative Intimacies towards her true self or any other woven destiny she has assumed in the same Story. This Charm also doubles 9s

when attempting to instill positive Intimacies towards those alternate identities.

## INTEGRITY

### LOYAL GUARDIAN APPROACH

See [HERE](#).

### INTEGRITY-PROTECTING PRINCIPLE

**Creation Smuggling Procedures:** *The character calls the weave of events to her. She becomes a small island of stability and Creation, her destiny snuck into the abode of chance by craft, art, and cunning.* Commit the mote instead to reproduce the Solar mode, **Chaos-Repelling Pattern** (p.XX). The committed mote cannot be regained, even when uncommitted, until the Sidereal returns to Creation.

### MOTIVE-DISCERNING TECHNIQUE

See [HERE](#).

### RESOLVE-BOLSTERING DECLARATION

**Preservation of Resolve (Essence 2):** *The Viziers defend gods and mortals alike from temptation and distraction.* Commit a number of motes equal to the Size of a social group with whose members the Sidereal has interacted at least for a scene in the current session (refer to the Battle Group Sizes Table, p.XX). The entire group gains the effect of this Charm for the scene.

### RIGHTEOUS LION SPIRIT

**Unhearing Dedication:** *The Viziers are deaf to foolish prattle that might sway lesser folk from their duties.* The Sidereal may instead select a goal relevant to her obligations to a heavenly institution to which she belongs—her faction, one of her conventions or her division in the Bureau of Destiny—and automatically forges a Major Intimacy to that objective which benefits from the effect of this Charm. This effect lasts as long as the character maintains that Intimacy or until the objective is fulfilled to satisfaction. The character can then apply **Unhearing Dedication** to a new goal once the next story begins, or before that if the Exalt spends a minor Milestone.

## SPIRIT-MAINTAINING MANEUVER

**Death-of-Self Meditation:** *The Sidereal adopts the destiny of one who would not be swayed.* The Sidereal can spend one mote to reflexively weave a destiny for herself on Step 4, assuming an identity that would deem the influence action or psyche effect **unacceptable influence**. Once the Sidereal benefits from this effect, she cannot change woven destinies until the end of the scene, or until a full day passes, whichever comes first. The player and the Storyteller decide the personality of the assumed identity together, for it might take a particularly eccentric or extreme personality to resist some forms of influence.

## STUBBORN BOAR DEFENSE

**Unwavering Well-Being Meditation:** *The character's steadfast resolve and confidence in her destiny shield her from an attempt to change her mind or do her harm.* The character whose influence the Sidereal resisted or refused must flurry and succeed on an Integrity roll to attack the Sidereal or attempt to influence her again.

## NAVIGATE

### CALLING THE RIDER'S COMPANION

**The Path of Glory:** *A nimbus of Mercury's light wraps around the mount, and it develops the ability to overcome any obstacle to complete its journey.* Commit the mote instead. The mount can gallop through, up or over natural obstacles such as dense forests, crowds, cliffs, open water or even gaping chasms as easily as it can move across flat, open terrain. Unnatural obstacles, such as human-made walls or sorcerous barricades, still impede progress as normal. This mode removes any Travel venture obstacles involving Rough Terrain.

**Field Mouse Rider (Upgrade, Essence 2):** The Sidereal may cause any of her Familiars to bear and carry her no matter how unsuitable it is for use as a mount. The familiar suffers no ill effects from this.

### FATHOMS-FED SPIRIT

**Stone Skipping Spirit:** *The character exhales a puff of wind that travels beyond the world and disentangles the destiny of ship, sky and sea. The ship sails smoothly, isolated from the world.* The Sidereal ignores all environmental penalties. She still suffers penalties associated with damage the ship has taken, but the

vessel takes no further water, and its condition does not deteriorate naturally while the mote remains committed.

## **HARDSHIP-SURVIVING SPIRIT**

**Water and Fire Legion:** *With a reflexive sacrifice of pain, the character binds fire or water to the defense of fate.* Spend one Health Level. If she touches a natural flame, fire cannot burn or suffocate her. If she touches a body of water, water cannot freeze, boil, sicken or drown her. Her allies within sight, her possessions, and her positive Ties also fall under this protection, which lasts for the rest of the story.

The Sidereal can spend one mote and one Health Level on Step 7 of a **decisive** attack against a spirit or elemental of fire or water. Instead of taking damage, the spirit gains one of the Sidereal's positive Intimacies as a Minor Intimacy for the rest of the story, or as a Major Intimacy if the attack would have inflicted three or more damage. This Intimacy cannot be Weakened or removed for its duration. While a spirit or elemental has one of the Sidereal's Intimacies imprinted in this manner, the Exalt cannot use this effect on another such character.

## **HIDDEN SHORTCUT REVELATION**

**Reveal the Spirit Door:** This Charm automatically reveals entrances to spirit sanctums and gates to Yu-Shan. She negates any magical obfuscation by spirits with equal or lower Essence than her own.

**Probable Location of the Gate (Upgrade, Navigate 4 or Sagacity 4):** *The character proves through measurements and formulas that the Calibration Gate should be present right at that moment in her current location, and so it is.* Spend one mote. The Sidereal can start a special Magical Working venture to summon the Calibration Gate: the mysterious 61st gateway to Yu-Shan, which normally moves to a random location in Creation every dawn.

