Editor's Note: The Free Association is a version of the Court of Humanity as seen here in the On Borrowed Time fanshard (still in development) that doesn't depend on a shard. In particular, the references to Guilds, the Lightgilder version of Nations, have been removed. Without the influence of the Lightgilders in its backstory, the direct connection of the Vigil is greatly reduced, and the court is no longer necessarily Twilight.

The Free Association of Light Marketeers is a supplement to Vocation. It should not be considered an upgrade, successor, or replacement for the actual versions of *Princess: the Hopeful*, including Dream, Vocation, and Royalty.

[Some text (Including Charm text) copied from the Vocation version of *Princess: the Hopeful.*] The Free Association is primarily built around the Vocation version of *Princess: the Hopeful.* Both that book and the *Chronicles of Darkness* book are needed to use this material. Some material in this supplement references *Hurt Locker*.

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This work uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

The Free Association of Light Marketeers

AKA: The Royal Community of Light Marketeers, The Work-In-Progress
Kingdom: None
Followers' Epithets: Self-Starters, Journeymen/Journeywomen/Journeyers, Meeples (derogatory), Taskmasters (derogatory)

I understand why you think you are but one human. You are surrounded by criminals and chaos, who want what you have for their own short-sighted gain. You are watched by supernatural creatures who live in the shadows and try to convince you that it would be easier to ignore them. And you are tempted to indolence by endless and exploitative leisure. This is a dangerous world.

It was not always such. Long ago were peaceful kingdoms whose people prospered with magic that flowered from the fruit of humanity. But they grew complacent, told by their dogmas that they could slack off and ignore the filth that they left uncleaned in the cracks. The world paid for their idleness, and it became a world not worth living in.

But people like us, and like you, have made it so once more. We relit the world with flint with tinder and have clawed our way forward ever since. Every act of brilliance in the world since then, every advancement in the wars against discomfort, disease, and disorder was conceived in thinking minds and built with working hands. All things that shine in our world are but the reflections of the Light in our souls that our labor has brought to life.

That Light responds to our efforts, and now we have the chance to meld the miracles we once wielded with the modern wonders we have made. It will not be easy, and it will not be free. If you are wise, if you are honorable, you will prove yourself worthy of the Light and partaking in all its gifts. You will find where you are needed and work. You will find where you are talented and excel. You will find where you are better and improve or replace those who are not. And if you find a threat to your community, you will lead them to save themselves. Do this, and you will find you are not alone. Do this, and one day the miracles of the Light will be everyone's to share.

The world is watching. Let's make it proud.

The Light alone is born solely of humanity. Thus blessed, Humanity must show itself worthy, spreading light through hard work, ambition, and vigilance. Some people show more talent than others and rise as they should, but every life has value as long as they toil and persevere. Every human has potential. It is up to them to use it, and to the Nobles of Industria to drive and allow them to do so.

Tales of the World
In every home and heart, people want many of the same things. Most want to survive to see the next day. Many want to make a name for themselves. No small number want to make the world a better place. Unlike the Invocations of the Queens, the power of Industria is born of the common people who live in their little abodes and strive in ways the world at large will rarely notice. But it is the sum of all these people's needs, wants, and hopes, small as they may be, that have coalesced into a new miracle of the Light, one that promises to make itself available to all if only its wielders will work hard enough to make it happen.

Never have there been so many people who have wanted nothing more than to have their needs met, whose shared version of a better world has been so humble and humbling. This in turn has led to the creation of what amounts to an Invocation whose locus is not a Queen but the human race itself. This is the Invocation of Industria.

Sidebar: Why not Umanita? Why Nobility?

In the setting of On Borrowed Time, the Invocation of Umanita was named by the Lightgilders to emphasize how it is meant for humans alone in order to further encourage a strong stance against those incapable of using it innately - supernatural beings other than Nobility. In a setting without the Lightgilders, Nobles focus more on the humanity and hard work that they see as their unique

ties to the Light. Hence, in a setting without Lightgilders the Invocation has been named Industria.

That's not to say this version of the Invocation isn't without the Charms that focus on creatures of Darkness and major non-Noble Supernaturals, as that would be ignoring the potential usefulness of Industria's particular tie to Humanity. Rather, such Charms are more potential tools for potential problems, not something symbolic of a Vigil-like view of the Supernatural.

Industria and Umanita, then, are the same Invocation with different branding and different managers, and that alone has made the difference, in perspective if not in actual workings.

Followers of Industria are aware of others who call themselves Nobility, a title granted from their connection to the Light of the Radiant Queens. Some feel that although Industria lacks a patron Queen, the Light itself is their royal patron whose blessing they have earned through their diligent efforts and constant accomplishments. Such people argue that it is this that makes them royal, hence the Royal Community of Industria. Others disagree, saying that the Light is a powerful tool but not a force capable of granting them the status of Royalty, hence the alternate name of The Free Association of Industria, or The Free Association of Light Marketeers. Regardless, those who follow the path of Industria tend to accept the appellation of "Nobility," whether it be as a title of royalty or a reference to their being noble (i.e. virtuous) people.

Sidebar and Optional Rules: A Queenless Court? [With Suggestions from Vent0]
Industria has no Monarch, no Dreamlands or Remnant Queen heading the Invocation. Its power is born from the aggregation of the desires held by mortals who independently seek to fulfill very similar mortal concerns. This leads to Industria's weakness, but it also raises an important question?

When one Blossoms as a Noble of Industria, who do they swear *to*?

The baseline of Setting-Neutral Industria is that they swear to no Court, but this is not quite the same as being Courtless. There is still no great meeting, no higher figure that imparts wisdom upon the Noble. Instead, one who chooses the path of Humanity does so by dedicating themselves to using the Light to sustain themselves and better the world around them as dictated by the tenets of Industria. These tenets are given to them not from on high but from experience and the realities of the world around them. Most Nobles of Industria end up either being self-taught in the Invocation or on rare occasions find another Noble to help them understand the tenets.

But *Princess: The Hopeful* is still intended as a fansplat for *Chronicles of Darkness*, and perhaps such a convergence of tangible wants and material beliefs has aggregated into some sort of gestalt consciousness. It may be that a Noble who takes the path of Industria meets this consciousness soon after they blossom. Perhaps it manifests as an ambiguous figure or group in a small professional room, or perhaps it manifests as echoes of people who inspired the Noble and

urge them to keep striving and working.

Whether a Noble of Industria finds the call of Humanity waiting for them in the Dreamlands or solely within themselves is a topic for table discussion if necessary. The main mechanical differences lie in whether there is a Mentor Merit tied to Industria and whether corresponding versions for any Charm or Upgrade in Core Princess: the Hopeful with different versions tied to Queens (such as the Charms of Entwined Destiny) exist. Because the default assumption is that Industria has no Queens, no such Charms or Upgrades are provided.

A related question is: If Industria is not ruled, can it be ruled? The baseline answer is no, at least not by a single figure; to be the central figure of Industria is to embody something so fractious and diverse that no single figure can truly embody it. However, a table may choose to explore what happens if a single figure or group does ascend to become ruler(s) of the Invocation. The ramifications would be up to the table, but keep in mind that it is the lack of a central figure is the main cause of the Invocation's weakness. For more information, see the section on [Nations and Industria Charms](#).

Philosophy
The philosophy of Industria is more than a platitude. It is a promise that the world can be improved, that concrete results are possible *today* if you put in the work. It is a push aimed at those seeking to build something greater than themselves, something that they have been alienated or held back from. One creed unites the followers of Industria: "Hope is something we must all build together."

Value All Things

Nothing is free, least of all a better tomorrow. If you want something, you'll need to pay, work, or sacrifice for it. It doesn't matter how hard the task is; if you want or need to do it, do it, and if you can't it's up to you to figure out why. Honest work is never shameful, and deserves all the passion and dedication you can muster. Don't cheat others, for to do so is to take what you have not earned. But value yourself as well. Give nothing freely, not even your time if you can avoid it. There's no shame in asking for recompense for your actions, and no reason to stay with those who exploit you if you can find people who better appreciate and reward what you can do for them. The best payments are tangible, of course, but don't underestimate the value of exposure, training, connections, and even simple information, either given or received. Giving a hand up, not a hand out is cliche because it's true, regardless of whether you are giving or receiving.

Know Your Market

You can't sell unless you know the ones who are buying. It's who you know as much as what you know, and you can only grow outwards, not inwards. Network, find those who interest you or who are interested in your talents, and convince them why you're better at what you do than anyone else, or at least better to have around than your competition. Remember that a wide net

trawls more than a thin deep line. The more people who know you, the more opportunities you have. The more people who you know, the easier it is to find what they need, to find someone who has what you need, or to find the people you can truly believe in.

Build Towards The Better Solution

Humanity and its achievements are accretive. Its technology is always improving, its resources are always growing more diverse, and its knowledge is ever growing. The world is unfair and dangerous, but one can always build their way to success with hard work amplified by everything humanity has to offer. But even success is short-lived unless something lasting is created in the process. Social connections are worthwhile, but it's your physical works that can't be denied. Existing technology can do more than help you create new things; it can document and protect the work you've done. The answer to dangerous technology is always to make it safer, not to have less of it. And finally, remember that you can't build towards a solution for a problem that isn't recognized. People deserve to know what puts them at risk, mundane or not, and how they can work with you to reduce or even remove that risk.

Duties
Whatever the Calling, the first duty of a follower of Industria is always to build towards a better world. In addition to their Calling Duties, all Nobles who follow the path of Industria seek ways to slowly spread the Light in humanity in preparation for the day when all those who can use the Light can shine and burn away the darkness.

Champions of Industria shine their light against human and inhuman evil first and foremost. They stand as the main defense against the monsters that swarm around the human race seeking to consume or infect it, or the criminals seeking to terrify and victimize it. They take the front but often train and call upon a large reserve of those who are willing, leading them to tear apart the most fearsome of creatures and criminals with the thousand cuts of the Light-blessed and the Light-led.

Graces of Industria focus on justice and bureaucracy. They maintain the ever more complex network of telecommunities and physical offices that people must patronize to handle the paperwork that binds people to their governments. They set schedules, cross-reference laws, and ensure that fines and punishments are meted as the law prescribes. They study how to reduce waste in wealth redistribution, including overhead and administration costs as well as actual distribution, and seek to start and maintain programs that train people for meaningful work.

Menders of Industria fix what is broken. Some build low-cost training methods and vocational knowledge bases. Others focus on what needs to be physically repaired here and now. If someone else is responsible for it, they usually inform said person and give them the skills and training so through with the project. For larger tasks they gather the numbers needed, knowing that people can build together what a single person cannot. They focus on short-term repairs and teaching people how to mend for themselves in the long term.

Seekers of Industria learn and teach what Humanity needs to know. Some join the Menders, working to build freely available education systems, especially vocational ones. Others focus on practical research whose applications show immediate potential or are clear stepping stones to a bigger project. This includes the supernatural, looking into mysteries of Light and Dark, performing arduous experiments on those who have given their consent and are given fair compensation. Others look over ever growing surveillance and social networks, seeking the latest trends in humanity or clues to crimes and monsters.

Many Troubadours of Industria are its self-made artists and influencers, inspiring humanity both directly with their work and in showing how such work can be monetized. Some explore the world, drawing better maps, or seeking out new natural resources that may prove useful to people. Others capture its beauty on film for millions of subscribers to view, a reminder of the world's beauty for those who can't see it themselves because they're busy doing the work that keeps the world running. A few find their place in blue sky operations, offering innovative ideas in environments where they can be safely tested before being released into the wider world.

Background
Industria counts those who can blossom with the Light - the whole human race - as potential followers. The ones who Blossom under the path of Industria are as diverse as people themselves, but they usually fall into two particular groups.

The first are people united by striving and ambition. Often facing dire circumstances, they seek to better themselves. Some earnestly seek to better the world around them, others wish to improve things for their own benefit. No small number of them acted altruistically solely for social accolades, only to surprise themselves and stand up for people when it was needed of them most.

The second are those who have seen the worst of the World of Darkness. Victimized by monsters (human or not) or knowing those who have, they prepare to make their stand. Refusing to back down, those who Blossom this way do so when they learn the deeper truth - If hard work is to win against the Darkness without destroying the world or its people, all those of sound mind and able body must be trained and willing in the defense.

Many from both groups are Onceborn, people who are particularly driven and open to unorthodox tools and techniques that facilitate the hard work needed to solve problems.

Signature Emotions: Dynamism and Anxiety
There's always something to do or discover. Every day is a new opportunity to achieve. Whether it be a brave stand, a constructive project, or even a reflective poem, there's too much a person is capable of to let it go to waste. Each task brings its reward, and many are stepping stones to larger tasks, to larger discoveries and achievements, to larger awards and rewards. With proper prioritization, preparation, self-confidence, and self-motivation, one person can move mountains.

Except there is always something else to move. Always new people who need motivation. Always new complications that will undo what you have done if left ignored. No matter how

productive a Noble has been, there will always be the niggling feeling that something has been left undone. Work is the watchword, but watching too is critical work.

Character Creation
Much like the Light-using human race itself, the followers of Industria are diverse in ironically conforming ways. Attributes and Skills are focused to where a person plans to use them, leading to convergent patterns of combat-focused builds, vocational experts, social network builders, and so on. Professional Training is common for this reason. Many Nobles sacrifice their natural gifts to Bergeron's Beneficence, and those who can compensate by getting new Merits through training. Others focus on high Willpower, as the greatest boons of Industria require its expenditure or sacrifice.

Sidebar: Sworn and Shikigami [Inspired by Vent0]
Just as other Sworn draw upon the magic of the Queen of the Noble who made them Sworn, Sworn made so by a Noble of Industria draw upon Industria. Industria Sworn follow the same rules as other Sworn.

In Setting-Neutral Industria, No Shikigami who understand or advocate the path of Industria exist initially, as Dreamlands Spirits have no Queen to teach them the tenets of the Invocation.

Heraldry
The Heraldry and Regalia of Industria are pragmatic and unassuming. Equipment and clothing is there to be functional and identifiable, with muted colors and a thin frame that is synthetic to the touch and feels flimsier than it is while still allowing the skin to breathe and the body to move. Gaudy iconography and accessories are eschewed, as actions speak louder than trinkets.

Echo
A Marketeer's Echo is like a shot of caffeine, driving you to movement but leaving you jumpy at what could lurk around the corner.

Practical Magic
(With Contributions and inspirations by TrueWolves, MushroomBadger, Vent0, EntirelyUnlikeTea and Cozyglow)

In the view of Nobles who follow Industria, reliability in everyday situations is key. Take the Reliability Acquisition Condition. This condition can have its Resolution effect once per chapter. Once the Resolution effect is activated, though, the Condition is gone for the rest of the chapter and the Noble cannot access its benefits until the Condition returns at the beginning of the next chapter.

Industria Condition: Reliability Acquisition (Persistent)

Your character is confident and resolved around their tools and philosophy. If a character has at least five dice (including situational modifiers, equipment bonuses, Quality bonuses, and Specialties, but *not* including dice gained from Invoking or spending Willpower) to roll on an action made to summon one or more Regalia pieces, activate a Regalia Charm or Upgrade (including Extended actions to meet thresholds), or to make a roll where the character could apply Industria due to a Regalia Bonus, the player may choose not to make the roll, instead treating the result as a basic success.

The character may still apply Industria (and *only* Industria) to that roll, usually in order to apply the effects of a Charm or Upgrade. You may not Invoke for additional successes or damage when foregoing a roll unless Modulated is applied.

Resolution: When you roll to summon a Regalia piece, activate a Regalia Charm or Upgrade, or to make a roll where you applied Industria due to a Regalia Bonus, and the roll was not a Chance Die, if the roll is a failure, you may resolve this Condition to treat the action as if you'd rolled a single success. The Regalia piece functions until the action is complete or for the Duration of the Regalia Charm (during which the piece can't be used for any other purpose), after which it is sacrificed. Once sacrificed, the Regalia piece can't be resummoned for the rest of the chapter.

Beat: When the Resolution effect is activated, take a Regalia Beat; five Regalia Beats form a Regalia Experience. Regalia Experience, once gained, may be spent to purchase Regalia Charms or Upgrades to Regalia Charms.

Whenever a Regalia item belonging to a Noble of Industria is destroyed, they may pay 1 Wispcoin to recreate it instead of 1 Wisp and 1 Willpower.

High Belief expands a Noble of Industria's flexibility. A Noble of Industria may designate a number of Dots' worth in Regalia Charms they possess as Practical Charms equal to (their Belief - 7), minimum 0. These additional Practical Charms carry the same rating restrictions as their normal Practical Charms, and like their other Practical Charms can only be changed when the Noble gains a dot of Inner Light.

Invocation: Industria
Humanity has physical needs to be met and spiritual fears they seek to banish, and this is reflected in Industria. The Invoked Charms and upgrades speak of trust in the material goods and technology needed to perform work, of small effects made great by their availability and flexibility, and of the grand goal of a world where all people can use the Light. Many otherwise generic-seeming Charms require Industria because the advocates of Industria discovered them first (or because they were "adapted" from pre-existing Charms), and Industria's nature is a proprietary one.

Industria has the unique disadvantage that its power is proprietary and requires dedication.

Whether it is due to a lack of a Queen, because its followers draw its power from the unfocused mass of humanity, because the mass of humanity doesn't share one kingdom as the other Courts do, or simply because the Tenets of Industria demand self-reliance, a Noble of Industria must themselves be the center around which their power coalesces.

A Noble who activates an Industria Charm or summons a Regalia piece tied to an Industria Charm or an upgrade that requires Industria requires both that they not currently have broken its Ban and that they possess Industria equal to or greater than the Charm's rating in order to activate it. If an Industria Charm has Sanctuary, the character cannot choose a Sanctuary higher than their Industria. These restrictions cannot be met or bypassed with Minor Invoker, and also apply to Industria Charms contained in most Bequests and Heroes' Endowments.

If a Noble breaks Industria's ban, all Industria Charms they have active end immediately, and all Regalia tied to Industria Charms or Industria Upgrades are dismissed and cannot be resummoned until the Ban is no longer broken.

Summoned Regalia pieces tied to Industria Charms or Upgrades requiring Industria, regardless of whether as a Charm or as a Bequest, only function for the activating character, although the On-Command Upgrade can bypass this. Finally, characters who have access to Bequests with Industria Charms that cost Wispcoins to activate still need a source of Wispcoins (or Wisps and at least one dot in Industria) to activate them, and those that physically need Wispcoins to function still do.

Sidebar: Mistake Not Kindness For Weakness

[With additions inspired by Tatsuya and The_Bohemian]

The tie that Industria has to Humanity - the ones who can innately use and whose hopes empower it - makes it that much harder to turn Industria on Humanity, or at least a definition of "Humanity" that Invocational Magic can discern. When and where the terms below were first coined have been lost to history, but most Nobles of Industria suspect that Hunters - human beings who dedicate themselves to fighting or at least moderating supernatural threats - were involved. For the purposes of Industria, the following terms are defined:

Wick:

1) A character who has Potency other than Inner Light, or;
2) A character whose presence is registered by Unseen Sense (Darkness) [Vocation 80] (i.e. "all varieties of Dark creatures except those under the Darkened Condition").

Tallow:

A character both sentient and sapient who has no Potency other than Inner Light and whose

presence is not registered by Unseen Sense (Darkness).

If an Industria Charm would deal damage to a [Tallow](), instead it inflicts that many levels of the Phantom Damage Tilt [Vocation 509]. If an Industria Charm would inflict a Condition or Tilt on a [Tallow](), that Condition or Tilt is shed without resolving at the end of the scene. This is repeated in the description of Industria Charms where it applies (Author oversight notwithstanding). Note that animals and other non-sentient beings are not Tallows, but characters with supernatural abilities (such as Supernatural Merits) that technically don't grant Potency can be.

Technically, Industria Charms detect for a lack of any Potency other than Inner Light or hypothetical detection by Unseen Sense (Darkness). Because of this, Supernatural abilities that allow one to pose as human only require a Clash of Wills to work if the ability itself requires it. Additionally, because the Invocation of Industria itself is considered the source of the effect, such abilities with a duration protect against almost *all* Industria Charms used against them for this purpose for that duration. The exceptions for this are Charms such as Magical Eyes that specifically seek out supernatural creatures, even if Industria is Invoked on it; such Charms are considered as their own effects separate from Industria Charms in general.

Although at times inconvenient, this is no weakness where the Invocation itself is concerned (if indeed an Invocation is even capable of concern), for it allows people to handle threats from most people who have strayed with the minimum of injury and death. Even if the weakness of Industria is ever somehow removed, this aspect of Industria would remain.

As with any Nation-based Invocation, Industria is free to invoke on actions directly serving the Aspirations and Vocation of a Guild in which one is a member; unlike other Nation-based Invocations, it is also free to invoke on actions directly serving the Projects of a Guild in which one is a member.

For Nobles of Industria, the Invocation also applies at no cost when the target of a Noble's Charm is a mundane object that is either wholly made of synthetic materials or the Noble's rightful property. It also applies at no cost when performing actions for which the Noble has already received physical payment (including salary and wages), and when extracting resources from mundane flora, natural terrain, and non-sapient animals.

Industria's Ban

[With inspirations from Cozyglow and StormKeeper]

Industria's Ban is considered broken under the following situations:

- Abandoning or acting against an action the character promised to perform, for which they received or were promised payment that the character accepted. This includes abandoning or acting against the duties or responsibilities of a job that provides benefits (e.g. Wages, National Magic), such as the Projects, Aspirations, and Vocations of organizations in

which the character is a member. The Ban is not considered broken if the character has or receives express permission from a regulation or authority in that employment with that capability, granted under honest pretenses. This replaces the rules for being locked out of Industria-based Nations, but a character who is locked out of another Nation's Invocation is considered to have also broken Industria's Ban.

- Performing an action for another who possesses no familial ties and no authority over them and receiving nothing in return (or returning the payment freely), or taking from/demanding a favor of another towards whom the character has no familial ties or authority over and giving nothing in return. Gifts of small-to-no value and intangible items like information. explicitly-expressed gratitude, and survival will suffice so long as the receiving side considers it acceptable, and this does not apply in situations where policies discourage or prohibit such payments or takings, when the action is considered typical for the duties of a profession or undertaking for which the character is being paid, or when the favor is in service of a goal that rewards both involved so long as the other knows that the favor is being done (at least in part) for them.

  Note that this is not an excuse for discourtesy towards one providing the character a service. In fact, one forcing others to engage in unnecessary work they could have done themselves out of spite or sloth may be considered to be breaking Industria's Ban.

- Convincing or coercing another to perform another to perform an act that would be considered breaking Industria's Ban. This includes getting permission from authorities who are not allowed to grant such permission by the organization's regulations, or doing so under false pretenses.

Any act that breaks Industria's Ban denies the Noble access to the Invocation for their Industria in days; reduce this duration by 1 day for each Wisp or Wispcoin the Noble spends for this purpose that was regained or generated after the Ban was broken and that didn't come from other characters or items, from Inner Strength, or from Spiritual Valuation. Multiple breaks are cumulative.

Advancing Industria

(With inspirations by HackneyedTrope)
Almost any Tallows may buy dots in Industria even if they are not Nobles of Industria or members of a Nation with Industria as its Invocation; such characters advance the Invocation at the out-of-affinity rate.

Almost any character who is a member of a Nation with Industria as its Invocation may advance it at the affinity rate.

Any character capable of buying dots in Industria may buy it up to the maximum of five dots.

Sidebar: Almost *Any* Character?

"Any member of the Nation can purchase dots in its Invocation at the affinity cost of 2 Experiences/dot, and use it in the same ways as any other Invocation…. Any member of a Nation may buy more of its Charms with Experiences at the affinity rate, if they have the necessary Invocation dots. They do not need any supernatural quality other than that - even a mundane member can learn and cast the Nation's Practical Charms (if he has the Wisps, or a Charm doesn't require them)" -Vocation, Pg. 97

The nature of Nations and the nature of an Invocation that is particularly compatible with them is fundamentally intertwined, and thus both are open to almost all. Almost any sentient character, so long as they are a member of a Nation whose Invocation is Industria, can learn Industria and Nation Charms, even if they are already supernatural beings, *even if they have another brand of Potency*. Such characters do not use their Potency in place of Inner Light, nor can they use their own supernatural fuel in place of Wisps or Wispcoins without Supernatural Merits or other methods of doing so. This is not unique to Industria, but this aspect is particularly noteworthy given how Industria Charms are particularly inclined towards common use.

Only Darkness, a force directly opposed to the Light, can interfere with a character's access to Industria and National Charms, and even this is mitigated by Industria's openness towards mundane beings and the hope that they can ameliorate or even cure their Condition. Humans with the Darkened Condition are still [Tallows](#), and they can still take dots in Industria or learn new Charm or Upgrade from their Nation. Each time they do so, they break out in rashes and take a cumulative -2 penalty on all Physical actions for their Industria in days, equivalent to exposure to Jade; this supersedes the mechanics of "Nations and the Darkened Condition." [Vocation 323]

Creatures of Darkness who don't possess the power of Calignes can't take new dots in Invocations or new Nation Charms, but they can still call upon the Invocation and Charms they do possess. In most cases, such creatures are mentally unable to call upon such Charms if they require a dicepool, and functionally unable to regain Wisps or generate Wispcoins.

But a Caligo requires deliberately learning from the Darkness, and on this Industria is far less forgiving. Characters who learn a Caligo lose all Industria Charms and any Merits with Industria as a Prerequisite, in addition to the other consequences listed in "Nations and the Darkened Condition." Sanctity of Merits still applies. Caligines inflicted as Umbrae don't cause this loss if their final rating is 0, but those that still cost Experiences after the discount do.

Unlike other National Invocations, Nobles gain the same benefit from purchasing dots in Industria as they do when purchasing dots from Court Invocations; this replaces the normal benefit of purchasing Invocation dots tied to a Nation [Vocation 95]. Upgrades gained by Nobles when improving Industria can be applied to Charms a Noble knows only as Practical Magic from

Nation Membership. Noble characters may trade both Upgrades for the Professional Package Merit.

When purchasing the first three dots of Industria, a non-Noble character gains two dots instead of one. In addition to spending these dots on their Nation's Practical Charms as normal, they (and Noble characters) may spend these dots in the following ways:

- One or both of these dots may be spent on Industria Charms provided by a Nation in which the character is a member. Non-Noble characters must be a member of a Nation using Industria to activate these Charms.

- Both dots may be traded for a Skill dot in an Asset Skill.

- One or both dots may be traded towards dots in Supernatural Merits offered by a Nation's Supernatural Membership with Industria as a Prerequisite.

Nations and Industria Charms

A Nation is an organization of people brought together under a common cause, and thus is uniquely attunable to Industria. If a Noble with one or more dots of Industria starts a Nation, they may choose to have the Nation's Invocation be Industria, and the Nation may purchase Industria Charms as Practical Charms for the Nation.

The benefits in an Industria-based Nation's Mystery Cult Initiation Merit can allow its members to buy additional National Magic not accessible through Mystery Cult Initiation and Invocation alone, so long as the total rating of the Practical Charm does not exceed five. These Charms may be activated regardless of Inner Light or lack thereof, although the Industria-based restrictions on Charm activation still apply. Note that these Upgrades and their benefits do not apply to Industria Charms a Noble possesses separately from the Nation.

Industria's proprietariness remains in force for the purposes of Nations. Only Nobles with one or more dots of Industria can start a Nation that uses Industria, and the maximum invocation of such a Nation can't exceed the highest rating of Industria among Nobles who are members of the Nation, regardless of its actual standing. Nations based on Industria can't create Upgrades that don't require the invocation.

A character wishing to purchase a National or Guild Industria Charm must have at least as many dots in the Nation's Mystery Cult Initiation Merit as the rating of the Charm they wish to learn, as normal. They may purchase Upgrades without increasing their Status or Industria, again as normal, but actually activating such Charms and applying such Upgrades still requires meeting the requirements to activate Industria Charms.

Characters in more than one Nation that uses Industria as its Invocation can purchase Practical Magic from any or all of them that they qualify for, and keep any Charms given to them by any

Nation's Mystery Cult Initiation. Any Practical Charm or benefit granted by a Nation that refers to an Asset Skill uses the Asset Skills of that Nation even if they do not count as Asset Skills for that character, which means that Characters may be unable to purchase certain Charms or gain certain benefits that require Skills designated as Asset Skills.

Industria's focus on Nations makes it more likely for characters who aren't Nobles to possess Charms than in the core game. Such characters are considered to have an effective Inner Light of 1 for calculating the effects of Charms, the maximum rating of Charm they can activate (which can be superseded by National Practical Magic as listed above), and the maximum Wisps/Wispcoins they can spend per turn. Additionally, characters with Integrity roll Integrity - Shadows (if any) for their Transformation actions; other characters roll Potency - Shadows instead.

Because Industria is meant to be compatible with multiple Nations, characters don't lose excess dots in Industria if their Nation's Standing falls or they lost dots in its Initiation Merit. However non-Noble characters still need membership in an Industria-based Nation with sufficient Standing (and thus a high enough Industria) to to activate Industria Charms they have purchased.

Stereotypes:

Clubs: There are always solutions to environmental problems, but they don't lie in leaving nature be or having it be our master.
Diamonds: Necessity is the mother of invention. What people need matters more than ivory tower philosophy and theoreticals.
Hearts: Modern laws and modern organization contribute more to stability than appeals to tradition and trust.
Spades: By definition, risk-takers often fail. Do your risk-taking when you aren't risking your responsibilities or the lives of others.
Swords: Laws exist for a reason, and even love cannot stand without codified understanding between those involved.

Tears: The tainted places you create couldn't be better symbols of the costs of laziness. If maintaining Alhambra is that important to you, it's on you to pay that price, not the innocent.
Storms: If your plan leaves rubble and bodies behind, you haven't worked on it enough.
Mirrors: We want to improve humanity. You're not improving anyone but yourselves. If you want to be at the top, work for it.

Cups: You want to know who you are? That's what you've done and what other people would say about you.
Wands: You're good workers, but how do you expect to find work if you don't self-advertise?
Pentacles: The Light has already provided answers in the laws and regulations that have been written. Read them to find your answers.

Melodies: Your band is only half the performance. A paying audience is the other half.

Brass: Self-confidence is key to success, but self-confidence without results is just preening.
Crosses: We have a justice system, yes, but at some point we have to accept the job of judge, jury, and executioner.
Constellations: Where they lose themselves in connections, we follow them to the brightest stars.
Dice: Risk-benefit analysis is nice, but nothing reduces risk like preparation and hard work.
Laurels: Athletes are rich for a reason.

Vampires: Literal parasites who make others do their dirty work. Burn them and treat their victims.
Werewolves: The magic in their souls fills their bodies with rage and violence. Those who lack the discipline to control their wrath must be put down like rabid dogs.
Mages: "Because it's easier" is no excuse to risk breaking the world just to make your magic a little stronger.
Prometheans: There's no easy answer. Either you guide them to their humanity, or you put them down before they blight the world.
Changelings: Help them reassimilate into human society and use their gifts responsibly. The day approaches when we reduce the monsters who did this to them to ashes.
Sin-Eaters: Unfinished business, huh? I'm sure we can help each other out.
Mummies: Okay… let's break this down. What's on your to-do list right now?
Beasts: The only places you build are graves for dreams and innocents. I'll build your grave myself.
Deviants: The research or rituals that created them aren't cutting-edge, they're cutting corners. Help the victims use their abilities and set their goals constructively.
Mad Scientists: Repeatable, reliable solutions are what we need, not claptrap that blows up the people it claims to help.
Leviathans: Help them go the way of the dinosaurs as the world intended.
Dragons(Embers): Your time has passed. Whatever rule you claim, earn it like everyone else.
Sirens: Anything you've foreseen, others have too. I can't fix anything if you drain me of my will to do so.
Janus: Is being *that* the most you aspire to?

Hunters: We're on the same side. One day, all people will be on the same side. Until then, let's work together and protect our people.
Mortals: If the world has sucked for you, don't drop out. Stand up, get to work, and show the world what a human can do.

Other Courts on Industria

Clubs: You don't own nature, and thinking you can reshape it at will can only lead to tragedy.
Diamonds: You can't just discard "ethics" in the pursuit of knowledge just because people give you the money, the orders, or the permission to.
Hearts: Building a better world this way feels like trying to build a body without a heart.
Spades: Having people chain themselves to their own treadmills is a dirtier trick than anything

I'd ever pull.
Swords: If you just see people as asset sheets, all you'll get is a flat world.

Tears: We're not interested in your "plans," and we don't appreciate you seeing Alhambra as "obsolete."
Storms: We don't need weekend militias and soulless proposals. We need soldiers! The Darkness doesn't stop mattering just because it doesn't happen to be on today's to-do list!
Mirrors: I. Don't. Need. Your. Org Chart!

Cups: The world has placed toll booths on every path and you ignore the people who can't just "work" past them.
Wands: Are you building a better world or just gilding the cages?
Pentacles: Sometimes what needs fixing is more than what you can see right in front of you.

Melodies: A true band's members care more about the harmony they create than the sales they accomplish.
Brass: I want to see the soul behind the resume.
Crosses: They visualize how to repair a venal world, and all their other failings follow suit.
Constellations: There's more to the Light than how it's unique to people.
Dice: They load their dice and say the game is fair.
Laurels: Look, not that I don't appreciate the gumption, but talent and ambition should be nurtured for their own sake. *Not* as just another commodity to be bought and sold.

Inspirations

Bulma (Dragon Ball Z)
Miss Alita (Angel Moxie)
Isabelle (Animal Crossing)
Ayaka Isogai ([Side Business Magical Girl](#) [Oneshot]) (Includes link to chapter copy on Mangadex)

> *Show me a thoroughly satisfied man, and I will show you a failure.*
> *Show me a threat to humanity, and I will build a blueprint towards a solution.*

New Charms and Upgrades
Some Industria Charms are based on pre-existing Charms in Vocation and Road of Dawn; possessing a knockoff quality typical of Industria.

On Wispcoins
Wispcoins are used to pay for many Industria Charms, and some Charms allow people to generate them. Whenever a Charm or other ability requires that a character pay Wispcoins (including in paying for the Charm's activation costs), characters with Industria •+ may pay those costs with Wisps instead unless the Charm calls for actual Wispcoins in its use. For more information on Wispcoins, see the [Personal Mint](#) Upgrade to Re-Mint.

Sidebar: The Dot-For-Dot Discussion [Inspired by kentonHR]
Industria Charms (and their Umanita counterparts) as presented in this document and *On Borrowed Time* have not been personally playtested, and may be out-of-balance when compared to other Charms of equal Rating, including after Umanita/Industria's weaknesses and other quirks are taken into account. In some cases this is intentional, based on design goals set by the author, and in some cases this is an artifact of the initial constraint (which continues to act as a guideline) that no Umanita/Industria Charm have a base rating higher than three dots and the subsequent use of drawbacks to justify the lowered rating. The content of this document is subject to change without notice as suggestions come in, and tables using this material should be aware of this.

Additionally, as mentioned in the section on the Invocation, several Charms carry what could be seen as the effects of Generic Charms and have been poured into the mold of Industria Charms due to its proprietary nature. While this may be the case, the limitations (and additional options for Regalia Charms) created by the Invocation should be taken into account. The author of this work gives no guarantee that any Industria Charm listed here will remain balanced if the Invocation requirement is removed from it; options for Merits that open them up for Non-Industria Charms, similarly, are not guaranteed to be balanced.

The inverse is also true. The collator makes no guarantees that the Charms listed below are not too weak compared to existing Charms in Vocation and warns that some may not be as relevant to typical *Princess: the Hopeful* chronicles.

If a particular Charm seems particularly unbalanced in either direction (or generic, or using the Optional Rules below), the table should feel free to make modifications, and individual players should feel free to leave comments on this document, and/or to contact the author, SlipshodSliver, on the Princess: the Hopeful Discord Server.

Optional Rules: Upgrade Reallocation
Due to the wide breadth of Upgrades in Industria Charms, the following rule from Dream applies in general: A character may know more Upgrades to a Charm than would push the Charm above the Maximum rating of Charm they can activate, but must choose which ones to apply when they activate the Charm. For Charms which apply a passive effect, such as with many Regalia Charms, the character may change which Upgrades are active with a successful Transformation action. If an Upgrade with a Duration is switched out this way, its effects end immediately.

New Charm Action: Meditation
Some Charms list their Action as "Meditation." Meditation is a special type of Extended Action that some Charms use, and any Merits/bonuses/etc. that a Noble can apply to performing mundane Meditation also applies to Meditation being used to activate a Charm. Using

Meditation to activate a Charm replaces the normal benefits of Meditation. Some Charms provide alternate dice pools, thresholds, and intervals for the Meditation used to activate them; for those that don't, use those listed for a normal Meditation on Page 75 of Chronicles of Darkness.

New Charm Tag: Life-Support
This Charm or Upgrade is designed to maintain the physical well-being and/or quality of life of a mundane being. Originally designed to be part of a Nation's Practical magic, Nobles who developed these charms for themselves found themselves stymied when attempting to use them in their mundane forms. A Noble who takes this Charm or Upgrade for themselves can purchase the Practical Support Merit to make it Practical.

See also the Sidebar below:

Sidebar and Optional Rules: Humanity and Humanism

While Life-Support Charms can be a great boon to many, they can also reflect one of the potentially darker aspects of Industria: the tendency to view disabilities as something to be "repaired" or "worked around" instead of appreciating human beings for the people they are as a whole. As discussed in "Ableism and Storytelling Games" [HL 59], requiring disabled Characters to spend Experience on Charms that grant functionality similar to Characters who are not disabled places a "negative value" on such disabilities. Groups with such Characters may decide to allow these Characters to take these Charms without cost, and/or to offer Beats should those characters get into hardships because of these Charms or the lack thereof. As mentioned in Hurt Locker: "If disabled characters seem to get singled out for the different ways in which they acquire Beats as if they've got an inside track on exceptional abilities, consider switching to the optional group Beats system."

Issues with these Charms are particularly complicated in the setting of On Borrowed Time. Whether taken as Practical Magic from Guilds or as Bequests, these Charms require Industria to function, and the Guilds have little to no compunction about taking away the use of these Charms from those who cause too much trouble. The table should freely discuss options for those Characters particularly concerned about this possibility, including access to generic versions of these Charms that don't require Industria to function (although this in itself will carry scrutiny issues).

New Charm Tag: Reality-Augmenting
A Reality-Augmenting Charm (or Upgrade) is always a Regalia Charm. A character who learns a Charm or Upgrade with Reality-Augmenting adds a set of mundane-appearing eyewear in the form of eyewear such as glasses or goggles with earbuds that do not hinder normal vision or hearing to their Regalia.

Many Regalia-Augmenting Charms/Upgrades require that the character wear the eyewear to function. The same set of eyewear functions as the anchor for all Reality-Augmenting Charms/Upgrades the Noble possesses, or for the parts of their functioning that use the Reality-Augmenting eyewear.

If another character wears the character's Reality-Augmenting eyewear, only the Reality-Augmenting Charms with the [On-Command Upgrade](#) applied function for them.

New Charm Upgrades: [Inspired by Cozyglow]

Nobles of Industria may take the following standard Upgrades for almost any Industria Charm they know.

Bequest Regalia (Industria ••):

The Charm can be shared with others. As long as this Upgrade is applied, the Charm becomes a Regalia Charm if it is not one already; in this case, the Noble adds a Regalia Piece to their Regalia to act as an anchor for it whose appearance is evocative of that Charm and its function.

Such Regalia Pieces cannot anchor other Charms, nor can Charms with this Upgrade applied be anchored to other Regalia pieces. The Regalia Piece also acts as a Bequest for the Charm and its currently-applied Upgrades that it is anchoring; other characters using the Regalia Piece as a Bequest this way cannot summon or dismiss it, nor can they change what Upgrades it carries, although they need not use every Upgrade when using the Regalia Piece.

Only Nobles can learn this Upgrade. It may not be built into a Bequest, and Nations cannot take it for their Charms.

Modulated (Industria ••):

(With additions inspired by Michael Brazier.)

The Noble can better direct the empowering flow of their Light. When the Noble applies Industria to the activation roll of the Charm or one of its Upgrades or to a roll that the Charm or an Upgrade allows the Noble to invoke Industria on, they may add the same number of extra dice or the same number of extra successes, but not both on the same roll. Applying Modulated automatically downgrades any Exceptional Success to a Success.

If applied to a Regalia Charm with a Quality Bonus of +2 or greater, the Noble may instead split the benefit to the roll when they invoke Industria, adding either one extra die or one extra success for each dot of Industria they have.

Modulated may not be taken for any version of [Humanity's Favor](#).

New and Modified Regalia Upgrades:

All Industria Regalia Charms provide the following additional or modified standard Upgrades.

Force (Industria ••):

[With modifications inspired by Varrtes and Vent0]

The Regalia piece becomes the Noble's projected will, not just a fragile physical object. The Regalia piece now manifests in a slightly translucent holographic form that responds to tactile input but gives way under any real force. If not held, the form floats by the character's hand. This form can be manifested and dismissed as if it were a normal Regalia piece.

