5 Lunar Charm Cascade Feedback

Hi everyone, this is MadLetter speaking.

Please list all the typos, errors and other problems you encounter in my Lunar Charm Cascades, so I have a permanent place where I can see what fixes need to happen.

I will make note of which things have been fixed. Thanks for your help.

- Chris

Addendum: There are still Dragon-Blooded and Solar fixes outstanding further down in the file. If you find anything that is not yet already noted, let me know.

On Timing: My Cascades are hand-made in professional layout and graphics tools, and thus take a bunch of time to work on. Additionally, since I try to break down the mechanics for an overview, I have to carefully read through the Charms and try to reformulate while walking the edge of “post all mechanics” and “make people grasp the basic idea”. All in all - Cascades take their time, I have plenty to do, please be patient folks! :)

General Issues

- I feel like the higher Essence Charms should be lower on the page then lower Essence ones, if possible. For example, Divine Paramour’s Embrace appearing physically below Devil Body, Terror Face in Appearance Influence tree is a bit confusing, despite the first definitely not mattering for the second. This is more a personal preference, so feel free to ignore it since I know getting infinity and a half Charms to lay out the way you want is not easy.
- Totemic Charms have been renamed to Archetype Charms.
- Lunar Charms page references out of date

Universal

- Beast Form Empowerment is completely missing.
- Entry 2
- Entry 3

Appearance

- ✅ Influence: “Myriad-Graces Appeal” -> “Myriad Graces Appeal”
- ✅Influence: Obsession-Building Prana: “persua” -> “persuade”
- ✅Subterfuge: Changing Plumage Mastery does not have Subtle Silver Declaration as a prerequisite.
- ✅Subterfuge: Scent-of-All-Nations Attitude: “Maker” -> “Make” or “Makes”
- ✅Warfare: Victorious Beast-King Spirit: “if” -> “If”; also it is unclear that this is referring to when the Lunar hits with an attack (reads like it happens when the Lunar is hit with an attack)6
- ✅Warfare: Pride-Scattering Approach: “adding” -> “add”, “causing” -> “cause”

Charisma

- ✅Influence: Missing space between ‘roll’ and ‘vs. sleeping character’ in Moonstruck Reverie Trick, although that may be because of space issues for that charm?
- ✅Influence: Thousand Throat Howl: “differnce” -> “difference”
- ✅Influence: Argent Anglerfish Lure’s Essence and Attribute requirements should be 5/5.
- ✅Territory: The non-Boundary-Marking Meditation prerequisite Charms for Dream-Shrouded Wilderness and Omnipresent Monster’s Lair are swapped.6
- ✅Territory: King-of-Beasts Sovereignty is missing the prerequisite Charm Untamed Soul Unity.
- ✅Territory: Dream-Shrouded Wilderness: “thy” -> “they”
- Territory: all mentions of Shining Moon-Child Mask should instead read “Mark”
- ✅Warfare: Lesson**s** of the Winter Wolf
- Territory: Songline Legend Runes renamed to “Naming The World”

Dexterity

- Heart’s Blood: Tyrant Mouse Dominion missing its prerequisite relationship with Emerald Grasshopper Form
- Heart’s Blood: Nest-Raiding Slyness: “infiltration” -> “infiltrating”
- Heart’s Blood Charms replaced with Charisma’s for all but first page

- Offense: Unhesitant Scorpion Lash: “your hit” -> “you hit”
- Offense: Wasp Sting Blur prerequisite should be Cunning Beat-Warrior Reflexes
- Defense: Snarling Watchdog Retribution: “protec” -> “protect”
- Debt of borrowed skin has the same text as Nest-raiding slyness when it is a different charm about favors
- Defense: Gleaming Crescent Block: “partty” -> “parry”
- Defense: Agile Beast Defence: “they reroll 1s” -> “they roll any 1s”
- Subterfuge: Thieving Magpie Prana: “stealt” -> “steal”
- Subterfuge: Night Swift’s Fang -> Night’s Swift Fang
- Mobility: Cornered Rat Frenzy’s prereq should be Sinuous Striking Grace, not Ferocious Guardian Beast Stance
- Mobility: Ferocious Hound Pursuit: “towards you“ -> “towards them”,
- Mobility: New charm: Spirit Hastening Hunt (p.190 Fangs at the Gate)