### **Probable Location of the Gate**

Time Scale: One scene

Base obstacles: 2

Common dice pools: Finesse + Navigate or Sagacity

**Common obstacles:** Weather Impedes Astronomical Measurements (Difficulty 5); Materials and Tools (Difficulty 5); Need to Keep Working Secret (Difficulty 6); Working Outside Creation (Difficulty 7); Opposing Summoner (opposed)

**Common advantages:** Collect star charts, granting +1 die to next attempt at the same venture or another applicable roll in the same story (1 success,



maximum +5); gain information on what or who may be found at the other side of the Gate (1 success, no maximum); learn one person present in the scene who has the capability to perform the same or a similar working (2 successes, no maximum); the presence of the Calibration Gate cannot be connected to a Sidereal working unless investigator uses magic and wins opposed Essence roll-off (5 successes)

**Common consequences:** Magical buildup or backlash that causes damage; Charm costs one additional mote or one anima; working flares the Exalt's anima; the gate appears after a one-scene delay; another character who needed to use the Gate is displeased.

## SWIFT ARTILLERY TECHNIQUE

**Two Maidens Bombardment:** *Mars ensures the attack is made at the right moment. Saturn that it strikes true.* Spend one additional mote and one Power. The Sidereal may interrupt turn order to take the fire ordinance action, and the target's Defense may not reduce a **decisive** attack's successes below the weapon's Overwhelm value.

## TRACKLESS NAVIGATION STYLE

**Poetic Sacrifice Insurance:** *Arriving on the nick of time is the last option. A Sidereal would rather arrive with time to spare to set up further plans.* The Sidereal negates effects that would increase the number of obstacles in the venture, unless imposed by characters with a higher Essence score. Once per session, spend one mote to make a second roll on a travel venture during an interval, regardless of the time scale involved.

## PERFORMANCE

### CELESTIAL BLISS TRICK

**Prerequisites:** Performance 2

*Her words make the target vividly experience the most intense sensations and emotions they associate with an Intimacy—the joy elicited by the loved ones' laughter, the despair upon sight of the parents brutally murdered, the satisfaction of a job well done, the surging fury from the visage of the hated enemy, or the toe-curdling ecstasy shared with the favorite lover.*

Spend two motes when the Exalt takes an influence action leveraging one of the target's Ties. Gain automatic successes equal to the Intimacy bonus (two from Minor, three from Major), and reduce the cost of **Instilling** Ties towards

the Exalt with the exact same context to zero successes (before Intimacy/Virtue-based adjustments). The character cannot spend extra successes to **Instill** any other Intimacies. If the Intimacy leveraged was Major, she can immediately spend extra successes to **Strengthen** the new Intimacy. This Charm can only be used once per scene.

**Cerulean Chain of Fate (Sidereal):** Intimacies created by this Charm persist even if the Sidereal adopts a woven destiny or changes to a different one.

**Smoldering Argent Eyes (Lunar):** The Lunar can use this Charm without need for dialogue or even direct social interaction with the target--a single glance from across the room is enough to transmit her will and trigger potent emotions.

## DISTRACTING PATTERN TECHNIQUE

**Attention-Directing Oratory:** *The Sidereal expertly combines two of her most characteristic talents: eloquence and subtlety.* The Sidereal can spend one mote to add her Performance in bonus dice to a Stealth roll, or her Stealth in bonus dice during Step 2 of a Performance-based influence roll. She may turn extra successes on Performance-based influence rolls into bonus dice for her allies' Stealth rolls.

## FLAWLESS BRUSH DISCIPLINE

**Turning Heaven's Wheels:** *It is only natural for Sidereals to master the proper calligraphy and redaction to address the bureaucrat gods of Yu-Shan.* Double 8s on written Performance actions targeted at Celestial gods. She may always use this Charm to supplement an Act of Governance venture roll in Yu-Shan, using Performance instead of Embassy.

## GREATNESS-INSPIRING AURA

**Vizier's Expert Guidance:** *The Viziers have learned well from experience, and know the right way to inspire those they have supported throughout the eras.* Add an additional bonus success to **Inspire** rolls when there is an allied Solar or Dragon-Blooded within Close range.

## MASTERFUL PERFORMANCE EXERCISE

**Heart-Brightening Presentation Style:** *Every time an audience's trust in the character is about to falter, the Sidereal adapts her approach to form a better answer to its members' needs and desires.* On Step 3 of her Performance-based influence action, if the roll fails to overcome the target's Resolve, she may spend one mote. She chooses an Ability related to the content and themes of the performance—Sagacity for a tale of demons or gods, War for a song

describing a historical military conflict, and so on. Roll dice equal to the Sidereal's rating on the chosen Ability, adding the successes to those of the influence roll. This effect can also be used with writing, spending a banked set of Stunt Dice instead of a mote to Dramatic Edit modifications to the text inspired by the chosen Ability.

## MEMETIC DOGMA DISCIPLINE

**Cynosure Replacement Technique:** *The Sidereal cares not only for the word, but for its proper origin.* She may spend two extra successes to make the targets forget the origin of the influence over the course of the next scene. Alternatively, she may choose to make the targets convince themselves that they came up with the imparted idea themselves, or that another character performed the influence. If the Sidereal chooses a character for whom it would make sense to be the source of her message, it does not cost her extra successes to apply this effect.

## POETIC EXPRESSION STYLE

**Shining Celestine Star:** *The Sidereal is the crafter and the instrument of fate, and her ability to perform her duties will never be hampered by the limitations of language.* The Sidereal does not suffer the success penalty when making influence rolls related to the themes of her Caste.