At the start of the Noble's turn, if the Regalia piece is destroyed, it can be resummoned with 1 Structure as a Reflexive Action; this does not change its Durability. Then, regardless of whether the Regalia Piece was resummoned this way, it regains Structure equal to the Noble's Industria.

The Regalia piece does not regain Structure this way while dismissed. If destroyed as part of a Dramatic Failure on the Noble's part or an Exceptional Success on the assailaint's part, the Regalia piece does not benefit from this Upgrade until it is rebuilt as normal. Force cannot be used to resummon a Regalia piece destroyed due to resolving Reliability Acquisition; see that Condition for more details.

So long as Force is applied, the Regalia piece cannot be used as either improvised armor or improvised weapon; its form breaks up without reducing damage if its wielder attempts to use it as improvised armor, or without dealing damage if its wielder attempts to use it as an improvised weapon. Charms that explicitly act as Armor or weapons, such as Barrier Jacket, the Armored Upgrade to Core Clothing, and Human Defense Armament, are the exceptions to this rule.

In a setting where technology/magic reminiscent of holographic items are not common, applying Force adds +1 to perception rolls by other characters to notice the unusual nature of the Regalia piece.

Light-Effort Charge (Industria ••):

[Inspired by Hackneyed Trope, with further adjustments thanks to Cozyglow and Varrtes]

The Noble can empower their Regalia piece with professional work. Your character may spend at least an (1 + Shadows) hours working in a field covered by an Asset Skill; this does not actually require making a roll. Once the work is done, the Regalia gains one level in the Charged Regalia Condition. The Noble can charge their Regalia this way once a session, or once a day, whichever is longer.

On-Command (Industria ••)

[Inspired by Naomi, with modifications inspired by Varrtes]

The Regalia piece responds readily to its owner's commands without requiring the use of hands. The Noble may use and otherwise manipulate the Regalia with their mind alone so long as the Regalia piece is on their body; the Attribute and Skill they use to operate it is the one used normally to operate that Regalia Piece. This does not reduce the effort needed to manipulate the Regalia (e.g. anything that requires an Instant action still takes an Instant action). The Noble may change where the Regalia piece is located on their body with a Transformation Action.

Additionally, the Noble may sacrifice their movement (but not Defense) for the turn to be able to lift, push, pull, and otherwise use the Regalia Piece without touching it during that turn, so long as it is no more than a yard away from them.

Finally, applying On-Command allows characters other than the Noble to benefit from the Regalia piece (or Implant manifestation), although they cannot summon, dismiss, or reconstruct it. More specific uses for On-Command are listed in Charm descriptions.

Quality (Industria ••):

(With additions inspired by Cozyglow and Varras)

Action: Instant or Reflexive (see below)
Dice pool: Unrolled
Cost: 1 Wispcoin
Duration: Special (See below.)

The Regalia is very well-made and can be made further suited to its purpose. Simply applying this upgrade offers a +1 equipment bonus to dice pools related to its proper use; this increase to the Quality Bonus does not expire as listed below. This is the Quality bonus.

The Quality bonus for this Charm can be further increased. By spending a Wispcoin and either taking an Instant action or taking a Reflexive action and sacrificing Defense for the turn, the Quality bonus of the Phylactery Charm increases by +1 so long as this Upgrade is applied.

An Industria Charm's Quality Bonus can't exceed the Noble's Industria

After the Noble's Industria in hours has passed since the last time a Wispcoin was spent to increase or maintain the Quality Bonus, all increases to the Quality Bonus gained this way expire unless the Noble spends a Wispcoin. If the Noble activates or otherwise benefits from the Charm and/or one of its Upgrades during an Action scene, all increases to the Quality Bonus gained this way expire at the end of the Action Scene.

This version of the Quality Upgrade and the standard version of the Quality Upgrade are mutually exclusive; the standard version of the Quality upgrade can't be applied to Industria Charms, and it and this version of the Quality Upgrade can't be applied to a Charm at the same time.

Sidebar: What *is* an Action Scene, anyways?

Although the *Chronicles of Darkness* rulebook mentions "action scenes," the term is not defined (at least, not in the copy of the book the author uses). This document uses the term as discussed in *Deviant: the Renegades*, where an Action Scene is defined as a Scene that plays out in turns, normally involving "fights, chases, and other dramatic and stressful situations." [DtR 190]

New Charm Upgrade: [Inspired by TrueWolves]

Nobles of Industria may take the following standard Upgrade for any Charm whose Duration is Consecration or for any Charm for which they know an Upgrade that extends its Duration to Consecration, if its total rating is no greater than their Dots in Industria and it requires no Invocation other than Industria.

Personal Carrier (Industria ••):

Stackable, Up to 2.

The Noble now carries the effect of the Charm on them as if they were Consecrated Ground with a Sanctuary of 1. This does not require being in Consecrated Ground, and the ground around the Noble does not count as Consecrated ground. This effect is not suppressed by being in a Tainted Area, but does trigger Unseen Sense (Light). This effect can be activated and deactivated, or its parameters (if any) altered with a Transformation action. Purchasing Personal Carrier a second time allows the Noble to possess the effect even while untransformed.

New Charm

Humanity's Favor (Family •, Industria •)

[With inspirations from Belle & Recette]

Favor (Skill)
Requires Professional Training •

Action: Permanent

The Noble reinforces their training with the experience of Humanity, focusing their body and mind. There is a version of Humanity's Favor for each Skill other than Subterfuge. This Charm may only be taken for an Asset Skill the Noble possesses. A Noble may take Humanity's Favor

up to three times, each time for a different Asset Skill, all of which must belong to the same Profession.

If a Nation offers Humanity's Favor for the third Asset Skill as a Practical Charm, its members cannot take the Charm until they take Professional Training •••.

For Nobles wishing to learn a version of Humanity's Favor for a given skill, the family for each skill is given below (Preexisting Favor Charms for the skills are also listed for reference):

If the Skill is...	The Charm Family is...
Academics	Learn (Liberal Artist)
Computer	Learn
Crafts	Shape
Investigation	Learn (Keen Observation)
Medicine	Restore
Occult	Govern (Forgotten Lore)
Politics	Connect (Illuminatus)
Science	Learn (Natural Philosopher)
Athletics	Perfect (Celestial Dance)
Brawl	Fight
Drive	Perfect (Speed Racer)
Firearms	Fight
Larceny	Learn
Stealth	Appear (Unseen Traveler)
Survival	Perfect (Woodland's Bounty)
Weaponry	Fight
Animal Ken	Inspire (Animal Fair)
Empathy	Connect (Open Heart)
Expression	Inspire

Intimidation	Inspire (Stare Master)
Persuasion	Inspire (Razzle Dazzle)
Socialize	Connect (Life of the Party)
Streetwise	Connect (The Naked City)

The Specialized Upgrade may not be taken for any version of Humanity's Favor. Instead, see the Specialty and Steady Upgrades.

A Bequest of Humanity's Favor only functions for those who have the keyed skill as an Asset Skill.

Upgrade: Specialty (Industria ••)

Stackable 4 times

When this Upgrade is taken, choose or gain a Specialty in the Skill to which this Charm is keyed. The bonus granted by the Specialty is increased by 1 for each additional instance of the Specialty Upgrade that is purchased.

Upgrade: Steady (Industria ••)

When the Noble concentrates their training, the Light ensures they can't fail. Whenever the Noble rolls five or more dice without spending Willpower to make a roll where any Specialty they have in the favored Skill applies to the Noble's action, they may forgo rolling to treat the action as if they rolled a single success. This replaces the normal Specialized Upgrade common to Favor Charms.

Steady cannot be applied when making any resisted or attack roll.

Sidebar: Favor Charms and Regalia Charms

[With Assistance from Geometry]

Favor Charms allow characters to apply an Invocation to mundane actions based on the Skill it is tied to. Regalia Charms allow characters to apply an Invocation to appropriate dice pools when using a Regalia Piece. While a character may not invoke the same Invocation twice on one action, and thus may not invoke with Regalia and Favor Simultaneously, other Regalia Upgrades that don't require Invoking can still apply when Invoking with a Favor Charm.

Appear Charms

Limb Sleeve (Appear •, Industria •)

Life-Support

Action: Permanent and Meditation (see below)
Duration: N/A or twice the Noble's Industria in hours (see below)

The Noble can manifest an illusion that replaces a missing limb or parts thereof. When this Charm is taken, the Noble chooses arms or legs. One limb of the chosen type is wrapped in an illusion that includes any missing parts, up to the entire limb. The illusion looks solid, and can be manipulated as if it were an actual limb, but is normally not solid and cannot be used to manipulate objects.

The illusion filling in the missing parts of the limb can match the limb or appear like a cast or jointed artificial prosthetic. If the limb is present, the illusion be either that of the actual limb or a version of the limb that appears healthy, hiding scars and other injuries in the latter case; any social penalties that the Noble would incur due to the appearance of injuries or scars on that limb is reduced by their Industria.

The Noble can change whether it is the left limb or right limb that the illusion is covering, can dismiss or resummon the illusion(s), and/or change its illusion with a Transformation Action.

With a successful Meditation, the Noble can solidify any illusions tied to any instance of Limb Sleeve the Noble possesses, more effectively replacing the missing parts. The illusion looks and feels indistinguishable from a regular limb or prosthetic (depending on its appearance) and has the same capabilities as a normal limb except that it does not provide a sense of touch. If the illusion would take damage, instead it glitches and loses its solidity for a number of turns equal to the damage that would be taken; any object behind the false limb still takes full damage. This effect lasts for twice the Noble's Industria in hours and replaces the normal effects of Meditation; multiple Meditations are not cumulative.

Limb Sleeve does not restore function to a nonfunctioning limb or add function to a prosthetic even when the illusion is solid. It only replaces missing parts. When the illusion is solid, it can hold the limb in place, identical to a cast or sling.

Limb Sleeve may be taken a second time to cover the other kind of limb.

Upgrade: Second (Industria ••)
Life-Support

The Noble can cover both limbs of the chosen type in the illusion.

Upgrade: Purposed Pseudo-prosthetic (Industria ••)
Stackable 2 times.

The Noble better integrates themselves with the illusion when it is solidified. While solid, the illusion provides a +1 Equipment Bonus to a specific mundane action made with the limb covered by the illusion (equivalent to a Skill Specialty), when taken twice, the Equipment Bonus is increased to +2 (Equivalent to a Skill Specialty and the Area of Expertise Merit).

Occupational Hazard (Appear •, Industria •)
[Inspired by The_Bohemian]
Action: Permanent

The Noble conceals the extent of her injuries to prevent disturbing others. If witnessing the Noble's injuries would cause other characters to make Composure, Stamina, or Resolve rolls to withstand the sight, those characters add the Noble's Industria to their rolls; this includes Breaking Point rolls. Additionally, any social penalties that Noble would incur due to the appearance of their injuries or scars is reduced by their Industria. Occupational Hazard may be activated or Deactivated as a Transformation action.

Note that these benefits apply only to the appearance of the injuries themselves, not how the Noble acts about them. Seeing a Noble under the effects of this Charm get their arm cut off may

be only a mild shock, but seeing a Noble act dismissive about it and letting it bleed everywhere is likely to provoke revulsion, if not be a full-blown Breaking Point on its own.

Upgrade: You've Got Red on You (Industria ••)
[Inspired by Meow Milk]

The benefits of Occupational Hazard now also extends to blood and other viscera on the Noble and what they are wearing, regardless of whether it is the Noble's or not. As with the base charm, it does not guard against the Noble's callousness. A Noble to busy handling a crisis may be excused for bleeding profusely or being splattered in blood, but one who refuses to make attempts to clean themselves once things have calmed down will cause others to see the full severity of the sight.

Sphere of Light (Appear •, Industria •) [With suggestions by Aelius and Laguz]
Regalia
Action: Permanent

The Noble adds a semi-transparent sphere to their Regalia the size of a standard light bulb that can be a light source capable of banishing the thickest natural darkness. When summoned, the sphere hovers above the Noble's head, leaving their hands free. The sphere automatically avoids objects, but cannot be manually manipulated unless On-Command is applied. The sphere cannot be used as either improvised armor or improvised weapon; it breaks automatically without reducing damage if its wielder attempts to use it as improvised armor, or without dealing damage if its wielder attempts to use it as an improvised weapon. The sphere provides white light.

When used to provide light, the sphere can illuminate an area with a radius of up to ((Noble's Industria + Quality Bonus) * 5) yards, which can be changed with a Transformation action. This light can be blocked by normal walls, but any area within line of sight to the light source will be lit. The light provides no heat or ultraviolet light and cannot blind, impose Tilts or Conditions, or cause damage, even if the light is concentrated or otherwise manipulated.

When the On-Command Upgrade is applied, the Noble can spend their turn to control the light emitted by the sphere manually, allowing them to pulse the light as they wish in addition to moving it.

Upgrade: Full-Spectrum Sphere (Industria ••)
The light emitted by the Sphere of Light can now be modified to perform one of the following functions:

- **Alternate Colors:** The Halo can now display any color of magic, and can display up to (1 + Quality Bonus) colors at once. If On-Command is also applied, the Noble can set the Halo to shift between colors in a regular pattern on its own with a Transformation Action.
- **Full Sunlight:** The emitted light is now equivalent to regular sunlight, except that it does

not damage or otherwise negatively affect [Tallows](#).

- **Heat Lamp:** The Sphere of Light now emits infrared light in addition to its regular light. The emitted heat reduces the level of effective Extreme Environments related to mundane cold within the Sphere of Light's range by the (Noble's Industria + Quality Bonus). If there are no such Extreme Environments, then instead food within the Sphere of Light's range is heated to temperatures that prevent foodborne illnesses. This heat does not damage or otherwise negatively affect [Tallows](#).
- **Ultraviolet Light:** The Sphere of Light now emits ultraviolet light in addition to its regular light. This light kills microorganisms within the Sphere of Light's range after (6 - Noble's Industria) minutes of exposure. This light does not damage or otherwise negatively affect [Tallows](#).

Switching between functions, or switching to light without any of these functions requires a Transformation Action. Light generated by the [Proprietary](#) Upgrade cannot possess any of these functions.

Upgrade: Lightshaper (Industria ••)
The sphere can now create a flat design with their light up to their Industria in Size. The design can be changed with a Transformation action; particularly complex designs require a successful reflexive Wits + Expression roll to display. Creating a depiction with the intention to mimic real people, places, etc. leaves subtle imperfections that leave viewers subconsciously suspecting deception; per ST discretion, Nobles may be able to handle these doubts with further words, actions, rolls, etc.

Unless [On-Command](#) is applied, the design is greyscale.

Upgrade: Proprietary (Industria ••)
[**Reality-Augmenting**](#)

The Noble may set the light and sound emitted by the sphere such that it can only be seen and heard via the eyewear. The Noble may switch between this light and the normal light with a Transformation action.

Upgrade: Sphere of Sound (Industria ••)
Action: Permanent

The sphere can now produce a loud whistle as a Reflexive Action. With a Transformation action, the Noble may set this sound to continue continuously or to end this whistle. Alternatively, the Noble possesses Data Wizard or [Personal Computer](#), they may link that Charm to the sphere, allowing the sphere to play any non-vocal sounds saved to the Data Wizard or Personal Computer.

People nearby ignore any noise-related penalties to hear sounds created by the sphere. Sounds created by the sphere cannot deal damage or impose penalties of any sort, including on rolls to hear other sounds in its presence.

Upgrade: Spotlight (Industria ••)

The light and or sound created by the halo can extend outward in a concentrated beam with diameter up to the Noble's Industria in feet and a range of 125/250/500 * (1 + Quality Bonus) feet. At medium range, penalties to see the sound or hear the light due to darkness or ambient noise can't be reduced past -2; at long range, they can't be reduced past -4.

Upgrade: Artificial Lighting (Industria •••)
Requires On-Command or Lightshaper

Action: Extended, 20 minutes/roll, threshold = Sanctuary.
Dice pool: Intelligence + Science
Cost: Sanctuary in Wispcoins
Duration: Industria in hours or Consecration

The Noble fills an enclosed area with light. This Charm can only be activated in an enclosed building. Once the threshold is met, the entirety of the interior becomes uniformly lit with light that is the same as the light produced by Sphere of Light for the duration of the Charm. This light can be blocked normally, but any area within line of sight to the area's walls and/or ceilings will be lit.

If Full-Spectrum Sphere is applied, the light can be granted any one of the Upgrade's functions.

If the Charm is tied to a person or item with the Consecrated Condition, the Charm functions when the person is in an enclosed building, illuminating a section of that building with a Sanctuary rating of 1.

Upgrade: Repelling (Industria •••)
Requires Sphere of Sound or Zenith Musicians' Aura

Action: Instant
Dice pool: Presence + Intimidation
Cost: 1 Wisp
Duration: Industria in hours or Consecration

Invoking the Light's authority, the Noble produces sound with their sphere or their Zenith Musicians' Aura that drives off mundane pests with a special frequency humans (and those of equivalent intelligence) cannot naturally hear. If performed in an unconsecrated area, it affects an area equal to the Noble's Industria in yards. Otherwise, it can affect a Consecrated area with a Sanctuary rating up to the Noble's Industria.

Dramatic Failure: A massive shriek of sound is produced, inflicting the Deafened Tilt on the Noble that lasts (6 - Industria) hours. The Noble cannot produce sound with the sphere or its upgrades until the Deafened Tilt ends.
Failure: Mundane animals are not affected.
Success: Mundane animals cannot approach the affected area and do their best to avoid it. They immediately take the Fearful condition, with the area as the source.
Exceptional Success: Any affected animals with a Speed less than 5 have Speed 5 for the purposes of moving outside the area.

Upgrade: Zenith Musicians' Aura (Industria •••)
Requires [Sphere of Sound](#)

Action: Instant
Dice pool: Wits + Expression
Cost: 1 Wispcoin
Duration: Industria in hours or Consecration

The Noble can produce sounds on command.

Dramatic Failure: A massive shriek of sound is produced, inflicting the Deafened Tilt on the Noble that lasts (6 - Industria) hours. The Noble cannot produce sound with the sphere or its upgrades until the Deafened Tilt ends.
Failure: No sound is produced.
Success: The Noble produces instrumental-only music. This music's length can be up to the Noble's Industria in minutes, loops until the Charm expires, and does not mask other sounds. If not tied to Consecration, the music can be heard by those within the Noble's Industria in yards. Otherwise, it can be heard by anyone in the Consecrated area. Zenith Musicians' Aura can only be tied to Consecrated areas that are indoors with a Sanctuary rating no greater than the Noble's Industria.

A Noble or a Consecrated area can have one Zenith Musicians' Aura active at a time; a Noble activating Zenith Musicians' Aura a second time or a second activation in a Consecrated Area that already has music from Zenith Musicians' Aura tied to it causes the first activation to expire.
Exceptional Success: Until the Charm expires, the Noble can change music with a Transformation action after the current selection has looped at least once.

Upgrade: Animated (Industria ••••)
Requires [Lightshaper](#) and [On-Command](#)

The Noble can now change the design reflexively. With a successful Wits + Expression roll, they can finely control the design for up to their Industria in hours, turning it into a silent animation that is as close to realism as they choose. Creating a depiction with the intention to mimic real people, places, etc. leaves subtle imperfections that leave viewers subconsciously suspecting

deception; per ST discretion, Nobles may be able to handle these doubts with further words, actions, rolls, etc.

Recordings of displays created by Animated register as a product of a Charm to any Charm or other supernatural ability that detects the supernatural.

Upgrade: Searing (Industria ••••)
Requires [Repelling](#)
Cost: +1 Wispcoin

Mundane animals escape the area in a blind panic - they immediately take the Terrified Condition.

Unlimited Item Works - Added Content
[Inspired by Vent0]

Anything in the Noble's active (even if unsummoned) [Inventory Pocket](#) is expressly a valid target for this Charm.

Upgrade: Expanded Stock (Industria •••)

The Noble may now duplicate objects whose Availability rating doesn't exceed one-half of the Noble's Inner Light, rounded up. This applies to both the base Charm and to [Redemption Token](#), if that Upgrade is also applied.

Upgrade: Redemption Token (Industria •••)
Requires Market's Visible Hand with Tokens of My Esteem

Action: Availability in Minutes
Cost: Availability in Wispcoins

The Noble creates a Living Image containing a duplicate of an object on their person. This Upgrade may be used on any object the Noble is carrying and can conceal from mundane observers in their iconic clothing. (Often this limits targets to Size 2 or less, but anything in the Noble's Miss Poppins' Bottomless Bag or active [Inventory Pocket](#) is expressly a valid target - even if the bag isn't open or the active Inventory Pocket isn't accessible.) The object must also be cheaply priced; its Availability rating may not exceed one third of the Noble's Inner Light, rounding up. Also, the Charm can't copy any living animal or any supernatural object; mundane objects that are a supernatural creature's bane can still be copied.

Using this Charm to copy something that the Noble has stolen or has had stolen, or to copy something stamped with a [Personal Property Seal](#) belonging to anyone other than the Noble is a break of Industria's Ban.

The resulting Living Image is the feel and shape of a large coin, with the image of the item it contains stamped on each face. A character may take an Instant Action to break the Living Image, causing the item to materialize in their hands.

Goccia Astrale - Added Content

The Noble may use plastic as suitable material. The Noble's droplets may use the Noble's Regalia without the [On-Command](#) Upgrade. They may dismiss any Regalia they are holding, but cannot then re-summon it.

Upgrade: Self-Made Staff (Industria ••••)

Requires Professional Training •+

The Noble creates duplicates to handle mundane tasks tied to their Profession. Instead of the normal Droplet, for each Asset Skill the Noble possesses, they may create a Droplet that is treated as Staff for that Asset Skill and as Unskilled otherwise. The Noble may not create additional Droplets until these dissolve. They may, however, dismiss all Droplets they have created with a Reflexive Action. These Droplets may not attack.

Upgrade: Temp Tulpa (Industria ••••)

(Original version by Vent0, with suggestions by Cozyglow)

Regalia
Stackable 2 times

The Droplet is designed to focus on assistance over duplication. Being Regalia, the Noble no longer needs to work with material or fluid to activate Goccia Astrale or to invoke on the activation roll. The Droplet is now Size 2, although it still has the same mundane physical Attributes. The appearance it takes depends on the Noble's conceptualization - a drone, a fairy, a flying animal, a sphere of light, etc. It has the Noble's choice of Merits: either the Shikigami Merit of Wings •• or the Shikigami Merits of Doll and [Digital Form](#), chosen when this Upgrade is taken. Instead of dissolving after a single point of damage, it is now destroyed when its Structure is reduced to 0; if the Droplet is destroyed this way, it must be recreated before the Noble can apply this Upgrade. The Droplet may apply the Quality Bonus to any roll involving a Skill Specialty the Noble possesses that is tied to one of their Asset Skills.

If Integrated is applied, reduce the penalty to recall any detail of a Droplet's account by the Quality Bonus (minimum -0).

If [Self-Made Staff](#) is applied, the Noble may apply the effects of Temp Tulpa to any or all of the Droplets created (and the Droplets may no longer attack as per Self-Made Staff).

If this upgrade is taken twice and both instances are applied, the droplet can switch between having Wings •• and having Doll and Digital Form with an Instant action.

Road Crew - Added Content

Upgrade: Hardwork & Hype (Industria ••••)

[Inspired by MeowMilk]

The crew cheers on the earning Noble. Whenever the Noble makes a roll that would gain Wisps, roll the crew's bonus as a separate dicepool. The Noble gains additional Wisps equal to the crew's successes, but the crew can't contribute more than one Success to the roll.

Supernatural Static (Appear •••, Industria •••)

[Suggested by Vent0]

Action: Instant
Cost: 2 Wispcoins
Duration: Industria in minutes.

The Noble fills the area around them with supernatural static that obscures monstrous hearing. For the duration of the Charm, [Wicks](#) within the Noble's Industria in yards take a penalty equal to the Noble's Industria to any action which requires hearing; this penalty is not cumulative with other afflictions like the Deafened Tilt. Supernatural attempts to clear the area trigger a Clash of Wills. Supernatural Static is not recorded by mundane devices, but any character in the area affected by the Charm will still hear the static on the device and be penalized if the effect is ongoing.

Upgrade: Dead Air (Industria ••••)

Cost: +1 Wispcoin

Characters affected by Supernatural Static also see black and white static that obstructs their vision. Any rolls that require sight made by affected characters take a penalty equal to the Noble's Industria; this penalty is not cumulative with other afflictions like the Blinded Tilt. Mundane recording devices do not record the dead air, but they still carry it just as they do the static.

Method Acting - New Content

Upgrade: Professional (Industria •••••)

Requires Cosplaying
Requires Professional Training •••+

Dice pool: Intelligence + Expression, modified by Sympathy

The Noble better synergizes with the functionality of the fictional character they are emulating. Applying Professional changes the dice pool to activate Method Acting to Intelligence + Expression, modified by Sympathy.

The Noble chooses three Skills appropriate to the fictional character, and may temporarily reassign her transformed dots from any of their Skills to the chosen Skills, up to the Noble's maximum. For the duration of the Charm, the Noble treats the chosen Skills as their Asset Skills. When the Charm ends all dots return to their original Skills. The Noble may also exchange benefits that apply to their Asset Skills for versions that apply to the chosen Skills for the duration of the Charm.

The Noble can't use Professional to get external benefits (such as the Contacts from Professional Training •), nor can they get benefits that would last beyond the duration of the Charm (like Beats from purchasing skills designated as Asset Skills this way.

Bless Charms

Dogpile Trap (Bless •, Industria •) [Based on suggestions by Geometry]

Action: Meditation, threshold = Sanctuary
Dice pool: Intelligence + Brawl
Cost: 2 Wisps
Duration: Until activated.

Although the day when everyone can arm themselves is still far away, the Noble can at least seek to allow people some level of self-defense. Once the threshold has been met, the area gains the Waiting Charm condition, which resolves when a character rolls for Initiative or attempts to Surprise (CofD 88). Any attempt to Surprise fails, and any characters in the area whose intent involves stopping the would-be attacker and their allies gain a temporary dot in Brawl and another temporary dot in the Close Quarters Combat Style (CofD 61) that last until combat ends. Note that this Charm does not affect people mentally; depending on the circumstances, there is no guarantee that people will intervene.

Upgrade: Improved (Industria ••)

Stackable 4 times.

The Dogpile Trap is made more potent. Each time this upgrade is applied, any character who gets involved with the intent of stopping the would-be attacker and their allies gets an additional temporary dot in Brawl and an additional temporary dot in the Close Quarters Combat Style.

Meditative Zen (Bless •, Industria •)

Regalia

The Noble adds a mat to their Regalia that assists in Meditation. The Regalia and Quality Bonuses now apply to any Meditation performed by the Noble when using this mat, including rolls to activate Charms and Charm Upgrades with "Action: Meditation." This Quality Bonus is cumulative with any other Quality Bonus being applied to that roll, but can't improve the total Quality bonus past the Noble's Industria.

The On-Command Upgrade is needed for any character other than the Noble to gain benefits from the mat; other characters benefit from the Quality Bonus, but not the Regalia Bonus. Multiple characters trying to use the mat at the same time receive no benefit.

Upgrade: Improved Session (Industria ••)

[With inspiration from SaulotTheGentile]

Stackable 2 times.

The Noble's mat envelopes itself in a relaxing fragrance that radiates calm. As long as the Noble is meditating on the mat, they gain the benefit of the Meditative Mind • Merit. Upon a second purchase, the benefit becomes that of the Meditative Mind •• Merit.

Upgrade: Quick Session (Industria ••)

As long as the Noble is meditating on the mat, they gain the benefit of the Good Time Management and Patient Merits, applied to Meditations they are engaged in.

Upgrade: Re-Centering Session (Industria ••)

After a successful Meditation, the Noble may choose to partially suppress the Soul-Shocked Condition. The next time the Noble would fail to regain Willpower from their Virtue due to the Soul-Shocked Condition, they regain one point instead and the Soul-Shocked Condition is no longer partially suppressed. This replaces the benefits from a normal Meditation. Once a Noble

gains Willpower from their Virtue this way, they cannot engage in this type of Meditation until they gain Willpower from another source.

Peacebond Area (Bless •, Industria •)

[With additional content suggested by TheBohemian]

Action: Meditation, threshold = Sanctuary
Dice pool: Presence + Applied Skill - Damage Rating
Cost: Damage Rating in Wispcoins
Duration: 1 Day or Consecration

The Noble blesses an area to make the environment safer to people. The Noble chooses a Sanctuary and Damage before activating this Charm, neither of which can exceed the rating of this Charm. They also choose one Applied Skill for their Dice pool. Each Applied Skill carries an effect

The Applied Skills are:

- **Animal Ken:** Once the threshold is met, for the Duration of the Charm, if a mundane animal in the affected area with a natural attack would damage a [Tallow](#), replace Damage up to the chosen Damage with that many levels of the Phantom Damage Tilt. This does not prevent indirect damage such as a venom's Toxicity.
- **Brawl:** Once the threshold is met, for the Duration of the Charm, if an unarmed attack in the affected area would damage a [Tallow](#), replace Damage up to the chosen Damage with that many levels of the Phantom Damage Tilt. This effect also applies if a character attempts to throw an object or push a character to cause deliberate harm to another, but has no effect on attacks where any weapon that doesn't use Brawl to attack and/or supernatural effects other than Regalia is involved.
- **Crafts:** Once the threshold is met, for the Duration of the Charm, if a mundane mechanism would damage a [Tallow](#), replace Damage up to the chosen Damage with that many levels of the Phantom Damage Tilt. This effect does not apply when a character deliberately uses a mechanism to harm another, and does not prevent indirect damage such as Toxicity from exposure to machinery fluids and other outputs.
- **Medicine:** Once the threshold is met, for the Duration of the Charm, if a [Tallow](#) would suffer damage due to substances or phenomena with Toxicity, replace Damage up to the chosen Damage with that many levels of the Phantom Damage Tilt.
- **Occult:** Once the threshold is met, for the Duration of the Charm, if a [Tallow](#)'s Health boxes fill with Aggravated damage, that character is not considered dead for the chosen Damage rating in hours.
- **Science:** Once the threshold is met, for the Duration of the Charm, if a [Tallow](#) would suffer fall damage or damage from colliding with another object, replace Damage up to the chosen Damage with that many levels of the Phantom Damage Tilt. This effect does

not apply when the damage is done deliberately, such as pushing a person or throwing an object.

- **Weaponry:** Once the threshold is met, for the Duration of the Charm, if a mundane weapon in the affected area would damage a [Tallow](#), replace Damage up to the chosen Damage with that many levels of the Phantom Damage Tilt. This effect also applies if a character attempts to use a mechanism to deliberately harm another. This has no effect on unarmed attacks or supernatural weapons other than Regalia.

If this Charm is activated for an Applied skill multiple times, the activation for the highest Damage rating takes precedence.

Upgrade: Diverse (Industria ••)

Stackable, up to 4

Cost: +1 Wispcoin

The Noble improves their peacebonding capabilities. Each upgrade taken increases the rating of the Charm and thus the Sanctuary and Damage ratings the Charm can affect. Additionally, for each instance of Improved that is applied, after the initial Charm is activated, the Noble may spend 1 Wispcoin to reactivate this Charm for the same Damage rating but a different Applied Skill.

Upgrade: Worksafe (Industria ••)

The Noble also blesses the area to also make the environment safer to objects. Once the threshold is met, for the Duration of the Charm, its effects also apply to mundane objects. The Phantom Damage Tilt appears on objects as cracks, scuffs, scratches, etc. that disappear when the Tilt ends. This does not prevent indirect damage. For example, if the Noble attacks a vase with a hammer when the Applied Skill is Weaponry, their weapon doesn't damage it, but if the vase is knocked over by the attack and falls it can still break.

Personal Property Seal (Bless •, Industria •)

[Inspired by SaulotTheGentle, with suggestions by Vent0 and adjustments inspired by Meow Milk]

Regalia

Action: Instant
Cost: Invoking
Duration: Industria in hours (see below)

The Noble adds a small stamp to their Regalia. This stamp, no larger than a Wispcoin, carries a logo representing the Noble. If the logo is stamped onto an object without activating Personal

Seal or one of its Upgrades, it flakes off immediately. Otherwise, it cannot be removed without damaging the object until it flakes off when the Charm expires, although removing the logo does end the Charm immediately; if the Charm ends prematurely for this reason, the Noble immediately becomes aware of it.

To stamp the logo on an object and activate the Charm, the object must be a nonliving object of Size no greater than the Noble's Industria and the Noble must Invoke Industria. For the duration of the Charm, Larceny rolls made to steal the object take the Noble's Industria as a penalty. Even if a roll would normally not be necessary, a character trying to steal the item must successfully roll Dexterity + Larceny (penalized as above) or find themselves unable to bring themselves to steal the item for the duration of the Charm.

The Quality Bonus adds to any penalties inflicted by Personal Property Seal.

Upgrade: Concealing (Industria ••)
Cost: +1 Wispcoins

The object being stamped on becomes imperceptible to mundane sight for the Duration of the Charm. Normal people cannot see the object unless they first hear it, smell it, or make physical contact with it. Unless such a person is deliberately searching for objects (such as in a safe), such contact is usually accidental. Supernatural attempts to see the object trigger a Clash of Wills. Even if a character sees the object, attempts to steal the object via Larceny are penalized as above.

Additionally, passive abilities that detect the supernatural automatically fail to locate the logo, and active abilities must win a Clash of Wills to detect it.

Upgrade: Consecration (Industria ••)

When the Noble uses the Personal Seal on an object with Consecration applied, any time that object spends in a Consecrated area does not count against the Duration of Personal Seal or its Upgrades.

Upgrade: Encrypting (Industria ••)
[With adjustments inspired by Meow Milk]

Cost: +1 Wispcoins

An object with the logo stamped on it becomes harder to reproduce. Mundane attempts to document the object via recordings, photography, etc. fail, providing useless audiovisual output. Supernatural abilities must win a Clash of Wills to document it. Rolls to reproduce the object

from memory are penalized by the Noble's Industria, even if those rolls are made after the Charm expires.

If [Concealing](#) is applied, the object is obscured even if located. Characters other than the Noble attempting to read text on the object or hear audio it produces must make a successful Wits + Academics roll, penalized by the Noble's Industria, or see and hear only gibberish.

Upgrade: DRM (Industria •••)

[Inspired by Meow Milk]

Requires [Encrypted](#)

Cost: +1 Wispcoins, +1 Willpower

The logo's handle can be reshaped to connect it to a computer before activating the Charm. For the duration of the Charm, the computer's display will be protected via Encrypted.

Alternatively, the Noble can choose a single file on the computer. For the duration of the Charm, the file is protected via Encrypted. The first time the file is uploaded while the Charm is active, the Charm now protects the uploaded version of the file for the remaining Duration of the Charm.

If [Consecration](#) was applied, So long as either the computer (or the computer a file came from) or the server a file was uploaded to is in a Consecrated area, time spent does not count against the Duration.

Upgrade: Dissuading (Industria •••)

Requires Concealing

Cost: +1 Wispcoins

The logo actively dissuades people from making contact with the object. Mundane characters will avoid making accidental contact with the object, and such characters deliberately looking for objects must successfully roll Wits+Larceny penalized by the Noble's Industria, or else unconsciously avoid searching in a way where they would make contact with the object. At a story level, searchers get the feeling that the area in the object's immediate vicinity is a boring, mundane place with nothing of value here because they can't find what they're looking for, or even (especially if they suffer a dramatic failure) become convinced that they must have got the wrong location. Supernatural attempts to locate the object trigger a Clash of Wills.

Upgrade: Private Performance (Industria •••)

[With adjustments inspired by Meow Milk]

Requires [Encrypting](#)

Action: Sanctuary in minutes.
Dicepool: Manipulation + Expression
Cost: +Sanctuary in Wispcoins
Duration: Industria in hours.

The Noble focuses the seal's power onto an area. Once the Charm is activated and the logo is stamped on the area, the area and every nonliving object in it are affected by the effects of Encrypting for the duration of the Charm.

If the [Consecration](#) Upgrade is applied, so long as the entire affected area is in a Consecrated area, time spent does not count against the Duration.

If [Concealing](#) is applied, only the object directly stamped on is shielded from mundane sight, but text and audio in the area is garbled as per Encrypted. In a situation involving nonliving stimuli for long periods of time (such as a movie or concert), characters who fail the Wits + Academics roll are likely to feel discomfort after long periods of exposure, and may attempt to leave the scene and/or suffer a Breaking Point. Keep in mind that most concerts and similar events involve instruments, microphones, and speakers that *are* affected by Concealing even if voices are not.

Diegetic Boost (Bless ••, Industria ••)

Requires Royal Tongue

Action: Instant
Dice pool: Presence + Expression
Cost: 1 Wispcoin
Duration: Special (see below)

The Noble can use their inner melody to bless currently playing instrumental music, allowing it to back a Plan [CofD 100] that they are part of. The Noble activates this Charm as an Instant action once a Plan involving them is made, one that would not be directly hindered by the inclusion of the Noble's singing.

Dramatic Failure: The Noble generates cacophonic noise that throws the Plan into discordance. If the plan had the Fragile Condition, it now also has the Volatile Condition, and vice versa. If it had neither, reduce the equipment bonus the plan provides by 1, to a minimum of 0.
Failure: The Noble's performance has no effect on the Plan. As long as the Plan has not started or is intact, the Noble may activate Piece of the Plan again, but successive attempts carry a cumulative -1 penalty.

Success: The Noble has 24 hours to begin carrying out their part of the Plan or the Charm expires without effect. Once the Plan is active, the Noble must spend one turn vocalizing to accompany currently playing instrumental music; no roll or action is required for this performance, including to maintain it. If this time expires or the music expires (looping does not count as expiring) but the Plan is still intact, the Noble may spend another turn vocalizing to tie their voice to currently playing instrumental music, either the same source or a new source. The Charm expires when the plan definitively succeeds or fails.

As long as the music is playing, it carries the Noble's vocalization and keeps the Plan humming. If the Plan has the Fragile Condition, uses by those who hear the music and are part of the Plan do not count against the limit imposed by the Fragile Condition. If the Plan has the Volatile Condition, Failures by those who hear the music and are part of the Plan are not converted to Dramatic Failures and do not resolve the Condition. If the Plan has neither, increase the equipment bonus the Plan provides by 1, to a maximum of +5.

Characters involved in the Plan benefit from Diegetic Boost whether they hear the music in person or listen to it being played live through some manner of broadcast.
Exceptional Success: The Noble may reflexively tie their vocalizations to any music they can hear.

Upgrade: Background Boost (Industria ••••)

Only the Noble and those involved in the Plan can hear music with the Noble's accompanying vocalizations, allowing this Charm to be used in any Plan without hindrance.

Upgrade: Consecrated (Industria ••)

Duration: Consecration.

When the Noble stands in Consecrated ground, they may intertwine the Charm with that Condition.

The Best At What We Do (Bless ••, Industria ••)

Action: Instant
Dicepool: Wits + Persuasion
Cost: 2 Wispcoins
Duration: Industria in hours

The Noble raises a person to heights of ability normally beyond them.

Dramatic Failure: The Noble blights the Skill they meant to boost. The target takes the

Stumbling Condition for the targeted Skill.
Failure: The target is not enhanced.
Success: The target gains the [Enhanced Skill](#) Condition: the Noble adds the activation successes, up to their dots in Industria, to one of the target's Asset Skills. Any traits derived from that Skill are recalculated.
Exceptional Success: In addition to the normal effect, the target adds a +1 bonus to dice pools based on the enhanced Skill.

The Best At What We Do cannot be used on a target currently affected by that Charm.

Upgrade: Personal Talent (Industria •••)

The Noble can enhance a Skill for which the Target has a Skill Specialty.

Upgrade: Grand (Industria •••)

The Noble may add dots to up to three Skills the Charm can enhance in a single activation. The Noble distributes their successes across the Skills; they still cannot add more than their dots in the prerequisite Invocation to any one Skill.

Heart of the Neighborhood (Bless •••, Industria •••)

[With modifications inspired by Stormkeeper]

Action: Meditation, threshold = Sanctuary + 2*Beauty
Dice pool: Presence + Empathy
Cost: (Sanctuary + 2*Beauty) Wispcoins/Wisps/Willpower (Paid by group members; see below), 1 Willpower (Paid by Noble)
Duration: Consecration

The Noble gathers a group of people together to weave their Light into an area, blessing the place they stand in and the people who enter it, and dedicates time and sweat to make it both beautiful and inspiring. The group must include as many people as is equal to the Threshold. The Charm cannot be used on any part of an area already under its effects. It also cannot be used on any area with active or suppressed Taint, and will end instantly if any part of a location under its effects becomes Tainted. Heart of the Neighborhood can only be activated on Consecrated ground.

The Noble must set both the boundaries of the area (and hence its Sanctuary rating) and the Aspiration they want it to grant before they start working on the Charm. Without upgrades, the Noble may only give the Blessed Place an Aspiration, which may be their own Vocation, one of their own Aspirations, or Aspirations based on the philosophy of Industria.