Intelligence

- Knowledge: Missing Unbound Soul Ardor
- Mysticism: Ardent Prayers Fulfilled: “persua” -> “persuade”
- Mysticism: Keeper of Midnight’s Gates “loose” -> “lose”
    - Perhaps a better way to say it would be: “force them to remain corporeal for (Essence) rounds.”
- Mysticism: Missing Otherworldly Wisdom Gift
- Crafting: Ecstatic Inspiration Satori: “crat” -> “craft”
- Crafting: Unbound Demiurge’s Dream: It’s rounded up, not down.
- Crafting: Beast Slayer’s Art does not have a prerequisite of Pattern Realizing Genius

Manipulation

- Influence: Tarnished Silver Imprecation - “blief” -> “believe”
- Subterfuge: Gloaing Auspice Trickery -> “Gloaming”

Perception

- I think to improve the overall flow/appearance of the Senses Cascade Stricken Calf Senses can be moved to the left side of Wolf Eye Advantage, below Observed Prey Instinct, and above Shadow-Scouring Persistence.
    - Second opinion: I agree with this. The entire Unwavering Predator’s Eye -> Dread Beast’s Eye subtree could then be shifted down one grid space to avoid the edge crossover. Then Spider-Amid-Roses Discernment is free to be moved around to a more intuitive position.

- Senses: Unwavering Predator's Eye and the branch of charms it is the prerequisite for are all Archetype(Wits). (except for Shadow-Scouring Presistence)
- Whispering Heart Revelation and Face-Taker's Gaze have their requirements switched with each other, and Face-Taker's Gaze should require Whispering Heart Revelation
- Scrutiny: Serpent-Revealing Savvy: "bonui" -> "bonus"
- Scrutiny:Uncanny Dreamer's Insight "get revealed" -> "GM reveals"

Stamina

- Endurance: Halting the Scarlet Flow: "leve" -> "level"
- Endurance: Indestructible Recursive Design prerequisite should be Halting the Scarlet Flow, not Maimed But Unbroken
- Endurance: Unyielding Battle Vigor no longer requires overkill, just incapacitiaion
- Endurance: Storm-Swallowing Technique: Missing Protean effect and symbol.
- Endurance: Mam***b***a-and-Cobra Mastery
- Endurance: Acid-Spitting Attack: Not reflected in the manuscript, but according to this post, the prerequisite should be Mamba-and-Cobra Mastery (x2) rather than (x1).
- Berserker: Bloodthirsty Siaka Frenzy: "may to add" -> "may add"
- Berserker: Deathless Fury Unleashed no longer has a repurchase; Halting the Scarlet Flow loses Perilous if activated simultaneously with Relentless Lunar Fury
- Defence: Steel Paw Style "Stamins" -> "Stamina"

Strength

- Feats of Strength: Surging Thew Technique: "successfully" -> "successful"
- Mobility: Angry Rhino Charge's effect has been up to grant Initiative as well as allowingStrength to be to Charge / oppose Disengage and is no longer the prerequisite for Ground-Denying Defense, Bounding Bharal Technique or Relentless Monster Pursuit.
- Mobility: Impala Leaping Approach: "to" -> "two"; capitalize "flight" to keep it consistent with other Protean descriptions.
- Offense: Boulders-as-Pebbles Attitude printed in two locations on page
- Offense: Shell-Crushing Atemi renamed to Shell-Crushing Persistence

Wits

- Territory: Secure Den Prana renamed to Secure Den Technique
- Entry 2

@MadLetter you're missing a repurchase notice on Moonlight Curtain Drawn in Manipulation - Guile Lunar charms

@MadLetter Soul-Piercing Predator Gaze (Perception - Scrutiny) has misspelled character as chracter

Dragon-Blooded Charm Cascade Feedback

General Issues

- You're doing amazing work, keep it up!
- With the current version of What Fire Has Wrought, last updated on DrivethruRPG on 27 Mar 2019, all of the excellency charms have been removed from the prerequisites of any other ability charms listed in the book. In most cases, this means those charms that required an excellency charm are now the root of their sub-tree. However, in a couple of cases, those charms were "re-parented" and appended to a different tree.
- Entry 3

Archery

- Sky-Calming Draw - "extend range"
- Drawing Lightning Style - "expand Aura"
- Entry 3

Athletics

- Soaring Leap Technique - "disengage featuring a leap"
- Effortlessly Rising Flame - "Add automativ"
- Entry 3

Awareness

- Sense-Destroying Technique - Is the gambit difficulty supposed to be 1?
- Entry 2
- Entry 3