## SPIRIT-MANIFESTING WORD

**Irresistible Sidereal Summons:** *In the hallowed halls of Heaven, the Sidereal will not be ignored. In the lands of Creation, those who shirk their heavenly duties will answer to her inquiries.* If the target of the influence roll is a Celestial God, the Sidereal converts a number of dice equal to her Essence into successes. She may use this Charm in Yu-Shan (where the gods are always materialized). In that case, if the influence action is successful, the spirit becomes unable to ignore the Sidereal's influence for the rest of the scene, unless it is unacceptable. Otherwise, they must always choose a hard bargain.

## SOUL-STIRRING CANTATA

**Singular Plumage Riot:** *Violently wrenching destiny into a tangle around herself, the Vizier draws in those who share some commonality with her and molds them to her will.* When activating this Charm, declare one specific physical feature ("red hair"), area of expertise ("Realm architecture"), ability ("Yeddim herding"), or Intimacy ("Hates the Mask of Winters"). For the duration, fate pulls all characters who meet this criteria towards the Sidereal's performance. Nontrivial characters may resist this pull with an Integrity roll at difficulty 2 + the Sidereal's Essence. If the Sidereal attempts influence actions against

targets who meet the criteria, she does not suffer multiple-target penalties. If the Sidereal also meets the criteria, she may spend one mote on Step 3 to reduce the target(s)'s Resolve by 2 against her influence. This is treated as an Intimacy-based adjustment.

## SUBTLE EXPRESSION METHOD

**The Poetry of Creation:** *The Sidereal conceals her words in the patterns and features of the world around her.* While this Charm is active, the Sidereal may spend a banked set of Stunt Dice. She then stunts how she conceals a simple message in nature—in the shape of the clouds, the patterns of fallen leaves or spider webs, or in the cry of a bird that *just happens* to sound the right way. The intended recipient never fails to notice the hidden message. Others may stumble upon it with a difficulty 5 Awareness roll. This may allow the same message to exert social influence on more than one target, either intentionally or by accident. This does not impose multiple-target penalties.

## PHYSIQUE (MIGHT)

### ARMORED SCOUT INVIGORATION

**Bearing the Weight of Greatness:** *The Sidereal may force others to struggle under the weight of burdens trivial to her.* Spend one mote and choose a target within Short range. Make a Fortitude + Physique or Sagacity at a difficulty of 3 or the target's Essence, whichever is higher. If successful, the target receives the mobility penalty from the Sidereal's armor as if they were wearing it. Alternatively, the Sidereal may touch the armor worn by an ally to relieve them from its mobility penalty at the cost of taking it for herself. Either effect lasts for the scene.

### TEN OX MEDITATION

**Hero-Supporting Performance:** *If someone in the Sidereal's vicinity can do something, the Sidereal can too.* When using this Charm to supplement a feat of strength, the Sidereal may choose to forgo the roll and instead score the same number of successes any other character has rolled when attempting the same feat of strength earlier on the same scene. Alternatively, she may replace her base Attribute + Physique pool with that of any other character within Short range.

## PHYSIQUE (RESISTANCE)

### ARSENAL-SUMMONING GESTURE

See [HERE](#).

### BODY MENDING MEDITATION

**Forward-Thinking Technique:** *The Sidereal takes into account future complications when directing her body's healing processes.* The character may choose to heal two levels of damage at the start of a scene. If she does so, she does not heal at the end of that scene.

### CAPTIVATING BATTLEFIELD DISPLAY

**Dragon-Luring Performance:** *The Vizier draws the attention of nature itself.* The Sidereal can use this Charm to take an interval of the effects of an environmental hazard in an ally's stead. By increasing the cost of the Charm by one mote, she may protect all members of her fellowship from the hazard's effects. At Essence 3, she may increase the cost by the Size of an allied battlegroup she can see to protect it in its entirety from an environmental hazard. In every circumstance, she suffers the effects of the environmental hazard only once.

### IRON KETTLE BODY

**Warlord-and-Vizier Defense:** *When an ally protects the Sidereal's body, the Sidereal protects that ally's fate. Neither will fall.* When a **decisive** attack originally meant to target the Sidereal changes target to an ally who used the Defend Other action to protect her, the Sidereal can use this Charm on Step 7 to increase that ally's Soak.

### IRON SKIN CONCENTRATION

**Sidereal Armor of Resolution:** *A Sidereal quickly learns that she must often place her great purpose above her personal attachments.* Commit one mote for the scene and choose one of the Sidereal's positive Intimacies. She may not choose an Intimacy connected to her current obligations for the Bureau of Destiny, nor Intimacies protected by **Righteous Lion Spirit**. For the scene, increase the Sidereal's base soak by the Intimacy bonus. At the end of the scene, the character loses the Intimacy if Minor, or weakens it to a Minor Intimacy if Major. She may not regain or strengthen that Intimacy before the end of the current story.

## MALADY-RESISTING MEDITATION

**Malady-Deferring Memorandum:** *The Sidereal may lock away a malady as a memorandum attached to her fate, which she may later pass off to somebody else.* If the Sidereal successfully fights off a malady while this Charm is active, she may choose to hold onto the substance without suffering further exposure to its effects. The next time she makes a successful **decisive** attack, the malady automatically transfers to the target, who is immediately subjected to its effects.

The Sidereal can only contain one malady at a time; choosing to hold onto another eliminates the previous one. The transfer is automatic and beyond the Exalt's control, unless she uses **Shield of Destiny** to foist it on a target of her choice. If the Sidereal ends this Charm while still holding a malady, she must spend the uncommitted mote or become subjected to the malady's effects again.