The Charm affects an area; to activate the Charm, the Noble and each member of the group must

be in the area and verbally share a pleasant memory or a memory of achievement tied to the area. When the Noble reaches the Threshold, the Noble spends 1 Willpower and each member of the group spends either 1 Wispcoin that they have generated themselves, 1 Wisp, or 1 Willpower. Once the cost is paid, the area becomes a Blessed Place with a Beauty of 1 for the duration of the Charm.

Upgrade: Better Heartbeat Blessing (Industria ••••) [Inspired by Recette]

Stackable, up to 2

The Noble can increase the Beauty that is infused into an area. With one purchase, the Noble can create a Blessed Place with up to 3 Beauty. A second purchase allows the Noble to create a Blessed Place with up to 5 Beauty. A Blessed Place with 3 Beauty created with this Charm gains a second Aspiration; a Blessed Place with 5 Beauty created with this Charm gains a third Aspiration.

With each purchase, the Noble chooses one of the Blessings below. They may replace one of the Blessed Place's Aspirations with one of the Blessings they have chosen this way:

- **Agricultural Zoning**: The Blessing assists those who provide. Characters in the area gain the Interdisciplinary Specialty Merit, tied to the specialty "Producing Food," that can be tied to any Asset Skill they possess with at least one dot.
- **Commercial Zoning:** The Blessing protects honest business. Any Larceny and Subterfuge rolls in the area are made at a -2 penalty.
- **Development Zoning:** The Blessing shines on plans for the future. Crafts and Expression rolls to repair and improve the area get a +2 bonus.
- **Historic Zoning:** The Blessing protects what has been created. Artificially-created items in the area are immune to natural fading, wear, rust, corrosion and neglect.
- **Industrial Zoning:** The Blessing increases productivity. Characters in the area gain the benefits of the Good Time Management Merit.
- **Residential Zoning:** The Blessing helps keep homes secure. The area gains or adds one dot in the Safe Place Merit.

When Better Heartbeat Blessing is applied, Heart of the Neighborhood can be used to update and improve existing Blessed Places. The Beauty for the purposes of the threshold must be equal to or greater than the Blessed Place's current Beauty. The Noble can replace an existing Aspiration or Blessing with one of the chosen Blessings, or change an existing Aspiration, which should be similar to the original Aspiration while acting as a reflection of the area as it is currently. An apartment building known for giving many happy childhoods, if converted to a hospital, might have an Aspiration changed to one based on the healing or calming of children, for example

Connect Charms

Endless Extension (Connect •, Industria •)

[Inspired by Vent0]

Regalia

Action: Permanent

The Noble adds a small Plug to their Regalia that can be shifted to fit any typical household socket with a Transformation Action, as well as a small Socket that can be shifted to fit any typical plug with a Transformation Action. As long as the Noble has plugged the Regalia Plug into a mundane socket, any mundane device they plug into the Regalia Socket is empowered as if it was plugged into the mundane socket regardless of the distance between the Regalia Plug and the Regalia Socket, so long as the two are on the same world.

The Noble can summon an additional number of Regalia Sockets equal to the Quality bonus. Connecting items to all these Regalia Sockets poses no risk to the electrical system to which the mundane socket is connected.

If a character other than the Noble plugs the Regalia Plug into a mundane socket or a mundane plug into a Regalia Socket, no power is transmitted unless the On-Command Upgrade was applied.

Note that using electricity that you have no expected right to risks breaking Industria's ban; using Endless Extension to power your laptop using the socket of a cafe while you are patronizing it is not a break, but attaching the Regalia Socket to a socket belonging to a business you have no ties in order to charge your devices while on a flight very likely is.

Laying Down The Line - New Upgrades

Upgrade: Full Alert (Industria ••)
Modified by Commonalty

The area warns all members of the Noble's chosen organization who are Tallow, not just the one who activated the charm.

Upgrade: Guarded (Industria ••) [Suggested and with Suggestions by Vent0]

The area warns a mundane animal that has no Potency other than Inner Light with whom the Noble has the Bonded Condition. If the animal would deal damage to a Tallow, they instead

inflict that many levels of the Phantom Damage Tilt.

If Full Alert is applied, the area warns all animals in the area with whom the Noble has the Bonded Condition; the Commonalty modifier is unaffected.

Upgrade: Monstrous Power (Industria ••)

Those who treat monsters for the sake of humanity often want to be warned when monsters let loose. The Noble can set the area to warn them when a Supernatural Power not of the Light is activated or attempted to be activated within the boundary.

Replacement Audiovisual System (Connect •, Industria •)

Life-Support, **Reality-Augmenting**, Regalia

The Reality-Augmenting eyewear that the Noble can summon is modified to manifest earbuds when it is worn. The Reality-Augmenting eyewear now allows its wearer to hear sounds and see light normally perceptible to humans, even if they normally could not. This improves sight to 20/20 vision and nullifies blindness and deafness caused internally (e.g. health conditions, injuries, poison). Supernatural attempts to inflict blindness or deafness triggers a Clash of Wills; the Regalia and Quality Bonuses apply to Clash of Wills rolls the Noble makes for this purpose.

Other character's wearing the Noble's Reality-Augmenting eyewear don't benefit from Replacement Audiovisual System unless On-Command was applied.

Upgrade: Discerning (Industria ••)

As long as the Reality-Augmenting eyewear is worn, the Regalia and Quality bonuses may also be applied to reduce penalties to any Perception rolls made by the Noble to listen to human speech.

Upgrade: The Light's Interpreter (Industria ••)

[With Inspirations by Woweed]

Life-Support

Action: 1 minute
Dice pool: Intelligence + Academics

The Replacement Audiovisual System can now discern human language from appropriate stimuli alone. The Noble's Reality-Augmenting eyewear can now store a number of languages equal to the Noble's Industria, including nonverbal languages such as morse code and sign language.

When the Noble spends one minute listening to, watching, or reading a language not known to the Noble or stored in their Reality-Augmenting eyewear while the Reality-Augmenting eyewear is summoned and worn, the Guildmemeber may roll Intelligence + Academics; the Regalia and Quality bonuses apply to this roll. The language must be experienced physically; the roll cannot be made in response to listening to ai-generated or recorded speech, or reading broadcast or digitized text.

Dramatic Failure: The Reality-Augmenting eyewear self-destructs, letting out a screech of feedback that inflicts the Deafened Tilt on the Noble for (6 - Industria) turns.
Failure: The target's language is not stored in the Reality-Augmenting eyewear. The Noble may try again after another minute of experiencing the language, but further attempts to store the same language from the same source takes a cumulative -1 penalty.
Success: The Reality-Augmenting eyewear grants a basic understanding of the target's spoken language to its wearer, as well as storing the language; if there is no room in the Regalia Implant, the Noble may cause it to "forget" a language it is currently storing first as a Reflexive action.
Exceptional Success: The Noble may communicate as if they had a dot in the Multilingual Merit for the target's spoken language without having to store the language in their Reality-Augmenting eyewear; if they do not store the language, knowledge of it fades after their Industria in hours.

A character wearing their manifested Reality-Augmenting eyewear is considered to have the Multilingual Merit [CofD 46] for each language it is storing, although the voicebox from [Replacement Audiovocal System](#) must be manifested in order to vocalize the language. The Reality-Augmenting eyewear does not improve fluency with languages the Noble already knows.

The Reality-Augmenting eyewear may store the Royal Tongue this way, although Replacement Audiovocal System must be manifested in order to speak it and gain benefits equivalent to those provided by the Royal Tongue Merit.

Upgrade: Fluent (Industria •••)

Requires [The Light's Interpreter](#)

The Reality-Augmenting eyewear's translating capabilities are improved. The Noble is now considered to have the Language Merit [CofD 45] for each language stored in the Regalia Implant.

Replacement Audiovocal System (Connect •, Industria ••)
[Life-Support](#), [Reality-Augmenting](#), Regalia

The Noble adds a voicebox to their Regalia. When the voicebox is summoned, it nests itself on the Noble's vocal cords, appearing as a very small, benign growth. As long as the voicebox is manifested, The voicebox can speak for the Noble if they cannot speak for themselves. This

nullifies mundane muteness caused internally (e.g. health conditions, injuries, poison). Supernatural attempts to inflict muteness triggers a Clash of Wills; the Regalia and Quality Bonuses apply to Clash of Wills rolls the Noble makes for this purpose.

If not physically restrained, the Noble can sync their lip movements with the voicebox effortlessly. However, the voicebox can also provide speech in the Noble's voice if the Noble cannot or will not physically move their mouth to speak normally with no loss in comprehensibility. Per ST's discretion, this may inflict a penalty in Social rolls, or even cause a Breaking Point in witnesses.

As long as the On-Command Upgrade is applied, the Noble can summon the voicebox on a willing character's vocal cords by making contact with their throat.

Upgrade: Discerned (Industria ••)

As long as the voicebox is manifested, the Regalia and Quality bonuses may also be applied to reduce penalties to any Perception rolls made by other characters to hear the Noble's speech.

Upgrade: The Light's Glossolalia (Industria ••)

The voice imbues understanding to the Noble's communication. As long as the Noble is speaking in a language they themselves know, any character who understands any language known by the Noble understands what is being communicated. If one of the two characters has the Fluent Merit and the other has the Multilanguage Merit or no fluency at all, use the higher of the two levels of understanding.

If the Noble has Replacement Audiovisual System active with The Light's Interpreter applied, the effects of The Light's Glossolalia function for any language the Noble has stored in their Reality-Augmenting eyewear. Additionally, the effects of The Light's Glossolalia function for any form of direct communication such as nonverbal language or writing.

Each character who can understand the Nobles's communication perceives it as a language they understand, which can raise questions if multiple people of different linguistics realize the discrepancy. If Replacement Audiovisual System active with The Light's Interpreter applied, this Charm can also be extremely discomforting to characters who find themselves understanding nonverbal forms of communication they know themselves to not be fluent in.

Recordings and copies of the Noble's communication capture do not carry the effect of The Light's Glossolalia.

Replacement Movement System (Connect •, Industria •)
Life-Support, Regalia

Action: Permanent

The Noble adds a wheelchair to their Regalia [CofD 288]. It counts as an electric wheelchair, except that it needs no external power source. Add the Quality Bonus to the wheelchair's Speed.

Upgrade: Full Dexterity (Industria ••)
Life-Support

The wheelchair gains added arm-mimicking spindles that can grab and manipulate objects at the Noble's mental command, using the Noble's Strength and Dexterity. It can lift and move the Noble regardless of their weight.

Upgrade: All-Terrain (Industria ••)
Life-Support

The wheelchair's wheels can transform into spider-like legs to traverse any solid terrain and climb stairs.

Upgrade: Fast Movement (Industria •••)
Action: Full
Cost: +2-3 Wispcoins
Dice Pool: Unrolled
Duration: Industria in hours

Requires All-Terrain

The Noble may spend 2 Wispcoins to increase the Safe and Max Speeds of the wheelchair to (Strength + Athletics + Quality Bonus) x10 for their Industria in hours. At any speed above the Noble's own speed, it is treated as a vehicle with a dice modifier of -5; the Noble may spend a Wispcoin to reduce this penalty by their Industria for a turn. At the end of the duration, the wheelchair will decelerate its normal speed at the rate of 10 Speed/turn.

Separated Spigot (Connect •, Industria •)

Action: Extended, 1 hour/roll, threshold = 3
Dice pool: Intelligence + Survival or Crafts
Cost: 1 Willpower Dot

The Noble creates a pair of seals that are connected to each other. The seals themselves are 3" x 3", etched onto suitable surfaces (which can be larger than the seals themselves). Once the threshold has been reached, the Noble pays the Willpower Dot to connect the seals and differentiate the input seal from the output seal.

As long as a Newtonian liquid (such as water) is on the input seal, it drains through to the output seal. Water drains at a rate of one gallon per turn; this may change for more or less viscous

fluids. The Noble who created the seal can activate and deactivate it by touching the seal and making a successful Transformation action. No matter what the rate of flow, the liquid is not expelled with enough force to knock down or damage others.

Should either seal be irrevocably destroyed, the Willpower dot is either returned or refunded as per Sanctity of Merits.

Upgrade: Fountain (Industria ••)

Water can now drain through at a rate of five gallons a turn. The threshold for this Charm increases to 6, and the size of the seals increases to 6" x 6". The Noble who created the seal can change its drain rate by touching either seal and activating Separated Spigot with the appropriate Threshold (adding to the original seals to increase their size, if necessary), save that they do not need to pay a Willpower Dot.

Upgrade: Geyser (Industria •••)

Water can now drain through at a rate of thirty gallons a turn. The threshold for this Charm increases to 9, and the size of the seals increases to 9" x 9". The Noble who created the seal can change its drain rate by touching either seal and activating Separated Spigot with the appropriate Threshold (adding to the original seals to increase their size, if necessary), save that they do not need to pay a Willpower Dot.

The Right Materials (Connect ••, Industria ••)

Regalia

Action: Permanent

The Noble adds a device that analyzes biological material to their Regalia. The Noble inserts a target's biological material, such as their blood, saliva, or hair, into the analyzer. Once inserted, the Noble spends 1 Wispcoin to attempt analysis. If the material from a mundane human, roll Manipulation + Investigation. If the material is from a mundane animal, roll Manipulation + Survival. Otherwise, roll Manipulation + Occult. Regardless of the skill used, the Regalia and Quality Bonuses apply to the roll. The analyzer does not provide in-character data as to the nature of the material.

Dramatic Failure: The Noble cannot attempt analysis or use any Charm through a sympathetic connection to the target until they see them again.

Failure: The analysis fails.

Success: The Noble gains the Cherishing Condition in its standard form with respect to the target, improving their sympathetic connection by one step for each activation success (to a

minimum of Sensory.)

Exceptional Success: The connection lasts for several Charms, though it frays each time the Noble uses it. The Noble gains the strong form of the Cherishing Condition.

Notary Private - New Upgrades

Upgrade: Negative Reinforcement (Industria •••) [Adjustments inspired by Entirely Unlike Tea]

Cost: +1 Willpower Dot

Breaking a law does not break the law. If the target breaks their promise or can't fulfill it, they take a Personal Tilt for (6 - Industria) hours or an appropriate Condition that ends without resolving after (6 - Industria) hours. The Tilt or Condition taken is always the same, agreed upon by the Target and the Noble who sealed the promise when the promise is made. Taking the Tilt or Condition does not change or resolve the Sealed Vow condition. Depending on the promise, this may mean that the Sealed Vow Condition lasts indefinitely.

Note that breaking a promise does not automatically mean it can no longer be fulfilled; a character who breaks their promise, after the consequences have run their course, is treated as having just made the promise.

Once the target fulfills their promise and Sealed Vow resolves, the Willpower Dot is restored or refunded as per Sanctity of Merits.

This Upgrade is not compatible with any other Upgrades to Notary Public.

Upgrade: Positive Affirmation (Industria •••)

Cost: +1 Willpower Dot (Paid by target)

A character must have the Negative Reinforcement upgrade to purchase this Upgrade, but does not need to apply Negative Reinforcement to apply Positive Affirmation.

The target pays with a part of themselves for the privilege of knowing they will not fail of their own accord. The duration of this Charm must be chosen and agreed upon by the Noble and the person making the promise; who must understand the full ramifications of the Charm. For the duration of the Charm, the promise covered by the Sealed Vow Condition becomes a Ban for the target that they cannot break voluntarily.

Once the Charm expires, Sealed Vow ends without resolving and the Willpower Dot is restored or refunded as per Sanctity of Merits.

This Upgrade is not compatible with any other Upgrades to Notary Public.

Journey's End (Connect •••, Industria •••)

Action: Extended, 1 minute/roll, threshold = 5
Dice pool: Resolve + Streetwalk
Cost: 3 Wispcoins
Duration: 1 Day or Consecration

The Noble recognizes that every stop on their journey is a potential boon to those on their own journeys. The charm is used on a street or sidewalk with a Sanctuary size of 1 in a city with a population of at least a quarter million, and the Noble must walk the whole length of the area each day they work on this Charm. A Noble may only perform one roll towards the threshold each day; they may perform other actions without abandoning the Charm. Once the threshold is reached, the Noble chooses an area of Sanctuary 0 situated at the end of their walk, or a person who has accompanied them on each of their walks and carries the Consecrated Condition. An area chosen this way must be distinguishable from its surroundings; it may be a doorway, a piece of furniture, have an icon or logo on the floor or wall, have a scar or tattoo, etc. That Sanctuary 0 area or that person takes the Journeys' End Condition.

Upgrade: Quickjump (Industria ••••)

Action: Full Turn
Dicepool: As Citywalker [CofD 236] or Unrolled
Cost: 0 or 3 wispcoins.

The Noble can travel from anywhere. To do so, they must spend a Full turn walking or running (including sacrificing Defense), and concentrate either on a city or on a specific area they know has the Journeys' End Condition. Alternatively, if the Noble has the navigational aid provided by You Are Here primed via They Are There, they may concentrate on seeking out the character the aid is pointing to. Once done, the Noble either spends three Wispcoins or rolls as per the Citywalker Merit, including the suggested Modifiers for that Merit (potentially along with the modifiers listed below).

Dramatic Failure: The Noble enters the Dark World, and unless they can find a Dark Door out (which is unlikely), they are probably food for the inhabitants. A successful Quickjump can return them to the starting point, but creatures of Darkness will likely follow.
Failure: The Noble cannot Quickjump to the desired destination; the image just isn't coming in clearly. Any further Quickjump attempts that day suffer a -3 penalty. These restrictions fade once the character sleeps for eight hours.

Success: The Noble emerges at their intended destination. If targeting a city, the Noble arrives at a random area within the city with the Journeys' End Condition; if no such area exists, treat as a Failure.

Exceptional Success: The Noble character emerges at their intended destination, and the nightmare creatures do not notice them. Apply a +1 to the character's next attempt to Quickjump.

Suggested Modifiers: The Noble is facing at the proper bearing towards their destination (+2); Destination is a character pointed to via They Are There (-6); Greater of Character's current Speed and Max Speed is 20 or greater (+(Speed/20), rounded down, to a maximum of +5)

Upgrade: Rideshare (Industria •••••)

[Suggested by Cozyglow]

Requires Quickjump
Modified by Commonalty
Cost: +1 Wispcoin per person

The Noble brings multiple people with them. The Noble uses the Quickjump Upgrade on the members of an organization they can see, using the Commonalty modifier [CofD 236] and the best Citywalker modifier among them.

Once the Threshold is reached, the Noble and each member of the organization who spends a Wispcoin takes the Waiting Charm Condition. Each character with this Condition has five minutes to take a reflexive Action to attempt to travel. If there is room at the destination point, the member spends a Wispcoin to shed the Waiting Charm Condition and travel as if they had an automatic success on the Quickjump roll. If there is no room at the destination point, they do not travel and do not spend the Wispcoin; they may try again on a later turn until time runs out. If time runs out and the member does not travel, the Waiting Charm Condition is shed without resolving.

Fight Charms

Charging Strike (Fight •, Industria •)

[With suggestions by Cozyglow]

Requires Human Defense Armament

Action: Reflexive
Dice pool: Unrolled
Cost: 1 Wispcoin
Duration: 1 Attack

The Noble's weapon gathers energy as the Noble aims. By spending a Wispcoin,they may Aim [CofD 90] with their Human Defense Armament even if it is not ranged; Aiming with an unranged Human Defense Armament requires that the target be within range of close combat [CofD 90].

Once Charging Strike is activated and any Upgrades are applied, if the Noble switches out any Upgrades that were used to meet this Charm's prerequisites, this Charm ends immediately.

Upgrade: Super (Industria ••)

Cost: +1 Wispcoin

Requires Human Defense Armament with [Rising](#) or [Light-Effort Charge](#)

The Noble's weapon can gather energy longer. By spending a Wispcoin on the second turn they Aim, the maximum die bonus for Aiming is increased to five dice. The [High-Distance](#) Upgrade cannot be applied to this attack.

Upgrade: Hyper (Industria •••)

Requires Super
Requires Human Defense Armament with [Modulated](#) or [Quality](#)

Cost: +1 Wispcoin

The Noble's weapon becomes more efficient at gathering energy. By spending a Wispcoin on the third turn they Aim, the Noble now gains a two-die bonus for each turn spent aiming (this increases the bonus from the first and second turns of Aiming), and the maximum die bonus for Aiming is increased to ten dice.

Upgrade: Blockbuster (Industria ••••)

Requires Hyper
Requires Human Defense Armament with [Forceful](#) or [Force](#)

Cost: +1 Wispcoin

The Noble's weapon gathers a great and terrible power. By spending a Wispcoin on the fourth turn they Aim, the attack deals an additional point of Damage for each turn spent aiming before attacking; the maximum added damage for Aiming this way is five. This additional Damage is cumulative with [Forceful](#).

Upgrade: Catastrophic (Industria •••••)

Requires Blockbuster
Requires Human Defense Armament with [High-Energy](#) or [On-Command](#)

Cost: +1 Wispcoin

The Noble may Aim without having a target to Aim at. While the Noble Aims without having a target to Aim at, the Human Defense Armament hums loudly while gathered power glows nearby in a way that is obvious and obviously supernatural, overriding any Charms or other abilities that provide stealth and/or obscure the Noble's supernatural nature in addition to making hiding in general much more difficult.

The Noble spends a Wispcoin on the fifth turn they Aim, then the Human Defense Armament fires.

The Human Defense Armament releases a massive stream directly in front of it. The energy stream has a radius of two yards and a length of 120 yards. The Noble rolls once for the attack, with the Rote quality, and may invoke for Damage at no cost. Defense doesn't apply against this attack unless the character can apply Defense against Firearms. Armor and Durability from objects in the path of the energy stream do not subtract from damage dealt to anything behind them unless those objects are supernatural in nature.

The Noble must make a successful reflexive Strength + Athletics roll or take the Knocked Down Tilt.

Empty Hands - Added Upgrade

Upgrade: Modulated (Industria ••)
[Inspired by ZackOak]

The Noble's Industria can be more effectively applied. When Invoking Industria on an attack made with the weapon, they may wait until the attack roll is made before deciding whether to apply Industria to Accuracy or to extra successes for an unarmed attack. Applying Modulated automatically downgrades any Exceptional Success to a Success.

If the Quality Bonus of Empty Hands is +2 or greater, the Noble may instead split the benefit to the roll, adding either one extra die, or one extra success for each dot of Industria they have.

This overrides the base effect of [Modulated](#).

Human Defense Armament (Fight •, Industria •)
Regalia

Action: Permanent

The Noble adds a weapon with which to defend themselves to their Regalia. Upon taking this Charm, the Noble chooses the summoned weapon's dice pool for attacks from Strength + Brawl, Strength + Weaponry, or Dexterity + Firearms. The weapon manifests a form appropriate to the dice pool. Once the Noble chooses their dice pool, their choice cannot be changed and they cannot use the dice pools not chosen.

The weapon is treated as a melee weapon regardless of its dice pool. The weapon is initially Size 1, but regardless of its Size and what Style Merits are being used with it, the Noble may use the weapon one-handed and in close combat [CofD] 90 without losing accuracy. By default the weapon's Damage is 1, but the Noble may apply Industria to their attack to increase its Damage by their dots in Industria for one turn (They may apply the normal Regalia bonus to an attack instead of increasing its Damage).

The weapon's Initiative penalty and minimum Strength are both 0 - as an extension of the Noble's will, the weapon obeys their desires as well as their own hands. Unless the On-Command Upgrade is applied, the weapon doesn't function for anyone else; it breaks automatically without dealing damage if a character other than the Noble attempts to use it as a weapon or improvised weapon.

Each time the Noble attacks with their weapon, they may choose to inflict either Bashing or Lethal damage. If the weapon would deal damage to a Tallow, it instead inflicts that many levels of the Phantom Damage Tilt. Invocations other than Industria may not be applied to attacks made with the Human Defense Armament.

Human Defense Armament may be purchased up to two times; Upgrades for each instance must be purchased separately. A character who gains access to one instance of Human Defense Armament from a Bequest or Nation may purchase a second instance.

As long as the Human Defense Armament's Damage rating is 2 or less, it is compatible with any Style Merit that has the Light Melee tag. It is not compatible with any Style Merit involving unarmed combat or firearms, although certain Style Merits can change this.

Upgrade: Anti-Ephemeral (Industria ••)
When the Noble applies Industria to an attack roll made by the Armament, the Armament can harm ephemeral entities, assuming that the Noble has a separate way of detecting them. If the weapon would damage an ephemeral entity, it inflicts that many levels of the Phantom Damage tilt instead.

Upgrade: Burst Strike (Industria ••)
The Armament now exudes energy as part of its attack analogous to Autofire [CofD 90], or can fire mundane ammunition at the rate necessary for Autofire. The Armament is capable of short bursts, and can fire one short burst before emptying. Once empty, the Armament is incapable of burst fire until it is reloaded by spending 1 Wispcoin.

If the Quality Bonus is +1, the Noble may attack with medium bursts; the weapon can attack with three short bursts or one medium burst before it empties.

If the Quality Bonus is +2, the Noble may attack with long bursts; the weapon can attack with two medium bursts or one long burst before it empties, and can attack with any number of short bursts without emptying.

If the [High-Energy] Upgrade is also applied the Armament is also capable of Covering Fire; as with mundane firearms, one turn of covering fire is equivalent to one medium burst.

Upgrade: Extinguishing (Industria ••)

Action: Attack
Dicepool: Attribute + Skill - area's radius in yards
Duration: 1 attack

The Noble's weapon releases a gas (or a gas-like energy) that suffocates weeds, vermin, and fires. If [High-Energy] or [High-Distance] is applied the Noble may release the gas around any area within the range of the Human Defense Armament that they have line of fire to; otherwise, the area is centered on where the Noble is when they attack.

The Noble attacks, taking a penalty to the roll equal to the area's radius in yards; this radius cannot exceed (Noble's Industria + Quality Bonus) in yards.

Dramatic Failure: The gas is not released, and the Noble leaves themselves open to attack. They have -2 to their Defense this turn.
Failure: The gas is not released.
Success: The gas is released in a spherical area with the chosen radius that suffocates fires and specific lifeforms. Insects and non-sentient animals of Size 0 or 1 and flora with Toxicity in the area take Lethal Damage equal to the successes on the attack roll. Fire in the area loses Intensity equal to the successes on the attack roll.
Exceptional Success: Animals and insects in the area that take damage also take the Stunned Tilt this turn. Fire that hasn't spread outside the area can't do so this turn.

Flora killed this way blackens and dies, easily pulled out. Non-sentient animals killed this way suffer no pain and show no internal damage. Fire goes out when it reaches Intensity 0.

The gas produced by an attack where Extinguishing is applied also damages [Wicks] who have taken any form that Extinguishing can damage, even if they maintain sentience. Any such character who has become a Swarm or a configuration of multiple bodies in the area only takes damage from this gas once each turn.

Upgrade: Forceful (Industria ••)
[With clarifications inspired by Cozyglow]

The Noble's weapon can be primed to strike with great force. By spending a Wispcoin and either attacking, taking an Instant action, or taking a Reflexive action and sacrificing Defense for the turn, the Damage rating is increased by an additional 3, up to 2 + the Quality Bonus. At the end of any Action Scene, the Damage rating is reduced back to 1. The Noble may add or remove levels of Damage with a transformation action; this does not change the Damage rating, only how much damage the weapon deals.

As long as the Human Defense Armament's Damage rating is 3 or greater, it is compatible with any Style Merit that has the Heavy Melee tag.

Upgrade: High-Distance (Industria ••)
Cost: 0-1 Wispcoins

The Noble's weapon can now fire mundane ammunition or energy shots that allow the Noble to attack at a distance. The weapon's range is now 25/50/100 yards, multiplied by (10 * (1 + Quality Bonus)). The weapon cannot engage in Autofire or Covering Fire [Cofd 90] unless Burst Strike is also applied. Unless High-Energy is also applied or mundane ammunition is fired, the Noble must spend 1 Wispcoin for each attack roll made at a range outside of close combat [CofD 20], and the target can apply Defense to the attack. Using mundane ammunition at a range beyond its maximum range gives a -2 penalty to the attack.

Energy shots, properly channeled, are difficult to discern and difficult to track. A character trying to identify an energy shot must roll Wits + Firearms. Any character making this roll or searching for the shooter using the gun's tells suffers a penalty equal to the Noble's Industria; the Noble may suppress or reinstate this penalty with a Transformation Action.

The Human Defense Armament is now compatible with any Style Merit that has the Rifle tag.

Upgrade: High-Energy (Industria ••)
The Noble's weapon can now swing fast enough and fire energy shots or mundane ammunition fast enough to be difficult to avoid. The weapon's energy shots have a range of 25/50/100 yards and cannot engage in Autofire or Covering Fire [Cofd 90] unless Burst Strike is also applied.

Characters attacked by the Human Defense Armament at close combat range [CofD 20] use only their Attributes as Defense from it; they don't add any Skill. When used at a range longer than close combat, the weapon's attacks are considered equivalent to a Firearm attack regardless of the dicepool used, denying Defense unless the target can apply Defense against normal Firearms attacks.

Energy shots, properly channeled, are difficult to discern and difficult to track. A character trying to identify an energy shot must roll Wits + Firearms. Any character making this roll or searching for the shooter using the gun's tells suffers a penalty equal to the Noble's Industria; the Noble may suppress or reinstate this penalty with a Transformation Action.

The Human Defense Armament is now compatible with any Style Merit that has the Pistol tag, as well as

other Style Merits involving fighting with firearms, per ST discretion.

Upgrade: Light-Effort Charge - Added Content (Industria ••):

[Original version inspired by Drakohan. New version based on discussions with Cozyglow]

The Human Defense Armament gains a mechanism such as a crank, slide, lever, or other minor simple mechanism that can be operated by hand. By spending a turn and sacrificing Defense during an action scene to perform energy-gathering movements, the Noble can give their Human Defense Armament one level in the Charged Regalia Condition.

If the Noble's Human Defense Armament has levels in Charged Regalia, they may spend those levels in additional ways:

- One level of this Condition may be spent to reload the Human Defense Armament. (Requires High-Energy)
- One or more levels of this Condition may be spent as if they were Wispcoins to pay the Wispcoin costs of Charms and Merits that "Require Human Defense Armament," or have Human Defense Armament as a prerequisite.

Upgrade: Modulated (Industria ••)
[Inspired by ZackOak]

The Noble's Industria can be more effectively applied. When Invoking Industria on an attack made with the weapon, they may wait until the attack roll is made before deciding whether to apply Industria to Accuracy or to Damage. Applying Modulated automatically downgrades any Exceptional Success to a Success.

If the Quality Bonus is +2 or greater, the Noble may instead split the benefit to the roll, adding either one extra die, or one extra success for each dot of Industria they have.

This overrides the base effect of Modulated.

Upgrade: Shielding (Industria ••)
[Modification Credit to Naomi]

Cost: +0-1 Wispcoins

The Noble's weapon is considered a shield, and can protect the wielder from close and ranged attacks. The Noble adds the weapon's Size to their Defense and applies its Size as a concealment penalty against ranged attacks. In addition, the Noble can apply Industria to their weapon, making it easy to maneuver. The Noble can Invoke their Industria while wielding the weapon to add their dots to either their passive Defense or their Dodge dice pool for one turn; this is separate from Invoking on an attack roll. A bonus from the Quality upgrade is applied the same

way, and can be applied even if the Quality bonus has been applied to an attack roll this turn.

A Noble who uses the benefit from Shielding cannot use the Human Defense Armament in an attack for the remainder of the turn unless they spend 1 Wispcoin. Conversely, a Noble who uses the Human Defense Armament in an attack loses the benefit of Shielding for the remainder of the turn unless they pay 1 Wispcoin.

Upgrade: Towering (Industria ••)
Cost: +0-1 Wispcoins

The Noble's weapon enlarges, becoming self-reinforcing in the process. The weapon's maximum Size becomes equal to 2 + the Quality Bonus. The Noble can change their weapon's current Size with a Transformation action.

The weapon's Durability now equals 1 + the Noble's Inner Light. The Noble can now move at half Speed to use their weapon as opaque cover against ranged attacks [CofD 92].

The Human Defense Armament is now compatible with any Style Merit that has the Flexible and/or Pole Weapons tags.

Upgrade: Pepperstrike (Industria ••)

When the Noble applies Industria to an attack roll made by the Armament, the Human Defense Armament releases a cloud of debilitating chemicals. The first time in combat that the Noble makes a successful attack on a called shot to the head, the target suffers the effects of Pepper Spray [CofD 276]; further such attacks reset the penalty but do not re-inflict the Stunned Tilt. On any successful attack against a character of Size 4-6, the cloud of chemicals inflicts a minor debilitation; inflict a -1 penalty to all actions, or increase a penalty inflicted by Pepperstrike by 1, to a maximum of -5. The penalty inflicted by Pepperstrike can be ameliorated as per Pepper Spray.

Upgrade: Rising (Industria ••)

The Noble's Human Defense Armament can be empowered by charging. When this Upgrade is taken, choose two Upgrades.

- The first Upgrade must have an Invocation requirement of ••• or less, and the Noble must meet all the prerequisites for it, including the required Industria.
- The second Upgrade must have an Invocation requirement of ••••• or less, and the Noble must meet all the prerequisites for it, including the required Industria; the first Upgrade can contribute towards meeting the prerequisites.

As long as the Human Defense Armament has two or more levels in the Charged Regalia Condition, the first Upgrade is applied. As long as the Human Defense Armament has four or more levels in the Charged Regalia Condition, the second Upgrade is applied.

Upgrade: Stunning (Industria ••)
When the Noble applies Industria to an attack roll made by the Armament, the Armament can more easily halt its target. Halve the target's intended Size (rounded up for Tallows, rounded down for others) when aiming for the head with intent to inflict the Stunned Tilt.

Upgrade: Trailblazer (Industria ••)
The Noble clears the path before them. When the Noble applies Industria to an attack, the weapon gains a form of Armor Piercing at a rating equal to (Noble's Industria + Quality Bonus) which also ignores an equal amount of Durability. This form of Armor Piercing is only effective against Armor and Durability from sources that are both natural and unworked - animal hides but not armor crafted from animal hides, trees but not sharpened sticks, stones but not statues or stonework, and so on. Additionally, applying Trailblazer on an attack against animals allows the Noble to deal damage to animals without tearing the skin or causing visible internal damage.

Upgrade: Combat Capacitor (Industria •••)

Requires Modulating

The Noble can charge their weapon or clothing with successful strikes. On the first successful attack that deals Lethal or Aggravated Damage to a Wick, the Noble can give one level of the Charged Regalia Condition to either their Human Defense Armament or their Core Clothing, if the latter is active; this is cumulative with other sources of the Charged Regalia Condition.

Upgrade: Finisher (Industria •••) [Suggested by Geometry]

Requires Forceful, Stunning, or Anti-Ephemeral

When the Noble applies Industria to an attack and successfully deals damage to a character with that attack, if after the attack that character's Health boxes are all filled with Damage (including Phantom Damage), that character also takes a level of the Fatigue Cascade Tilt.

Upgrade: Reality-Coating (Industria •••)
Requires Anti-Ephemeral

When the Noble applies Industria to an attack roll made by the Armament, the Armament's attacks can drag an evil entity into proper reality. An ephemeral entity hit with an attack from the weapon must roll Power + Resistance - Levels of the Phantom Damage Tilt each round to avoid becoming Materialized. An ephemeral entity who materializes this way converts any levels they have of the Phantom Damage tilt to Bashing Damage.

Upgrade: Sentry (Industria •••)
Requires On-Command
Requires separate Human Defense Armament with any two Upgrades.

The Human Defense Armament now attacks on its own if the Noble goes unconscious, manifesting if it is not already manifested and attacking anyone within range. To purchase this Upgrade, the Noble must have two instances of Human Defense Armament; the Sentry Upgrade can only be taken on one, and only if the character has taken two Upgrades for the other instance.

If the Noble has Data Wizard and/or Personal Computer, they may register the Data Wizards, Personal Computers and/or faces of others to prevent their Human Defense Armament from attacking them. Additionally, they may activate and deactivate this Upgrade with a Transformation action, regardless of whether or not the Human Defense Armament is active.

If the Noble has Data Wizard or Personal Computer with Recording, the Human Defense Armament automatically records what is in front of them while it is acting on its own.

If a Bequest of Human Defense Armament has the Sentry Upgrade, the Sentry Upgrade only functions for Characters with their own instance of the Human Defense Armament with any two Upgrades.

Upgrade: Arcano-Incendiary (Industria ••••)

(Inspired by Mirron, Additions suggested by Vent0)

Requires High-Energy
Requires Forceful, Modulated, or Pepperstrike

When the Noble applies Industria to an attack roll made by the Armament, the Noble's strike can ignite the essence of monstrous beings. When Arcano-Incendiary is applied to an attack, the Human Defense Armament deals (1 + Quality Bonus) damage at most. If the Noble inflicts at least one point of damage in excess of the target's mundane armor rating (before applying armor) to a Wick, that character takes or adds one level of the Ignited Essence Tilt; other supernatural effects may reduce or prevent the damage, but do not prevent the Tilt.

Upgrade: Supporting Flurry (Industria ••••)
[Based on suggestions by Vent0]

Requires Sentry
Requires separate Human Defense Armament with High-Energy and any two other Upgrades.

This instance of the Human Defense Armament supplements the Noble's attacks with a spray of energy. When your Noble makes a successful attack, roll the Attribute the Noble used in their attack as dice and add successes to damage.

Upgrade: Thermal Shock (Industria •••••)
(Suggested by Vent0)

Requires [Arcano-Incendiary](#)

The Noble forces their target to withstand a soul burning on two fronts. If the Noble inflicts at least one point of damage in excess of the target's mundane armor rating (before applying armor) to a [Wick](#) with the [Ignited Essence](#) Tilt, that target takes a penalty that turn to any roll to activate a supernatural ability not of the Light equal to half their Potency, rounded down, until their next turn; this is cumulative with other penalties but not with other applications of Thermal Shock. If the target attempts to activate an unrolled supernatural power, they must roll their Clash of Wills dice pool and get at least one success, applying the penalty as above.

Upgrade: Supporting Fire (Industria •••••)
[Based on suggestions by Vent0]

Requires [Supporting Flurry](#)
Requires separate Human Defense Armament with [High-Energy](#) and any three other Upgrades.

The Human Defense Armament now floats next to the Noble on its own. The first time in a turn that the Noble attacks a target with the instance of Human Defense Armament without this Upgrade, this instance launches an identical attack at that target; the Noble may not apply Willpower or an Invocation to this attack, but this attack does benefit from the effects of Supporting Flurry if it succeeds.

Kensai - Added Upgrade

Upgrade: Modulated (Industria ••)
[Inspired by ZackOak]

The Noble's Industria can be more effectively applied. When Invoking Industria on an attack made with the weapon, they may wait until the attack roll is made before deciding whether to apply Industria to Accuracy or to Damage. Applying Modulated automatically downgrades any Exceptional Success to a Success.

If the Quality Bonus is +2 or greater, the Noble may instead split the benefit to the roll, adding either one extra die, or one extra success for each dot of Industria they have.

This overrides the base effect of [Modulated](#).

Levinbolt - Added Upgrade

Upgrade: Modulated (Industria ••)
[Inspired by ZackOak]

The Noble's Industria can be more effectively applied. When Invoking Industria on an attack made with the weapon, they may wait until the attack roll is made before deciding whether to apply Industria to Accuracy or to Damage. Applying Modulated automatically downgrades any Exceptional Success to a Success.

If the Quality Bonus is +2 or greater, the Noble may instead split the benefit to the roll, adding either one extra die, or one extra success for each dot of Industria they have.

This overrides the base effect of Modulated.

Moebius Magazine (Fight •, Industria •)

[With modifications inspired by Molot-4 and Varres]

Regalia

The Noble adds a small device to their Regalia that can reshape itself (often as a clip or magazine) to be affixed to any mundane object with Size no greater than the Noble's Strength. If used as an improvised weapon, the Noble's attack pool is no longer reduced by one die, and the weapon does not take the same amount of damage as it inflicts on a successful attack.

If the device is attached to any projectile weapon, mundane or otherwise, that does not fire explosives, and the Noble (or any Tallow, so long as the On-Command Upgrade is applied) is wielding it, the weapon can now fire long-ranged shots. These shots are bursts of energy that can be fired without expending ammunition. The weapon has a flat range of 30/60/120 yards and cannot engage in Autofire or Covering Fire [Cofd 90]. The weapon still accepts and can expend its usual ammunition. The Damage rating of these energy shots is 1. The Noble may invoke on attacks made with the weapon when firing the energy shots; the Quality Bonus applies to such attacks.

Characters attacked by energy shots fired from the weapon at close combat range use only their Attributes as Defense from it; they don't add any Skill. When used at a range longer than close combat, the weapon is considered a Firearm attack regardless of its dice pool, denying Defense unless the target can apply Defense against normal Firearms attacks.

If a weapon to which the Moebius Magazine is affixed would deal damage to a Tallow, it instead inflicts that many levels of the Phantom Damage Tilt.