Brawl

- Water Dragon's Coils - "Magical bonus dots of Strength to not apply"
- Inescapable Whirlpool Hold: Misspelled as Inescapable **Wirlpool** Hold

- Pounding Surf Style should not appear to be a prerequisite for Currents Sweep to Sea, Inescapable Whirlpool Hold, etc. (tangent in flowchart lines)

Bureaucracy

- Seething Firebreak Technique - “spread propaganda”
- Sea-Changed Secrets - “Reroll non-1 failures”
- Finding the Water’s Depths - “dto determine”
- Drowning in Negotiations Style - “If any party willing violates it”
- Blazing Hoard of Hesiesh - “instill, persuade and threaten”

Craft

- Strike the Dragon-Anvil and Stoking Inspiration’s Forge are lacking their elemental aspects, Earth and Fire respectively. Stoking Inspiration’s Forge is also Balanced.
- Talents-to-Obol Refinement - “Conver your”
- Blazing Dragon-Smith Arete - “Untake”

Dodge

- Hopping Firecracker Evasion has a typo, “ moe one range band…..”
- Safety Among Enemies: "allows your to redirect" should be "allows you to redirect"
- Swaying Grass Elusion: "Riase your Evasion" should be "Raise your Evasion"

Integrity

- Immolating Phoenix Soul Fury has the text from Unassailable Body of Fire instead of it’s own.
- Undying Solar Resolve has wrong text
- Entry 3

Investigation

- Entry 1
- Entry 2
- Entry 3

Linguistics

- Tantalizing Dragon's Tongue - "passionate admiration and fascination fro the author"
- Intoxicating Lotus Manuscript - "Create writen work"

Melee

- Blazing Interception - "... you can respond with a devisive attack."
- The page reference for Smoldering Essence Attack should be "Dragon-Blooded: What Fire Has Wrought, p. 228"

Occult

- Eternal Death Banishing Blossom: 'Etern Death Banishing Blossom', 'Gain bonuse defense and soak[...] '
- Spirit-Grounding Shout is meant to have Spirit-Detecting mirror as the prerequisite mentioned in the cham body, as clarified by Vance here.

Presence

- Aura of Invulnerability: Minimum Essence should be 3, not 2.
- Dragon Warlord's Convocation: One typo in the sentence "Make an instill roll against a single character with **doube** 9s", and two in the sentence, "Target cannot **volunatrily weakend** the Intimacy for a while."
- Eternally Argumentative Flame has the Air affinity icon when it has the Fire tag

Resistance

- Body-Cleansing Prana: Use **against** inhaled poison

Sail

- Hull-Shattering Avalanche Impact: "h" in "Avalanche" is missing
- Shipwreck-Strewn Tempest Wake: "w" in "Strewn" is missing

Thrown

- Blinding Spark Throw mislabeled Armor-Rupturing Fang

Solar Charm Cascade Feedback

Hi everyone, please make note of all remaining issues with the Solar Cascades here. Thanks!

General Issues

- Larceny is missing from the compiled PDF of all material
- Potential recurring typo: You use “Refer the book” a lot. I have always heard it as “Refer TO the book.” May be an error, may just be a regional difference in phraseology.
- Legend:
- Entry 3

Brawl

- Cancel the Apocalypse and Knockout Blow wrong Essence (should be 3)

Bureaucracy

- Weird little bug: When I click the link for the PDF of Bureaucracy on the Reddit, the label for the tab in my browser becomes “cascade_v2_performance - cascade_v3_bureaucracy.pdf” I guess the file is named wrong.
- Ungoverned Market Awareness - Typo: “Canc hoose” should be “Can choose”
- Pattern-Exploiting Commerce Spirit - Typo “troubles customers” should be “troubled customers”
- Indolent Official Charm - Typo: “regards” should be “regarding” or “with regards to”

Craft

- The Design Beyond Limit subtree needs to be redone. DBL and CRF were errata’ed in Arms of the Chosen, and HFGW & SFT from the Backer PDFv1 were cut from the print edition.
- Brass Scales Falling needs the Repurchases Available icon.
- Ages-Echoing Wisdom does not indicate that Sublime Transference is one of it’s prerequisites.
- Words-As-Workshop Method lists required Essence as 2 instead of 3.

- Supreme Perfection of Craft requires Supreme Celestial Focus not Sublime Transference.
    - These two issues can be more easily solved by switching the positions of Supreme Celestial Focus and Sublime Transference to allow ST to link to the tree to the left and SCF to link to the tree on the right.