## POWER GATHERING TEMPER

**Invincible Essence Core:** *The Sidereal's transcendent endurance extends to her very Essence.* If the effect of this Charm would increase her Power pool above 10, recover one mote or gain one anima for every extra Power instead. If the attack would cause the Sidereal to lose motes of Essence, the beneficial effects of a Charm, Evocation, spell, or anima effect, or the ability to use such powers, she may spend two anima to negate that event.

## SPIRIT STRENGTHENS THE SKIN

**Maiden and Gambler Stance:** *Trusting to fate and her own legend, the Sidereal snarls the thread of her own destiny around herself, then waits to see if it will form a shield or a noose.* Instead of reducing the damage pool straight away, roll two dice per mote spent. Reduce the damage pool by one die for each success. Tens count as two successes. On a failed roll, lose Power equal to the motes spent. On a botch, increase the damage pool by five dice that do not count towards the cap. At Essence 2, spend one anima to double 9s. At Essence 3, spend two anima to double 8s. At Essence 5, spend three anima to double 7s. This can reduce the damage pool to zero dice.



## PRESENCE

### BATTALION-BREAKING SHOUT

**Aspect of the Maiden at War:** *Internalizing the Sutra of the Maiden at War, the Sidereal's anima banner is transformed into the shape of a valiant warmaiden.* While the target battle group's Drill is lowered by this Charm, the Sidereal's anima flares as if it were at the Iconic level, regardless of her actual anima score. Battle groups allied with or led by the Sidereal do not need to make rout checks under any circumstance as long as they can see the Sidereal's transformed anima banner. This effect does not allow the Sidereal to use her Iconic Anima Power without reaching 10 anima.

### CAPTIVATING BATTLEFIELD DISPLAY

See [HERE](#).

### CAT'S PUFFED TAIL

**Shadow of the Reaper:** *To all things, death must come. By making the Superior Sign of the Corpse, the character fills her target with intimations of mortality.* The Sidereal can use extra successes on the Build Power roll to reduce the Hardness of an enemy she is aware of by one per success spent, to a minimum of 1. This effect lasts until the next successful **decisive** attack against that enemy, or until the end of the current round, whichever happens first.

### DREAD TIGER'S SYMMETRY

**Faceless Stranger Terror:** *The Sidereal takes full advantage of her Arcane Fate to become a symbol of fear.* When the Sidereal uses this Charm while in her true form, she also doubles 9s on rolls to Instill Ties of Fear towards herself. These Ties persist even after the target forgets the Sidereal due to **Arcane Fate**, the subject of the Fear becoming a "Faceless Stranger" the target cannot quite remember, but also cannot quite forget. The Sidereal may always leverage this Tie in her favor when appropriate, no matter what mundane or supernatural disguise she wears, and even while bearing a **woven destiny**.

### GLORIOUS PRESENCE TECHNIQUE

**Prince of the Earth:** *The Exalted may have peers, but no superiors.* As long as the Sidereal is playing the part of an Exalt, non-Exalt characters successfully influenced through the effect of **Glorious Presence Technique** decrease their Resolve by two against the Sidereal's further influence for the rest of the scene.

## GREATNESS-INSPIRING AURA

See [HERE](#).

## HARMONIOUS PRESENCE MEDITATION

**Presence in Absence Technique:** *The Sidereal imposes the fervent force of her personality on another person's future.* The Sidereal may target another character with this Charm, who benefits from its effects until the mote is uncommitted, or until the target finds themselves in a specific circumstance the Sidereal chooses upon activating the Charm. At that moment, the Sidereal can take an influence action as if she were there, gaining two automatic successes on the roll. This uses the target as a medium but does not change their actions—rather, it gives them an unexpected emotional resonance and unusual connotations. Any individual character can only be under the effect of a single instance of this Charm at any given time. The Sidereal Exalted cannot annotate a single person's destiny with dozens of future rolls.

## IRRESISTIBLE PRESENCE TECHNIQUE

**Without Temptation:** *With a firm touch the Sidereal coats her target's destiny in an ablative sheath of Essence, preserving it against efforts to pervert the natural hierarchy of master and servant established by She Who Lives in Her Name and perpetuated by Heaven.* Instead of issuing an instruction, the Sidereal establishes a relationship in which the target must serve another character; the master needs not be present, and no preexisting relationship of any sort between the two is necessary. For the rest of the story, the target treats all influence actions that would cause them to betray their new “master” as **unacceptable**. They may, of their own will, still act against their “master's” interests.

## LISTENER-SWAYING ARGUMENT

**Avoiding the Truth Technique (Stealth 2):** *The Sidereal makes her statements seem laden with implications that listeners find too horrible or absurd to believe.* Double 9s when aiming to Persuade the target that she (the Sidereal) is lying (or Dissuading them from believing she is telling the truth).

## SECOND CHANCE APPROACH

See [HERE](#).

## SUSPICION-ALLAYING GESTURE

**Resplendent Scapegoat Tactics:** *The Sidereal way is to pin the blame on someone who does not exist.* If the Sidereal has worn a different **woven destiny** earlier in

the same session, she may specify that identity as the target of suspicion without need for a roll. This effect does not work if that woven destiny has already been completely forgotten due to Arcane Fate.

## UNDERLING-PROMOTING PRACTICE

**Artless Prodigy Blessing:** *The Sidereal blesses her underling's fate with the gift of success.* If the target is subjected to a **woven destiny** that would reasonably focus on the chosen Ability (a bureaucrat for Embassy, for example), she converts one die into an automatic success on all rolls using that Ability.