Upgrade: Infusing (Industria ••)
[Inspired by Vent0, with modifications inspired by Molot-4]

The Moebius Magazine can now be reshaped to become attachable to any weapon, including in a decorative form. The weapon is now considered equivalent to a [Human Defense Armament](), and the Noble may apply any Merits that "Require Human Defense Armament." Melee weapons cannot fire energy shots unless [High-Distance]() or [High-Energy]() is applied. The dice pool used to attack with such a weapon is not changed unless a Merit that changes the dice pool is applied. The weapon's base Damage is the lower of its Damage rating and the Noble's Industria.

As long as the Moebius Magazine is attached to a weapon, the two may be dismissed and resummoned as if they were a single Regalia piece. If the mundane weapon is dismissed or destroyed, it cannot be repaired or reconstructed as a Noble would one of their Regalia pieces.

The Noble may purchase any Upgrade that could be purchased for Human Defense Armament for Moebius Magazine, and apply those Upgrades to the weapon to which the Moebius Magazine is attached.

Upgrade: Combining Container (Industria •••) [Inspired by TheKingsRaven]

Requires Infusing

Action: Instant
Dice pool: Unrolled
Cost: 2 Wispcoins
Duration: Industria + Quality Bonus in hours or Until transformation

The Moebius Magazine adds a fist-sized container to its side that can hold a bane or another material (either in solid form or in a contained liquid or gas form) and can be filled or emptied with an Instant action.

When the Noble activates this Upgrade while the container contains a material and is attached to a weapon, the material is imbued into the weapon. For the Duration of the Upgrade, attacks made with that weapon affect beings just as the bane or material does; this is in addition to the weapon's normal effects. The bane or material itself in the container transmutes to inert dust with no useful properties. If the material is mundane ammunition, treat those struck by the weapon as hit by that ammunition, except that the ammunition loses any explosive effects.

For materials other than Banes or mundane ammunition, the player and the Storyteller should decide on the additional effects; as a rule of thumb, exposure to the material should not cause more than 1 additional damage outright, although matters of Toxicity, Tilts, etc should still be discussed. If the bane or material would deal additional damage to [Tallows](), either through initial exposure, Toxicity, or inflicted Conditions or Tilts, that damage is replaced by levels of the Phantom Damage Tilt. If the bane or material would inflict a penalty, Condition or Tilt to [Tallows](), that penalty, Condition or Tilt is shed at the end of the round.

Each activation of this Upgrade combines one bane or material with one weapon. If a weapon under this effect is imbued with a second bane or material, it is no longer imbued with the first.

Once a weapon is imbued with a material, the Moebius Magazine can be detached from that weapon without ending the effect.

Upgrade: All-Around (Industria ••••)

Requires Combining Container
Cost: +1 Wispcoin

The Moebius Magazine and its container can now take a form that includes a bracelet, necklace or similar item that can be worn by one person, although the container maintains its normal size. When Combining Container is activated, the character wearing the Moebius Magazine is imbued with the material. Any attack they make, either unarmed or with a mundane or Regalia weapon, is imbued with the material. A character imbued this way who attacks is not considered exposed to the material. As with weapons, a character can only be imbued with one material this way.

Upgrade: Field-Treating (Industria ••••)

Requires Combining Container

Action: 15 minutes * Sanctuary Rating
Cost: +Sanctuary in Wispcoins, +1 Willpower

When Field-Treating is applied, for the Duration of Combining Container, so long as the Moebius Magazine is wielded on Consecrated ground, any attack made on the Consecrated Ground is imbued with the bane or material. Each turn spent in the area is treated as one turn of exposure to the bane or material; a character may sacrifice their Defense for a turn to Reflexively roll their Potency/Supernatural Tolerance; each success allows them to ignore this effect for a turn.

Occupational Safety (Fight •, Industria •)

[With rewording inspired by Meow Milk]

Action: Permanent

The Noble understands that their line of work requires more roughness than most, and possesses magic born of the Light that lets them use that roughness safely. If the Noble would deal damage to any Tallow in any way that doesn't involve Supernatural abilities other than the Light, they instead inflict that many levels of the Phantom Damage Tilt, and any Conditions or Tilts they inflict end at the end of the Scene.

Occupational Safety does not prevent damage from unwielded means; the Noble can still harm others through drowning or fire, for example (although wielding a torch directly would still be affected as above). It also ceases to affect a weapon should the Noble let go of it; a ranged attack is still affected by this Charm, but after the initial attack is performed, the projectile acts normally.

Nobles who learn Occupational Safety or characters who can access it through a Bequest or by learning it as a Supernatural Merit may activate or deactivate it with a Transformation action. The Charm is always active for non-Nobles if it is Practical Magic from a Nation. Occupational Safety being active does not count as being active or activated for the purposes of other Charms or Supernatural effects.

Characters with Supernatural Tolerance under the effects of Occupational Safety may roll Supernatural Tolerance; success allows them to ignore the effects of Occupational Safety for their Potency in hours, while failure means they must wait for (11 - Potency) hours before rolling again.

Occupational Safety may be learned as a Supernatural Merit; learning it this way always costs two Experience.

Upgrade: Restraining (Industria ••)

This Upgrade allows a Bequest to be used to restrain others. The Bequest must be crafted as an object to be worn, such as a shackle or bracelet. A character wearing a Bequest containing Occupational Safety with Restraining is always under the effect of Occupational Safety. Characters with Supernatural Tolerance may still roll as listed in Occupational Safety.

Upgrade: Full Settings (Industria ••)

The Noble's control allows them to further control the boundaries Industria sets on their strikes. They may set any unarmed attack, weapon, or supernatural ability they use (including Charms, Industria or otherwise) to inflict the Phantom Damage Tilt, deal Bashing Damage, or deal Lethal Damage to any character. If an attack or use of an ability set to inflict the Bashing Damage Tilt, would inflict a Condition or Tilt, any Conditions or Tilts they inflict end at the end of the Scene.

Regardless of the type of damage it is dealing, the damage the weapon or ability deals to a Tallow never deals or wraps into Aggravated Damage, and such a target whose Health boxes fill with Lethal Damage stabilizes immediately. Additionally, the Noble may also set the weapon to deal no damage to targets with Structure.

Changing the damage settings allowed by Full Settings can be done as part of a Transformation action.

Palladion - Added Upgrade

Upgrade: Modulated (Industria ••)
[Inspired by ZackOak]

The Noble's Industria can be more effectively applied. When Invoking Industria on an attack made with the weapon, they may wait until the attack roll is made before deciding whether to apply Industria to Accuracy or to Damage. Applying Modulated automatically downgrades any Exceptional Success to a Success.

If the Quality Bonus is +2 or greater, the Noble may instead split the benefit to the roll, adding either one extra die, or one extra success for each dot of Industria they have.

This overrides the base effect of Modulated.

Personal Style (Fight •, Industria •)

[Inspired by EmbreFrosste, KentonHR, Tatsuya, EntirelyUnlikeTea, and MeowMilk]

Action: Permanent

The Noble's training pays dividends, allowing them to build a style that best fills their skills and needs. Choose a Style Tag when you take this Charm. The Noble takes either the first-rank maneuver in a Style Merit with that Style Tag, or a one-dot Fighting Merit with the chosen Style Tag.

If the Noble uses any maneuver or Merit taken for Personal Style in an attack that would deal damage to a Tallow, instead the attack inflicts that many levels of the Phantom Damage Tilt. Similarly, Tilts and Conditions inflicted on Tallows with such maneuvers or Merits are shed at the end of the scene.

Personal Style may be purchased once. Personal Style and its Upgrades can't override prerequisite Attribute, Skill, and or Invocation ratings, prerequisite maneuvers (such as exist in many Grappling maneuvers), and other special requirements, noted with each Style.

Upgrade: 2nd Rank (Industria ••)

The Noble's training pays further dividends. The Noble takes one of the following:
- The second-or-lower-rank maneuver in a Style Merit with the chosen Style Tag.
- A Fighting Merit with the chosen Style Tag and a rating of no more than two dots.
- A one-dot Fighting Merit that does not require a Style Tag other than the chosen Style Tag.
- A one-dot Fight Charm that the Noble could purchase. Once taken, the Noble cannot purchase further Upgrades for that Charm.

Upgrade: 3rd Rank (Industria •••)

The Noble's training pays further dividends. The Noble takes one of the following:
- The third-or-lower-rank maneuver in a Style Merit with the chosen Style Tag.
- A Fighting Merit with the chosen Style Tag and a rating of no more than three dots.
- A two-dot Fighting Merit that does not require a Style Tag other than the chosen Style Tag.
- A one-dot Fight Charm with up to one Upgrade or a two-dot Fight Charm that the Noble could purchase. Once taken, the Noble cannot purchase further Upgrades for that Charm.

Upgrade: 4th Rank (Industria ••••)

The Noble's training pays further dividends. The Noble takes one of the following:
- The fourth-or-lower-rank maneuver in a Style Merit with the chosen Style Tag.
- A Fighting Merit with the chosen Style Tag and a rating of no more than four dots.
- A three-dot Fighting Merit that does not require a Style Tag other than the chosen Style Tag.
- A one-dot Fight Charm with up to two Upgrades or a two-dot Fight Charm with up to one Upgrade or a three-dot Fight Charm that the Noble could purchase. Once taken, the Noble cannot purchase further Upgrades for that Charm.

Upgrade: 5th Rank (Industria •••••)

The Noble's training pays further dividends. The Noble takes one of the following:
- The fifth-or-lower-rank maneuver in a Style Merit with the chosen Style Tag.
- A Fighting Merit with the chosen Style Tag and a rating of no more than five dots.
- A three-dot Fighting Merit that does not require a Style Tag other than the chosen Style Tag.
- A one-dot Fight Charm with up to two Upgrades or a two-dot Fight Charm with up to one Upgrade or a three-dot Fight Charm that the Noble could purchase. Once taken, the Noble cannot purchase further Upgrades for that Charm

Seed Grinder (Fight •, Industria •)

Action: 1 minute
Dice Pool: Unrolled

By spending one minute, the Noble can grind a Wispcoin into attack-enhancing dust. This dust can be dispersed over a Regalia piece containing the Human Defense Armament, Kensai, Levinbolt, Palladion, or Empty Hands Charm to give it the Waiting Charm Condition; this takes an Instant Action. The next time the Regalia piece is used to attack, the Waiting Charm

Condition is shed and the character invokes on the attack roll - applying their Industria - without spending a Wisp or Wispcoin; they cannot invoke an additional time on the attack roll.

A Regalia piece can only have one instance of the Waiting Charm Condition given to it this way at a time.

Upgrade: Crystal Charge (Industria ••)

By spending five minutes and making a successful Dexterity + Crafts roll, the Noble molds the dust into a crystal that can be chambered into or attached to one of their Regalia pieces containing the Human Defense Armament, Kensai, Levinbolt, Palladion, or Empty Hands Charm. Such a Regalia piece can hold a number of such crystals equal to the Noble's Inner Light. Bequests containing such Charms can hold crystals equal to the wielder's Inner Light (Minimum 1) or 0 if not active; crystals in excess of this limit are immediately dissipated. Once per turn, the Noble wielding the Regalia piece can expend a crystal to give the Regalia piece the Waiting Charm condition as a Reflexive Action, which can be shed as per Seed Grinder.

Such crystals may also be chambered into a Moebius Magazine without further cost, but still only function for a single attack; Combining Container may not be used on crystals formed via Crystal Charge.

Danmaku Dance - Added Content

Upgrade: Bullet Time (Industria •••)

Danmaku Dance is now "Action: Permanent." It no longer costs Wisps to activate. If Ping Parry is also applied, it now costs 1 Wispcoin less to activate (minimum 0).

Upgrade: Ping Parry (Industria •••)

Requires Human Defense Armament

Action: Reactive
Dice pool: As for Human Defense Armament
Cost: 1 Wispcoin, 0-1 Willpower
Duration: 1 turn

The Noble readies her Human Defense Armament to defend against incoming projectiles. The Noble may forgo their Defense against melee attacks for a turn to activate Ping Parry as a Reflexive action; if they do not do so, using the Charm takes their action for the turn.

For the remainder of the turn on which Ping Parry is activated, if the base effect of Danmaku Dance is not active, the Noble may apply their Defense against Firearms attack attacks unless they are currently prone, in cover, or in concealment.

Additionally, for the remainder of the turn, the Noble rolls their attack pool as their dice pool when Dodging, may reflexively Dodge projectile and thrown weapon attacks, and may use Dodging to reduce damage from covering fire [CofD 90] as if it were an attack.

Finally, when the Noble makes a Dodge action against a Thrown Weapons or Firearms attack, or against covering fire, they may spend a point of Willpower before doing so if the attacker is within range of their weapon. If the Noble does so, and scores more successes than the attacker, they deal one point of damage of whatever type the Human Defense Armament is dealing to the attacker per extra success. The weapon bonus doesn't apply to this extra damage. If damage would be dealt this way to a Tallow, that many levels of the Phantom Damage Tilt are inflicted instead.

Upgrade: Lightweave Dynamo (Industria •••••)

Requires Bullet Time and Ping Parry
Requires Core Clothing or Human Defense Armament

At the end of each turn, if the Noble has successfully Dodged at least one attack against them, and has not been hit that turn they may give either their manifested Core Clothing or their manifested Human Defense Armament one level of the Charged Regalia Condition.

Inertial Retorsion (Fight •••, Industria •••)

Action: Reflexive
Dice pool: Dexterity + Athletics
Cost: 2 Wispcoins

When the Noble crashes into something or is crashed into, they can redirect the impact. This Charm may be activated reflexively when the Noble collides with something else (or vice versa) as long as the total Size of the moving objects is no greater than their Industria * 5; they may also activate this Charm if they would take fall damage, treating the fall damage as damage taken from a crash. Inertial Retorsion must be activated before the Noble performs any other action that would affect damage from the crash (such as activating Lightgilder's Aegis or invoking for Barrier Jacket).

Dramatic Failure: The Noble takes full damage from the crash, and cannot perform actions to prevent or reduce damage from the crash.
Failure: The Noble does not reflect the crash. They may take other actions to prevent or reduce the damage from the crash, if able.
Success: The Noble absorbs or reflects the force of the crash. The Noble either comes to a full

stop or is unmoved by the collision. Prevent the damage that Noble would have suffered from the Crash. If the Noble was moving at Max Speed or terminal velocity, they may then roll with a dice pool equal to the damage prevented, dealing damage of the same type as was prevented equal to the successes to another object involved in the crash. If this damage would be applied to Tallows, instead apply that many levels of the Phantom Damage Tilt; this does not affect the normal damage from the crash not initially dealt to the Noble.
Exceptional Success: The roll to apply damage gains the Rote Quality.

Upgrade: Attack Integration (Industria ••••)
Requires Human Defense Armament

When the Noble gets a dice pool to roll from Inertial Retorsion, if the Noble has not taken their Instant Action for the round, they may incorporate attacking with their Human Defense Armament, adding the dice pool used for attacking with Human Defense Armament along with appropriate effects from relevant applied Upgrades, Merits, etc. This counts as taking their Instant Action for the round.

Blasting Shot - New Content
The ball conjured by this Charm may be fired from a Human Defense Armament with High-Energy or High-Distance applied.

Upgrade: Tear Gas (Industria •••••)
[Based on suggestions by Vent0)

If the Noble applies Industria to their Human Defense Armament, the ball creates a cloud of noxious gas. The blast is also a tear gas grenade with Toxicity equal to the Noble's Industria [HL 137].

Govern Charms

Danegeld Deal (Govern •, Industria •) [Inspired by Vent0]
Action: Meditation, threshold = Sanctuary
Dice pool: Presence + Occult
Cost: 1 Willpower
Duration: Consecration

The Noble bribes a Consecrated area of Sanctuary 1 to hold fast against supernatural entities not of the Light. Once the threshold is met, for the Duration of the Charm, whenever a Wick with Potency or Rank no greater than the rating of Danegeld Deal attempts to use a supernatural ability (such as Influence) to directly manipulate solid non-living objects in the area, the Noble becomes immediately aware of the attempt and it triggers a Clash of Wills. Each time a Clash of

Wills is triggered this way, the Noble may reflexively spend one Wispcoin; if they do, they roll additional dice equal to the number of Wispcoins they have spent this way for this activation of Danegeld Deal.

Danegeld Deal only affects direct manipulation; a creature generating its own fire to burn its surroundings does not generate a Clash of Wills, but one attempting to heat objects directly or to move them with supernatural abilities does.

A Noble may only have one activation of Danegeld Deal active at a time; if they activate Danegeld Deal a second time, the first instance ends immediately.

Upgrade: Strengthened (Industria ••)

(With Inspiration from Free)

Stackable, up to 4

Each time the Noble takes this Upgrade, the maximum Sanctuary that can be affected by this Charm is increased by 1.

If two or more instances of Strengthened are applied, attempts to make interdimensional openings in or out of the area also trigger a Clash of Wills. This does not close pre-existing or successfully made openings.

Dreaming Vision - New Content

Reality-Augmenting, Regalia

Nobles can learn and Nations can offer a version of Dreaming Vision that requires Industria • and carries the **Reality-Augmenting** and **Regalia** Tags. This version of Dreaming Vision now operates through the Reality-Augmenting eyewear. This allows the Regalia and Quality bonuses to apply to the Wits + Occult roll Reflected Light makes possible and to Clash of Wills rolls made due to active scrutiny.

Examine Contraband (Govern •, Industria •)

Action: Extended, 20 minutes/roll, threshold = as set by ST
Dice pool: Intelligence + Occult
Cost: 1 Wispcoin

The Noble examines a supernatural object. The threshold is set by the ST, but is usually the cost in dots of the ability imbued in the object or the Potency of the character who made it. Once the

threshold is met, the Noble learns the effect of the object, its method of activation, and its costs of operation.

MagiMonitor (Govern •, Industria •) [Inspired by RDMarquis]
Regalia

Action: Permanent

The Noble adds a wrist monitor to their Regalia. The monitor (which only functions for the Noble, and provides information in a form only the Noble can understand) tells the wearer how many Wisps the Noble has remaining (any character without a pool of Wisps for any reason simply reads as 0), what Charms they use (as the Noble knows them), and what Invocations are being invoked (as the Noble knows them). The MagiMonitor also allows the Noble to apply the Regalia and Quality Bonuses to rolls made to analyze Noble phenomena perceived through other abilities (such as Reflected Light).

Applying On-Command allows the MagiMoniter to function when other Nobles wear it, and provides information only the Noble or the wearer can understand.

Upgrade: Remote (Industria ••)
The Noble adds a receiving unit to their Regalia that others may now wear and use to receive the data being gathered by the MagiMonitor and be able to comprehend the data (assuming they possess the proper context). If the Noble perceives Noble Phenomena through other abilities, the wearer receives a series of arcane sigils that allows them to make their own roll to analyze the phenomena; the Regalia and Quality Bonuses still apply to this roll.

The main unit also displays the Noble's temperature, heart rate, respiratory rate, and blood pressure, which can be sent to the receiving unit. Finally, with a reflexive action, the Noble can activate or deactivate a secondary link. When active, the main unit transmits everything the Noble sees and hears as audiovisual data to the receiving unit, exactly as it appears to their eyes and ears, and receives audio from the receiving unit. Neither unit has recording capability.

Any data transmitted between units has a delay of a number of turns equal to the Sympathy Modifier.

Mandate Badge (Govern •, Industria •)
[Inspired by Karinae and RDMarquis]
Regalia

Action: Permanent

The character's duty brings its own reward. A badge or other insignia to be worn is added to the

character's Regalia. On the back of the badge is a vow describing a regular mundane activity that makes the world a better place; any task that would qualify for the Mandate Merit qualifies for this Charm. Once per day when carrying out the activity inscribed on the badge, the Regalia and Quality Bonuses apply to the roll. For each success on the roll, the character generates 1 Wispcoin. The On-Command Upgrade allows any character to wear the Mandate Badge and perform the task, but multiple wearers do not allow the Mandate Badge to be used more than once per day.

Market's Visible Hand (Govern •, Industria •)

[With Inspirations from Naomi and Cozyglow]
Regalia

Action: Meditation
Dice pool: Willpower dots

The Invisible Hand speaks of the unintentional betterment of the greater good caused by individuals seeking their own best interest, but a follower of Industria can take the flow of their fortunes into their own hand. The Noble adds a glove to their Regalia with a small depression for holding Wispcoins. This glove allows the Regalia and Quality Bonuses to apply with any rolls made to activate Market's Visible Hand or any of its Upgrades.

While wearing this glove, a Noble can convert a number of held Seeds of Light equal to their (Industria + Quality Bonus) into Wispcoins with a successful Meditation. These Wispcoins are the same as those created with the Valued Upgrade to Seed of Light or the Personal Mint Upgrade.

Market's Visible Hand and many of its Upgrades involve Meditation in some way, and their effects replace the normal benefit of Meditation.

Upgrade: Accept Funds (Industria ••)

Action: Instant or Reflexive
Dice pool: Willpower dots
Cost: None

By touching someone with a pool of Wisps through their glove, the Noble transfers Wisps from the target's pool to their own. They gain 1 Wisp for each success, up to their normal Wisps/turn limit + Quality Bonus. They cannot gain more Wisps than they can hold.

Activating this Upgrade is normally an Instant action, but a Noble receiving Wisps from another Noble who also has Market's Visible Hand, glove-to-glove, may activate this Charm with this as a Reflexive action once per turn.

If the On-Command Upgrade is also applied, the Noble may instead transfer Wisps from their own pool to the target. They may give up to 1 Wisp or Wispcoin for each success, up to their normal Wisps/turn limit + Quality Bonus; Wispcoins given this way are converted to Wisps. The Noble cannot give more Wisps than the target can hold.

Accept Funds, with or without the On-Command Upgrade, requires that the target give informed consent to function. Levels of the Charged Regalia Condition are incompatible with Accept Funds.

Upgrade: Concentrative Consecration (Industria ••)

Action: Meditation, threshold = Sanctuary * Duration
Dice pool: Willpower dots
Cost: 3 Wispcoins
Duration: Chosen duration in days or Chosen duration in weeks. (see below)

The Noble purchases an area's purity with time and Wispcoins. The Noble chooses a Sanctuary and Duration, neither of which can exceed their Industria, in an area that must be mostly closed off. Areas such as a cave, a trench, even a large enough hole count, but open areas do not. This Upgrade is activated by Meditating with the Wispcoins used to pay this Upgrade's cost in the Noble's glove. Once the threshold is reached, the Noble presses the coins into the ground with their glove and the target Sanctuary gains the Consecrated Condition. If the area being Consecrated is an artificially-crafted building or piece of infrastructure, the duration is in weeks. Otherwise, the duration is in days.

If an area is already Consecrated, the new activation adds its duration to the one currently ongoing. If any part of an area is Tainted, the Charm automatically fails, and if any part becomes Tainted while the Consecration remains, the Charm immediately ends.

Upgrade: Light-Holding (Industria ••)
The Noble can now literally hold some Light in the palm of their hand. The glove now has its own pool of Wisps that holds Wisps equal to the Noble's (Willpower dots + Quality Bonus) that the Noble (or any other character if they are wearing the glove and the On-Command Upgrade has been applied) can access as if it were their own. If the Noble already has their own pool of Wisps, they choose which pool receives any Wisps they gain, and they can transfer any number of Wisps from their own pool to the glove's or vice versa with a successful Meditation.

If the glove's pool of Wisps is full, it can not take any more Wisps. If the glove's Wisps come to exceed its maximum capacity (e.g because the Quality Bonus is no longer being applied), the excess Wisps cannot be accessed until the proper maximum has been restored.

Upgrade: Personal Mint (Industria ••)

[With Suggestions by Naomi]

Action: Meditation
Dice pool: Willpower dots
Cost: 1 Willpower, Industria in Wisps

The Light exists within the world, within the hearts of all Humanity. However, with will and effort, the Hopeful may calcify Wisps into coins proof against the ravages of chance. Each Wisp spent on the Charm forms a separate Seed. Once the threshold is met, the Noble converts a number of Wisps equal to their Industria into special Seeds of Light called Wispcoins. If the Noble doesn't possess that many Wisps, all Wisps they possess are converted.

These Seeds are created free of the unique traces of the Noble's identity. The Seed forms as a metallic object around the size of a small coin and twice as thick with a male human face on one side and a female human face on the other. This type of seed is colloquially known as a Wispcoin. Wispcoins can be absorbed like other Seeds of Light, but can be absorbed by any character with a pool of Wisps and one or more dots in Industria, and only such characters (although Darkspawn can still consume them).

Characters with one or more dots in Industria can reflexively spend Wispcoins they are holding to pay for the cost of invoking Industria or for Industria Charms (including Bequests containing Industria Charms). This assumes that the character can invoke Industria or activate said Charms or Bequests in the first place and does not bypass normal limits on spending Wisps/Wispcoins.

Having two dots in another Invocation or purchasing Minor Invoker •• (allowed for Personal Mint) for another Invocation allows the Noble to create modified Wispcoins that are tied to the corresponding Invocation and colored appropriately. The Noble may treat Wispcoins they create this way as they would other Wispcoins, but other characters replace Industria with the corresponding Invocation for the purposes of absorbing and using them. The corresponding Invocation is treated as the favored Invocation for the purposes of [Seed Grinder](#).

If the [On-Command](#) Upgrade is applied, the Noble can calcify the Wisps of another. The character whose Wisps are being converted into Seeds of Light must willingly hold a hand to the Noble's glove for the entirety of the Meditation. The Noble still spends the point of Willpower, and the other character spends Wisps equal to the Noble's Industria (or if they don't have enough, as many as they have); the resulting Wispcoins carry the favored Invocation of the Noble who provided the Wisps and are identical to modified Wispcoins as described above.

Upgrade: Tokens of My Esteem (Industria ••)

Action: Meditation, threshold = Special (see below)

Dice pool: Willpower dots or Charm's dice pool (see below)
Cost: 1+ Wispcoins (see below)

The Noble converts Wispcoins into Living Images imbued with their magic. They spend a Wispcoin, then focus on the additional Wispcoins (if any are necessary to pay the Imbued Charm's cost) held in their glove and the Charm they want to imbue. The Noble may imbue any non-resisted Charm they know and are currently capable of activating, whose action is Permanent, Reflexive, Instant, or Meditation, and that carries no modifier such as Sympathy or Commonalty. The threshold and results depend on what type Charm to be imbued requires:

- If the imbued Charm is "Action: Permanent," the threshold is equal to the Imbued Charm's rating and the Noble pays no additional costs past the initial Wispcoin. Once the Threshold is met, the Noble converts that Wispcoin into a number of Living Images with the Waiting Charm Condition equal to their Industria (minimum 1). Each of these Images, once broken by a [Tallow], allows the character to use that Charm as if they themselves have it for one hour.

- If the imbued Charm is "Action: Reflexive," or "Action: Instant," and has no dice roll, the threshold is equal to the Imbued Charm's rating. Once the threshold is met, the Noble pays the Charm's cost; this is separate from the initial Wispcoin. That initial Wispcoin is converted into a Living Image with the Waiting Charm Condition. This Living Image, once broken by a [Tallow], activates the Charm as if that character had activated it themselves.

- If the imbued Charm is "Action: Reflexive," or "Action: Instant," and has a dice roll, the threshold is equal to the Imbued Charm's rating. Once the threshold is met, the Noble pays the Charm's cost; this is separate from the initial Wispcoin. The Noble then rolls to activate the Charm; this uses the Charm's own dice pool, not the dice pool for Tokens of my Esteem:
  - **Dramatic Failure:** The initial Wispcoin is destroyed, and the Noble takes the Hypersensitive Condition, which lasts (6 - Industria) hours.
  - **Failure:** The Initial Wispcoin is wasted.
  - **Success:** The Noble converts the initial Wispcoin into a number of Living Images with the Waiting Charm Condition equal to the lower of their Successes and their Industria (minimum 1). Each of these Images, once broken by a [Tallow], activates the Charm as if that character had activated it themselves with one success.
  - **Exceptional Success:** The number of Living Images created is now equal to the higher of their Successes and their Industria.

- If the imbued Charm is "Action: Meditation," the threshold is equal to that Charm's threshold, and the dice pool is equal to that Charm's dicepool. Once the threshold is met, the Noble pays the Charm's cost; this is separate from the initial Wispcoin. That initial Wispcoin is converted into a Living Image with the Waiting Charm Condition. This Living Image, once broken by a [Tallow], activates the Charm as if that character had activated it themselves.

Living Images created with Tokens of My Esteem may be broken with an Instant Action.

Additionally, a Noble may place a Living Image created with Token of My Esteem on their glove and spend a Full turn to identify which Charm the Living Image is based on.

Upgrade: Bequeathed (Industria •••)

Requires [Tokens of My Esteem](#)

Action: Meditation, threshold = 2* Charm's rating
Dice Pool: Inner Light (minimum 1) + Willpower dots
Cost: 1 Willpower Dot, 1+ Wispcoins (see below)

The Noble holds an item they spent at least the Charm's rating in hours creating with their gloved hand, or holds their gloved hand to it. The item must be created in such a way that it is either evocative of or references the Charm meant to be imbued in it. The Noble must spend the Wispcoin to start the Charm; if the Charm is abandoned before the threshold is met, this Wispcoin is lost. Once the threshold is met, the Noble spends the Willpower Dot and the creation becomes a Bequest.

Bequeathed allows a Noble to make a Bequest of any Charm they know and are currently capable of activating; if the Charm costs Wispcoins, those Wispcoins must be held with the gloved hand during the Meditation and spent along with the Willpower Dot.

As part of learning this Upgrade, the Noble also learns how to recognize all other Hopeful's enchanted artworks, and discover what they do without discharging them. Analyzing a Living Image or Bequest is a mundane extended action with a dice pool of Inner Light (or 1 for characters without Inner Light) + Intelligence, an interval of 5 minutes/roll, and a threshold equal to the rating of one Charm the artwork expresses. Reaching the threshold answers one of these questions:

- Which Charm or Charms the artwork is based on
- Which Living Image upgrades were applied during its making
- If it's Duty-bound, what task creates the Waiting Charm Condition

If used to examine a PROXY System, the character learns the lower-rating Charms first. Learning about each Charm is its own extended action; the character always knows if there are additional Charms to be learned about.

A Bequest created this way can be part or all of a [Special Implant Prosthetic](#).

Upgrade: Compact of Fealty (Industria •••)

Requires [Concentration Consecration](), [Personal Mint](), [Tokens of My Esteem](), or [Transfer Funds]()

Noble's side:
Action: Extended, 1 Hour/roll, threshold = Mundane's Willpower
Dice pool: Willpower dots
Cost: 1 Wispcoin/roll, 1 Willpower Dot

Mortal's side:
Action: Extended, 1 Hour/roll, threshold = Own Willpower
Dice pool: Willpower dots
Cost: 1 Willpower/roll

With this ceremony, the Noble swears a mortal with no Potency into their service. Only the Noble need know this Charm, and only a Noble can activate it. The Noble must be holding their gloved hand to the Mortal's hand. When both the Noble and mortal reach their thresholds, the mortal becomes one of the Sworn, with the traits and drawbacks of that template, and the Noble takes the Soul-Shocked Condition. The mortal must be a character with no major template, and both sides must understand what they are doing, and do it voluntarily; if either side is unknowing or unwilling, the Charm fails. It also fails if either side is steeped in villainy; neither side can have Vice-Ridden.

A Bequest of Compact of Fealty fails to work unless used by a Noble who has at least 3 dots in Industria.

Sidebar: What about Accept Fealty?
It may be asked why Industria needs Compact of Fealty, if Accept Fealty exists and doesn't require a Willpower Dot. This is in large part because Accept Fealty works by channeling the presence of a Queen, and no such Queen of Industria exists by default. Hence, the Willpower dot is required to anchor the power of Light in a mortal and make them Sworn. By default, Industria cannot be used for Accept Fealty.

But as mentioned in the sidebar, "A Queenless Court?" it may be that a gestalt consciousness exists that is sufficient to support Accept Fealty. Whether one exists and whether it is sufficient should be known to the table before the Charms involving Fealty come up.

Upgrade: Digital (Industria •••)

Requires [Tokens of My Esteem]() or [Heroes' Endowment]().

Cost: +1 Wispcoin

Applying Digital changes the Dice Pool for Tokens of My Esteem to Willpower dots/2 (rounded

up) + Computer, and the Dice Pool for Bequeathed or Heroes' Endowment to Inner Light (minimum 1) + Willpower dots/2 (rounded up) + Computer. Living Images created with Token of My Esteem are converted into labeled computer files of effectively Size 0. These files cannot be duplicated in any way, although they can be transferred between computers; this takes a number of hours equal to the Charm's rating and assumes a stable connection for the entirety of the transfer (regardless of physical transfer speed). Opening the file activates the Living Image and destroys the file.

The Digital Upgrade is compatible with the [Factory Standard](#) Merit. It also allows for the creation of Digital Bequests; moving a Digital Bequest between computers takes a number of days equal to the Charm's rating and assumes a stable connection for the entirety of the transfer (regardless of physical transfer speed). If the [Personal Implant](#) Merit is also applied, Digital changes the dice pool, but the result remains a normal-sized physical object, not a digital file.

Upgrade: Financial Instrument (Industria •••)

[Original version inspired by Recette, New version based on work by MeowMilk]

Requires [Personal Mint](#)

Instead of calcifying Wisps into coins, the Noble may infuse them into a written financial instrument. The Noble decides how many Wisps to infuse (no greater than their Industria), then must write out the financial instrument with themselves as the recipient, usually in the form of a check or IOU. The Noble then holds the financial instrument with their gloved hand while performing the Meditation for Personal Mint.

Once the threshold has been met, the financial instrument becomes infused with the Wisps. The recipient may destroy the financial instrument at a later time with an Instant Action to deposit the Wisps into their Wisp pool; excess Wisps are converted to Wispcoins that fall to the ground. If the financial instrument is destroyed in any way other than consumption by a Creature of Darkness, the Wisps are irrevocably lost.

Unless physically handled, passive supernatural abilities register a financial instrument as a mundane object, and active supernatural attempts to discern a financial instrument as a non-mundane object trigger a Clash of Wills.

If the [On-Command](#) Upgrade was applied, the Noble may write the financial instrument with another character as the recipient; this applies the Sympathy modifier to the Meditation roll for Personal Mint.

Modifiers: the financial instrument indicates an amount being transferred or paid other than the number of Wisps being infused (-1), the financial instrument mentions a currency of payment other than Wisps/Wispcoins (-1), the financial instrument promises a favor, object, or other provision not involving currency or Wisps/Wispcoins (-3), the financial instrument promises

nothing (automatic Failure)

Upgrade: Gempawn (Industria •••)

(Inspired by The Bohemian, Vent0, and EntirelyUnlikeTea)
Requires [Personal Mint](#)

Action: Meditation, threshold = Availability
Dice pool: Composure + Crafts

The Noble may now convert a precious stone's enduring beauty to a better purpose. Gempawn may be activated on a precious stone being held with the gloved hand that is properly cut and polished whose Availability does not exceed the Noble's Industria. Once the Threshold is met, the stone is primed and carries the Waiting Charm Condition. A Noble creating a Bequest may embed such a gem (and only one gem) into their art creation as a source of power for its magic. If the bequeathed Charm requires no more Wisps than the gem's Availability and carries no other costs, then once a day the Bequest can be primed for use without spending any Wisps - as if it were Duty-Bound, but no task is required. An embedded gem can be taken out of the Bequest, but the Bequest is destroyed in the process. Analyzing the Bequest can reveal the gem's nature.

Alternatively, once a precious stone is primed this way, the Noble may apply Gempawn to it again to convert the stone to a number of Wispcoins equal to the stone's Availability rating.

Upgrade: Palace Watcher (Industria •••)

Requires [Concentrative Consecration](#)

Cost: +1 Willpower Dot (Paid by the watcher.)

By shaking a hand with their glove, the Noble appoints a [Tallow](#) with Industria equal to or greater than the area's Sanctuary rating; this can be themselves. That character pays 1 Willpower Dot and gets one Dot in the Palace Merit, tied to the Consecrated area, which lasts indefinitely so long as the character has the requisite Industria.

If the Charm ends for any reason, the Dot is refunded as per Sanctity of Merits.

Upgrade: Personal Purification (Industria •••)

[Inspired by Naomi, Vent0, and SaulotTheGentle]
Requires [Concentrative Consecration](#)

The Noble may now also Consecrate an item they are holding with their gloved hand of Size 0-2, or a [Tallow](#) whose hand they are holding with their gloved hand; the Threshold for this is the Chosen Duration, and the Duration is the Chosen Duration in weeks.

When Consecrating an item or person this way, the Noble may choose to change the cost of Concentrative Consecration to "1 Wispcoin for every two points of Size," and reduce the time required per roll to 1 turn/roll; doing so changes the Duration to Industria in hours, which cannot be extended. If a character is to be blessed this way, they must give their active and informed consent or the Charm fails.

The application of Personal Purification limits the Sanctuary to 1; once this threshold is reached, the item or character carries the Consecrated Condition, and any subsequent Charms tied to the Consecrated Condition affect the area around wherever that item or person is. For more information, see the additional rules for the Consecrated Condition.

Personal Purification is compatible with Palace Watcher; if a character is Consecrated this way, they must be the one who pays the Willpower Dot.

If a character is a Darkened or Creature of Darkness, or if the item carries any Taint, the Charm automatically fails. If the character becomes a Darkened or Creature of Darkness while the Consecration remains, or if the item becomes Tainted, the Charm immediately ends.

Personal Purification may not be applied with Purifying.

Upgrade: Purifying (Industria •••)

Requires [Concentrative Consecration](#)

The Noble may Consecrate a Tainted area. The Taint will always overcome this Charm given enough time, but it can allow the Noble some vital breathing space. Add the Taint's Severity to the threshold; when the Noble reaches it the area's Dark Door closes, and can't be opened until the Condition expires.

Even though the Taint is suppressed, the Taint shortens Concentrative Consecration's duration: Duration in weeks becomes Duration in days, and Duration in days becomes duration in hours. When Concentrative Consecration expires the effects of the Taint return; the Noble may invoke Concentrative Consecration again to extend the Condition, but this only delays the inevitable.

Upgrade: Sanctuary (Industria •••)

Requires [Concentrative Consecration](#)

Several Charms have special benefits when cast upon Consecrated ground. When Consecrate is invoked with Sanctuary, all Charms that interact with the Consecrated Condition are immune to being dispelled while that Condition remains.

Upgrade: Spiritual Valuation (Industria •••)

Requires [Personal Mint](#)

Action: Meditation
Dice pool: Willpower dots
Cost: All Willpower

The Noble focuses inward, squeezing tangible value out of their intangible will. This Charm cannot be activated if the Noble currently has the Soul-Shocked Condition. Upon successfully Meditating, the Noble spends all Willpower, then takes the Soul-Shocked Condition; when this condition would resolve, it ends without resolving instead. The Noble rolls their Resolve+Industria for each point of Willpower they spent, generating 1 Wispcoin for each success (minimum 1) in their gloved hand; there is no additional benefit for an Exceptional Success.

A Bequest of Spiritual Valuation can be used by a [Tallow](#).

Upgrade: Blessed Creation (Industria ••••)

Requires [Bequeathed](#)

The Noble may now turn any object that can be held in their gloved hand that has been created using non-natural means into a Bequest. The item's Durability and Structure are changed, calculated from the Noble's Inner Light and Belief for this purpose.

Heraldry, Living Images, Phylacteries, and Regalias cannot be converted into Bequests.

Upgrade: Duty-Bound (Industria ••••)

Requires [Bequeathed](#) or [Heroes' Endowment](#)

This upgrade is identical to the Duty-Bound Upgrade to Living Image.

Upgrade: Heroes' Endowment (Industria ••••)
Requires [Concentrative Consecration](#) and [Tokens of My Esteem](#)

Action: Meditation, threshold = 3*Charm Rating
Dice pool: Inner Light (minimum 1) + Willpower dots
Cost: Sanctuary in Wispcoins, Sanctuary in Willpower Dots.
Duration: Indefinite

The Noble bestows their knowledge onto a building with the Consecrated Condition. They focus on a Charm (including Upgrades, if any) they know and meditate with the Wispcoins needed to

pay the cost in their gloved hand. Once the Threshold has been reached, the Noble pays the Wispcoins and Willpower Dots and presses their hand into the ground.

Once done, this blesses the building with the Noble's knowledge. As long as the building does not contain a Tainted Area, characters in the area may activate the Charm as if they were holding a Bequest for it. Characters who can roll to detect Bequests can roll to detect Heroes' Endowments when they enter the area.

As long as this Charm is active, the Consecrated Condition tied to the area does not expire. If a character activates a Charm granted by the Heroes' Endowment with "Action: Permanent," the Charm ends for them once they leave the area.

Should part of the building become Tainted or at least one of the outer walls breached, the Charm's effects are suppressed. Should all the building's outer walls be torn down, the Charm ends and the Willpower Dots paid are refunded as per Sanctity of Merits.

Modifiers: Each instance of Heroes' Endowment affecting the area (-1).