Investigate

- Divine Induction Method is actually Divine Induction Technique

Larceny

- Split Deception Method - dicatet -> dictate.
- If you mirror the middle set of trees (i.e., keep Lock-Opening Touch, Door Evading Technique, and Fate-Shifting Arete where they are, but swap the Swift Gambler's Eye tree to where the Living Shadow Preparedness tree is and vice versa), I think you can then draw a line from Proof Eating Palm to Null Anima Gloves on the right-hand tree. This removes the need for the inelegant 'phantom' Proof Eating Palm currently in the cascade.

Lore

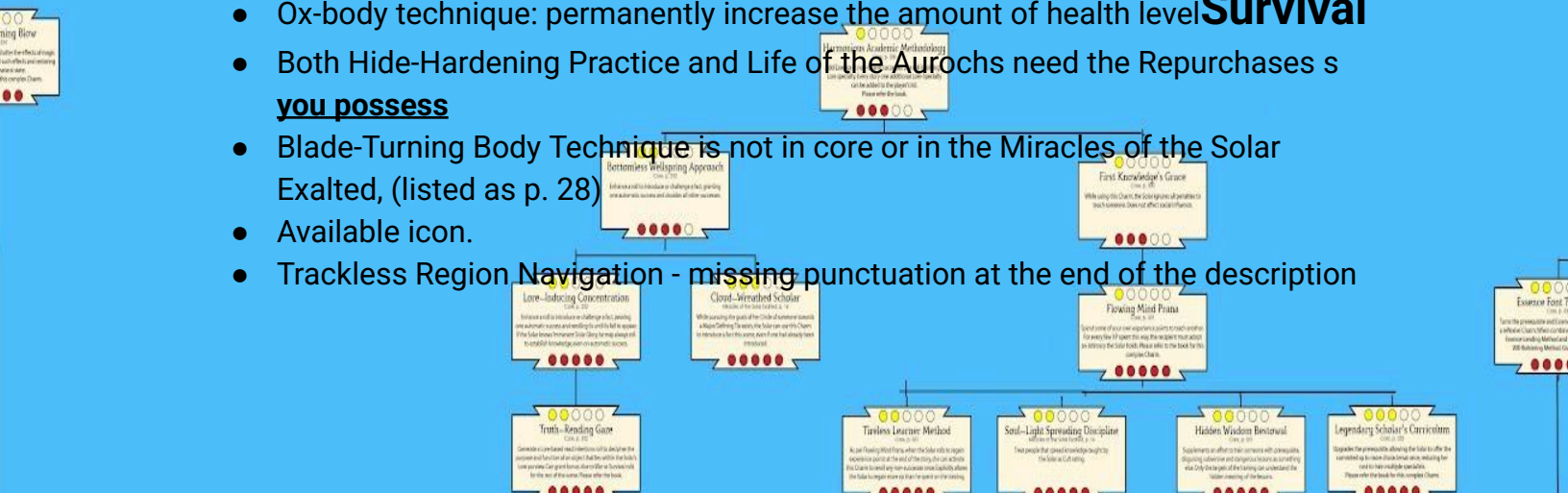
- Truth-Rending Gaze should be Truth-Rendering Gaze
- Wyld-Forging Focus is Spelled with *Forcus*
-

Occult

- "Emerald Induction Technique" should be *Ephemeral* Induction Technique
- Anima-Suffused Spirit prerequisite charm is Material Exegesis Prana, not Spirit-Manifesting Word

Resistance

- Ox-body technique: permanently increase the amount of health level**Survival**
- Both Hide-Hardening Practice and Life of the Aurochs need the Repurchases s **<u>you possess</u>**
- Blade-Turning Body Technique is not in core or in the Miracles of the Solar Exalted, (listed as p. 28)
- Available icon.
- Trackless Region Navigation - missing punctuation at the end of the description



- Force Building Predator Style - Typo: “generates on initiative” should be “generates one initiative”.
-

Thrown

- Thunder-Quelling Gesture - Typo: “if damage is tone” should be “if damage is done”
- Shadow Thrust Spark - Typo: “throwin” should be “throwing”

Martial Arts

- Crane Style - The description box is titled “Ebon Shadow Style info”.

- Earth Dragon Style - Error: Style weapons are two-handed hammers and tetsubos, not Chakrams