## WORSHIPFUL LACKEY ACQUISITION

**Fortuitous Fellowship:** *The subtle Viziers find social groups to influence that no one else knew existed...including the social group itself. This Charm weaves strands of fate to draw together people who may not have known each other before.* The Sidereal can only acquire Followers if she is wearing a **woven destiny**. Otherwise, the group operates on its own and eventually forms its own hierarchy. Instead of choosing the type of “units” making the group, the Sidereal may define their primary policy, which becomes a Major Intimacy for all its members. As long as the Sidereal leads the group, any of its members can use the Exalt's Resolve instead of their own to resist influence that would Weaken that Intimacy, or that would make the target outright betray the group. The Sidereal can always use this Charm when starting a Recruitment venture to automatically succeed on the first obstacle roll, with a number of extra successes with which to purchase advantages equal to her Presence or War rating.

## RANGED COMBAT

### ARSENAL-SUMMONING GESTURE

See [HERE](#).

### ARROW STORM ATTACK

**Arrow Storm Cathedral:** *The Sidereal's terrifying volley sends her enemies diving for cover.* Spend two anima. If on Step 3, the number of successes on the attack roll, before applying any success-based bonuses or penalties, is greater than the target battle group's Resolve, the battle group becomes **prone**.

**Creation-Affirming Volley (Upgrade, Essence 3):** *The Sidereal imbues her volley with the rules and structure of Creation, enforced by the Celestial Bureaucracy.*

Against battle groups of creatures of darkness, the Sidereal may spend two anima. The attack ignores the cap on the Overwhelming value.

## DOUBLE DISTANCE TECHNIQUE

**Any Direction Arrow:** *Graced by the chance to serve those who weave fate, an arrow gleefully weaves in the air to strike from an unexpected direction.* Instead of extending the range of the attack, the Sidereal may choose for her attack to ignore the target's Defense bonus from Light cover. She may spend one banked set of Stunt Dice to ignore the bonus from Heavy cover as well. This does not count as her Charm use for that Step.

## GLORIOUS EXALTED BOLT

**Of Horrors Best Unknown:** *The Essence bolt conceals a net made of filaments of destiny thinner than the distance between a stone and its shadow or a dog and its howl. These nets can cling even to those things normally immune to the workings of destiny, exerting a slow, continual pull on the world around the target.* On Step 7 of a successful **decisive** attack with the Essence bolt, spend one mote and one anima. In a circumstance the Sidereal names, every dice pool that opposes the target doubles 9s. The net lasts until the end of the story. Multiple nets can affect the same victim, but only if they come from different characters and have different triggering circumstances.

## NO ARROW WASTED

**Life Gets Worse Approach:** *The character makes the Inferior Sign of the Gull following a successful attack, imbuing her target with a soft yellow radiance that calls to things traveling through the air.* On Step 5 of a Ranged Combat attack, if it successfully overcomes the target's Defense, commit one mote for the scene. She may then use **No Arrow Wasted** to redirect other characters' unsuccessful Ranged Combat attacks towards the target.

**The Perfect Miss (Upgrade, Ranged Combat 5):** *The Sidereal's projectiles are willing to kill just about anything.* When the Sidereal chooses a non-magical inanimate object as the new target of her unsuccessful Ranged Combat attack, her projectile unerringly finds its weak point and destroys it. The object collapses or explodes, acting as a single-interval environmental hazard targeting all characters within Short range, dealing the Sidereal's Ranged Combat in damage with a difficulty of 3.

## REFLEX SHOT TECHNIQUE

~~**Essence Rope Practice:** *The character attaches a strand of her own fate to her projectile.* Spend one mote on Step 1 of a Ranged Combat attack. On Step 3, the~~

~~Sidereal moves one range band towards her target, which does not count as her Movement action for the turn. If she spends one Power on Step 1 as well, this does not count as her Charm use for that Step.~~

## STREAMING ARROW STANCE

**Inauspicious Trajectories Mandala** (requires **No Arrow Wasted**): *Beyond the physical ability to deflect blows, the Sidereal seizes control of attacks whose fates fail to meet her own.* The Sidereal may use **No Arrow Wasted** to redirect a Ranged Combat attack that fails to overcome her Defense towards a target other than the original attacker. At Essence 3, she may also redirect unsuccessful Close Combat attacks to other targets within reach.

## SAGACITY (KNOWLEDGE)

### ESSENCE-LENDING METHOD

**Mending the Spider Web:** *The character establishes a spiritual connection to take care of the tangles in the target's fate.* For an additional mote, the Sidereal may remove one toxin, disease, or similar malady, one Dramatic Injury, or one psyche effect affecting the target, taking it herself. At Essence 2, if the Sidereal knows **Mending Warped Designs**, she may use it on the target simultaneously with this Charm. If she does, its cost is reduced by one mote.

### GLORIOUS EXALTED BOLT

See [HERE](#).

### SPIRIT-CUTTING GLANCE

See [HERE](#).

### SPIRIT-MANIFESTING WORD

See [HERE](#).

### SPIRIT-REPELLING DIAGRAM

**Incite Decorum:** *Invoking the blessing of her aligned Maiden, the character facilitates polite dealings with the spirit world.* The Sidereal may choose for her diagram to not repel any spirit. Instead, spirits must succeed on an Fortitude + Integrity roll against a difficulty of the Sidereal's Essence + 3 to initiate hostile action against her. If the Sidereal is at Active anima or greater, every Charm a spirit uses in conflict against her increases its cost by one Power.