Upgrade: Wispcoin Wallet (Industria •••••)

[With additions inspired by Coryn02]

Requires [Accept Funds](#), [On-Command](#), and [Personal Mint](#)
Requires [Personal Computer](#) or Data Wizard

Whenever the Noble generates Wispcoins, they may digitize those Wispcoins and store them in their Personal Computer or Data Wizard. Digitized Wispcoins take the form of zero-size text files that open to text that appears encrypted but is in fact of no significance. A Noble always recognizes files they have created this way as their own digitized Wispcoins. Digitized Wispcoins may be transferred to other media and or computer systems at a rate of 1 Wispcoin/turn, assuming a stable connection.

Digitized Wispcoins do not register unless the device they are on is physically handled. A creature of Darkness can consume such a device to consume the digitized Wispcoins it contains.

As long as the Noble has Market's Visible Hand with Wispcoin Wallet active, they may spend digitized Wispcoins on media/computers (Including [Personal Computer](#) and Data Wizard) they are carrying as if they were regular Wispcoins. A Noble can spend a minute to scan held media and devices with their glove to identify the number and location(s) of digitized Wispcoins on it. If the device is another Noble's Personal Computer or Data Wizard, this causes a Clash of Wills.

Nobles with Wispcoin Wallet may use [Personal Mint](#) to convert Wispcoins into Digital Wispcoins to store in their device. Nobles who know or have identified the location of digitized Wispcoins on a device may also use Personal Mint to convert those digitized Wispcoins to actual

Wispcoins. If the device is another Noble's Personal Computer or Data Wizard, this causes a Clash of Wills.

Reflected Light - New Content:

Reality-Augmenting, **Regalia**

Nobles can learn and Nations can offer a version a version of Reflected Light that requires Industria • and carries the **Reality-Augmenting** and **Regalia** Tags. This version of Reflected Light now operates through the Regalia-Augmenting eyewear. This allows the Regalia and Quality bonuses to apply to the Wits + Occult roll Reflected Light makes possible and to Clash of Wills rolls made due to active scrutiny.

Upgrade: Farsight (Industria ••)

[Inspired by Entirely Unlike Tea]

The Noble can see the supernatural at longer ranges. Reflected Light's range is now its short range, doubled for medium range, and doubled again for long range. Rolls made for Reflected Light (or Magical Eyes if that Upgrade is applied) at medium range take a -2 penalty, and those made at long range take a -4 penalty.

Upgrade: Magical Eyes (Industria •••)

Requires Farsight

The Noble can activate the Magical Eyes Charm [Vocation 179], except that its cost is 1 Wispcoin, its duration is "Industria in hours," and it now functions through the Reality-Augmenting eyewear.

Upgrade: Clearsight (Industria ••••)

Requires Magical Eyes

When the Noble activates Magical Eyes, upgrade a Success to an Exceptional Success; doing so does not earn a Beat.

Upgrade: Industria (Industria ••••)

Requires Magical Eyes

The Noble may activate Magical Eyes without spending Wispcoins, and its duration becomes "Indefinite." The Noble may end the Charm with a Reflexive action.

Binding Box (Govern ••, Industria ••)
Regalia

The Noble adds a box that can trap Ephemeral Entities to their Regalia. The box allows the Regalia and Quality bonuses to apply to a roll to bind an ephemeral entity into the box [CofD 140], and any ephemeral entity whose boxes are filled with at least Bashing Damage and with a rank no greater than the Noble's Industria can be bound into the box as if the box possessed the entity's Bane. An entity trapped in the box can attempt to destroy the box from within to escape; this is treated as touching the Bane while in Twilight as a non-Manifested entity [CofD 128]. The box can only hold one Ephemeral Entity at a time.

If the box is dismissed or destroyed, any Ephemeral Entity trapped inside immediately escapes.

Upgrade: Full Containment (Industria •••)

When an Ephemeral Entity has lost all its Corpus from Lethal or Aggravated wounds, they are immediately bound into the box. While in the box, the entity cannot regain Essence and loses Essence at the rate of one point of Essence every (6 - Noble's Industria) days.

Gold Abhors Ebon - New Upgrade

Upgrade: Golden Land (Industria •••) [Inspired by Nijiru and Starlight Buster]
Action: 20 Minutes
Cost: +Sanctuary in Wispcoins
Duration: Industria in hours or Consecration

The Noble blesses an area. Any character who approaches the area, if they are of a type covered by the Charm, reflexively resists the Charm, and is affected by the Charm if they lose the contest.

Seed of Light - New Upgrade

Upgrade: Valued (Industria •••)
The Noble creates a type of Seed of Light called a Wispcoin. For more information on Wispcoins, see the "On Wispcoins section" and the Personal Mint Upgrade to Market's Visible Hand.

Taint Flashover (Govern •••, Industria •••)

(Inspired by Mirron)

Requires [Market's Visible Hand](#) with [Purifying](#)

Action: Meditation, Threshold = Sanctuary * Severity
Dicepool = Resolve + Occult
Cost: (Sanctuary + Severity) Wispcoins

The Noble uses the power of Consecration to burn Taint out of an area directly. To activate Taint Burnout, the Noble must be in an Tainted Area whose taint has been suppressed via applying the Purifying Upgrade of [Market's Visible Hand](#). If the area ceases to be Consecrated before the Threshold is met, this Charm is aborted and the area must be Consecrated with Purifying anew before trying again.

While the Noble meditates, the area around them heats up, creating a supernatural heat-based Extreme Environment with a level equal to half the Tainted Area's Severity, rounded up. The heated area is Sanctuary 1 for the first roll, then increases by one for each successive roll until it matches the Consecrated Area.

When the threshold has been met, the Consecration ignites the Taint in the Tainted Area, causing it to boil off harmlessly in seconds. This is a successful attempt to purge the Tainted Area. Without fresh crimes, Taint can never reclaim anything boiled off by Taint Flashover. If the effect doesn't cover the entire Tainted Area, the affected area will become a gap in Taint, a safe refuge in the center of the Tainted place.

Activating Taint Flashover resolves the Consecration Condition in the area where it is activated once the Charm is aborted or successfully activated.

Upgrade: Full Burn (Industria ••••)

The Noble can now burn away any sort of supernatural influence from part of the world. When the threshold is met, any unsealed Supernatural fuel in the area other than Wisps or Seeds of Light (including Wispcoins) boils away, and any entrances to other worlds other than the Dreamlands are cauterized shut.

When applying Full Burn, use either 5 or the highest Merit Rating of any Supernatural space not tied to the Light or the Dreamlands with an entrance in the area for Severity, whichever is higher. This does not destroy such areas, but it does seal them up until outside actions reopen them.

Tuned Thurifer (Govern •••, Industria •••)

Regalia

Action: Extended, 5 minutes/roll, threshold = Sanctuary + size of penalty
Dice pool: Resolve + Occult
Cost: 2 Wispcoins, 1 Willpower
Duration: 1 day or Consecration

The Noble adds a small cylinder to their Regalia that wards an area against supernatural powers used by certain creatures; the Regalia and Quality Bonuses apply to rolls to build the ward. They must choose a type of Potency other than Inner Light (or choose Creatures of Darkness) and must set the area's boundaries (and Size) and the ward's strength when they begin building the ward. When they reach the threshold, the cylinder is summoned and must be placed somewhere in the area.

As long as the cylinder is active, use of any supernatural ability within the target area, or on a target inside it, by any character with the chosen type of Potency (or by Creatures of Darkness, if they were chosen) that would cause a tainting takes a penalty to its activation roll, of the strength they chose. Once the Charm expires, the cylinder is dismissed.

The cylinder may only interfere with one type of creature at a time; the Noble may end the Charm early as an Instant action. Different types of wards from different instances of this Charm may be activated in the same area, but only the largest relevant penalty applies against any one power's use.

If the Charm is tied to a person with the Consecrated Condition, treat the area covered by the Regalia piece as the physical location; essentially, the Regalia item must be carried by the person with the Consecrated Condition for the full area of effect.

Refusal - New Upgrade

Upgrade: Ground Seal (Industria ••••••)
[With Suggestions from Vent0]

Requires Expansive

Cost: +1 Wispcoin
Duration: Consecration

If the Noble wins the Clash of Wills while in an area with the Consecration Condition, they

ground the opposed power into the area, removing their need to concentrate to keep it suppressed. Targets of the power who leave the Consecrated area become affected by the power as normal.

Inspire Charms

Always Performing (Inspire •, Industria •)
Regalia
Action: Permanent

The Noble adds an implement to their Regalia that can take the shape of a microphone (for singing or speaking) or any instrument of Size up to the Noble's Industria, and can change its shape with a Transformation action. The Regalia and Quality bonuses apply to any mundane Expression roll that utilizes the microphone/instrument. In a pinch, this item can be used as an improvised weapon, doing lethal damage; the Regalia bonus applies to this use, but the Quality bonus does not.

Upgrade: Busker's Voice (Industria ••)
The Light rewards the Noble for successful performances. When the Noble improves the Impression [CofD 82] that another character has for them, or when a character who experiences the performance in person gives the Noble physical compensation for it, the Noble generates one Wispcoin. The Noble may generate Wispcoins this way at most once a session, or once a day, whichever is longer.

Upgrade: Enlarged (Industria ••)
When a performance calls for a larger instrument, the Noble can whistle up just the right instrument out of thin air. They spend 1 Wispcoin to create an instrument no larger than Size (5+Industria), which will allow them to carry out a mundane Expression action for which proper equipment is not available. The Regalia and Quality bonuses apply to the action the instrument is made for. When the action resolves, the instrument disintegrates into a cloud of sparks.

Upgrade: Personal Broadcaster (Industria ••)
The Noble's instrument carries their voice or music farther. When used in conjunction with a Charm or Upgrade that is modified by Commonalty, the Regalia and Quality bonuses may now also be applied to reduce Commonalty penalties.

Upgrade: Royal Performance (Industria ••)

Requires Royal Tongue

The Noble manifests their Light in their performance. They may spend a turn before making a roll that Always Performance can benefit to force the qualia, the experience and feeling of what they are about to do, into their performance. This gives the roll the 9-again quality.

Additionally, once per Scene, if a Noble with this Upgrade draws on Inner Strength and pours out their heart in the Royal Tongue and uses the implement granted by Always Performing, they may apply the Regalia and Quality bonuses to the Inner Strength roll.

Upgrade: Busker's Journey (Industria •••)

Requires Busker's Voice
Stackable, Up to 3

The Noble may generate an additional Wispcoin per day with Busker's Voice for each instance of this Upgrade that is applied. They can generate these Wispcoins after a single daily encounter, or spread them among multiple encounters in the same day, all of which must be with different people.

Upgrade: On The Air (Industria •••)

Requires Personal Broadcaster

Action: Extended, 1 roll/turn, threshold = 3
Cost: 1 Wispcoin
Dice Pool: Presence + Computer
Duration: Until dismissed

The Noble can transform the manifestation of the microphone or instrument provided by the Personal Broadcaster into a unit capable of communicating via radio waves. The Regalia and Quality Bonuses apply to the roll to transform the microphone or instrument.

Dramatic Failure: The microphone/instrument self-destructs, letting out an ear-splitting squeal that inflicts the Deafened Tilt on the Noble for (6 - Industria) hours; it can't be reconstructed until the Tilt ends.
Failure: The microphone/instrument doesn't change.
Success: When the Noble meets the Threshold, the microphone/instrument acts as a radio transmitter with a range of $((Industria) \times (10 \text{ ^ } Quality\ Bonus))$ miles. The Noble can change the channel/frequency at which they are broadcasting with an Instant action, and can change the type of broadcast with a Transformation action. Any other transmissions already being made on the same frequency or a similar frequency chosen by the Noble supersede those made on the radio

transmitter. The audio transmitted by the radio transmitter can penetrate any number of barriers so long as each of those barriers has a Durability equal to or less than (Quality Bonus +1).

Exceptional Success: Until the radio transmitter is dismissed, its transmissions monopolize whatever frequency the Noble is transmitting on, superseding any other transmissions made on that frequency and potentially interfering with transmissions on nearby frequencies. If multiple Personal Broadcasters at this level broadcast to the same area at the same frequency, those tuning in receive the signal broadcasting closest to them. A character who receives this result may freely downgrade it to a Success, as this type of transmission is illegal in many areas.

Upgrade: On Live (Industria ••••)

Cost: +1 Wispcoin

The Noble may now use their radio transmitter to broadcast a television signal at the same range and with the same limitations, or only one, and may change one or both frequencies being broadcast on with a Transformation action. As with radio, television broadcasting that interferes with existing broadcasting is illegal in most areas.

General Stabilization (Inspire •, Industria •)

Action: Instant
Cost: 1 Wispcoin
Duration: (Industria * 2) hours

The Noble inspires one (more or less) to help maintain the calm facade of humanity. For the duration of the Charm, the target gains the [PhysMent Stabilizer](#) Tilt. General Stabilization can only be activated on targets who are both knowing and explicitly willing. Additional activations are not cumulative.

Heaven's Rhythm (Inspire •, Industria •)

Action: Instant
Dice Pool: Composure + Expression
Cost: 1 Wispcoin
Duration: 1 extended action.

The Noble calls on the Light and encourages steady progress. The target gets the benefits of the Patient Merit on an extended action they are going to begin whose threshold is no greater than the number of attempts the character may make on the extended action (after applying the benefits of the Patient Merit). The target must start the Extended Action within the Noble's Industria in hours.

Upgrade: Elite Beat (Industria ••)

Action: Instant
Dice Pool: Resolve + Expression
Cost: 1 Wispcoin

The Noble helps the person maintain momentum as they achieve their goal bit by bit. Initially, Elite Beat can only target those already under the effects of Heaven's Rhythm before they begin the extended action.

Dramatic Failure: The assistance becomes a distraction. The target gets a -4 penalty to their first roll on the Extended Action.
Failure: The Noble's assistance looks nice but has no actual effect.
Success: The target takes one level of the Chain Combo Tilt. If they succeed on their roll for the Extended Action, the Noble may activate Elite Beat on that character again once for their next roll.
Exceptional Success: The Noble's inspiration keeps them going. The Wispcoin is refunded.

Upgrade: Go For A Perfect! (Industria •••)

Requires Elite Beat

Cost: +1 Wispcoin

If the target successfully completes the extended action while under the Chain Combo Tilt, they take the Inspired Condition, which may be applied to the next extended action they make within the Noble's Industria in days. Additionally, if that Extended action is intended to build on the success of the completed Extended action or continue towards the same goal as the Extended action, they and the Noble retain half their levels of the Chain Combo Tilt, rounded up.

Instrumental Powerhouse (Inspire •, Industria •)

Action: Instant
Dice Pool: Dexterity + Expression
Cost: 1 Wispcoin
Duration: 1 extended action

The Noble calls on the Light to spark others to action. The target gets the benefits of the Good Time Management Merit on an extended action they are beginning or currently undertaking.

Upgrade: Powerhouse B (Industria ••)

Action: Instant
Dice Pool: Stamina + Expression

Cost: 1 Wispcoin
Duration: 1 extended action

The Noble calls on the Light to keep those hard at work focused. Powerhouse B can only target those already under the effects of Instrumental Powerhouse. So long as that target works on the extended action, they ignore negative modifiers from distractions equal to or less than their Industria.

Upgrade: Whirlwind Finale (Industria ••)

Action: Instant
Dice Pool: Dexterity + Expression
Cost: 1 Wispcoin, 1 Willpower
Duration: 1 extended action

The Noble calls on the Light to move people to complete their projects. Whirlwind Finale can only target those already under the effects of Powerhouse B. For each success on this Charm's activation, the target may at any point in the extended action sacrifice that many of their remaining rolls to add their normal dice pool for each roll sacrificed this way to the dice pool for the next roll (for example, if the Noble achieves two successes and the character has three rolls left to make with a dice pool of 5, they may sacrifice two of those rolls to add ten dice and make one roll with a dice pool of 15). Once the character makes this enhanced roll, they cannot make any further attempts on the Extended action.

Sixteen Tons (Inspire ••, Industria ••)

Action: Instant
Dice pool: Stamina + Expression
Cost: 1 Wispcoin
Duration: Eight hours

Muscle and blood and skin and bones, A mind that's a-weak and a back that's strong...

The Noble keeps the spirits of others aloft even as their work looms so heavily.

Dramatic Failure: The target tires. They take the Fatigued Condition; if they already have the Fatigued Condition, increase the penalties by 1.
Failure: The target is tired by their work as usual.
Success: The target does their work without tiring. Time spent under the Charm's effects does not count as time awake for the purposes of fatigue, and if the target would take the Fatigued Condition during the duration of the Charm, they don't take it until the Charm ends. If the target makes a Mental Skill roll during the duration of the Charm, this Charm ends prematurely.
Exceptional Success: The target does not take the Fatigued Condition when the Charm ends.

Upgrade: Factory Town (Industria •••)

Modified by Commonalty
Cost: +1 Wispcoin

The Noble may use the Charm on members of an organization that can see or hear them, using the Commonalty modifier. If one member of the organization ends the Charm's effect on themselves prematurely by making a Mental Skill roll, the Charm's effects on the remaining members are not ended.

Learn Charms

Personal Computer (Learn •, Industria •)
Regalia

Action: Permanent

The Noble adds a portable computer to their Regalia. Its summoned form is a single-unit device that can be size 1 or 2 and can be reshaped as an Instant Action. The Regalia and Quality bonuses apply to mundane Computer actions using the computer as well as to rolls required by Upgrades. The Personal Computer can store data in practically unlimited quantities and piggyback onto any wireless or mobile network available in the immediate area. It also includes a camera, microphone and speaker, and can be shaped to accept any input/output/network cables.

The Personal Computer is compatible with any software, and is capable of reading from or writing to any machine-readable media the Noble can find, and can be shaped to slot in the media if it is small enough. The Noble still has to supply passwords to gain access to a network, or else defeat the network's security.

Upgrade: Assisting (Industria ••)
Reality-Augmenting

This Upgrade is equivalent to the Assisting Upgrade on Data Wizard[Vocation 203-204], except that it always functions through the Reality-Augmenting eyewear.

Upgrade: Chemical Analyzer (Industria ••)

Action: 1 turn/Point of Size of analyzed material, or 3 turns for air analysis
Dice pool: Intelligence + Science
Cost: 1-2 Wispcoins

Duration: Industria in hours (for Exceptional Success)

The Personal Computer adds additional equipment that can measure a sample of material which can be solid, liquid, or gas. Chemical analysis takes one turn per point of Size of the material or three turns for a sample of the nearby air and requires spending 1 Wispcoin. The Regalia and Quality Bonuses apply to the Intelligence + Science roll.

Dramatic Failure: The Personal Computer crashes. The Personal Computer is destroyed and cannot be recreated for (6 - Industria hours).
Failure: The Personal Computer reveals the sample's sample's weight, density, and current temperature, where applicable, but cannot make a conclusive analysis of the sample. Further attempts at analysis carry a cumulative -1 penalty.
Success: In addition to the information provided in the Failure result, the Personal Computer provides a detailed chemical composition of the sample, listing elements and molecules by type and concentration as well as radiation present. The Noble may spend an additional Wispcoin to allow the Personal Computer to gain a definite lock on the material as listed in Exceptional Success; doing so does not earn a Beat.
Exceptional Success: Additionally, the Personal Computer gains a definite lock on the material. For the Noble's Industria in hours or until a new sample is taken, the Personal Computer will detect and pinpoint all materials with a composition very similar or identical to the sample within (Industria * 10) feet of the Noble.

Upgrade: Five-Bar (Industria ••)
[With modifications inspired by EⱯAuKpEsSəSsA and Vent0]

Action: Instant
Dice Pool: Presence + Computer, modified by Sympathy.
Cost: 1 Wispcoin
Duration: Industria in Turns or Industria in hours

The Personal Computer is not limited to the physical range of signals or the materials in-between. The Noble may use their Personal Computer to attempt to connect directly to any Data Wizard, Personal Computer, or mundane device capable of receiving mobile data in the same world, ignoring mundane lack of signal. Alternatively, if the Noble has the navigational aid provided by You Are Here primed via They Are There, they may concentrate on connecting to the character the aid is pointing to; this is considered a Sympathy of Acquainted.

Dramatic Failure: Badly sent signals destroy the Noble's Personal Computer. Even if recreated, the Personal Computer can't send or receive signals for (6 - Industria) hours.
Failure: The Wispcoin expends itself rapidly, only allowing clear communication for the Noble's Industria in turns.
Success: The Noble's Personal Computer connects with the target's device, allowing clear communication for the Noble's Industria in hours.

Exceptional Success: If this Charm triggered a Clash of Wills, each success on this roll counts double.

If the target has no suitable device to be contacted with and cannot summon one, no connection is formed and the Noble knows why.

If the signal of either device involved in the communication is being constrained by supernatural means, attempting to bypass this triggers a Clash of Wills.

Upgrade: Home Office (Industria ••)

The Personal Computer functions as a full computing system. The Personal Computer can increase to the Noble's Industria in Size with a Transformation action, and input devices can now be wireless and separate from the screen and speakers. By spending 1 Wispcoin, the Noble can summon additional peripherals and/or cables with a total size of 5 or less; these peripherals remain until the Personal Computer is dismissed and connect wirelessly to the main Personal Computer. The Noble must still supply any external supplies such as ink or paper themselves.

Upgrade: Lifetrace Scanner (Industria ••)

Reality-Augmenting

Action: 1 minute
Dice pool: Intelligence + Investigation
Cost: 1-2 Wispcoins
Duration: Industria in hours

The Personal Computer can now assist in gathering and analyzing residual traces of life. Scanning for organic trace evidence takes one minute and requires spending 1 Wispcoin. The Regalia and Quality bonuses apply to the Intelligence + Investigation roll.

Dramatic Failure: The Personal Computer crashes. The Personal Computer is destroyed and cannot be recreated for (6 - Industria hours).
Failure: The Reality-Augmenting eyewear provides a +2 bonus on Investigation rolls to locate fingerprints and other organic trace evidence such as hair and bodily fluids, as well as to rolls made to trace the wounded via blood trails. This effect lasts for the Noble's Industria in hours.
Success: As failure, and organic trace elements glow to the Reality-Augmenting eyewear. Penalties to find such elements caused by mundane darkness are reversed into bonuses; this is cumulative with the +2 bonus provided by Failure. The Noble may spend one Wispcoin to trigger the detailed scan mode detailed in Exceptional Success; this does not provide a Beat.
Exceptional Success: As Success, and the Noble can scan and save fingerprints and DNA profiles that they locate directly to their Personal Computer. Fingerprints take (6 - Quality Bonus) turns to save, and dna profiles take (6 - Quality Bonus) hours to save; use the Quality bonus at the time of the initial scan.

The Personal Computer can compare a fingerprint with every other fingerprint in its database with an Instant Action. The Personal Computer can compare a DNA profile with every other DNA profile in its database; this takes (6 - Quality Bonus) minutes, and returns both matches and maternal/paternal matches. A battery of detailed genetic tests takes (6 - Quality Bonus) days; use the Quality bonus at the time that the testing was starting. The Personal Computer can test one DNA profile at a time.

Saved fingerprints and DNA profiles can be transferred to mundane databases. They cannot be edited within the Personal Computer; attempts to do so cause the Personal Computer to crash as per Dramatic Failure.

Upgrade: Medicinal Analyzer (Industria ••)

Action: 1 minute
Dice pool: Intelligence + Medicine
Cost: 1-2 Wispcoins
Duration: Industria in hours (for Exceptional Success)

The Personal Computer is loaded with medicinal analysis software and a painless fingertip blood prick. Medical analysis of a character takes one minute and requires spending 1 Wispcoin and drawing a small sample of blood from that character. The Regalia and Quality bonuses apply to the Intelligence + Medicine roll

Dramatic Failure: The Personal Computer crashes. The Personal Computer is destroyed and cannot be recreated for (6 - Industria hours).
Failure: The Personal Computer measures height, weight, body temperature, heart rate, and blood pressure, and the analysis reveals blood type, blood cell count, and glucose and cholesterol levels, but a more conclusive analysis cannot be made. Further attempts at analysis carry a cumulative -1 penalty.
Success: The Personal Computer performs a deep analysis of the character who provided the blood. In addition to the information provided in the Failure result, the analysis identifies any poisons and diseases with Toxicity equal to or less than twice the Noble's Industria. The Noble may spend an additional Wispcoin to allow the Personal Computer to scan the character directly as listed in Exceptional Success; doing so does not earn a Beat.
Exceptional Success: Additionally, the blood drawing sparks a direct scan of the character. In addition to identifying internal injuries as well as Physical Conditions and Tilts, the Personal Computer now provides an Equipment Bonus equal to its Quality Bonus to Medicine rolls made to treat the analyzed characters, including rolls involving surgery; this Equipment Bonus lasts for the Noble's Industria in hours.

Upgrade: Meteorological Analyzer (Industria ••)
Action: 1 minute

Dice pool: Intelligence + Science
Cost: 1-2 Wispcoins
Duration: 1 day or Industria in days (see below)

The Personal Computer is loaded with weather analysis software and measurement equipment. Meteorological analysis takes one minute and requires spending 1 Wispcoin. The Regalia and Quality bonuses apply to the Intelligence + Science roll.

Dramatic Failure: The Personal Computer crashes. The Personal Computer is destroyed and cannot be recreated for (6 - Industria hours).
Failure: The Analyzer measures and displays current temperature, wind speed and direction, atmospheric pressure, level of sunlight, and rate of precipitation (if any), but cannot make a predictive analysis. Further attempts at analysis carry a cumulative -1 penalty.
Success: In addition to the information provided in the Failure result, The Personal Computer displays what the weather will be in the immediate area (the Noble's Industria in Sanctuary) for the next 24 hours, barring outside meddling (e.g. Supernatural abilities); if supernatural abilities do change the weather in the area, the analysis becomes invalid and the effects of this upgrade end. The Noble may spend an additional Wispcoin to improve the analysis as listed in Exceptional Success; doing so does not earn a Beat.
Exceptional Success: The duration of the analysis is now the Noble's Industria in days. Additionally, the Personal Computer now provides an Equipment Bonus equal to its Quality Bonus to rolls made to activate Charms that modify the weather.

Upgrade: [On-Command](#) - Added Content (Industria ••):
(Original version by Black Rose)

When applying On-Command, the Noble may internalize the Personal Computer completely, rendering it invisible to any mundane sight.

Upgrade: Recording (Industria ••)
[Reality-Augmenting](#)

This Upgrade is equivalent to the Recording Upgrade on Data Wizard [Vocation 203], except that it always functions through the Reality-Augmenting eyewear.

Upgrade: Scanning (Industria ••)
Action: As Meditation, threshold = special (see Below)
Dice Pool: Intelligence + Computers
Cost: 1 Wispcoin

The Noble can now focus on an individual piece of media to copy its contents onto the Personal Computer. Once the threshold (which can be no larger than the Noble's Industria) is met, the Noble can copy the contents of a single piece of printed or machine-readable media they are holding (or that is being held in an extradimensional space via [Inventory Pocket](#)) with Size no larger than their Industria onto their Personal Computer. The threshold for sample types of media is below:

Piece of Media	Threshold
Printed Media (Book, printed report)	1
Groove-based Media (Records, etc.)	2
Audio/Videocassettes	3
Optical Media (CDs, Blu-Ray, etc.)	4
Hard drives	5

If Full Recording is also applied, the Noble may treat media scanned and copied as if they had experienced its full contents while copying. Doing so places great stress on the Noble's mind; treat as a Breaking Point Roll [CofD 74] with a penalty equal to the Threshold, except that the Noble loses a point of Belief instead of Integrity; the Quality Bonus and Reliability Acquisition Condition may be applied to this roll. Information gained this way does not grant Skill Dots or Specialties, although it may be used to justify their purchase, per ST discretion.

Copying information via scanning does not decrypt or decode the information, but it does remove the need for passwords to access information.

Upgrade: Signal Tracker (Industria ••) [Inspired by AdorablyDevious]

Action: Instant
Dice pool: Intelligence + Computers
Cost: 1 Wisp
Duration: Indefinite

The Noble can track a signal to its source. The signal must be one being captured on their Personal Computer with Receiving or one whose output they can see or hear.

Dramatic Failure: The analysis crashes the Personal Computer, which is destroyed and cannot be recreated for (6 - Industria) hours.
Failure: The Noble cannot track the signal.

Success: The Noble gets coordinates for the source of the signal; these coordinates continue to update so long as the source continues to broadcast. If tracking a signal collected by the Receiving Upgrade, this can include a particular source of infrared emissions, squeaks, radiation, etc. The Noble can end this Charm with a Reflexive action. Only one activation of Signal Tracker may be active at a time.

Exceptional Success: The Noble gets a moment's glimpse of the signal's source and its surroundings.

Upgrade: Spatial Computing (Industria ••)

Reality-Augmenting

The Personal Computer is now capable of spatial output via the Reality-Augmenting eyewear, allowing the Noble to use, manipulate, move, and resize applications and programs in 3-d space using only eye and hand motions, and even these are not needed if On-Command is applied. The enhanced informational capabilities provide the benefits of the Good Time Management Merit [CofD 44] when use of the Personal Computer provides relevant information to performing the Extended Action. It also provides a +1 equipment bonus to dice pools related to the Regalia's proper use; this is considered part of the Quality Bonus.

Upgrade: Spectrum Reception (Industria ••)

Reality-Augmenting

This Upgrade is equivalent to the Spectrum Sensing upgrade to Audiovisual Enhancement System, except that overhearing other people's cellphone calls is possible with this upgrade; this requires an Intelligence + Computer roll to decrypt the signals for each call.

Upgrade: Full Recording (Industria •••)

Requires Recording

The Personal Computer can now record the Noble's experience with all its senses and replay it with pinpoint accuracy. As long as the Noble is using their Personal Computer with this Upgrade applied, they do not have to make rolls to remember things experienced while Full Recording was applied, and the Regalia and Quality bonuses apply when making Intelligence + Composure (or relevant Skill) rolls to recall minute facts from swaths of information taken in while Full Recording was applied.

If On-Command is applied, the Personal Computer can record the experiences of anyone wearing it, but the Noble (and only the Noble) gains the above benefits as if the experiences were their own.

Upgrade: Ready Reference (Industria •••)

Requires [Scanning](#)

The Noble's Personal Computer now also assists in locating messages and clauses in stored text that the Noble would see as secreted, offensive, contradictory (either with itself, other saved text, or the Noble's own knowledge or opinions), and or/disagreeable, allowing the Regalia and Quality bonuses to apply to rolls made for these purposes. While this can provide evidence of bad faith or deception on the part of the author, it does not automatically prove such things.

Upgrade: Version History (Industria •••)

Requires [Scanning](#)
Modified by Longevity

Cost: +1 Wispcoin

Scanning a piece of media now downloads a version of the media that includes a history of all alterations of it, as far back as the chosen Longevity modifier, so long as the physical material on which the media was written is present. The Noble can see what words were on a paper before they were erased or blotted out, so long as the paper the words were on is still there, they can trace all the edits made to a file and/or recover deleted data so long as the parts of the hard drive are still present, etc.

Upgrade: Reconstructive (Industria ••••)

Requires [Version History](#)

Cost: +1 Wispcoin

The scan can now download the data that was on parts of the media that are no longer present or have been destroyed, so long as the Noble has a piece to analyze. The Noble can reconstruct a whole page from a scrap or its ashes, or recover data from a hard drive that has been smashed to pieces.

Upgrade: Hotspot Hub (Industria •••••)

Requires [On-Command](#), [Five-Bar](#), and [Receiving](#)
Requires [Always Performing](#) with [On-Command](#), [Personal Broadcaster](#), [On The Air](#), and [On Live](#)

Action: Permanent
Duration: Until dismissed or Consecration

The Personal Computer can now act as a hub that can connect countless devices in a wireless network. To take this Upgrade, the Noble must declare that the Personal Computer is also an anchor for the Personal Broadcaster Upgrade to Communication System; the On-Command Upgrades from both Charms contribute to the Quality Bonus of the hub itself. The Personal Computer can be used for other purposes while acting as a hub.

While the Personal Computer is acting as a hub, it creates and maintains a wireless network, centered on itself with a radius of (Industria + Quality Bonus) miles and in-network upload and download speeds of the Noble's Industria in Gbps. Any mundane and magical device within range that can connect to a wireless network can connect to these networks, and Personal Computers from farther away can connect via the Five-Bar Upgrade, although the Noble may require passwords or similar measures to limit connection to the networks. Any device that connects to the network can add the Quality Bonus to mundane Computer uses that require the network. Each network can penetrate any number of barriers of Durability 2 or less to connect to mundane devices, and supernatural devices within range can connect to it regardless of barriers.

The network can accept many mundane services such as online communication and unlimited cloud storage - such services must be programmed and installed mundanely, and the data the network contains is encrypted; the Noble cannot read the data being distributed by their Personal Computer that is not meant for them. The Personal Computer can connect to outside networks but this connection is limited by the outside network's speed, meaning that speed is likely to be greatly reduced if multiple accounts try to use the hub at once to connect to the outer network for different reasons. Two Personal Computers using Hotspot Hub can temporarily connect to each other using the Five-Bar Upgrade, temporarily forming a single network between them.

So long as the Noble has access to their Personal Computer, they can activate and deactivate the network with an Instant action. If the Personal Computer is acting as a hub in a Consecrated area, the Consecration now maintains the Personal Computer - it is no longer dismissed if the Noble de-transforms or breaks Industria's Ban, for example, although the Noble and others cannot access the Personal Computer under such conditions.

Personal Polygraph (Learn •, Industria •)

Regalia, [Reality-Augmenting](#)

Action: Instant and contested
Dice pool: Wits + Empathy vs. target's Composure + Supernatural Tolerance
Cost: 1 Wispcoin
Duration: Industria in hours.

The Noble's Reality-Augmenting eyewear can determine when a particular person is lying to them. As long as the eyewear is summoned, the Noble can activate this Charm when looking at a person.

Dramatic Failure: The Reality-Augmenting eyewear flickers, and then disappears if the Noble doesn't have any other Charms active that require it. The Charm fails and can't be activated again for (6 - Industria) hours. The Noble is aware of the failure.
Failure: The Noble does not win the contest; the Charm fails, but they are aware of the failure.
Success: The Noble wins the contest. Whenever the target says something they don't believe, the Noble perceives the falsehood automatically. The Charm detects only literal untruth - omissions, evasions, equivocations and honest opinions don't register. Factual assertions made in conscious ignorance do register as false.
Exceptional Success: The Noble removes one door from Social Maneuvering attempts to convince the person to be truthful, or reduces the Threshold of using Psyche Breaker on the target by 1.

If On-Command is applied, the Noble may pass the eyewear to another once the Charm has been successfully activated.

The results of Personal Polygraph can only be seen by the wearer of the eyewear and cannot be recorded to any mundane or magical device, although this does not protect against other supernatural abilities that, for example, can see what the Noble wearer sees or read their mind.

Upgrade: Fact-Checking (Industria ••)

[Name by Vent0]

The Noble can analyze the spoken voice and the written word without directly looking at their sources. Doing so carries an additional -1 penalty for each degree of separation from the source. For example, analyzing a person's written notes or watching a recorded speech is at a -1 penalty, analyzing material that the author posted onto the internet starts at a -2 penalty, analyzing material that someone reposted from somewhere is a -3 penalty, and so on.

If the recorded material has been edited by a character other than the source, the target is considered to be the editor, not the source, and success indicates that the material has been edited and displays how, but does not analyze the material itself. The Noble is aware if this is the case.

If the words or voice is completely computer-generated, there is no dice pool to contest; a successful activation of Personal Polygraph with Fact-Checking applied reveals this fact immediately.

Upgrade: Foot In The Door (Industria ••)

Modified by Commonalty
Cost: +1 Wispcoin

To gain the full benefit of Foot In The Door, the Noble must engage in five minutes of conversation with a member of an organization who is willing to discuss that organization

without natural or supernatural coercion. If in those five minutes the target either has not given any literal untruths or has admitted to all literal untruths individually, the Noble may use the Charm on the members of an organization who they can see, using the Commonalty modifier. Each member contests the Charm using the dicepool of the target that the Noble conversed with for the purposes of gaining the full benefit of Foot In The Door.

Upgrade: Psyche-Reader (Industria ••)

Cost: +1 Wispcoin

The Noble can now see the gaps in another's testimony. When used successfully, the Charm now detects omissions, evasions, equivocations and honest opinions. Each time it does so, the Reality-Augmenting eyewear identifies the type of dishonesty, but does not reveal the content of the actual truth by itself.

Upgrade: Accreditation (Industria •••)

Requires Fact-Checking

Cost: +0-1+ Wispcoins

The Noble can now seek to locate the sources behind the words. Applying Accreditation allows the Noble to immediately and freely identify when their target has taken the words of others as their own.

If one Wispcoin was spent, the Noble knows which of the following questions has answers that the Noble has not exhausted, and may ask one of these questions for each success:

- Who entered the prompt that generated this text?
- Who was the original source of this text?
- Who edited this text?
- Whose words are the target using as their own?
- Who is the target's source for this?
- Who did the target interact with that convinced them of this?

Answers are given by the name of the person or text, if the target knows them, or by a description sufficiently detailed enough to identify them. If there are multiple answers to a question, the Storyteller gives answers in chronological order. The Noble may ask a relevant question multiple times until all answers are exhausted. If the Noble has used all their asks, they may spend additional Wispcoins one at a time. For each Wispcoin spent this way, the Noble may ask again a number of times equal to their successes.

For the Duration of the Charm, the Noble is considered to have an Intimate Sympathy to any source identified by Accreditation.

Upgrade: Psyche Breaker (Industria •••)

Requires [Psyche-Reader](#)

Action: Meditation, Threshold = Target's Composure + Supernatural Tolerance
Dice pool: Wits + Empathy
Cost: +1 Wispcoin

The Noble can mentally compel the truth out of someone. The Noble meditates while looking directly at the person they have successfully targeted with Personal Polygraph, although they may talk to the person without breaking the Meditation so long as they do not attempt to make rolls based on this conversation. Once the threshold is met, the target takes the Insensate Tilt for the remaining Duration of the Charm. While this Tilt is active, they answer all questions the Noble asks of them. Unless the Noble cuts them off, such answers are substantive and complete, lacking omissions, evasions, equivocations, honest opinions and factual assertions made in conscious ignorance. They may not be led to say untruthful things by the Noble's questioning, although they may be prompted to give honest opinions. If the target cannot speak, the Reality-Augmenting eyewear displays their answer to the Noble.

If the target is attacked, both the Insensate Tilt and the Charm end immediately.

Unless used on a target who has given their active consent to the Charm itself or to being in a situation where the truth is explicitly expected of them (such as being under oath), successfully inflicting the Insensate Tilt this way is a compromise with a -2 penalty.

Personal Tracker (Learn •, Industria •)
Regalia

Action: Permanent

The Noble adds a tracking device to their Regalia. It is approximately the size of a fingertip and can adhere to surfaces. Treat this as a Tracking Device (Hurt Locker, Pg. 147), except that it provides no initial bonus to hiding it. The Noble can also attach the tracking device to someone during combat; this is a Dexterity + Investigation roll, penalized by the target's Defense. As with all Regalia, the Noble always knows where the tracking device is. If the Noble has an active Data Wizard or [Personal Computer](#), The tracking device can stream audiovisual data back to it. The Regalia and Quality Bonuses apply to any rolls to hide the tracking device, including surgical implantation, attaching the tracker to someone during combat, and installation onto other devices.

If the Noble takes any upgrade to Personal Tracker, they may also use an active Data Wizard or Personal Computer to transmit audio through the tracking device.

Upgrade: Personal Link (Industria ••)

The Noble can focus on the tracking device. As long as they take no other actions, they can link with the tracking device. To do this, they must close their eyes, gaining the Blinded Tilt while they do so. In addition to gaining audiovisual data directly, this allows them to apply Charms such as Reflecting Light to the audiovisual data and lets them move the tracking device. If moved this way, the tracking device moves at half the Noble's speed and can fly; spotting the tracking device in mid-air is a Wits + Composure check against the Noble's Dexterity + Stealth; the Regalia and Quality bonuses can apply to the Noble's roll.

Upgrade: Sight on Scene (Industria •••) [Inspired by RDMarquis]

Requires Personal Link

As long as the tracking device is on or implanted in a character with sight, the Noble gains the Stolen Sight Condition, focused on the character. As long as the Noble is seeing through the character's eyes, they can also hear what the character hears. The Condition ends without Resolving when the tracking device is no longer on or implanted in the character, or if the Noble loses their sight.

Upgrade: Signal Feeder (Industria ••)

The Personal Tracker functions additionally as a Keystroke Logger and Wiretap. (Hurt Locker Pg. 147.)

You Are Here (Learn •, Industria •)
Regalia

Action: Permanent

The Noble adds a wristwatch-sized navigational aid to their Regalia. The navigational aid can respond to voice commands and/or provide output in Braille. While the device is active, they are counted as having the Direction Sense Merit. The Regalia and Quality bonuses apply to any rolls to navigate or find one's way.

Upgrade: They Are There (Industria ••)
Action: (6 - Quality Bonus) hours
Dice pool: Unrolled
Duration: Until dismissed

The Light provides Humanity with many things, among the most valuable of which is the knowledge that one is not alone.