## SPIRIT-SLAYING STANCE

**An End to Darkness (Upgrade, Essence 5, Sagacity 5):** Spend 10 anima. Laying a hand upon a **consenting** demon, the Sidereal transforms that spirit into a Celestial god. The demon is immediately removed from its governing Yozi's soul hierarchy as though slain with **Terminal Sanction**, and no longer retains any metaphysical link to the titan of which it was once a part. Although subjected to many alterations, including shifts in personality, Qualities, and other traits (all at the Storyteller's discretion, as the Sidereal has no say in these changes), the new god retains its previous Essence rating and memories, and often many traces of its former nature. The more powerful a demon is, the less it is likely to be changed by transformation into a god.

## TRUTH-RENDERING GAZE

**Of the Shape of the World:** *The Seers of Heaven research the future as well as the past. By studying the patterns of fate weaving through a person, place or object, a Sidereal gains information about the target's future.* The Sidereal also learns an important event in the future of the target, or an important event that will happen at the location she is studying. To do this, the Sidereal must make the Force + Sagacity roll no matter the target of her divination. Success on the difficulty 5 roll reveals an event within the current story. If the Sidereal accrues enough successes on that roll to overcome difficulty 7, she instead learns an event within the current session.

## WILL-BOLSTERING METHOD

**Shared Library's Inner Will:** *The wisdom of fate that guided their studies also bolsters their cooperative effort.* If the beneficiary is casting a spell known by both them and the character granting the Power or Will, then they gain an additional point of Will.

## WONDER-CRAFTING INITIATION

See [HERE](#).

## SAGACITY (MEDICINE)

### MASTER PHYSICIAN TECHNIQUE

**Health Restitution Appeal (Embassy 3):** *Under the auspices of the Division of Endings, the Sidereal makes the proper bureaucratic appeals to the medicine and plague gods to bring a patient's convalescence to a successful end.* While in



Heaven, the Sidereal may treat any patient she is aware of regardless of their location. Both effects of the Charm are resolved as single-obstacle Act of Governance ventures rolling either Embassy or Sagacity, with a time scale of a couple days of bureaucratic labor. The difficulty of the venture roll is determined as per the text of the Charm.

## **FLAWLESS DIAGNOSIS TECHNIQUE**

**Reading Dead Eyes (Awareness 4 or Sagacity 4):** *Sometimes, the ending is a very good place to begin.* The Sidereal may see the last moments of a corpse she is examining. This reveals the character's last scene and always provides at least one important clue or connection. If the corpse is older than a day, this requires a Fortitude + Awareness roll at difficulty 3 for up to a week, 5 for up to a year, and 7 for anything more. This effect always reveals whether the target left a ghost or a hungry ghost.

*Author's Note: Yes, this is the Sidereal Charm Last Vision, almost word by word. My point is that it should have always been a mode of this Charm, and I am sticking to it.*

## **WELLNESS RESTORING MEDITATION**

**Comforting Matriarch Embrace:** *The Sidereal dedicates her efforts to comforting her patient physically, emotionally and spiritually.* The Sidereal treats the Dramatic Injury in a single scene. If she is wearing a **woven destiny** compatible with the themes of motherhood or matriarchy, she may take an influence action to Instill a positive Intimacy towards herself, doubling 9s on the roll. If the target belongs to a matriarchal society, double 8s.

## **STEALTH**

### **A DROP AMONGST THE OCEAN**

**Underling Invisibility Practice:** *Those who consider themselves above fate are the most vulnerable to it.* The Sidereal becomes imperceivable by those who consider themselves better than her—or better than the type of person she is pretending to be. The Storyteller has the final word on whether a nonplayer character is affected by this Charm, but any conceivable hierarchy—physical, mental or magical prowess, social standing, position in an organization, personal morality or overall arrogance—is a valid cause to fall under the Charm's effect. This effect does not work on other Sidereal Exalted.

**Lion Mouse Stratagem (Upgrade, Close Combat 2):** While the Sidereal benefits from the effects of **Underling Invisibility Practice**, she adds her Essence in extra dice to Outmaneuver rolls.

## **DISTRACTING PATTERN TECHNIQUE**

See [HERE](#).

## **DOUBT-SEALING HEIST**

**Things Best Anywhere Else:** *The Sidereal does not “steal.” She only moves things to a better place.* Whatever the Sidereal steals was never supposed to be where she stole it in the first place. While the mote is committed, nobody can clearly remember where it was supposed to be, and nobody will ever think of looking where the Sidereal took it. **Archive Mind Mentality** and such other applicable effects trigger a roll-off. The Sidereal adds half her Essence (round up) automatic successes to this roll.

## **FLAWLESS COUNTERFEIT TECHNIQUE**

See [HERE](#).

## **GUIDING SHADOW SHROUD**

**Foot Treads No Twig:** *The Sidereal swiftly smooths the tangles created by fates crossing paths.* Spend one mote to reroll her or an ally's Stealth roll before it is compared to an enemy's roll. Allies within Close range of the Sidereal cannot botch their Stealth rolls.

## **ILLIMITABLE MASTER FENCE**

See [HERE](#).

## **PERFECT SHADOW STILLNESS**

**Soft Presence Practice:** *The Sidereal stills even the fathomless glory of her Exalted soul.* While the mote is committed, the Sidereal is treated as if she has half her real anima points (rounding down) solely for the purpose of determining its level of display—Dim: 1-5; Glowing: 6-9; Burning: 10.