Priming the navigational aid takes (6 - Quality Bonus) hours. Once primed, it remains so until dismissed.

So long as the navigational aid is primed, it can seek out the nearest Tallow within a range of 2*(10^(Noble's Industria -1)) miles that is not being concealed by supernatural means. Attempts to conceal this information via supernatural means triggers a Clash of Wills. They Are There cannot distinguish or determine anything about the character that it is directing the Noble towards.

The Noble can take a Transformation Action to designate an area around them with a radius of up to (5 * Noble's Industria) in yards; the navigational aid ignores characters within the radius for the purposes of They Are There.

You Are Now (Learn •, Industria ••)
Regalia

Action: Permanent

The Noble adds a chronometer to their Regalia. The chronometer can respond to voice commands and/or provide output in Braille. The chronometer always shows the present time, and allows the Noble to measure time reflexively and accurately to a fraction of a second equal to $1/10^{(Industria + Quality Bonus)}$.

General Specialization (Learn ••, Industria ••)

Action: Permanent

Requires Professional Training •+

The Noble generalizes in a specific field. There is a version of this Charm for each Skill. The Noble can only take a version of this Charm keyed to an Asset Skill they possess. When performing any action that requires that Skill, the Noble is considered to have a Skill Specialty in that action. A Noble may take this Charm up to three times, each time for a different Asset Skill, all of which must belong to the same Profession.

A Bequest of General Specialization always costs two Willpower dots to create, coalesce, or complete. If a non-Noble gains access to this Charm, such as through a Bequest or Nation, it only functions for them if they have the Skill the Charm is keyed to as an Asset Skill.

Point of Sale (Learn ••, Industria ••)

Action: Full turn
Dice pool: Intelligence + Streetwise
Cost: 1 Wispcoin

While scrutinizing a nonliving object they are touching, the Noble catches a glimpse of a time it was voluntarily transferred from one owner to another. When a Noble activates this Charm on an object for the first time, they glimpse the most recent time it was voluntarily transferred; a voluntary transfer is one where the object's current owner transfers the object to another with the knowledge and consent of both, where the current owner voluntarily deposits the object into the custody of another, or where the object's current owner willingly abandons it, with no expectation of return. If no such event exists, the Charm gives a null result. On subsequent activations, the Noble can either attempt to re-analyze a transfer they have seen, or to glimpse the most recent voluntary transfer that they have not yet already seen.

For each activation success, the Noble may ask one question from the following list, which the Storyteller must answer truthfully:
- When did the event happen? (The Storyteller gives a date. Asking again provides the time.)
- Who was involved in the event? (The Noble specifies transferor or transferee. The Storyteller names one person in the appropriate role not previously named/described, or describes them if the Noble doesn't know their name, each time they ask this.)
- Where did the event happen? (The Storyteller names the city or area designation [e.g. Park, Reserve, etc.] or describes the area if it does not have one. Asking again provides location coordinates.)
- What was provided as payment for the object during the transfer? (The Storyteller describes any payment or lack thereof provided during the transfer. If there was any communication regarding payment during the transfer, either verbal or written, the Storyteller discloses it; this includes mentions of past events for which one of the parties considers the object a repayment.)

A Noble with Industria ••• may activate this Charm on themselves (as if Living was applied) to seek what they have personally sold, one with Industria •••• may seek that which they have lost involuntarily (as if Involuntary was applied), and one with one with Industria ••••• may trace what has been transferred from them (as if Traceable was applied) without purchasing said Upgrades.

Modifiers: The Noble has seen other transfers the object was involved in (-1 per event seen not involving the Noble themselves),

Upgrade: Involuntary (Industria •••)

The Noble can also glimpse involuntary transfers, such as loss, thefts, confiscations, and plantings. As with the base charm, applying this Upgrade provides a glimpse of the most recent involuntary transfer, with further activations with Involuntary giving the option of viewing the most recent involuntary transfer they have not yet already seen.

Point of Sale's modifier counts all events seen, regardless of whether Involuntary is applied.

Upgrade: Living (Industria •••)

Modified by Sympathy

The Noble can now analyze living beings to glimpse times they were transferred, including pets that have been sold, people that have been adopted, or (if Involuntary is applied) people that have been kidnapped or trafficked. If the living being is a [Wick](), or no such event applies to them, the Charm gives a null result.

Alternatively, the Noble can analyze a living being to glimpse a time that they lost ownership of something they owned, or were separated from someone close to them. The living being that is analyzed thinks of the object or person they lost, and the Noble applies the Sympathy modifier between the person being analyzed and what or who they lost as a penalty. If the living being that is analyzed is a [Wick](), or the transfer/separation was involuntary and Involuntary is not applied, the Charm gives a null result. Analyzing a living being this way allows the Noble to ask the following question:
- Where is the transferred object/person now? (The Storyteller names the city or area designation [e.g. Park, Reserve, etc.] or describes the area if it does not have one. Asking again provides location coordinates.)

Analyzing a living being this way also carries the modifier listed below.

Modifiers: Noble has glimpsed the loss of other objects/people the analyzed living being has lost (-1 per object/person glimpsed in the past 24 hours.)

Upgrade: Traceable (Industria •••)

Requires Data Wizard or [Personal Computer]()

Cost: +1 Wispcoin

In addition to the questions allowed by Point of Sale, the Noble can ask the following questions:
- What documentation was completed and/or provided during the transfer? (The Noble chooses one party to the transfer. All paperwork they received during the transfer is

copied to the Noble's Data Wizard or Personal Computer. Such copies are easily identifiable as copies if printed out.)

- What is the contact information for someone involved in the event? (The Noble chooses someone involved in the event that the Storyteller has named or described to them and a method of communication such as a phone number, e-mail, or service with their online handle. If the chosen party has the chosen method of communication, it is copied to the Noble's Data Wizard or Personal Computer. Asking again provides another method of communication, which can now be the party's physical and mailing address.)

Special Generalization (Learn ••, Industria ••)

Action: Permanent

Requires Professional Training •+

The Noble specializes in a general field. There is a version of this Charm for each Skill. The Noble can only take a version of this Charm keyed to an Asset Skill they possess. Their rating in that Skill increases by 1 regardless of whether or not they are transformed; this cannot increase their rating in that Skill above their Industria, or double that if they are transformed. A Noble may take this Charm up to three times, each time for a different Asset Skill, all of which must belong to the same Profession.

A Bequest of Special Generalization always costs two Willpower dots to create, coalesce, or complete. If a non-Noble gains access to this Charm, such as through a Bequest or Nation, it only functions for them if they have the Skill the Charm is keyed to as an Asset Skill.

Questing Mind - New Upgrades

Upgrade: Calibrated Compass (Industria •••)

The Noble adds a compass to their Regalia that becomes the focus for this Charm, allowing the Regalia and Quality bonuses to apply to the roll made to activate Questing Mind. The compass does not label cardinal directions, but instead points to the most recent successful target of this Charm, which replaces having to follow omens, and maintains the Charm's effects even if the Noble does not follow its directions. By spending a Full Turn, the compass can be made to display the current distance to the target, rounded to the nearest mile.

Journey in Reverie - Added Content

Upgrade: Metaverse Download (Industria •••••)

Action: Meditation, threshold = Special (See below)
Dice pool: Composure + Empathy

Cost: Threshold in Wispcoins
Duration: indefinite

The Charm now requires Meditation to work. Before beginning the mediation, the Noble chooses where they want to appear, which can be any area on Earth or the Dreamlands where they have previously been. The threshold is equal to the lower of the Noble's Resolve and Composure, with an additional modifier based on the intended location: Add 0 for the Noble's current location, add 1 for a location for which the Noble has Intimate Sympathy, add 2 for Known Sympathy, and add 3 for Acquainted Sympathy.

Once the threshold is met, the psychic projection appears in the area designated by the Noble. Additionally, if the Noble comes upon someone with a summoned Data Wizard or [Personal Computer](#) while in this state, they may make themselves visible and audible to that character with a Transformation Action; undoing this requires another Transformation Action. The Noble may use Charms that require that they be seen or heard on characters that can see or hear them this way.

If the Noble breaks Industria's Ban, the Charm immediately ends and the Noble wakes with the Soul Shocked Condition, as if their Dream form were destroyed.

Perfect Charms

Always In Motion (Perfect •, Industria •)
Regalia
Action: Permanent

The Noble adds a shifting equipment to their Regalia that can take the shape of a single piece of Athletics equipment of Size up to the Noble's Industria. The Regalia and Quality bonuses apply to any mundane Athletics roll that uses the equipment. In a pinch, the equipment can be used as an improvised weapon, doing lethal damage; the Regalia bonus applies to this use, but the Quality bonus does not.

Upgrade: Enlarged (Industria ••)
When a particular maneuver or exercise calls for larger equipment, the Noble can whistle up just the right instrument out of thin air. They spend 1 Wispcoin to create a piece of eequipment no larger than Size (5+Industria), which will allow them to carry out a mundane Athletics action for which proper equipment is not available. The Regalia and Quality bonuses apply to the action the equipment is made for. When the action resolves, the equipment disintegrates into a cloud of sparks.

Audiovisual Enhancement System (Perfect •, Industria •)

[Reality-Augmenting](#), Regalia

The Noble's Reality-Augmenting eyewear augments their sight and hearing. The Regalia and Quality Bonuses apply to the Noble's Perception rolls based on sight and hearing.

The Audiovisual Enhancement System doesn't work for characters other than the Noble unless the On-Command Upgrade is applied.

Upgrade: Audiovisual PPE (Industria ••)

[Suggested by Meow Milk]

The Reality-Augmenting eyewear protects the Noble's sight and hearing against the excess of light and sound. If the Noble's sight would be damaged by light, or if their hearing would be damaged by sound, reduce this damage by (1 + Quality Bonus). If the source of the light or sound is natural, increase this reduction by the Noble's Industria; otherwise, the Noble may spend a Wispcoin to increase the reduction by their Industria for a turn.

Additionally, attempts to blind or deafen the Noble with Supernatural abilities not of the Light triggers a Clash of Wills; the Noble may apply the Regalia and Quality bonuses to the roll.

Upgrade: Binocular System (Industria ••)

The Noble can adapt their eyes to best perceive their environment. As long as they are wearing their Reality-Augmenting eyewear, they can apply one of the following effects, and switch to the other one with a Transformation Action:

• Their eyes can resolve details on faraway objects. When examining an object or firing at a target, the Regalia and Quality Bonuses can also be applied to reduce range-based penalties, including the penalties for firing at medium or long range.
• Their eyes can resolve details on small objects. When examining an object, the Regalia and Quality Bonuses can also be applied to reduce penalties based on the object's small size.

Upgrade: Light-Modulating (Industria ••)

The Reality-Augmenting eyewear now can modulate to adapt to light and darkness. As long as Noble is wearing their Reality-Augmenting eyewear, the Regalia and Quality bonuses can also be applied to reduce penalties to sight-based Perception rolls caused by either a non-supernatural absence or excess of light. Attempts to blind the Noble with magically-formed light or darkness triggers a Clash of Wills; the Noble may apply the Regalia and Quality bonuses to the roll.

Light-Modulating does not allow the Noble to see through smoke or similar obstructions, only to see when others would be blinded by darkness or light.

Upgrade: Measuring (Industria ••)

The Reality-Augmenting eyewear can gather details about examined materials, allowing the Regalia and Quality bonuses to apply to rolls to measurement, weighing, and counting based on sight alone.

Upgrade: Penetrating (Industria ••)

Requires Direct Optic System or Visionary

Action: Instant
Dice pool: Unrolled or Wits + Crafts - Durability (see below)
Cost: 0-1 Wispcoins (see below)
Duration: Industria in hours or until dismissed.

The Reality-Augmenting eyewear can look through solid objects and see what lies beyond them. When activating the Upgrade, the Noble chooses a Durability level. If the Quality Bonus is greater than the chosen Durability, the Noble does not spend a Wispcoin and treats the roll as an automatic Success without having to roll. Otherwise, the Noble must spend a Wispcoin and roll; the Regalia Bonus applies to this roll, but the Quality roll does not.

Dramatic Failure: The Upgrade works too well; the Noble looks through everything, and sees nothing properly. They take the Blinded Tilt [CofD 281] as if blinded in both eyes for (6 - Industria) turns.
Failure: The Noble sees normally.
Success: Objects with a Durability less than or equal to the level the Noble chose become transparent to their eyes whenever they wish to see what lies behind them. (This reduces the benefit of opaque cover [CofD 92] to the same as transparent cover.) If the Noble wants to look through two or more objects at once (say, a wardrobe and the wall behind it) the sum of all the objects' Durabilities can't exceed the level they chose; their vision stops at the first object that would take the combined Durabilities over the limit.
Exceptional Success: Add 1 to the level of Durability the Noble can see through.

Note that thin sheets of material, such as paper, most fabric or metallic foil, have Durability 0.

Upgrade: Spectrum Sensing (Industria ••)

The Reality-Augmenting eyewear can also interpret sounds normally too low or high for the human ear, and frequencies of light the human eye normally can't see, translating them to something the Noble can see or hear. Among the applications of this are seeing infrared

emissions for night vision, tuning into local unencrypted radio, TV, and live internet broadcasts, hearing the squeaks of bats, and detecting hard radiation.

Upgrade: Ultrasonic Song (Industria •••)

Requires Royal Tongue
Requires Penetrating

The Noble converts the dense melodies of the Royal Tongue into a high-frequency tone that can pierce the living. So long as this upgrade is applied, bodies (organs, tissues, etc.) have an effective Durability of 0 for the purposes of Penetrating. If the Noble only wants to see into bodies and Ultrasonic Song is applied, they may activate Penetrating without rolling.

Barrier Jacket - Added Content

Nobles of Industria can learn a version of Barrier Jacket with an Invocation requirement of Industria •. Weatherwear and any Upgrade for Core Clothing that requires Armored or Weatherwear may be purchased for this version of Barrier Jacket.

When the On-Command Upgrade is applied, the Noble can transfer the Barrier Jacket from themselves to another with a Transformation action. The new wearer gains its benefits and may invoke on it.

Combat Ready (Perfect •, Industria •)

Action: Instant
Cost: 1 Wispcoin
Duration: Industria in hours.

The Noble steels themselves against the horrors that stand against humanity. For the duration of the Charm, the Noble gets a +1 bonus to Composure rolls and a -1 to any social rolls that do not involve Composure.

Core Clothing (Perfect •, Industria •)
Regalia

Action: Permanent.

The Noble adds a set of mundane-appearing head-to-toe clothing to their Regalia that may be worn above or in place of other Heraldry.

If Noble is not wearing any other Heraldry or Regalia, they also gain the benefit of the Exemplary Regalia Merit.

Upgrade: Armored (Industria ••)

The Core Clothing becomes protective Armor with general and ballistic ratings both equal to 2 + the Quality Bonus. No matter how it appears, it covers the Noble's entire body, including head, torso, arms, and legs. The Noble may return to their unprotected but transformed state with a Transformation action. This armor does not stack with mundane armor or with Barrier Jacket, but it can stack with other Charms or other powers that grant Armor in a less tangible form. The Noble may Reflexively invoke Industria once per turn to increase the general (but not ballistic) Armor rating by their dots in Industria for one turn; this is the Regalia Bonus.

When the On-Command Upgrade is applied, the Noble can transfer the Core Clothing from themselves to another with a Transformation action. The new wearer gains its benefits, but cannot Invoke on it.

If the Weatherwear Upgrade is active, the ballistic rating also applies to natural heat and cold.

Upgrade: Burnishing (Industria ••)

The Noble's Core Clothing can be empowered by charging. When this Upgrade is taken, choose two Upgrades.

- The first Upgrade must have an Invocation requirement of ••• or less, and the Noble must meet all the prerequisites for it, including the required Industria.
- The second Upgrade must have an Invocation requirement of ••••• or less, and the Noble must meet all the prerequisites for it, including the required Industria; the first Upgrade can contribute towards meeting the prerequisites.

As long as the Core Clothing has two or more levels in the Charged Regalia Condition, the first Upgrade is applied. As long as the Core Clothing has four or more levels in the Charged Regalia Condition, the second Upgrade is applied.

Upgrade: Light-Effort Charge - Added Content (Industria ••):

By spending a turn during and sacrificing Defense during an action scene to perform energy-gathering movements, the Noble can give their Core Clothing one level in the Charged Regalia Condition.

If the Noble's Core Clothing has levels in Charged Regalia, they may spend those levels in additional ways:

- Once per turn, the Noble may spend a level in Charged Regalia tied to their Core Clothing to give their currently active [Human Defense Armament](#) one level in Charged Regalia.
- Once per turn, the Noble may spend a level in Charged Regalia tied to their Core Clothing to give their currently active [Lux Vitae Implant](#) one level in Charged Regalia.
- Once per turn, the Noble may spend a level in Charged Regalia tied to their Core Clothing to give their currently active [Personal Computer](#) one level in Charged Regalia.

Additionally, the Noble may shed one level of Charged Regalia as a Reflexive action to power/recharge mundane devices that they are holding, touching, or have pocketed with total Size no greater than their Industria for the Noble's Industria in hours. If this time runs out, the Noble may spend one Wispcoin to gain and immediately shed one level of Charged Regalia for this purpose with no gap in time.

Upgrade: Speedshoes (Industria ••)

[Inspired by Jamieth]

Action: Instant
Dice pool: Dexterity + Athletics
Cost: 1 Wispcoin
Duration: Industria in hours or until dismissed.

The Noble's Core Clothing footwear is further empowered with speed-increasing mechanisms. The Regalia and Quality Bonuses apply towards this Upgrade's activation roll.

Dramatic Failure: A jolt causes the Noble to fall, going prone. If in battle, they take the Stunned Tilt [CofD 286].
Failure: The Noble moves normally
Success: The speed-increasing mechanisms successfully activate. While wearing the shoes, the Noble follows the rules for vehicles when moving [CofD 98-99]. Their safe speed and max Speed are both increased by (Quality Bonus + 1)x10; multiple activations of Speedshoes are not cumulative. The Noble rolls Dexterity + Athletics to keep control of their movements whenever a driver would roll Dexterity + Drive to control a vehicle, and the Regalia and Quality bonuses apply to this roll as well. If the Noble collides with another object they can be the light object in the crash. Once the duration ends, if the Noble is moving faster than their normal running Speed, they take bashing damage equal to one-tenth their current Speed and are Knocked Down [CofD 284] by the sudden stop.

If the Quality Bonus is +1, the increase is (Athletics + Quality Bonus + 1)x10 instead.

If the Quality Bonus is +2 or greater, the increase is (Industria + Athletics + Quality Bonus +1)x10 instead.
Exceptional Success: As success, and the Noble gets up to speed as quickly as a sports car,

gaining the High Acceleration tag until the duration ends once the threshold is met.

Upgrade: Stain-Repellent (Industria ••)

[Inspired by Cozyglow and Vent0]

The clothing takes on a coating that resists staining. Any sensory effect that would grant a negative situational modifier to social rolls, if the Noble's Industria is equal to or greater than the modifier, is automatically nullified. For example, a Noble with Industria 2 is sprayed with mud by a passing car. Since this only gives a -2 penalty it is magically prevented, not a drop of mud sticks to the clothing. This effect protects the clothing from staining on all five sensory levels; the clothing won't smell of mud, nor will it feel muddy to the touch. Only the effects on the clothing's appearance are protected; the Noble's body will still be affected along with anything else they are wearing, and the Noble is not protected from catching diseases while traveling through disease-ridden terrain.

If the Quality Bonus is +1, Stain-Repellent also protects the Noble's Heraldry and other Regalia pieces.

If the Quality Bonus is +2 or greater, Stain-Repellent also protects the Noble's body.

Upgrade: Swaddling (Industria ••)

The Core Clothing gains additional padding that allows the Noble to sleep comfortably without an external mattress. Additionally, if the Noble is holding a character of Size 4 or less, they may expand the Core Clothing and its benefits to them.

Upgrade: Thruster System (Industria ••)

[Inspired by Jamieth]

Action: Instant
Dice pool: Wits + Athletics
Cost: 1 Wispcoin
Duration: Industria in hours or until dismissed.

The Noble's Core Clothing is further empowered with a thruster system. The Regalia and Quality Bonuses apply towards this Upgrade's activation roll.

Dramatic Failure: A jolt causes the Noble to fall, going prone. If in battle, they take the Stunned Tilt [CofD 286].
Failure: The Noble moves normally.
Success: The thrusters activate. These thrusters control the Noble's fall and prevent fall damage, and allows the Noble to move at their Speed while floating, such as in freefall, underwater, or in

zero-gravity.

If the Quality Bonus is +1, the thrusters gain a secondary mode that assists the Noble in making incredible leaps. The Noble may now apply the Quality and Regalia Bonuses to the Strength + Athletics roll made to jump; when the Noble jumps and applies Industria to the roll, they either multiply the distance they travel by (1 + Industria + Quality Bonus) or jump a distance equal to their Speed instead of adding Industria to their dice pool, whichever is greater.

If the Quality Bonus is +2 or greater, the thrusters gain a tertiary mode that allows the Noble to fly at their Speed.
Exceptional Success: As success, and if the Noble is airborne at the end of the Upgrade's duration, they drift downward until they touch a surface, and take no damage from the fall.

Upgrade: Weatherwear (Industria ••)

Reality-Augmenting

The Core Clothing adds glasses to the Regalia that can be shaped into air-tight goggles with a Transformation Action. While the Core Clothing is worn, it protects the Noble against the elements. Reduce the following by (Core Clothing's Rating + Quality Bonus), to a minimum of 0:

- The effective level on the character of a naturally-caused Heat or Cold-based Extreme Environment.
- Penalties inflicted by naturally-occurring Extreme Cold and Extreme Heat Tilts.

Upgrade: Anti-Magic (Industria •••)

Requires Armored

The Noble's Core Clothing protects against hostile magic. When the Noble applies Industria to their Core Clothing for its Armored Upgrade Regalia Bonus, they add their dots in Industria to their Supernatural Tolerance, (or gain that many dots in Supernatural Tolerance, if they didn't have any) for one turn.

If the Weatherwear Upgrade is active, the Noble may apply Industria to their Core Clothing at no cost to protect against supernatural heat or cold.

Upgrade: Element Buffering System (Industria •••)

Reality-Augmenting
Requires Weatherwear

The Noble's Core Clothing reshapes itself, adding earbuds and generally improving performance in rough conditions. The reduction also applies to penalties inflicted by naturally-occurring Environmental Tilts on hearing (so long as the Noble is wearing the earbuds), vision (so long as the Noble is wearing their Reality-Augmenting eyewear), and physical rolls made by the Noble.

Upgrade: Equipment (Industria •••)

Requires [Armored](#)

The Noble's armored Core Clothing applies to their gear as well. When the Noble applies Industria to their Core Clothing for its Armored Upgrade Regalia Bonus, the armor is applied to any Regalia they have active and any objects they are holding or wearing; this is separate from the item's Durability, but confers no benefit to objects that already are Armor or carry an Armor rating.

Upgrade: Exoskeleton (Industria •••)

Requires [Armored](#)

The Core Clothing now assists in great feats of strength. Multiply the Noble's effective Strength by (2 + Quality Bonus) for the purposes of Lifting/Pushing [Vocation 505].

Upgrade: Kilidahazard Suit (Industria •••)

[With additions inspired by Cozyglow]

Requires [Armored](#) or [NBC System](#)

Cost: 1 Wispcoin
Duration: Industria in hours.

The Core Clothing now provides added protection in places where the Darkness has taken hold. This Upgrade cannot be applied in Tainted Places or in areas with the Extreme Taint Tilt - it can only be applied outside such areas, although it remains active when the Noble enters such areas. While the Upgrade is active, the Noble gains the following benefits:

- The Noble adds their (Industria + Quality Bonus) to their effective Belief/Integrity for the purposes of determining how much time they can spend in a Tainted place before checking their Sensitivity (or taking the Tainted Condition, for characters who are not Light-touched).
- The penalties to actions taken within the bounds of a Tainted Place that directly oppose the fulfilling of any of its Aspirations are reduced by the Noble's (Industria + Quality Bonus) (Minimum 0).

- The penalty inflicted by the Extreme Tainted Tilt is reduced by the Noble's (Industria + Quality Bonus) (Minimum 0).

If the Upgrade expires while in a Tainted Area or in an area with the Extreme Taint Tilt, the Noble automatically loses 1 Wisp or Wispcoin to renew it with no gap of time.

Upgrade: NBC System (Industria •••)
[Reality-Augmenting](#)

Requires [Armored](#) or [Weatherwear](#)

Action: Transformation
Duration: Industria in hours or until dismissed.

The Noble can summon additional eye, nasal and throat filters as part of their Core Clothing. Treat this as the equivalent of a Gas Mask [CofD 275], except that its die bonus is equal to (Noble's Industria + Quality Bonus). These filters are internal, requiring close examination to spot, and can be used without manifesting any other clothing tied to Core Clothing and other Upgrades. Alternatively, the Noble may manifest this effect as an actual Gas Mask; if given to another to use, it is ineffective unless the [On-Command](#) Upgrade is also applied.

Alternatively, the Noble may convert their Core Clothing into a more protective suit for their Industria in hours. In this form, treat the Core Clothing as an NBC Suit [HL 148], except that its die bonus is equal to (Noble's Industria + Quality Bonus), it retains its own Structure and Durability, and damage does not negate its protection unless the Core Clothing is fully destroyed; if given to another to use, it is ineffective unless the [On-Command](#) Upgrade is also applied. Wearing the NBC Suit or forms granted by Upgrades to NBC system does not penalize other rolls.

The Gas Mask and NBC Suit can be reshaped with a Transformation action to be compatible with any system that provides oxygen. Manifesting the filters, Gas Mask, or NBC Suit, switching between them, or resetting the Duration, requires a successful Transformation action. Whichever form the Upgrade takes, it will disappear if the Upgrade is dismissed or if the Duration expires.

Upgrade: Projectile-Resistant (Industria •••)
Requires [Armored](#)

The Noble's armor blunts the force of bullets. When the Noble applies Industria to their Core Clothing for its Armored Upgrade Regalia Bonus, they add their dots to both their general and ballistic Armor.

Upgrade: Saving (Industria ••••)

Requires [Anti-Magic](#) and either [Noble's Aegis](#) or innate Holy Shield

Action: Reflexive
Cost: 2 Wispcoins, 1 Willpower or 1 Willpower Dot

The Noble's armor allows them to survive the impossible. During any turn where the Noble activates [Noble's Aegis](#) or their Holy Shield and takes enough lethal or aggravated damage to fill their Health track, they may spend 2 Wispcoins and either 1 Willpower or 1 Willpower dot. If they do, the Noble does not bleed out or die; instead, the damage in their last Health box downgrades to bashing damage, and they remain conscious.

If activating this Upgrade causes the Noble to spend their last point of Willpower, they take the Soul-Shocked Condition.

Upgrade: Exo-Suit (Industria •••••)

[Inspired by Viewfinder60]

Requires [Thruster System](#) and [NBC System](#)

Action: Transformation
Duration: Industria in hours or until dismissed.

The Noble's Core Clothing now allows exploration in truly harsh conditions. With a Transformation action, the Noble can turn their Core Clothing into a still-flexible hermetic suit that can withstand the toughest conditions. In its Exo-Suit form, the Core Clothing can maintain its form in vacuum and withstand pressure of up to (Noble's Industria + Quality bonus)*10 atmospheres. (1 Atmosphere of pressure is roughly equivalent to 10 meters underwater.) The Exo-Suit can be reshaped with a Transformation action to be compatible with any system that provides oxygen. As with NBC System, damage does not reduce the efficacy of the Exo-Suit unless it is destroyed.

Nobles' Aegis (Perfect •, Industria •)

Action: Reflexive
Cost: 1 Wispcoin

The character shields themselves from harm thanks to the gift of the Nobles, preventing it in a shower of sparks and light. The Charm downgrades the damage from one external source - aggravated damage is reduced to lethal, lethal damage is reduced to bashing; and bashing damage is reduced to half (rounding up). Nobles' Aegis applies after any Armor the character

has on.

Nobles' Aegis does not, however, prevent further damage from wounds a character has already taken, illness, or dangerous substances. If the character is suffering from a personal Tilt or Condition, Nobles' Aegis can't prevent any of its effects, including periodic damage. Nobles' Aegis can resist damage from prolonged exposure to extreme environments, electricity, fires, falls [CofD 96-98] and environmental Tilts or Conditions, but all effects other than damage, like penalties to dice pools, remain in force.

Nobles' Aegis is redundant for most Nobles (unless they have Wispcoins instead of Wisps available), but placing the ability in Living Images or Bequests or having it be a Practical Charm in a Nation allows others to have access to the ability.

Celestial Dance - Added Content

Upgrade: Artificial Attunement (Industria ••)

[Original Version by Huitzil37]

The Noble can now use artificial surfaces for travel without fear of falling off or falling through. The Noble can traverse and climb cords, ropes, planks, and other solid artificial objects or surfaces no matter how thin or flimsy they are without having to roll. These materials will support the Noble, their Regalia, and up to half the Noble's Size in objects they are carrying, rounded up, without breaking, loosening, giving way or otherwise failing in the Noble's immediate area. The Storyteller may call for Athletics actions to stay upright in the presence of external conditions such as strong winds. This Upgrade does not protect what the Noble is walking or climbing on from external damage.

This Upgrade may also be taken for the version of [Humanity's Favor](#) keyed to Athletics.

Speed Racer - Added Content

Upgrade: Self-Insured (Industria ••)

The Noble can pay to reduce the harm of a crash. When the Noble is involved in a Crash [CofD 99], they may spend 1 Wispcoin as a Reflexive action and roll Wits + Drive (if the Noble was driving a vehicle) or Wits + Dexterity (if they were not). Each success reduces the damage dealt by the crash by three; the Noble chooses how this damage reduction is distributed among those involved in the crash. On an Exceptional Success, the Noble may redirect that damage to any

party involved in the crash, distributed as they wish; if damage would be dealt this way to [Tallows](), that many levels of the Phantom Damage Tilt are inflicted instead.

This Upgrade may also be taken for the version of [Humanity's Favor]() keyed to Drive.

Swiss Army Knife (Perfect •, Industria •)

Regalia
Action: Permanent

The Noble adds a shifting equipment to their Regalia that can take the shape of a single piece of Survival equipment of Size up to the Noble's Industria. The Regalia and Quality bonuses apply to any mundane Survival roll that uses the equipment. In a pinch, the multi-tool can be used as an improvised weapon, doing lethal damage; the Regalia bonus applies to this use, but the Quality bonus does not.

Upgrade: Enlarged (Industria ••)

When a particular contingency calls for larger equipment, the Noble can whistle up just the right instrument out of thin air. They spend 1 Wispcoin to create a piece of Equipment no larger than Size (5+Industria), which will allow them to carry out a mundane Survival action for which proper equipment is not available. The Regalia and Quality bonuses apply to the action the equipment is made for. When the action resolves, the equipment disintegrates into a cloud of sparks.

Hang By A Thread - New Upgrades

Upgrade: Grapple Gun (Industria •••)
Regalia

Requires [Human Defense Armament]() with [High-Energy]()

Duration: Industria in hours.

The cord is now fired from the Noble's Human Defense Armament, using whatever dice pool the Noble uses to attack with, and with the same range as the Noble's Human Defense Armament. Once the cord is attached, the Noble may reel themselves in towards that object regardless of its weight or how fixed it is, and absent external forces their path is directly towards the other end of the cord, ignoring mundane gravity.

The Charm's Duration is now the Noble's Industria in hours.

Upgrade: Siphoning (Industria •••)

Cost: +0-2 Wispcoins
Duration: Industria in hours.

The cord becomes a tube with a 1⁄2" diameter. Air and fluids can travel through this tube normally, but the Noble can also force the flow to go in either direction, regardless of positioning. Water and gasses flow at a rate of one gallon per turn; this may change for more or less viscous fluids. By spending an additional Wispcoin when applying this upgrade, the Noble can increase the rate to five gallons a turn. By spending two additional Wispcoins when applying this upgrade, the Noble can increase the rate to thirty gallons a turn No matter what the rate of flow, air and liquids are not expelled with enough force to knock down or damage others. The Noble can change the direction and rate of flow with a Transformation action, and can change the tube to a cord and back again, also with a Transformation action.

By spending two additional Wispcoins when applying this upgrade, the Noble can attach the cord to themselves in such a way that they can move using the force of the tube's thrust. If only air is sent through the tube, the Noble flies with a Speed of 1. If a tube end is placed in a body of water such that the tube can use a steady flow of water as a source for thrust, the Noble flies with a Speed equal to their Industria.

The Charm's Duration is now the Noble's Industria in hours.

Valiant Mind - New Upgrade

Upgrade: Paranoid (Industria •••)

The Noble knows that threats could be anywhere. Whenever the Clash of Wills granted by Valiant Mind is triggered, the Noble may take the Spooked Condition to pinpoint the source of the attempted mental intrusion. If the target is using a power that specifically cloaks its supernatural nature, however, the Noble cannot take the Condition and pinpoint the source unless they won the Clash of Wills with an Exceptional Success.

Peak Performance (Perfect ••••, Industria ••••)

Action: Permanent

The Noble improves their body. There is a version of this Charm for each Mental and Physical Attribute. The Noble's rating in that Attribute increases by 1 regardless of whether or not they are transformed; this cannot increase their rating in that Attribute above their Industria, or double that if they are transformed. A Noble may take this Charm up to six times, each time for a different Attribute.

A Bequest of Peak Performance always costs four Willpower dots to create, coalesce, or

Magnum Opus (Perfect •••••, Industria •••••)
Avatar

Requires Professional Training •••+, All Asset Skills at •••+

Action: Instant
Dice Pool: Professional Training rating + Any Asset Skill
Cost: 3 Wispcoins, 3 Willpower
Duration: Industria in hours or 1 Extended Action

The Noble calls upon a lifetime of training to get results no matter what.

Dramatic Failure: The Noble cannot even perform their own role. Take the Stumbling Condition for all three Asset Skills for nine hours.
Failure: The Noble cannot subsume themselves into their Profession.
Success: The Noble subsumes themselves into their Profession, finding application in most everything they do. They gain a new skill: Profession. The rating of this skill is equal to the combined ratings of their Asset Skills. This skill is used:

- In the place of any Asset Skill, regardless of whether the use of the skill is mundane or not.
- In place of any other Skill used when making an Attack.
- In place of any other Skill used to calculate Defense.
- In place of Stamina when calculating Health.

Additionally, each use of the Profession Skill now benefits from Reliability Acquisition, which can be resolved up to three times. Each time Reliability Acquisition is resolved this way, choose one Asset Skill; rolls where Profession is substituting for that Asset Skill no longer benefit from Reliability Acquisition for the remainder of the Charm's duration (this replaces the normal Resolution effect of Reliability Acquisition, except that the Noble still gets a Regalia Beat). Additionally, choose from Attack, Defense, or Health; Profession is no longer used for that aspect. Once Reliability Acquisition has resolved three times this way, the Charm ends immediately.

Profession counts as an Asset Skill.

Exceptional Success: The Noble refuses to leave a job undone. Gain the benefits of Iron Stamina ••• for the duration of the Charm.

Drawback: While this Charm is active, the Noble is their Profession. They lose their Vice and Virtue, and must spend a point of Willpower to take any action that is not directly relevant to their Profession or self-defense; if activated during combat, continuing to attack enemies already engaged counts as self-defense. Once the Charm ends, damage wraps around as per Temporary

Health (if it applies), the Noble takes the Soul-Shocked Condition, and the Noble takes the Fatigued Condition at -3 and must roll immediately to avoid falling asleep.

Magnum Opus must be earned. Bequests and Living Images of Magnum Opus may not be created, and no supernatural ability may be used to take this Charm from the Noble who bought it.

Restore Charms

Lux Vitae Implant (Restore •, Industria •)

Life-Support, Regalia

Action: Permanent

The Noble adds a self-implanting small hair-thin metallic-appearing disc to their Regalia. When summoned, this disc places itself on the skin of the Noble's dominant hand, or on the skin above their collarbone if they possessed no hands when the disc is summoned; this disk is flexible enough that it does not hinder use of the hand. When summoned, this disc is deeply entwined with the Noble's biophysical energy, and allows the Noble to channel the power of Wispcoins into their own biology for various beneficial effects; paying for the effects of Lux Vitae Implants or its Upgrades requires that physical Wispcoins be used by placing them on the disc.

Damaging the disc requires an attack that specifies the hand or the heart as a target as appropriate [CofD 93] and deals at least Lethal Damage. If destroyed, the disc can be rebuilt as per restoring other destroyed Regalia pieces once the damaged area has been healed. The implant allows the Noble to apply both Regalia and Quality bonuses to Medicine and Meditation rolls allowed them through use of this Charm and its Upgrades; invoking Industria for this purpose requires physical Wispcoins, placed on the disc.

When the Noble takes this Charm, they choose one of the following three effects. The unchosen effects may be purchased as Upgrades to Lux Vitae Implant. Upgrades to Lux Vitae Implant that require a specific effect function regardless of whether that effect was chosen as the base effect of Lux Vitae Implant or purchased as an Upgrade to it.

If the Force Upgrade is taken, the Noble can move the disc between hands, or from one hand to above the collarbone, as a Transformation action. The disc must be active in one of these places to function.

Bestowing the benefits and effects of the Lux Vitae Implant disc to another requires the On-Command Upgrade. This also requires that the beneficiary engage in direct physical contact with the Noble's skin over the disc. Further details are given with the Effects and Upgrades.

The three effects that the Noble can choose from are as follows:

-Self-Stabilizer:

[With modifications inspired by Entirely Unlike Tea]
The disc provides energy that enhances the Noble's natural healing. If the Noble's last Health box is filled with damage, they stabilize immediately with a Reflexive unrolled action. This does not prevent further damage from being dealt by external sources and, per ST discretion, may not prevent further damage from being dealt by certain internal biological processes (such as heart attack or poison), but it does restabilize the Noble each time such damage is dealt. Stabilizing another character this way requires holding their hand while the On-Command Upgrade to be applied.

Additionally, so long as the Noble performs no activities that require a dice roll, they may roll as if they were provided medical care in the field [CofD 96], rolling with the same dice pool, interval and threshold; this is cumulative with healing, but not cumulative with actual treatment. Applying this effect of Self-Stabilizer to others requires physical contact at least once per minute, when the Dexterity + Medicine Roll is made. Doing this requires the On-Command Upgrade to be applied. The Noble may only roll for one person per interval this way.

-Spiritual Awakening:

After a successful Meditation, the Noble may absorb a Wispcoin placed on the disc into their body. Doing so subtracts hours from their effective time spent awake for the purposes of determining Fatigue equal to 8 * (Quality Bonus +1), to a minimum of zero; this replaces the usual effects of a Meditation. This can delay the need to make the reflexive Stamina + Resolve roll to stay awake if a character is already suffering Fatigue, but does not resolve the Fatigued Condition or reduce the penalty it imposes.

Applying this effect to another requires that both the Noble and the other character remain in physical contact while the Noble engages in the Mediation. Doing this requires the On-Command Upgrade to be applied.

Additionally, the Regalia and Quality bonuses apply to the next roll the character makes to stay awake; this effect is not cumulative.

-Spiritual Sustenance:

[With Suggestions/Inspirations by EmbreFroste and Vent0]
After a successful Meditation, the Noble may absorb a Wispcoin placed on the disc into their body. Doing so provides the equivalent of (Quality Bonus + 1) days' worth of food and water; this replaces the usual effects of a Meditation. Multiple uses of this effect are cumulative but cannot extend the duration of the benefit past the Noble's Industria in days.

Applying this effect to another requires that both the Noble and the other character remain in physical contact while the Noble engages in the Mediation. Doing this requires the On-Command Upgrade to be applied.

Upgrade: Foodpill-Forming (Industria ••)

Requires Spiritual Sustenance

After cooking a drug-less, nontoxic meal of food and/or drink, the Noble can take an Instant action and move their disc over it to convert one Wispcoin into (1 + Quality Bonus) Living Images of Spiritual Sustenance that absorb the meal. A Living Image created this way can take the form of a small chewable tablet or a powder that can be mixed into liquid so it can be consumed by those incapable of normal eating; the entirety of the Living Image's form must be consumed for it to function. Living Images only function for the Noble who made them unless the On-Command Upgrade was applied.

Any character who holds the Living Image and is capable of using it can "taste" what the meal is, and anyone who consumes the Living Images gets the normal benefit of the Charm without requiring a Meditation, and also gets an abridged experience of consuming a non-allergenic version of the meal.

Applying this effect on a meal cooked by another requires that both the Noble and the character who cooked it remain in physical contact while the Noble absorbs the meal into the Wispcoin. Doing this requires the On-Command Upgrade to be applied.

Additionally, if the Noble is holding a Living Image of Spiritual Sustenance, they can take an Instant action and spend a Wispcoin to create a duplicate Living Image.

Upgrade: Personal Stabilization (Industria ••)

[Edits inspired by TransientLunatic]
Life-Support

Requires Self-Stabilizer

Action: Instant
Cost: 1 Wispcoin
Dice pool: Unrolled
Duration: (Industria*5) in hours

The Noble's Implant can now provide energy that soothes body and mind. Once activated, the Noble takes the PhysMent Stabilizer Tilt. Additional activations are not cumulative.