## **SEASONED CRIMINAL METHOD**

**Honorable Thief Spirit:** *To the eyes of anybody who favors the ways of subterfuge, the Sidereal seems to have the virtues and qualities that make her most worthy of respect and admiration.* Commit the mote when weaving a destiny for herself that is suitable for the chosen mode, instead of spending it. All rogues, scum and knaves are considered to have a Major Intimacy towards the

Sidereal that she can always leverage in her favor during social influence actions targeting them.

## SUSPICION-ALLAYING GESTURE

See [HERE](#).

## WAR

### BATTALION-BREAKING SHOUT

See [HERE](#).

### BATTLE PLAN RUMINATION

**Primordial Subterfuge Stratagem:** *Just like they elucidated the secrets of the Primordials, the Sidereal's skill at espionage remains second to none.* Commit one mote and spend one banked set of Stunt Dice. Instead of repeating the roll, the Sidereal retroactively switches to an **Espionage** tactic. The bonus dice to Stealth rolls granted by adopting that tactic become automatic successes.

### FEARLESS VANGUARD TECHNIQUE

**The Tide of History:** *The troops marching beneath the Sidereal's banner are without fear or hesitation—they fight as if their cause were endorsed by history itself.* Rout checks of difficulty 3 automatically succeed. The battle group ignores penalties due to fatigue.

### MOUSE CONQUERS THE LION

**Wounded Mouse Strength:** *The Sidereal's wounds as she stands at the vanguard become inspiration to those fighting by her side.* A number of bonus attack and damage dice from Drill equal to the Sidereal's current wound penalties become automatic successes.

### PANIC THE WOUNDED BEAST

**Invocation of the Storm-Following Silence:** *The Sidereal casts forth the violet radiance of Endings, stillness coming to the weave of fate.* A battle group of mindless enemies that fails the route check is completely destroyed if its Size is equal to or lower than the Sidereal's Essence.

### UNDERLING-PROMOTING PRACTICE

See [HERE](#).

## WORSHIPFUL LACKEY ACQUISITION

See [HERE](#).

## SIDEREAL CHARMS

The following Charms are all exclusive for Sidereal Exalted.

### CLOSE COMBAT

#### FORGETFUL VANGUARD CORRECTION

**Prerequisites:** Close Combat 2

*The enemy's weapon scatters in a cloud of crimson embers, as the Sidereal replaces the dangerous reality of an offending weapon with the safer alternative of a weapon that was never unsheathed in the first place.*

Spend 1 mote on Step 2 of an opponent's attack against the Sidereal. Interrupt the resolution of that attack and make a reflexive **Disarm** gambit that costs zero Power. If it succeeds, the weapon is teleported to wherever its owner keeps it sheathed before resuming resolution of the triggering attack. The effects of the weapon's tags no longer apply to that attack. Subtract the weapon's Accuracy bonus from the attack roll, and in the case of a successful **Decisive** attack, its Damage bonus as well. This effect is treated as part of a flurry. The Sidereal's initial action is not penalized.

**Special:** Getimians may have a variant of this Charm, **Valiant Fool's Armament**, with Close Combat 1 as prerequisite. It replaces the target's mundane weapon with one of the same size, but only the **Improvised** tag (replacing a sword with a mop, for example).

### EMBASSY

#### ANGRY MAIDEN MANTLE

**Prerequisites:** Embassy 4

*Shaping her Essence profile into a rough likeness of her patron Maiden, the Sidereal gains great power over her ostensible inferiors.*

Spend 1 mote to take a special Persuade action. Double 9s on the roll, but the target's Resolve increases by their Essence score. On a success, for the rest of the scene, the target is convinced that the Sidereal is their immediate superior in whatever hierarchical structure the target belongs to (a child would be convinced the Exalt is one of their parents, and a Celestial god would recognize her as the character to whom they answer in the Celestial Bureaucracy). This effect occurs only in the target's mind—this is neither illusion, nor disguise, nor shapeshifting. Extra successes may be spent on other influence effects as normal, if applicable to the new context of the false relationship between the Sidereal and the target. This Charm is an easy way to get in trouble in Yu-Shan if used too overtly or to order a god to perform some illegal or inappropriate action.

## CASH AND MURDER GAMES

**Nemesis-Summoning Fatecraft (Upgrade, Essence 4 or Presence 4, Essence 3):** *Sometimes what a person needs to shine its brightest is an enemy set on his ruin.* Spend two motes. The Sidereal must touch him and then roll (Attribute + Embassy) at a difficulty of the target's (Resolve + Essence). On a success, the target's fate is twisted so that somewhere, somebody immediately develops a Tie of Enmity towards the target. This enemy is a character (or a group or an organization, as agreed upon by the Sidereal's player and the Storyteller) who will actively oppose the target without being an insurmountable challenge, and has the means to do so as early as in the next story.

## INVISIBLE AT THE CENTER

**Prerequisites:** Embassy 3 or Stealth 3, Essence 2

*The Sidereal uses the fictional destiny she has woven to hide from destiny itself.*

Spend two motes while **weaving destiny** for herself. As long as the Sidereal dedicates herself solely to the role she has crafted for herself and fulfilling basic needs for survival to the exclusion of everything else, she will automatically avoid all scrutiny not supported by Charms or other magical effects. Magical attempts at tracking her or investigating her legally, bureaucratically or physically increase their difficulty by her Essence, or the Sidereal adds Essence automatic successes to any applicable opposed roll. This Charm ends automatically when the Sidereal changes or abandons her woven destiny.