Applying this effect to another requires that both the Noble and the other character remain in physical contact while the energy is active. While this energy is being applied to another, the Noble does not benefit from it. Once this contact is lost, the other character no longer benefits from effects of PhysMent Stabilizer; this does not end the effect. Doing this requires the On-Command Upgrade to be applied.

Upgrade: Rapid Healing (Industria ••)

Requires Self-Stabilizer

The disc can be infused with the energy of the Light to cause rapid healing. The Noble concentrates on their flesh, taking an Instant action, spending 1 Wispcoin and rolling Dexterity + Medicine. For each success, the Noble heals 1 Bashing or Lethal damage; if the character has both, Bashing damage is healed first.

Healing another character this way requires that the Noble and beneficiary are in physical contact while the Noble spends the Instant action. Doing this requires the On-Command Upgrade to be applied.

Upgrade: Self-Convalescence (Industria ••)

Life-Support

Requires Self-Stabilizer

The disc is further empowered, and the Noble's natural healing improves further. So long as they perform no activities that require a dice roll, the Noble may downgrade damage to themselves as if they were in a hospital [CofD 96] with the same dice pool, interval and threshold; this is cumulative with healing (both normal and magical, but not cumulative with actual treatment.

Applying the effect of Self-Convalescence to others requires physical contact at least once per hour, when the Intelligence + Medicine Roll is made. The Noble may only roll for one person per interval this way. Doing this requires the On-Command Upgrade to be applied.

This Upgrade is Practical for Nobles of Industria. It's also Practical for Nobles who take On-Command for this Charm (without having to make On-Command Practical), but such Nobles cannot then apply the effect to others.

Upgrade: Self-Fueling (Industria ••)

The Noble may fuel the functions of Lux Vitae Implant with their own internal strength. They may spend Wisps instead of spending Wispcoins, and may spend points Willpower in place of Wisps on a 1-to-1 basis. If Self-Fueling is applied with On-Command, other characters benefiting from Lux Vitae implant may pay the Willpower cost themselves.

Upgrade: Token Storage (Industria ••)

The Noble may convert Wispcoins being spent to pay the cost of Lux Vitae Implant and currently applied Upgrades into Living Images instead of gaining the benefits immediately, as per [Tokens of My Esteem](). These Living Images function when consumed and do not require additional Meditation; unless the [On-Command]() Upgrade was applied, they only function for the Noble that converted them.

Upgrade: Good Night's Sleep (Industria •••)

Requires [Spiritual Awakening]() and [Quality]().

Cost: +1 Wispcoin

The energy channeled with the disc can now heal Fatigue directly. A successful Meditation that grants the benefits of Spiritual Awakening also causes the Noble to reduce penalties from the Fatigued Condition by the Quality Bonus; if this reduces the penalty to zero, the Condition is shed without resolving.

Because this effect is in addition to the base effect of Spiritual Awakening, see that section on sharing this benefit with other characters. Doing this requires the [On-Command]() Upgrade to be applied.

Upgrade: Miraculous Healing (Industria •••)

Requires [Rapid Healing]()

Action: Instant
Dicepool: Dexterity + Medicine
Cost: 2 Wispcoins

Channeling power through the disc brings instant relief from the most horrible forms of injury. The Noble concentrates on their flesh, taking an Instant action, spending 2 Wispcoins and rolling Dexterity + Medicine. On a Success, the Noble heals 1 Aggravated damage. On an Exceptional Success, the Noble also downgrades 1 other Aggravated damage to Lethal damage. This does not restore limbs, organs, or functions lost to Aggravated Damage.

Healing another character this way requires that the Noble and beneficiary hold hands while the Noble takes the Instant action. Doing this requires the [On-Command]() Upgrade to be applied.

Upgrade: Physical Panacea (Industria •••)

Requires [Personal Stabilization]()

Action: Meditation, threshold = Toxicity/threshold + 1
Dice pool: Resolve + Medicine
Cost: 2 Wispcoins

The Noble uses the disc to distribute energy through their body that cleanses it of toxic and infectious agents. While this Upgrade is active, poisons and mundane diseases do not deal further damage to the Noble. When the Noble reaches the threshold, the Noble is cured of that foreign substance or disease, and its continuing effects end immediately. For a drug (in a dose too weak to cause damage) the threshold is equal to the penalty to resist the drug's effects, plus 1; for a poison, it's the poison's Toxicity + 1. If the Noble is attempting to cure a mundane disease, the threshold equals the threshold the infected target must reach to throw off the disease themselves, plus 1; if the target has accumulated any successes on their rolls to beat the disease, subtract those successes from the Noble's threshold.

Applying this effect to another requires that both the Noble and the other character remain in physical contact while the Noble engages in the Mediation. Doing this requires the On-Command Upgrade to be applied.

Upgrade: Rapid Repair (Industria •••)

Requires Self-Stabilizer and On-Command

Action: Instant
Dice pool: Dexterity + Crafts
Cost: 1 Wispcoin

The Noble can heal an object with Size no greater than (their Industria + Quality Bonus) as easily as they can heal themselves by pressing a Wispcoin between the disc and the object. For each success rolled, the item regains one point of Structure, up to its normal maximum. Alternatively, the Noble may spend three successes to restore one point of Durability.

Upgrade: Self-Reconstruction (Industria •••)
[Suggested by Naomi]
Life-Support

Requires Self-Convalescence

Under the power of the Noble's disc, natural healing turns unnatural. When healing unnatural damage, the Noble's body rebuilds parts lost due to that damage, restoring functions and resolving Tilts and Conditions tied to that damage. Self-Reconstruction leaves unmistakably technological signs on the Noble, replacing malfunctioning or missing body parts with obviously artificial versions of themselves or parts thereof (fully replaced parts, for example, are artificial functioning prosthetics). Treat fully replaced parts as part of the character; damage to a prosthetic created this way heals as normal as the prosthetic reconstructs itself.

If an organ replaced this way is tied to an Attribute (use the same table as for Goalenu parts), the character can no longer buy dots in that attribute. Other characters may react poorly to these body parts; per ST discretion, this can result in anything from penalties on Social rolls made by the target to interact with others to breaking points suffered by those who see the unnatural process or the prosthetics that result.

Self-Reconstruction only restores body parts and lost function caused unnaturally - through damage caused supernaturally or damage caused by forces from without (e.g. weapons, fire, falling, surgery, Toxicity from external sources, etc.). For restoring body parts and functionality lost to natural disability, disease, or aging, see We Can Rebuild Them.

Applying this effect to another requires that both the Noble and the other character remain in physical contact while the Noble engages in Mediation; the dice pool is Intelligence + Medicine, and the threshold is the number of Health Boxes that that other character still has filled with damage, minimum 1. Once the threshold is met, no further contact is required as the body parts and functions are restored as the damage is healed. This Meditation must be performed before the other character has healed all the Lethal or Aggravated damage that caused the loss of body parts and functions, or it confers no benefit to the other character; see We Can Rebuild Them when this is the case. Doing this requires the On-Command Upgrade to be applied.

This Upgrade is Practical for Nobles of Industria. It's also Practical for Nobles who take On-Command for this Charm (without having to make On-Command Practical), but such Nobles cannot then apply the effect to others.

Upgrade: Mental Panacea (Industria ••••)

Requires Physical Panacea

Action: Meditation and resisted, 10 minutes/roll
Dice pool: Presence + Medicine - target's Resolve
Cost: 2 Wispcoins, 1 Willpower

The Noble uses their disc to send Light-infused electricity directly into their mind, restoring their shattered mind to sanity. Mental Panacea removes a persistent Condition that affects their mental state, including Conditions that the Noble possesses only in their mundane state. Mild Conditions, such as Obsession, are easy to banish, requiring around (10 - Industria) successes. Conditions like Broken, Fugue and Madness that resolve when a character's Integrity changes are harder, calling for at least (15 - Industria) successes. Mental Panacea requires a conscious consenting target, or it fails.

Applying this effect to another requires that both the Noble and the other character remain in physical contact while the Noble engages in the Mediation. Doing this requires the On-Command Upgrade to be applied.

Upgrade: Saving Stasis (Industria ••••)

[Inspired by Coryn02 and others]

Requires Miraculous Healing

Action: Reflexive
Cost: 2-3 Wispcoins, 1 Willpower or 1 Willpower dot.

The Noble's disc floods their body with energy that allows them to survive the impossible. During any turn where the Noble takes enough lethal or aggravated damage to fill their Health track, they may spend 2 Wispcoins and either 1 Willpower or 1 Willpower dot (spending two turns if necessary). If they do, the Noble does not bleed out or die; instead, the damage in their last Health box is cleared. For the Noble's Industria in hours, the Noble goes unconscious and cannot be awakened. During this time, their biology and metabolism go into stasis and they do not bleed or take damage from internal processes such as poison, etc. At the end of this duration, the Noble wakes up and their biological stasis and its effects end.

If activating this Upgrade causes the Noble to spend their last point of Willpower, they take the Soul-Shocked Condition.

Using Saving Stasis to return another from death requires that the Noble hold the hand of a character who has died within the last(Noble's Industria + Target's Industria + Quality Bonus) minutes. Using Saving Stasis this way requires that the Noble spend 3 Wispcoins and 1 Willpower Dot.

If a character revived this way is a Wick, they also lose a dot in their highest Attribute.

Upgrade: Self-Regeneration (Industria ••••)
Requires Self-Reconstruction

Healing damage from Self-Reconstruction no longer leaves scars or technological signs, and replaced organs no longer prevent the Noble or others from buying dots in the corresponding Attribute.

This Upgrade is Practical for Nobles of Industria. It's also Practical for Nobles who take On-Command for this Charm (without having to make On-Command Practical), but such Nobles cannot then apply the effect to others.

Ministering Angel - Added Content and New Upgrade

Assisting others with the abilities of Industria Upgrades to Ministering Angel do not require the On-Command Upgrade to be applied. If the On-Command Upgrade is applied, apply the higher of the Noble's Industria and the patient's Industria when invoking on rolls that benefit from Ministering Angel.

Upgrade: Anesthetizing Stabilization (Industria ••)

Life-Support

Action: Instant
Dice pool: Unrolled
Cost: 1 Wispcoin
Duration: Noble's Industria in hours.

The Noble can provide a medicine that deadens body and mind. When used on a knowing and explicitly willing patient, the patient gets the Noble's choice of either the Numbed Tilt or the PhysMent Stabilizer Tilt. Additional doses are not cumulative.

Upgrade: Instant ER (Industria ••)

Action: Instant
Cost: 1-2 Wispcoins
Dice pool: Unrolled
Duration: 1 Medicine action

When an extensive procedure requiring precise machinery is called for, the Noble can summon the right setup. The Noble can spend 1 Wispcoin to summon medical equipment with total Size no larger than 5, or 2 Wispcoins for medical equipment with total Size no larger than 5 + the Noble's Industria. This will allow them to carry out a Medicine action for which proper equipment is otherwise not available. The Regalia and Quality bonuses apply to the action the equipment is made for. When the action resolves, the equipment disintegrates into a cloud of sparks.

Upgrade: Traveling ER (Industria •••)

Requires Instant ER

Cost: +1-2 Wispcoins

By paying Wispcoins equal to the amount spent to activate Mobile ER, Traveling ER gives the summoned equipment the power it requires, so it will run without a battery being plugged during the Charm's duration. However, a Dramatic Failure when performing the Medicine action overloads the equipments' circuits - remove points of Structure equal to the Noble's Inner Light. (Minimum 1)

Upgrade: Emergency ICU (Industria •••)

Requires [Instant ER](#)

Cost: +1-2 Wispcoins
Duration: Noble's Industria in hours (see below)

By paying Wispcoins equal to the amount spent to activate Mobile ER, the Noble can maintain the equipment to provide care longer. This allows the equipment to remain in service for any number of Medicine actions, for the Noble's Industria in hours; time spent using the equipment to care for [Tallows](#) whose Health Boxes have all been killed with any damage other than Phantom Damage does not count against this time. Once this time has passed, the Noble can spend the same amount of Wispcoins to maintain the equipment with no interruptions in care.

Patch Job (Restore •, Industria •)

Action: Extended, 5 minutes/roll, threshold = Size of the hole or hole-ridden area.
Dice pool: Intelligence + Crafts
Cost: 1 Wispcoin per 5 Size points of the hole or hole-ridden area.

The Noble rubs a Wispcoin over and around the holes in an object to patch them. The resulting sealant is window-thin and clear, with Durability 1 and Structure 1. This Charm technically also repairs superficial scuffs and scratches, but the unmistakable veneer the Charm leaves behind renders such aesthetic benefits moot.

Upgrade: Filling (Industria ••)
[Inspired by Cozyglow]

The sealant can now be as thick as the Noble's Industria in inches, and has Durability and Structure equal to the Noble's Industria.

Regalia Repair (Restore •, Industria •)

Action: Instant
Dice pool: Unrolled
Cost: 1 Wispcoin

The Noble repairs a Regalia piece, either their own or another's; this triggers a Clash of Wills if the other character doesn't want their Regalia piece repaired. Alternatively, a Noble (and only a Noble) with this Charm may repair a destroyed Phylactery, either their own or another's; this triggers a Clash of Wills if the other character doesn't want their Phylactery repaired.

A Noble with this Charm cannot rebuild their own destroyed Phylactery with it unless they have this Charm as a Practical Charm.

Replacement Sensory System (Restore •, Industria •)

Life-Support, Regalia
Action: Permanent

The Noble adds a web of electrodes to their Regalia. This web can be placed on their head, and forms an interface between the brain and other components of the Replacement Sensory System. When this Charm is taken, choose one of the following effects:

- **Audiovisual:** The web of electrodes is connected to Reality-Augmenting eyewear (giving it the Reality-Augmenting tag) and earbuds. This mimics the effect of Replacement Audiovisual System; Upgrades unique to Replacement Audiovisual System can't be purchased for this Charm.
- **Vocal:** The web of electrodes is connected to a speaker that can be placed on the throat. This mimics the effect of Replacement Audiovocal System; Upgrades unique to Replacement Audiovocal System can't be purchased for this Charm.
- **Miscellaneous:** The web of electrodes is connected to noseplugs and a web of wires that go over the tongue and the hands. As long as the wires are properly worn, they restore touch, taste, and smell. This nullifies mundane numbness or loss of taste or smell caused internally (e.g. health conditions, injuries, poison). Supernatural attempts to inflict mundane numbness or loss of taste or smell triggers a Clash of Wills; the Regalia and Quality Bonuses apply to Clash of Wills rolls the Noble makes for this purpose.

Unless the On-Command Upgrade is applied, the Replacement Sensory System only functions for the Noble.

Upgrade: Additional Senses (Industria ••)
Stackable, up to 2

The Replacement Sensory System replaces additional senses. Each time this Upgrade is taken, choose an additional effect for Replacement Sensory System.

Safe Injection (Restore •, Industria •)

Life-Support, Regalia

Action: Permanent

The Noble adds a hypodermic needle to their Regalia. The syringe includes markings for

measurement purposes, and its attributes (capacity, needle gauge and length, etc.) can be changed with a Transformation action. The Regalia and Quality bonuses apply to rolls to use the needle to inject substances into living beings, and to produce medicine created by Upgrades. If a substance injected this way would deal damage (such as through Toxicity) to a Tallow, instead it inflicts that many levels of the Phantom Damage Tilt, and any Tilts and Conditions the substance inflicts end at the end of the scene; toxic substances with no medicinal benefit inserted into the syringe evaporate harmlessly.

When dismissed or destroyed, any substances inside the needle are irrevocably lost. When summoned or recreated, the syringe is empty and sterilized. In a pinch, the syringe can be used as an improvised weapon, doing lethal damage; the Regalia bonus applies to this use, but the Quality bonus does not.

Using the needle on another, whether as a weapon or for medicinal uses (including to apply doses of medicine created by this Charm's Upgrades), requires the On-Command Upgrade.

Upgrade: Injected Stabilization (Industria ••)
Life-Support

Action: Instant
Dicepool: Unrolled
Cost: 0-1 Wispcoins.
Duration: Noble's Industria in hours (minimum 0).

The Noble can now produce medicine that stabilizes body and mind. With an Instant action, the Noble can produce a dose of stabilizing medicine in their syringe. When a dose of this medicine is applied to a knowing and explicitly willing character, the recipient is stabilized (if their last Health box had Lethal damage). If the Noble spent a Wispcoin to produce this medicine, the recipient also takes the PhysMent Stabilizer Tilt. Additional doses are not cumulative.

Upgrade: Magic Antidote (Industria ••)
Action: Extended, 1 turn/roll, threshold = Toxicity + 1)
Dice pool: Resolve + Medicine
Cost: 1 Wispcoin
Duration: 1 day

The Noble fills their syringe with a medicine that can destroy a poisonous substance when injected. The Noble must choose the intended Toxicity that the medicine can cure, which cannot exceed (Noble's Industria + Quality Bonus) When the Noble reaches the threshold, the syringe fills with medicine that carries the Waiting Charm Condition.

If this medicine is injected into a character who is currently suffering under the effects of a mundane drug or poison whose Toxicity is no greater than that which the medicine can cure, the

Waiting Charm Condition is shed and the continuing effects of the foreign substance end immediately. For a drug (in a dose too weak to cause damage); its effective Toxicity for the purposes of this Charm is equal to the penalty to resist the drug's effects. If the medicine is injected before, or in the same turn as, a poison would inflict damage, that damage is prevented. This medicine can only cure one foreign substance at a time; if a character is suffering from more than one such substance, only one with the highest effective Toxicity among them that the medicine can cure is cured, chosen at random.

If this medicine is injected into a character who is not currently suffering under the effects of a mundane drug or poison whose Toxicity is no greater than that which the medicine can cure, the medicine remains in that person's system for up to one day; if the character is exposed so such a substance within that time frame, the Waiting Charm Condition is shed and the continuing effects of the foreign substance end immediately, with no damage dealt to the character.

Upgrade: Medicinal Paraphernalia (Industria ••)

Life-Support

Action: Meditation
Dicepool: Intelligence + Medicine
Cost: 0 or Availability in Wispcoins
The syringe can now take on additional forms, with the Noble shifting between them with a Transformation Action. It can take the form of any paraphernalia needed to administer medicine, such as droppers, inhalers, and patches.

Regardless of its form, the syringe gains a compartment that can fit a pill or similar sample of medicine. As long as a single pill or single sample of medicine or vaccine is in the compartment, the sample can be duplicated by paying the cost and performing a successful Meditation. The Upgrade fails if two different types of medicine are placed in the compartment, including pills that carry a combination of medicines.

The form of the medicine duplicated this way is non-addictive, cannot cause an overdose, and does not carry lasting side-effects as per the base effects of Same Injection. It also carries no immediate side-effects that hamper the senses, including hallucinogenic effects.

The Noble may duplicate medicine with Availability no greater than their Industria. If the medicine's Availability is less than (Noble's Industria + Quality Bonus -1), it can be duplicated for free, otherwise, the Noble must pay the medicine's Availability in Wispcoins to duplicate it.

Upgrade: Spiritual Purification (Industria ••)

Action: Extended, 10 minutes/roll
Dice pool: Resolve + Medicine
Cost: 2 Wispcoins, 1 Willpower

Duration: Indefinite

The Noble can now produce medicine that expels Supernatural illnesses (such as mental damage from the destruction of one's daimon, infestation with Abyssal bloodworms or spiders, a plague conjured by a vengeful wizard, or psychological addiction by a vampire's Vinculum). The Regalia and Quality bonuses apply to the extended action made for Supernatural Purification. For each success, the syringe produces and holds a dose of supernatural medicine consisting of 1 cc of liquid. If the Noble takes any action other than rolling for this Charm or injecting these doses, the Charm ends and produces no further doses. These doses keep indefinitely until administered or otherwise expelled from the syringe.

Once a number of these doses equal to a certain threshold is administered to a human infected with a Supernatural illness, the continuing effects of the malady is ended as it is expelled. The number of doses needed to cure a Supernatural illness this way is its Toxicity + 1. If not already defined, the Toxicity of Supernatural diseases generally equals the potency of the effect that inflicts them - the ST sets a threshold for maladies that aren't rated for potency. Doses of Supernatural Purification have no effect until the threshold is reached. Supernatural Purification cannot remove a supernatural template or reverse becoming a supernatural creature such as a ghoul.

The evacuation of the Supernatural pollutant is unpleasant. Once the necessary number of doses has been administered the victim begins the expulsion process. For each dose administered to the patient, the patient takes the Stunned Tilt for a round and one Bashing Damage as their body lets out a horrific roar and vomits up an unearthly gas cloud symbolic of the disease; this damage is a physical reaction to the expulsion and is not considered to come from an Industria Charm, and so is not converted to levels of the Phantom Damage Tilt. This may incur a Breaking Point in witnesses (including the victim themselves), but has no other effects.

Doses administered to a patient not suffering from a disease or Condition are rapidly expelled without effect.

Upgrade: The Stained (Industria •••)
Requires Spiritual Purification

Medicine produced by Noble can now treat the first stage of Corruption by Tainted Areas, allowing its recipient to shed the Tainted Condition. Treat the Tainted Condition as a Supernatural illness with Toxicity equal to the Severity of the Tainted area that inflicted it for the purposes of curing it through Supernatural Purification.

Upgrade: The Darkened (Industria ••••)
Requires The Stained

The Noble may use Supernatural Purification to treat the Darkened who have not accepted its powers. Ten doses can restore a Darkened target with no Umbrae to full humanity. Darkened who receive a dose of medicine produced through Spiritual Purification may resist its effects as if it were a drug [CofD 96] with potency equal to the Industria of the character who produced it; only one roll is required for each dose. Each dose resisted this way counts as an administered dose for the purposes of determining the number of rounds for which the patient takes the Stunned Tilt and Bashing Damage dealt once the threshold is reached and the Darkened Condition is expelled.

Upgrade: The Self-Forsaken (Industria ••••)

Requires the Stained

The Noble may use Supernatural Purification to cleanse the Darkened of their Tainted powers. Ten doses causes the target to expel one random Umbra. Darkened with Umbrae who resist the medicine add +1 to their roll for each Umbra they possess. Each dose resisted this way counts as an expended dose for the purposes of determining the number of rounds for which the patient takes the Stunned Tilt and Bashing Damage dealt once the threshold is reached and the Umbra is expelled.

Spring Cleaner (Restore •, Industria •)

Regalia

Action: 15 minutes * Sanctuary
Dice pool: Special
Cost: (Sanctuary rating) Wispcoins

The Noble adds to their Regalia a small, squat, cylindrical device that draws out surface-marring substances and restores a space to its original state of cleanliness. Before activation, the Noble chooses a Sanctuary they want to affect, which cannot exceed their Industria. When the required Wispcoins are inserted into the device, it activates. Once the time required has passed, any dirtying substances such as dirt, hair, grime, oil, etc., on nonliving solid surfaces separate from those surfaces and are gathered to a point near the device; the Noble should have a container ready to receive them.

Upgrade: Purifier (Industria ••)

The Spring Cleaner now removes dust, pollen, and other particulates from the air as well. This leaves the air non-allergenic, but does not necessarily leave it non-toxic.

Upgrade: Sterilizer (Industria ••)

The Spring Cleaner now sterilizes the air and surfaces, leaving them non-toxic and free of bacteria and viruses but not necessarily non-allergenic.

Ember Legacy (Restore •••, Industria •••)

Action: Extended, 1 minute/roll, threshold = Special
Dice pool: Presence + Medicine - target's Willpower
Cost: 3 Wispcoins, 1+ Willpower

The spark in every human's soul must fade. One day this shall not be, but until then it falls to the keepers of Industria to ensure some pieces of that spark live on. The target must be a Tallow who has died and who has not had their body preserved or body parts such as organs harvested, or the Charm fails.

The Noble does not have to decide how much Willpower to extract from the target beforehand; after spending the Wispcoins they begin the process, drawing energy through inscription of runes and sigils on the corpse. With every Success accumulated, the Noble spends one Willpower and extracts one Dot of Willpower from the target in the form of a Shard of Will; this reduces the target's Willpower, making future rolls for this Charm easier. The Noble may roll a number of times equal to their dice pool, until their Willpower has been exhausted, or until there is nothing left of the target to harvest. Extra successes are wasted. Once the Charm is ended the target's body dries and dessicates, making future attempts at this Charm on the same body (and doing anything else productive with the body in general) impossible.

While its fruits are invaluable, the invasiveness of Ember Legacy always reverberates in the soul of one who uses it. Once the Charm is ended, the Noble takes the Soul-Shocked Condition. Unless the Noble knows that the target consented to the use of Ember Legacy before they die, they suffer a Breaking Point once the Charm is ended, and this Breaking Point is rolled with a penalty equal to the number of Shards of Will harvested.

Shards of Will are clear glasslike gems. Any character who knows of such Shards can identify one with a Wits + Occult roll, although this does not let them identify the original source. A Shard of Will has one purpose: to be used to pay the Willpower Dot cost of certain Charm activations. Someone activating such a Charm need only hold a Shard of Will in their hands to substitute its payment for one of their own Willpower Dots.

Modifiers: Person has been dead for at least twenty-four hours (-1 for every twenty-four hours of death), Damage in person's Health boxes includes damage inflicted by the Noble (Chance Die).

Upgrade: Life's Lootbox (Industria ••••)

After harvesting Shards of Will from a deceased person, the Noble may spend one of the harvested Shards of Will to coalesce a number of Shards of Will equal to the lower of their Industria and their target's Industria (minimum 1) into Bequests of either generic Charms or Industria Charms with total Rating equal to the number of Shards of Will coalesced this way. The Noble may produce more than one Bequest this way.

The Noble may coalesce one Shard of Will into [Human Defense Armament](#) or [Humanity's Favor](#) for the harvested's Asset Skills, two Shards of Will into [General Specialization](#) or [Special Generalization](#) for the harvested's Asset Skills, four Shards of Will into [Peak Performance](#), or any number of Shards of Will into Charms chosen randomly from those the character knew, either as Practical Charms or as Charms they knew.

The callous harvesting leaves a deeper impact only prior consent can prevent. Unless the Noble knows that the target consented to the use of Ember Legacy before they die, the Noble loses a dot of Belief even if they roll a Success or Exceptional Success on the Breaking Point roll.

We Can Rebuild Them (Restore •••, Industria •••)

Regalia

Action: Extended, 10 minutes/roll, threshold=special
Dice pool: Intelligence + Medicine
Cost: 2 Wispcoins, 1 Willpower.

Threshold	Injury
3	Tilts affecting any body part(s) on this list. Full removal, repair, or replacement of tongue(1).
6	Restoring lost function for parts on this list, including curing paralysis. Shedding Conditions relating to any body part(s) on this list.
9	Full removal, repair, or replacement of both eyes(1) or both lungs(2).
12	Full removal, repair, or replacement of both legs(3), brain(1), heart(1), left arm(2), right arm(2), or spine(3).

The Noble adds a bag of miscellaneous gears, tubes, polymers, and other spare parts to their Regalia with which they may restore functionality to the permanently injured. The Regalia and Quality Bonuses apply to the roll to activate We Can Rebuild Them.

We Can Rebuild Them can cure Tilts and shed Conditions relating to certain body parts, and can

replace those parts as well. The threshold of the Charm depends on the extent of the damage (the Storyteller should use the table provided as a guide). Any opposition from the target makes We Can Rebuild Them fail; active cooperation isn't needed, so Nobles can use We Can Rebuild Them on unconscious targets, but a conscious refusal frustrates the Charm.

The Noble may not use this Charm to create "redundant" organs in a person (e.g. giving the patient a second heart); any alterations must be consistent with a viable living standard human body plan of any gender or permutation/lack thereof, artificial appearance notwithstanding. The Noble also cannot simply remove parts of the body without the explicit and informed content of the character being treated. The Noble may remove an organ or tissue and then immediately replace it; doing so does not require active cooperation, but it does double the threshold of the charm. Using this Charm in a way that is fatal to a Tallow, regardless of prior agreements, is both a breaking of Industria's Ban and a Breaking Point.

We Can Rebuild Them leaves unmistakably technological signs on its target, replacing malfunctioning or missing body parts with obviously artificial versions of themselves. When healing temporary effects, the parts slough off to reveal normal tissue when the temporary effect would have expired. Fully replaced parts, on the other hand, remain as artificial functioning prosthetics.

Treat fully replaced parts as part of the character; damage to a prosthetic heals as normal as the prosthetic reconstructs itself (assuming the part isn't lost, such as due to aggravated damage to that part). If an organ replaced this way is tied to an Attribute (use the same table as for Goalenu parts), the character can no longer buy dots in that attribute. Other characters may react poorly to these body parts; per ST discretion, this can result in anything from penalties on Social rolls made by the target to interact with others to breaking points suffered by those who see unnatural prosthetics.

The Noble may use We Can Rebuild Them to remove a Goalenu graft and restore the organ it replaced. In this case the target's Revelation subtracts from the activation roll. Rolling a dramatic failure causes the target's Goalenu parts to regard the Noble as a servant of Darkness, and she can never use We Can Rebuild Them on that target again.

Upgrade: A Man Barely Alive (Industria ••••)
[With inspiration from Geometry]

Threshold	Injury
3	Tilts, scarring, missing tooth, lost finger joint. 1 Box of Damage
6	Restoring lost function: 1 lost Attribute dot, etc.
9	Full removal, repair, or replacement of other small organs and tissue: muscle, skin, fat, etc.

12	Full removal, repair, or replacement of other large organs: reproductive system, stomach, etc.

The Noble may now restore the permanently injured to their original full health. The character they are working on does not worsen in condition. They do not bleed out or take further damage, and if this Charm is being used to replace a body part, the character does not suffer from the loss of the part so long as the Charm is ongoing; if the Charm fails or is ended before the healing is complete, the character worsens as normal.

Additionally, the Noble may now restore the permanently injured to their original full health. They can now cure damage, any Tilts and Conditions caused by physical disability, and restore Attribute dots lost from physical damage. The threshold depends on the extent of the damage (the Storyteller should use the table provided as a guide.)

Using A Man Barely Alive to heal damage inflicts the moderate Sick Tilt on the character healed this way until the damage would have healed naturally; this process cannot be sped up by external supernatural means. The penalty inflicted by the Sick Tilt cannot exceed 5 - the character's Industria.

Upgrade: Clean Cut (Industria ••••)
Cost: +1 Wispcoin

The Noble's replacement parts take on the biological characteristics of the patient. If the threshold is met, no scars or technological signs are left on the patient, and replaced organs no longer prevent the patient from buying dots in the corresponding attribute.

Upgrade: Universal Repair (Industria ••••)

Threshold	Damage
1	Restore 1 lost point of Structure. Increase by 1 for every 5 points of Size after the first 5.
3	Restore 1 lost point of Durability. Increase by 3 for every 5 points of Size after the first 5.

The Noble can repair objects as well as people. The threshold depends on the extent of the damage (the Storyteller should use the table provided as a guide.)

Additionally, the Noble can now use Intelligence + Crafts when activating We Can Rebuild Them, even when working with people.

Upgrade: We Have The Technology (Industria ••••)

Requires [Market's Visible Hand](#) with [Bequeathed](#)

Cost +0-1 Willpower Dot.

A body part replaced with We Can Rebuild Them tied to an Attribute (use the same table as for Goalenu parts) is always considered a suitable form for a Bequest when this upgrade is applied. If the Noble makes the Bequest directly, this increases the time required to one hour/roll and requires the Willpower Dot be paid to cement the Bequest. Alternatively, they or another Noble can imbue the piece with an inert Bequest via the [Personal Implant](#) Style Merit, either when it is first created or at a later time.

Such a Regalia piece created with We Can Rebuild them may hold a Digital Bequest or a normal Bequest with a rating up to its Size. We Have The Technology can be applied when We Can Rebuild Them is activated on a part previously created with We Can Rebuild them; if successful, the part is honed as above.

Upgrade: Healing Touch (Industria •••••)

[Inspired by Corbyn02 and others.]

Requires [A Man Barely Alive](#) or [Clean Cut](#)

Threshold = Target's Health
Cost: +1 Wispcoin, +1 Willpower dot (from Noble), +0-1 Willpower dots (from patient)

The Noble may activate We Can Rebuild Them to attempt to resuscitate someone who has died within the last (Noble's Industria + Target's Industria + Quality Bonus) minutes. Once the threshold is met, the damage in the target's last Health box is cleared, the Noble and the target each lose a Willpower Dot, and they become conscious. If the Extended Action is aborted or failed, the target is irrevocably dead. If the character revived this way is a [Wick](#), they also lose a dot in their highest Attribute.

On an Exceptional Success, the patient does not lose a dot of Willpower.

Shape Charms

Air Tank (Shape •, Industria •)
[Life-Support](#), Regalia

Action: Permanent (See below)

Duration: Concentration (See below)

The Noble adds a Size 2 air tank system to their Regalia. To fill the air tank, the Noble takes an Instant action to focus on the air tank and concentrate. As the Noble concentrates, the air tank fills itself with nearby air that lasts for a time equal to the time spent concentrating. The air tank can fill with up to (Noble 's Industria * (Quality Bonus +1)) hours' worth of air collected this way. If the tank is dismissed or destroyed, it empties.

The air tank system comes with the tubing, regulator, and other components necessary to be used by the Noble . The air tank works safely in a vacuum and at any depth or altitude on Earth, and can be used directly or reshaped to work with airtight clothing or gas masks with a Transformation Action.

Unless the On-Command Upgrade is applied, the air tank only works for the Noble. If the On-Command Upgrade is applied, the Air Tank can be given a nozzle with a Transformation Action, allowing it to inflate any object of Size (1 + Quality Bonus) * 5 or less to an air pressure that's safe and functional for the object; this takes the object's Size in minutes.

Upgrade: Rebreather (Industria ••)

The air tank is now a Size 1 puck, small enough to be placed directly over the Noble's mouth and nose. The air tank disperses exhaled air in such a way that it can be safely used even if placed inside a sealed suit, for example.

Upgrade: Additional Tank (Industria ••)

Life-Support

The Noble can manifest an additional tank. Concentration fills both manifested tanks simultaneously.

Upgrade: Circular Breathing (Industria •••)

Life-Support

Requires Rebreather

The Noble empowers their air tank to scrub the Noble 's exhalations for reuse via concentration, allowing them a functionally indefinite air supply so long as they maintain their concentration. Additionally, the Noble can move, talk, and sleep without breaking concentration (although anything else, including anything that requires a dice roll, breaks concentration). Using the air tank this way does not fill the air tank; if Additional Tank is applied, the Noble can fill the extra tank with the same concentration used to breathe indefinitely from the main tank. The Noble chooses whether they are reusing their own oxygen or filling the air tank whenever they

concentrate.

If the On-Command Upgrade is applied, the Noble must be the one who concentrates and chooses the air tank's mode when they do so. Additionally, they can choose to inflate objects instead of reusing their oxygen or fill the air tank.

Upgrade: Iron Lung (Industria •••••)

Life-Support

Requires Additional Tank and Circular Breathing

The Air Tank can direct air into the Noble's body (or into another's body if On-Command is applied) even if they are physically incapable of breathing. For the purposes of Circular Breathing, the person breathing through the Air Tank is considered concentrating even if they are unconscious.

Always Creating (Shape •, Industria •)

Regalia
Action: Permanent

The noble adds a multitool to their Regalia that can assist in their projects. When a Noble takes this Charm, they choose one of the following three effects. Nations that offer Always Creating choose which effect to apply as its base Charm. The unchosen effects may be purchased Upgrades to Always Creating. Upgrades to Always Creating that require a specific effect function regardless of whether that effect was chosen as the base effect of Always Creating or purchased as an Upgrade to it.

The three effects that the Noble can choose from are as follows:

-Compositional:
[With suggestions by kentonHR and Kalzky, and inspirations from RocketRelm]
The multitool can change between a black pen, a #2 pencil, a piece of white chalk, a black dry-erase marker, a black permanent marker, a black calligraphy brush, a black crayon, or a stylus pen and eraser that functions on any touchscreen.

Regardless of its form, the mundane material the implement's form typically works with (such as ink, paint, pigment or graphite) doesn't run out, smudge, or smear (including with itself).

The multitool's output can be easily and cleanly erased with the multitool itself, but otherwise is as difficult to remove as the mundane material it mimics; doing so causes the material to disappear in nearly invisible sparks. The mimicked material is nonconductive and will not seep

into or otherwise damage the material it is placed on, making it effectively non-toxic. No matter how much the implement is used over one spot, the final thickness of the output will always be negligible.

The multitool's form and output width (which can be any width up to [1 + Quality Bonus] inches) can be changed with a Transformation Action. The compositional multitool allows the Regalia and Quality bonuses to apply to Crafts and Expression rolls where it is used.

-Cooker:

[Inspired by Aquatic Argonaut]
The multitool can take the shape of a cooking surface. This implement can take the shape of any pot, pan, or tray suitable for an oven, stove, or fire, of Size up to half the Noble's Industria, rounded up. If Enlarged is applied, the implement's size can be up to the Noble's Industria, and the implement can take on a more complex form such as an oven, slow cooker or pressure cooker that must be plugged in or have Heating applied to function. The Regalia and Quality bonuses apply to any Crafts, Expression, or Survival roll related to cooking or baking food. The implement is completely nonstick; mundane objects will not adhere to it.

Any attempt to cook a non-organic substance fails immediately and destroys the multitool. For this purpose, a substance is "organic" if it's either produced by a living organism, or contains carbon and no atoms of a metallic element.

-Crafter:

The multitool can shift into any single piece of Crafts Equipment with Size up to the Noble's Industria other than a cooking surface; if used as an art implement, it does not generate its own material. The Regalia and Quality bonuses apply to any mundane Crafts roll that utilizes the equipment. In a pinch, the equipment can be used as an improvised weapon, doing lethal damage; the Regalia bonus applies to this use, but the Quality bonus does not.

Regardless of its function, the multitool does not function for others unless On-Command is applied.

Upgrade: Assembly Line (Industria ••)

[Inspired by Vent0]

Action: Reflexive
Dice pool: Manipulation + Crafts
Cost: Availability in Wispcoins per Success.

The Noble increases their output. After crafting something using solely their multitool, they can roll Manipulation + Crafts. For each success, they may spend a number of Wispcoins equal to the

created item's Availability to create a duplicate of that item. The Noble can create a number of duplicates up to their Industria this way.

Upgrade: Color and Content (Industria ••)

[With suggestions from MeowMilk]

Requires [Compositional](#)

The multitool can now output in any color, with any mundane saturation and brightness. The multitool can have larger shapes and multiple points/brushes/tips, up to (1 + Quality Bonus) points/brushes/tips (each can have a different color), with a total width no greater than (1 + Quality Bonus) inches and total area no greater than (1 + Quality Bonus) square inches.

The multitool's output can now be made erasable, water-soluble, or permanent regardless of the mundane material it is mimicking, although it is always easily and cleanly erasable with the multitool itself. Finally, the output can be specialized for specific purposes (such as highlighting, oil painting, makeup powder or tattoo ink). If combined with [Home Office](#), the multitool can provide enough ink to print (1 + Quality Bonus) pages a second (paper must still be provided).

The Noble can change the multitool's form, specialized purpose (if any), the shape and number of its points/brushes/tips, the color(s) of its outputs, and whether its outputs are erasable, water-soluble, permanent, or as the mimicked material with a single Transformation action.

Upgrade: Enlarged (Industria ••)

When a particular project calls for larger equipment, the Noble can enlarge the multitool. They spend 1 Wispcoin to transform the multitool into a piece of Crafts equipment up to Size (5+Industria) (or Industria, for [Cooker](#)), which will allow them to carry out a mundane Crafts action for which proper equipment is not available. The Regalia and Quality bonuses apply to the action the equipment is manifested for. When the action resolves, the multitool changes back.

Upgrade: Heating (Industria ••)

Action: Instant
Cost: 1 Wispcoin.
Duration: 24 hours or until dismissed.

The Noble can increase the temperature of their multitool.

Once this Upgrade is activated, the Noble can increase or lower the temperature of the multitool by up to 100 degrees Fahrenheit with a Transformation action, from a minimum of room temperature to a maximum of (Industria + Quality Bonus)x 100 degrees Fahrenheit. This heat is transmitted in whatever form is most suitable to the Noble's needs.

The heat of the multitool cannot light things on fire, has no effect on temperature-based Extreme Environments, and neither the multitool nor things heated can deal damage to others through the heat, even once an object has left contact with the multitool.

Upgrade: Message Seal (Industria ••)

Requires [Compositional](#)

The Noble can transform their compositional multitool into a self-inking stamp the size of a square with sides of any length up to (1 + Quality Bonus) inches, containing any grayscale (or with color, if Color and Content is also applied) design that can fit in this area. The compositional multitool can be changed into or out of its stamp form with a Transformation Action.

Changing the stamp's design requires a successful Presence + Expression roll; the Regalia and Quality bonuses apply to this roll.