## PHANTOM BONDS PUPPETRY

**Prerequisites:** Embassy 3, Essence 3

*Sometimes there is no time for the nuances of establishing rapports and building bonds. The Sidereal has more important goals to work for, so she will nudge fate until it gives her the people she needs.*

Spend up to the Sidereal's Essence in motes while **weaving destiny** for herself. For each mote spent, she gains one dot of Contacts or Followers, splitting motes between the two Merits if she wishes, but following all Merit rules otherwise. The Exalt does not get to choose her Contacts or Followers, but they are always appropriate to her needs of the moment. The Contacts and Followers maintain their fully developed relationship with the Sidereal until the end of the session. Third parties who would be expected to know of a relationship between a Contact or Follower and the Exalt will also be persuaded of the relationship's long-term existence and validity. Characters can discover the artificial nature of these bonds with an Embassy roll against the Sidereal's Resolve + Essence, after at least a Scene interacting with the Sidereal and her Contacts or Followers. The Charm immediately ends when the Sidereal drops or changes her woven destiny. When the Charm ends, all affected mortals will completely forget about the temporary connection unless they succeed on a difficulty 5 Integrity roll.

- **Fortuitous Initiative Exhortation (Upgrade, Embassy 4):** *Sometimes, releasing a person's full potential is all about surrounding them with the right people.* The Sidereal can use this Charm to grant Merits to other characters. A trivial character who benefits from this Charm is very likely to become non-trivial.

## **SOMEONE ELSE'S FEAT**

**Prerequisites:** Embassy 3 or Stealth 3, Essence 2

*The Sidereal acts subtly, shaping the world while letting others take the credit for her actions both great and ruinous.*

Spend 2 motes upon successfully completing a Crafting, Embassy, or Magical Working venture to give another character the credit, establishing this as fact. If it would make sense for the target to have undertaken such a venture, this happens automatically, otherwise it requires an Embassy or Stealth roll at difficulty 2 + the target's Essence. To all scrutiny, the chosen target was responsible for the venture and is therefore responsible for its consequences. If the consequences of the venture are positive for the target, they gain a Minor Intimacy of Gratitude towards the Sidereal of which they are not aware, which lasts for the rest of the story. This Intimacy is not affected by Arcane Fate.



## INTEGRITY

### SATISFACTION IN EMPTINESS

**Prerequisites:** Essence 2

*The impermanence of the world wears down the spirits of those sworn to preserve it. Only in letting go do they find peace.*

Commit 2 motes. The Sidereal cannot be influenced by Instill actions that seek to produce any feeling other than simple happiness or joy-in-living. The Exalt may voluntarily relinquish one of her Merits and spend the committed motes to extend the duration of the effect until the end of the current story or a number of sessions equal to the Merit dots, whichever is shorter. The Merit must be real, not a temporary one acquired through Charms or other magic, and its discarding must be complete and in perpetuity—the Exalt cannot just store her Artifact somewhere she can reclaim it after the Charm runs its course.

## PERFORMANCE

### HONEST FACE SPIRIT

**Prerequisites:** Performance 2

*The Sidereal may be full of plots and lies, but she always knows how to look honest.*

Spend one additional mote when **weaving destiny** for herself. While the woven destiny is in effect, trivial characters cannot see her as anything other than trustworthy and acceptably competent at whatever role she has assumed. She gains a +1 bonus to her Resolve against Read Intentions actions by non-trivial characters to read her true motives.

- **Good Worker Spirit (Upgrade, Essence 2):** While this Charm's effect is in operation, trivial characters will never accuse the Sidereal of slacking off, no matter how little work she actually does. Increase the difficulty of rolls to scrutinize her performance by 2 or her Essence, whichever is higher.

## PRESENCE

### HEARTLESS CAPTAIN DEDICATION

**Prerequisites:** Presence 2

*The Sidereal must do whatever is necessary for the greater good of Creation. To fulfill a critical deadline, she will work people to death if she has to.*

Spend 1 mote and choose one of the following modes when applicable. The Sidereal learns both modes upon learning this Charm.

- **Choosing for Fangs:** When the Sidereal or a character she can see invests any number of Followers Merit dots into a venture obstacle, the bonus successes granted by those points is doubled. After the obstacle is resolved, the Merit loses one dot.
- **Drill Sergeant Attitude:** When the Sidereal or a character she can see makes a Dissuade, Instill or Persuade roll to influence a target who has a positive Tie or an Intimacy that renders the target subordinate to them, double all extra successes on Step 4. Trivial characters cannot choose to resist. That Intimacy weakens one stage at the end of the scene in which this effect is used, and it cannot be re-Instilled or Strengthened before the next session.

## SAGACITY

### WELL-SCHOOLED PEDANT DEFENSE

**Prerequisites:** Sagacity 2

*Wise stewards of an ungrateful cosmos have no need to trouble themselves with the interjections of the ignorant and unlettered.*

Spend 1 mote on Step 2 of a social influence roll against the Sidereal. She automatically resists the social influence from any trivial character whose Sagacity is lower than her own, as if the roll had failed to overcome her Resolve. Against non-trivial characters, gain a Resolve bonus equal to the difference between their Sagacity scores. In the case of non-player characters without Sagacity scores, use the dice pool most suitable to represent booksmarts, divided by 2 (rounded down).

**Special:** If rejecting the influence incites the Great Curse and the player chooses to allow it to manifest, recoup the spent mote immediately.