Dramatic Failure: The stamp looks fine when inspected, but when used leaves clear signs of imperfection and forgery (if forgery was the intent).
Failure: When inspected, it is clear that the stamp will leave clear signs of imperfection and forgery (if forgery was the intent) if used. Further attempts at the same design within the same scene are at a cumulative -1 penalty.
Success: The Noble successfully forms the design.
Exceptional Success: If the Noble has Data Wizard or [Personal Computer](#), they can link the Charms and download the stamp's design onto their Data Wizard or Personal Computer.

Suggested Modifiers: Creating a design without a physical reference (-2), Downloading a design from the Noble's Data Wizard or Personal Computer (+1 Success), Design contains only letters and/or numbers (No roll; automatic Success), Forging another's logo, design, or signature (No roll; automatic Failure).

Alternatively, if the Noble has Data Wizard or Personal Computer, the Noble can link the two Charms and use a Transformation action to transform their stamp into one whose output is a black and white 1"x1" QR code that can hold up to [1 + Quality Bonus] MB in data taken from their Data Wizard or Personal Computer.

Upgrade: Thermal Foodbox (Industria ••)

[With suggestions by Naomi]
Requires [Cooker](#)

Food that is in the multitool while it is in the form of a cooking surface continues to exist when the multitool is dismissed in that state. It maintains its temperature indefinitely and does not spoil.

Additionally, if (Quality Bonus + 1) is greater than or equal to the penalty inflicted by any Environmental Tilt, characters may directly eat from the cooking surface without worry that the elements will contaminate their food. If the multitool is destroyed, all items in it are irrevocably lost.

Upgrade: Visibility Settings (Industria ••)

Requires [Compositional](#)

When the Noble uses the multitool as a writing/art implement (including the use of [Message Seal](#)), they can modify its output in additional ways. They may apply any or all of the following effects:
- The output is only visible (or glows) under ultraviolet light.
- The output is only visible (or glows) when seen digitally, such as with a smartphone or through a digital camera (including Data Wizard or [Personal Computer](#))
- The output is only visible (or glows) to [Tallows](#).
- The output is only visible (or glows) when seen with Data Wizard or [Personal Computer](#).
- The output is only visible (or glows) to characters using a Light-based ability to see or otherwise sense the supernatural.

Changing which (if any) effects apply requires a Transformation action.

Upgrade: Man's Wonderwerk (Industria •••)

Requires [Heating](#)

Fire has been the symbol of Humanity's brilliance ever since people first learned to control it, and its power has remained ever since. The Noble's multitool can now act as a firestarting device that never runs out of fuel. The Noble can start a fire with a candle's Intensity just by touching the fuel with her tool.

Upgrade: Purifier (Industria •••)

Requires [Heating](#)

The multitool burns away the Toxicity of the materials as the Noble works with them, causing such toxins to gasify and evaporate harmlessly.

Upgrade: Clean Fuel (Industria ••••)

Requires [Man's Wonderwerk](#)

Action: Instant
Cost: (Sanctuary rating) Wispcoins
Duration: Until fire is out.

If the Noble tosses the appropriate number of Wispcoins into a fire started with the Multitool, the resulting fire burns cleanly, producing no smoke or toxic gases and leaving no ashes, soot, or residue, only the materials that do not burn. The effect remains even if the fire grows, so long as it grows no larger than the chosen Sanctuary rating.

Upgrade: Gutenberg's Revelation (Industria ••••)

Requires Color and Content
Requires Crafter
Requires Personal Computer with Home Office

Action: Special (see below)
Cost: 1 Wispcoin

The Noble can now create books containing material taken from their Personal Computer. By spending a Wispcoin, the Noble can print up to (Noble's Industria + Quality Bonus + Personal Computer's Quality Bonus)*100 pages of size up to 8" x 11 ½" without requiring external ink or paper, any of which can be bound into perfect-bound paperback books of up to 500 pages each; the front cover, the back cover, and the spine all count as a page each. This Upgrade prints (1 + Quality Bonus) pages each-half second, and all pages appear and are bound instantaneously once sufficient time has passed.

Creating books this way without providing proper attribution for the material risks breaking Industria's Ban, and deliberately attempting to steal credit for another's work leads to loosely-bound books of sloppily-printed pages.

Upgrade: Pitchfork-Perfect (Industria ••••)

Requires Man's Wonderwerk

Action: Instant
Cost: (Sanctuary rating)x3 Wispcoins
Duration: Until fire is out.

The Noble may toss the appropriate number of Wispcoins into a fire started with the Multitool; that fire now does no damage to Tallows, including through other means such as heat exposure or smoke inhalation. The effect remains even if the fire grows, so long as it grows no larger than the chosen Sanctuary rating.

Upgrade: Light of Prometheus (Industria •••••)

Requires [Clean Fuel](#) or [Pitchfork-Perfect](#)

The Noble's Multitool now acts as the Noble's symbol of mankind's control over the Light of fire. The Noble may activate Clean Fuel and/or Pitchfork-Perfect on any fire, not just those made with their multitool. If this Upgrade is switched out, the effects of those upgrades end immediately.

Bubble Shield - New Upgrades

Upgrade: Alloyed Bubble (Industria ••)

[Inspired by Cozyglow, Additions inspired by TransientLunatic and Coryn02]

Action: +1 Instant
Cost: +1 Wispcoin

By taking an additional Instant action and spending an additional Wispcoin, the Noble creates a Bubble Shield that is both Ablative and Adamant. Apply both materials, combining the Structure and Durability as well as the effects.

Upgrade: Personal Generator (Industria ••)

[Inspired by Inedible, with additional wording inspired by Cozyglow]

Regalia

The Noble adds a personal generator to their Regalia that clips around their waist. As long as the generator is active, the Regalia and Quality Bonuses apply to activations of Bubble Shield. Additionally, the Noble may choose to create a field that protects only themselves (or someone else wearing the generator if [On-Command](#) is applied); this counts as a Radius of 0 for the purposes of determining the dice pool. A Bubble Shield of Radius 0 surrounds the protected character as long as it exists, no matter how they move.

Upgrade: Magic Filter (Industria ••)

[Rework inspired by Cozyglow]

Cost: +0-2 Wispcoins.

The Noble can create a Bubble Shield that interferes with Supernatural abilities that do not come

from the Light. When a party on one side of the Bubble Shield activates a supernatural ability not of the Light that targets one or more characters on the other side of the Bubble Shield, remove Successes from the activation roll. Each success removed this way removes three Structure from the Bubble Shield. If Adamant was applied, remove successes equal to the Bubble Shield's Durability; apply this effect first.

A Bubble Shield with Magic Filter applied does not protect against mundane attacks or attacks powered by the Light going in either direction unless the Noble spends an additional Wispcoin; If Alloyed Bubble was also applied, the Noble must spend two additional Wispcoins instead.

Upgrade: Tight Fit (Industria ••••)

[Inspired by Cozyglow]

Requires On-Command and Personal Generator

The Noble may create a Radius 0 Bubble Shield around any target of Size no greater than (Noble Size + Quality Bonus). If the target is not wearing the Personal Generator, they must make a Reflexive Strength + Athletics roll against the Noble's successes on the activation or take the Immobilized Tilt until the Bubble Shield ends. If rolls made to end the Tilt would deal damage to a Tallow, they inflict that many levels of the Phantom Damage Tilt instead. Characters immobilized by the Bubble Shield are still protected by it.

Cleaning and Cleansing (Shape •, Industria •)

Action: 5 minutes
Dice Pool: As Transformation
Cost 0-1 Wispcoins

The Noble can cleanse themselves and worn items. The dice pool for this roll has the same penalty as the negative situational modifier to social rolls granted by the sensory effects of external detritus on the Noble. For example, if the Noble is splattered in mud that would give a -2 penalty, the roll also takes a -2 penalty. This penalty cannot exceed the Noble's Industria; detritus that inflicts a higher penalty cannot be removed with this Charm. Cleaning bare skin, Heraldry, and Regalia is free; attempting to cleanse worn items other than Heraldry or Regalia costs 1 Wispcoin.

Dramatic Failure: The stains are worsened, increasing the penalty by an additional -1.
Failure: Nothing happens.
Success: Dirt, detritus, and liquid slides off the Noble's clothing, Heraldry, and Regalia as they are sanitized, collecting at their feet and refusing to stick back on to them; ideally the Noble should be standing on a container or a drain so the detritus can be safely disposed of.

Exceptional Success: The dirt and detritus are particularly non-viscous, easily sliding down into drains and through pipes.

Upgrade: Fashionable (Industria ••)

Cost: +0-1 Wispcoins
Duration: Until detransformation or Industria in hours.

The Noble may reshape their worn items, Heraldry, and Regalia, changing colors, choosing shape and design, and adding features and details. This applies one of the following benefits, both if the activation roll was an Exceptional Success:

- The Noble gains the benefit of the Exemplary Regalia Merit, applied to their worn items, including Heraldry and Regalia.
- The Noble shapes their clothing and worn items into Fashion [CofD 277]; instead of providing a Dice Bonus, the Regalia and Quality bonuses apply to any Social roll helped by fashionable clothes appropriate to the situation.

Reshaping only Heraldry and Regalia carries no additional cost, and lasts until detransformation. Reshaping any other clothes the Noble is wearing costs 1 Wispcoin, and changes the duration to the Noble's Industria in hours.

Upgrade: Cosmetic (Industria •••) [Inspired by Celeste and Vent0]

Requires [Fashionable](#)

Cost: +1 Wispcoin
Duration: Industria in Hours

By spending an additional Wispcoin, the Noble can change the appearance and scent of themselves and their clothing, Heraldry, and Regalia. This includes applying cosmetics, scents, grooming, shaving, styling, temporary hair growth, clothing structure, etc. Additionally, Cosmetic allows hair and clothing to remain in place without external support for the duration of the Charm. Applying Cosmetic provides a +1 bonus to any Social roll helped by fashionable clothes appropriate to the situation for the duration of the Charm.

Freshwater Fill (Shape •, Industria •)

Requires [Always Creating](#) with [Cooking Pot](#)

Action: Multitool's Size in minutes
Dice pool: Dexterity + Science
Cost: Multitool's Size - Multitool's Quality Bonus (minimum 0) in Wispcoins.

The Noble draws fresh water into the multitool they get from Always Creating. If the multitool is not in the form of a cooking implement that can hold water, the Charm fails. The Noble must toss the Wispcoins used to pay this Charm's cost into the implement, then activate the Charm.

Dramatic Failure: The Multitool shatters and must be recreated.

Failure: The multitool does not fill with water.

Success: The multitool fills with freshwater over the Multitool's Size in minutes; the Noble can choose to only fill the multitool partway; this does not reduce the time required. This water will be absorbed by food being cooked in the multitool as in normal cooking, but evaporates immediately if it leaves the implement or if someone attempts to drink it directly. This water can be heated if Heating is also applied to the multitool, but neither it nor its steam deal damage via scalding, and the steam cannot be recollected.

Exceptional Success: The time needed for the Charm becomes the Multitool's Size in turns.

Upgrade: Flavored (Industria ••)

Cost: +1 Wispcoin

The Noble instead fills the multitool with any liquid or mixture of liquids all safe to use in cooking. If the liquid/mixture is safe in itself but would become toxic if cooked in conjunction with ingredients currently in the multitool, the Charm fails unless [Purifier](#) was applied to the multitool.

Fueling Adapter (Shape •, Industria •)

Regalia

Action: Instant
Cost: 1 Wispcoin
Duration: Industria in hours.

The Noble adds a special adapter to their Regalia with a slot that can take Wispcoins at one end and an outlet that can be reshaped with a Transformation Action to connect to any inlet intended for combustible fuels or gases at the other end. Once a Wispcoin is inserted into the object with an Instant action via the adapter, the adapter slowly converts the Wispcoin into the appropriate fuel, allowing the object to be operated for the Noble's Industria in hours. If the adapter is removed, the remains of the Wispcoin dissolve into the air and are lost. The adapter is compatible with objects (including vehicles) of Size no greater than 5 * (Quality Bonus + 1).

Upgrade: Jumper (Industria ••)

Action: Instant
Cost: 1 Wispcoin

The Noble can use the Fueling Adapter to recharge a dead battery of a compatible vehicle powered with a combustion engine with an Instant Action by inserting one Wispcoin into the

vehicle via the adapter, or to power an electric vehicle through its charging inlet. Applying Jumper also allows the adapter to connect to the vehicle via internal connections like a cigarette lighter or USB port.

Glass House (Shape •, Industria •)

Action: Meditation, threshold = 1 (special; see below)
Dice pool: Presence + Crafts
Duration: Noble's Industria in hours

When the threshold is met, the ground under the Noble trembles, and then the Noble is surrounded by a glass box. The box is a rectangular cuboid whose length, width, and height are all no larger than 10' but large enough to fit the Noble. Each side has Structure 1 and Durability 1. The box's Size is equal to the span of its longest dimension in feet. The box is watertight, but the glass is permeable enough to allow gases to go in and out.

When a part or all of the box breaks off, it dissolves in a spray of sparks. When the Charm ends, the entire box dissolves in a spray of sparks. The Noble who activated this Charm may end it early with a Reflexive action; this automatically ends all Upgrades that were applied to it.

Time that the Guildmember sleeps inside of the box does not count against the Duration of Glass House.

The Guildmember may not use this Charm unless they are standing on solid ground (including on top of a solid man-made structure) with enough surface and space enough to accommodate the final box, or are in the box itself.

Activating the Charm while the box is already summoned requires the Guildmember to be in the box. When the threshold is met, the new box replaces the old with no gap of time.

Upgrade: Custom Outside: Basic (Industria ••)

[With modifications inspired by Cozyglow]

Action: Meditation, 1 turn/roll, threshold = Regalia Structure
Dice pool: Presence + Crafts
Cost: +1 Wispcoin
Duration: Noble's Industria in hours.

The walls, ceilings, and ground of the box are altered and strengthened; for the Duration of the Upgrade, the Structure and Durability of the box's side are now that of one of the Noble's Regalia pieces. The Noble may turn any number of sides of the glass box to an opaque light grey, and may incorporate holes of any size as well as sections of any size where the material is pliable enough to bend and serve as a door while remaining watertight when closed.

Applying Custom Outside: Basic while it is already applied resets the Duration with no gap of time and allows the Noble to apply different Upgrades and/or to apply them differently.

Time that the Noble sleeps inside of the box does not count against the Duration of Custom Outside: Basic.

Upgrade: Custom Inside (Industria •••)

Requires [Custom Outside: Basic](#)

Action: threshold: +Availability
Cost: +1 Wispcoin.

When the Noble applies Custom Outside, they may also apply Custom Inside. When this Upgrade is applied, the Noble chooses an Availability and adds it to the threshold.

When the threshold is met, for the duration of Custom Outside: Basic the inside of the box adds cubic construction of wood, steel, brick, stone (not precious stones), glass, foam, and/or wiring, with water pipes, electrical outlets and most modern conveniences as desired. The Noble must choose an appropriate Availability to match the box's quality as a residence or working space, as measured by Availability [CofD 100]. The box can now be made airtight, although without a method of ventilation this will be harmful to the health of those within the box in hours. If the Noble wants any plumbing and power outlets in the building to work, there must be water systems and electrical systems next to the box, but so long as the systems are there, they can be connected and routed as the Noble wishes.

Furnishings in the building constructed this way are integral with it, made of the same materials with the same Durability, and immovable. Furnishings cannot include microprocessors, microcontrollers, or integrated circuits, but they can be connected to a Data Wizard or [Personal Computer](#) that can replace the functions of these parts.

Upgrade: Custom Outside: Charmed (Industria ••••)

Requires [Custom Inside](#) and other Charms (see below)

Action: Meditation, 1 turn/roll, threshold: Total ratings of integrated Charms in dots.
Dice pool: Presence + Crafts
Cost: Number of integrated Charms in Wispcoins.
Duration: Noble's Industria in hours.

The Noble may apply Custom Outside: Charmed to a box they have created with Glass House, including those that they (and only they) have made permanent with [Finishing Touch](#).

When the threshold is met, the chosen Charms are integrated into the box for the Duration of the Upgrade. The Noble cannot integrate a combination of Charm and Upgrades that they themselves could not activate, nor can they benefit from Charms that are currently being integrated into the box. The Noble may unintegrate any number of integrated Charms as a Transformation action, but cannot then integrate them again without reactivating this Upgrade.

The following Charms can be integrated:

- **Always Creating**: Composition can be integrated, allowing the Noble to change any of the sides to clear, black, or white with a Transformation action. Color and Content can be Integrated, allowing the Noble to decorate the walls, ceiling, and floor as they wish; Presence + Expression rolls may be required for particularly complex designs.
- **Core Clothing**: Integrating the base Charm has no effect, but Quality, Stain-Repellant, Thruster System (the tertiary flight mode requires Replacement Movement System to function properly), Weatherwear, Element Buffering System, Exoskeleton (Requires Replacement Movement System with Full Dexterity to also be integrated), Kilidahazard Suit, NBC System, and Exo-Suit can be integrated, applying their effects to the box.
- **Sphere of Light**: The light and sound produced by the base Charm and integrated Upgrades can be set to be visible/audible on the inside of the box, the outside, or both, and this can be adjusted with a Transformation Action. On-Demand, Quality, Full-Spectrum Halo, Sphere of Sound, Spotlight, Repelling, Zenith Musicians' Aura, and Searing can all be integrated.
- **Human Defense Armament**: The Human Defense Armament and any of its Upgrades can be integrated. Integrating Human Defense Armament manifests a control device inside the box which must be used to aim and attack unless On-Demand is also integrated. Unless On-Demand is also integrated, any attacks made with the integrated Human Defense Armament are at a -2 penalty.
- **Replacement Movement System**: Grants the box movement. On-Demand, Quality, Full Dexterity, All-Terrain, and Fast Movement can all be integrated. Integrating Replacement Movement System manifests a control device inside the box which must be used to move and steer the box unless On-Demand is also integrated.
- **Solar Sympathy System**: When integrated, powers all items in the box of Size 1 or less while active. The Quality and Gathering Upgrades can be integrated.

Applying Custom Outside: Charmed while it is already applied resets the Duration with no gap of time and allows the Noble to integrate different Charms and Upgrades.

Upgrade: Finishing Touch (Industria ••••)
[With additions inspired by Vent0]

Requires Custom Inside

Action: Meditation, 1 turn/roll, threshold = Special (See below)
Dice pool: Presence + Crafts

Cost: 1 Wispcoin, 1 Willpower

The box and its furnishings are made permanent, and can now be maintained, modified, repaired, or replaced and desired; any furnishing removed from the box dissipates into a spray of sparks. The box no longer counts as an instance of Glass House, allowing the Noble to activate the Charm to create a new glass box, although the Guildmember who created it may still integrate Charms into it using [Custom Outside: Charmed](#).

The base Threshold of Finishing Touch is 1. Add Regalia Structure to the Threshold if Custom Outside: Basic is active. Add Availability to the Threshold if Custom Inside is applied.

Inventory Pocket (Shape •, Industria •)
Regalia

Action: Permanent

Upon purchasing this Charm, the Noble adds a Size 1 pocket to their Regalia. This pocket can be attached to any part of any piece of clothing they are wearing with a Transformation Action; doing so causes the pocket's appearance to shift to match the clothing it is on.

This pocket opens into an extradimensional space. The Noble can lock or unlock this pocket with a Transformation Action. While the pocket is unlocked, Noble may store any number of Size 1 items in the pocket and its extradimensional space indefinitely, as long as each item is small enough to fit through the pocket's opening and is light enough for the Noble to lift without help.

Unless On-Command is applied, only the Noble may place or remove items from the pocket, even if it is unlocked; others find only an empty bag or have objects placed into it instantly fall out unless they use an appropriate supernatural ability and succeed at a Clash of Wills.

Putting an object in the pocket is an unrolled Instant Action. Taking an object out is also an Instant action. As the number of items in the bag is less than the Noble's Inner Light + Larceny, this is an unrolled Instant Action. If the number equals or exceeds this limit, the Noble must roll Wits + Larceny to find the right item in among the clutter; the Noble takes a penalty on this roll of -1 for each item in the bag over their Inner Light + Larceny, and the Regalia and Quality bonuses apply to find the right item among the clutter in the pocket.

Dramatic Failure: The Noble finds nothing in the bag, and is so occupied with searching that they lose their Defense for 1 turn.
Failure: The Noble pulls out the wrong item.
Success: The Noble takes out the item they wanted.
Exceptional Success: The Noble finds the item immediately, and removes it as a reflexive action.

Items that are put into the extradimensional space are safe from harm and protected from loss, as they are bound to the Noble rather than pocket itself. However, they aren't held in stasis; food will spoil if kept long enough. Moreover, while the pocket is closed air can't get into it, so anything living will suffocate if trapped inside when the pocket locks. Should the Noble themselves die all items in the extradimensional space are lost.

Upgrade: Bottomless Belly (Industria ••)

The Noble can use the interdimensional space to store and absorb nutrition. They may eat to their heart's content; excess food and liquids are dumped in the extradimensional space where it does not spoil, and are later placed in the body to be digested/absorbed as needed; they may not be removed from the extradimensional space via either the pocket or the bag. Bottomless Belly does not protect against Toxicity, and has no effect on objects that cannot be safely consumed.

Bottomless Belly is compatible with Spiritual Sustenance, allowing the latter's effect to be cumulative indefinitely.

If On-Command is applied, the Noble can release excess safe amounts of food and liquids into the body of a character who either can and does give informed consent or who is mentally incapable of refusing by holding their hand.

Upgrade: Disgorging (Industria ••)

As long as the Inventory Pocket is open, the Noble may spend a Full turn and a point of Willpower to eject all Size 1 objects from the extradimensional space, which appear on the ground around them.

If Non-Infringing Bottomless Bag is applied and the bag is unlocked, the Noble may spend a Full turn and a point of Willpower to eject all objects from the extradimensional space, which appear on the ground around them.

Disgorging does not eject objects absorbed via Bottomless Belly or Internal Curing and Cleaning.

Upgrade: Internal Curing and Cleaning (Industria ••)

The Noble uses the interdimensional space to store curatives and waste products produced by the body, allowing the Noble to control their release. While this Upgrade is active, the Toxicity of anything they consume is reduced by the Noble's Industria; this does not reduce the effectiveness of medicine or other drugs, which are held in the extradimensional space without losing efficacy until they are required and absorbed by the body.

Additionally, any waste material (gas, solid, or liquid) the Noble's body produces (such as through digestion or in the blood) is released into and held in the extradimensional space. The

Noble can expel any waste material collected through a version of defecation that deals no harm to the Noble.

If [On-Command](#) is applied, the Noble can release excess safe amounts of medicine into the body of a character who either can and does give informed consent or who is mentally incapable of refusing by holding their hand. The Noble can also have their extradimensional space absorb the waste material produced by the body of a character who either can and does give informed consent or who is mentally incapable of refusing by holding their hand.

Upgrade: Loading (Industria ••)

Replace the Failure result of attempting to find an object in the extradimensional space with:

Failure: The Noble does not locate the item. Once on each subsequent turn, the Noble may attempt to locate the same item as a Reflexive Action; these attempts take a cumulative +1 bonus until the item is found. The Noble must abandon these attempts if they wish to remove or attempt to remove a different object from the extradimensional space.

Additionally, when the Noble removes an item from their dimensional space, they may have it appear anywhere they can see within Industria yards of their position or on the other side of a boundary, so long as the other side is within Industria yards of their position. In the latter case, the object appears at their feet if the other side of the boundary is too far away.

Upgrade: Non-Infringing Bottomless Bag (Industria ••)

Action: Instant
Dice pool: Unrolled
Cost: 1 wisp
Duration: Industria in hours.

The Noble adds a locked bag to their Regalia that opens to the same extradimensional space as the pocket. This bag can take on the form of any bag, purse, backpack, briefcase, or other carrying container of Size no greater than the Noble's Industria; its form can be changed with a Transformation Action. Regardless of its size, it does not encumber the Noble wearing it (or others, if On-Command is applied). Activating the Upgrade unlocks the bag for the Noble's Industria in hours.

Unless On-Command is applied, only the Noble may place or remove items from the bag, even if it is unlocked; others find only an empty bag or have objects placed into it instantly fall out unless they use an appropriate supernatural ability and succeed at a Clash of Wills.

The Noble can store any object in the bag, so long as it can fit through the bag's opening and its Size does not exceed half the Noble's Inner Light (rounded up). If the Noble applies an Invocation when they unlock the bag, they can store objects of Size up to their dots in the

Invocation; the objects are the Charm's targets, so to apply an Invocation at no cost, all the objects stored or removed must be costless targets for that Invocation.

The bag and the pocket share the same extradimensional space; Size 1 objects can be placed and pulled out of either.

Finding an item in the bag follows the same rules as finding an item in the pocket. The Regalia and Quality bonuses apply to find the right item among the clutter in the bag.

The Noble can purchase the Enlarged, Deepened, Stretched, and Lightened Upgrades for Miss Poppins' Bottomless Bag [Vocation 264] and apply them to Inventory Pocket; each of these Upgrades has the prerequisite "Requires Non-Infringing Bottomless Bag," but apply to both the pocket and the bag.

Upgrade: Quantum Inventory (Industria ••)

The Noble can store a group of multiple quantities of objects that look identical or nearly so from the outside and have them occupy the same "slot." When the Noble pulls out one of these objects from the extradimensional space, the instance pulled out is chosen at random from the group, which retains its slot (and position, if Stack Order is applied)

Upgrade: Stack Order (Industria ••)
Reality-Augmenting

The items in the extradimensional space become ordered in a last in first out structure. So long as this Upgrade is applied, the Noble may remove the most recently placed Size 1 object from their unlocked Inventory Pocket with an unrolled Instant Action. If Non-Infringing Bottomless Bag is also applied, the Noble may remove the most recently placed object from their unlocked bag with an unrolled Instant Action.

As a Reflexive Action, the Noble may put the most recently placed object on the "bottom" of the stack; this makes the second-most-recently placed object into the most-recently placed object, and so on.

So long as the Noble is wearing the Reality-Augmenting eyewear, the eyewear can display any object they can pull out of their pocket or bag with an unrolled Instant Action. This information can be dismissed or displayed with a Transformation Action.

If the Noble has Data Wizard or Personal Computer, they can see either all objects in their extradimensional space and their order or all Size 1 objects in the extradimensional space and its order. No roll is required for this, but perusing the list may take one or more turns depending on its length.

Upgrade: Cache Courier (Industria •••)
[Based on work by Vent0]

Requires any Upgrade
Modified by Sympathy

Instead of removing an object, the Noble may send the extracted item directly into the extradimensional space of another character's Inventory Pocket or Miss Poppins' Bottomless Bag, the extradimensional space of a Bequest of Inventory Pocket or Miss Poppins' Bottomless Bag that another character is holding, or to an area with the Journey's End Condition where another person is waiting (or has the Condition), so long as they have explicit consent from that character to do so. If a roll is required to find the object, apply the Sympathy modifier to the roll for locating it; a Failure *can* send the wrong object to the intended destination.

Upgrade: Cadaver Containment (Industria •••)
Requires Non-Infringing Bottomless Bag

Animal corpses contain food and parts that humans can use, while human corpses can carry clues to their end, be reprocessed or perhaps even be revived. Animal and human corpses or parts thereof placed in the extradimensional space are put into stasis. They do not decay, and time spent in this space does not count as time spent for the purposes of Charms. Only dead parts may be stored this way - for example, blood taken from a living human will spoil if kept in the space for too long.

Upgrade: Categorized Collection (Industria •••)
Requires Stack Order

Items that can be removed from the extradimensional space via the pocket or bag are split into stacks of items. Each such stack contains up to (Inner Light + Larceny) items. The Noble can choose one such stack; any item in this stack can be pulled out of the pocket or bag with an unrolled Instant Action. The Noble can choose additional stacks equal to their Industria, and can pull the item most recently placed into any of these stacks with an unrolled Instant Action. Changing which stacks are categorized as such requires a successful Meditation; this replaces the normal effects of a successful Meditation.

Upgrade: Direct Loading (Industria •••)
[Suggested by Vent0]
Reality-Augmenting

Requires Loading

When the Noble would take an artificial, nonorganic, nonmedicinal item from their interdimensional space, they may integrate it instead, concealing it from searches and allowing

the Noble to replicate its functions. The Noble may integrate items with total size up to their Industria this way. While these objects are integrated, the Noble may employ them normally, exactly as if they were ready at hand. They can fire bullets from integrated loaded pistols, for example, and use an integrated laptop to perform appropriate computer-related tasks. This requires the same amount of time and degree of concentration as they would normally. If an integrated object has audiovisual and/or textual outputs, the Noble may route the output to their reality-augmenting eyewear.

Integrated objects can be used up. Charge runs down. Ammunition is expended. Ink is expended. Integrated devices remain so until the Noble returns to mundane form or goes to sleep.

A Noble who has taken this upgrade can also integrate their Regalia pieces into parts of their body, as per the [Internal Regalia](#) Phylactery Condition, without having to put them into the Noble's interdimensional space first. Such Regalia pieces don't count against the Size limits listed above. Body parts containing Regalia integrated this way can't be detached. Attempts to integrate supernatural parts from other Supernatural beings, including the Regalia pieces of other Nobles, fail automatically.

Solar Sympathy System (Shape •, Industria •)

[Based on suggestions by ∆mariaΔ, EᴧAuKpEsSəSsA, and Vent0]

Regalia

Action: Permanent

The Sun, while not a source of *the* Light, is a powerful provider of normal light, and the Noble can benefit from the symbolism.

The Noble adds a solar panel of Size 1 to their Regalia. When placed on the outside of a building such that the sky is visible and not artificially obstructed, the solar panel empowers electrical devices of Size 1 or smaller within the building.

If the building is larger than Sanctuary 1, only a portion of the building of Sanctuary 1 is affected; this area is chosen by the Noble when the panel is first placed, and can be changed with a Transformation Action. If the building contains any Consecrated areas, those areas are also affected.

The solar panel works from sunrise to sunset - it is the presence of the sun, not its visibility, that the Charm draws its power from. If the solar panel has a Quality Bonus of +2 or greater, it also functions when the moon is in the sky, regardless of its visibility. The solar panel can be activated or deactivated with a Transformation action.

As long as the solar panel is providing power and is neither properly connected to the building's electrical system nor has On-Command applied, it registers as an active supernatural effect.

Upgrade: Gathering (Industria •)

Stackable 4 times

The solar panel is enlarged and empowered. For each instance of this Upgrade that is taken and applied, its Size is increased by 1, the Size of electrical devices it empowers is increased by 1, and the Sanctuary rating of the affected area is increased by 1.

Upgrade: SunShare (Industria •••)

Requires On-Command

Action: Instant
Cost: 1 Willpower dot

The Noble can spread the power of the Sun's existence to others. By spending a Willpower Dot, they add a copy of the solar panel with the same power of the original to their Regalia. By installing this copy into a building's electrical system, the solar panel copy functions like the original. Multiple panels empowering the same part of a building are redundant, not cumulative. Once installed, the copy cannot be dismissed; if disconnected or destroyed, the copy disappears in a spray of sparks and the Noble regains the lost Willpower dot. The Noble can only have one uninstalled copy of the solar panel at a time.

Upgrade: Vehicular (Industria •••)

Requires Gathering or Quality

The solar panel is specialized for vehicles. The solar panel can empower vehicles of Size ((Number of Gathering Upgrades applied + Quality Bonus)*5) or less. For electric vehicles, the panel can either charge or empower the vehicle, but not both. For any vehicle, fuels and/or batteries can substitute for the solar panel in the times when the solar panel is not providing power (such as when going through a tunnel) without an interruption in function.or damage to the vehicle's internals.

Wellspring - Added Content

Nobles can learn a version of Wellspring that requires Industria • and costs 1 Wispcoin instead of 1 Wisp. The dice pool to activate this version of Wellspring is Dexterity + Survival. A Noble who takes this version of Wellspring can't take the Oily upgrade.

Upgrade: Brothy (Industria ••)

The Noble summons a thin lukewarm broth. Each success summons 1 pint of lukewarm broth that serves as a full meal that is completely absorbed by the body. The Noble need not be touching the ground to summon the broth

Upgrade: Contextual Container (Industria •••)

Requires Flavored

The Noble can fill a container not created naturally, with the liquid it is labeled to contain at current temperatures, at the same rate as Wellspring. The liquid must be either safe for humans to drink, produced by a living organism, or contain carbon and no atoms of a metallic element. The Noble takes a penalty on their dice pool equal to the Availability rating of the liquid she wants to create; for the purposes of this Upgrade, water is Availability 0. The Noble need not be touching the ground to fill the container.

Contextual Container fails if the container is labeled for multiple liquids.

Modifiers: The container is not closed (-1), the "label" is nothing more than writing on the container (-2).

Upgrade: Purifying Stirrer (Industria •••)
Regalia

Requires Purified

Action: 1 minute
Cost: -1 Wisp

The Noble adds a stirrer that purifies liquid to their Regalia. After a minute of stirring, the Noble rolls Dexterity + Survival; each Each success turns 1 gallon of liquid into drinkable water. The Noble need not be touching the ground to change an existing liquid.

Hardlight Driving (Shape ••, Industria ••)

Action: Extended, 1 turn/roll, threshold = 5
Dice pool: Strength + Drive
Cost: 1 Wispcoin
Duration: Industria in miles.

The Noble enchants a vehicle with Size no greater than their Industria * 5. Once the threshold is

met, for the duration of the Charm, the vehicle drives on a cushion of Light. This allows any character driving the vehicle to reduce penalties to Drive rolls inflicted by potholes, the Ice tilt, and other imperfections in the surface being driven on by the Noble's Industria. The cushion of Light also acts as limited protection and shock absorption; damage that would be dealt to the vehicle or its tires due to driving over the road and road hazards is reduced by the Noble's Industria. The cushion of Light is almost invisible, but can appear as a sparkling mirage-like shimmer when the cushion is protecting the vehicle.

Upgrade: Solid-Surface Driver (Industria •••)

[With modifications inspired by Cozyglow.]

Cost: +1 Wispcoin

The cushion of Light can now allow the vehicle to drive over any solid or semi-solid surface, even surfaces that would normally break or give way under the vehicle, as if it were solid ground, without sinking into the ground to a degree that would hinder driving or damage the vehicle. The vehicle's grip with the surface becomes such that it can drive even at impossible angles.

For every 3 successes the Noble accumulates over the threshold, extend the duration by an additional mile.

Upgrade: Air-Surface Driver (Industria ••••)

[With modifications inspired by Cozyglow.]

Requires [Solid-Surface Driver](#)

Cost: +1 Wispcoin

A vehicle enhanced by Hardlight Driving may now drive over any surface or even nothing at all without sinking or falling. If the Noble is in the vehicle, they may angle it upwards or downwards with an Instant Action and it will maintain this angle, even if it would be physically impossible. Forces like running water or powerful winds can throw the vehicle off balance or carry the vehicle with them. The Storyteller may call for Drive actions to stay upright and in control while being buffeted by such forces.

Quell the Winds (Shape •••, Industria •••)

Action: Extended, 1 minute/roll, threshold = 5
Dice pool: Intelligence + Science
Cost: 3 Wispcoins
Duration: Industria in hours.

The Noble bids the winds be silent. Once the threshold has been reached, the area in a circle of 1 mile radius centered on the Noble gains the Stilled Air Tilt for the duration of the Charm. Activations of this Charm are not cumulative with each other.

Quell The Winds (including Upgrade effects) affects any room in the area open to the outside, such as through a chimney or an open door or window. It also affects rooms and hallways connected to that room with open doorways, and so on.

Once the Charm expires, any Tilts or other conditions it suppressed return unless the causes are no longer present (e.g. the storm has moved on).

Upgrade: Clear the Air (Industria ••••)

[With additions inspired by Cozyglow]

For every 3 successes the Noble accumulates over the threshold, the Noble may further moderate the weather, adding one of the following effects:

- **Defrosting:** It cannot hail, snow, or sleet in the area. This replaces the Blizzard Tilt with the Heavy Rains Tilt, if it is present, and any supernatural attempt to create water-based precipitation other than rain in the area triggers a Clash of Wills.
- **Dry:** Natural rain does not fall in the area. This suppresses the Heavy Rains Tilt, if it is present, and any supernatural attempt to cause rain in the area triggers a Clash of Wills. This by itself has no effect on the Blizzard Tilt, although it can be used to suppress the Heavy Rains Tilt caused by Defrosting.
- **Halcyon:** The air becomes pristine; clouds, smog, smoke and the like dissipate, and light pollution has no effect. Halcyon suppresses any penalties that fog and other air contamination would inflict on vision-based rolls, as well as the Toxicity of air-based poisons, making them both effectively 0 for the duration of the Charm. Any supernatural attempt to pollute the air or sky triggers a Clash of Wills. Halcyon does *not* actually purify the air; it only suppresses the visibility and Toxicity of airborne impurities for the Duration of the Charm. Halcyon has no effect in an area with the Blizzard or Heavy Rains Tilt.
- **Duration:** The Charm's Duration is extended by the Noble's Industria in hours. If Moderate the Temperature is also applied, the Charm's Duration becomes the Noble's Industria in Days instead.

Upgrade: Moderate the Temperature (Industria ••••)

For every 3 successes the Noble accumulates over the threshold, the Noble may further moderate the weather, adding one of the following effects:

- **Cooling:** Warm air cools. This suppresses any Extreme Environments based on natural heat, removes the Extreme Heat Tilt if it is in an area, and forces any attempt to impose

such an Extreme Environment or Tilt supernaturally to trigger a Clash of Wills. This does not prevent fire or powers that create fire, nor does it prevent damage caused by direct contact with incendiary sources.

- **Warming:** Cool air warms. This suppresses any Extreme Environments based on natural cold, removes the Extreme Cold Tilt if it is in an area, and forces any attempt to impose such an Extreme Environment or Tilt supernaturally to trigger a Clash of Wills. This does not prevent ice or powers that create it or cold, nor does it prevent damage caused by direct contact with cold sources.
- **Duration:** The Charm's Duration is extended by the Noble's Industria in hours. If Clear the air is also applied, the Charm's Duration becomes the Noble's Industria in Days instead.

Little Deuce Coupe - Added Content

Upgrade: Key Summoner (Industria •••••)

Cost: +0 or +3 Wispcoins.

The Noble can now summon a vehicle they have the key for. When holding a vehicle's key, the Noble may summon the vehicle to their location with this Charm. With a threshold of 1, the Charm summons the vehicle itself. Each +1 to the threshold lets the Noble apply 1 modification to the summoned vehicle from the table on [CofD 99], as per Little Deuce Coupe. When the Charm ends, any modifications dissolve into a cloud of sparks, but the vehicle itself remains; If the Noble is in the vehicle at this time, they may spend a Wispcoin as an instant action to keep the modifications in existence for another scene or hour. Once the modifications end, the Noble may spend 3 Wispcoins to send the vehicle and its cargo back to its initial point.

Key Summoner is not compatible with the version of Little Deuce Coupe that summons a riding beast.

Matrix Mason (Shape ••••, Industria ••••)

[With clarifications and suggestions inspired by Cozyglow.]

Reality-Augmenting

Action: Extended, 15 minutes/roll, threshold = 5
Dice pool: Presence + Computer
Cost: (Sanctuary rating)+2 Wisps, 1 Willpower
Duration: Industria in hours.

The Noble creates structures that only exist in the Dreamlands layer of Twilight. These structures can exist anywhere within a 1 mile radius, centered on the Noble. The Charm can create any

number and variety of simple, fixed structures so long as they all fit in the area: Stairs, bridges, ladders, platforms, and so on. These structures do not need to be connected with each other, but cannot "overlap" actual structures.

Structures created with Matrix Mason can only be seen and interacted (touched, held, climbed on, walked on, etc.) with by characters who can see the Dreamlands layer of Twilight, characters who have Dreaming Vision, Reflected Light, or Magical Eyes active (as well as other Charms per ST discretion), or who are looking through [Reality-Augmenting](#) eyewear.

Structures created with Matrix Mason have effectively Structure 0, reforming within a turn if damaged; attempts to dispel structures created with Matrix require a Clash of Wills. These structures provide no protection against terrestrial elements; objects and people who do not see them pass through them without resistance.

For every 3 successes the Noble accumulates over the threshold, they may apply the following effect:

Duration: The charm lasts an additional Industria in hours.

Future activations of Matrix Mason by the same Noble can be connected to past ones, making them cumulative in effects and total area affected but not in Duration.

Upgrade: Loading (Industria •••••)
[With clarifications and suggestions inspired by Cozyglow and Vent0.]

For every 3 successes the Noble accumulates over the threshold, they may apply one of the following effects.

Aperture: The Noble creates a flat door or window of Size up to twice their Industria, capable of opening and closing. The aperture can be sealed, requiring any method of opening that involves contact(s) with the Aperture that is unique to that Aperture.

Bouncepad: The Noble creates a bouncepad. A character who can interact with it can do so, launching into the air and landing anywhere within five feet without suffering fall damage. Activating the bouncepad and traveling takes one full turn, and the character takes the Stunned Tilt for one turn after landing. The bouncepad does not function if anything not in Twilight is obstructing it from above.

Connection: The Noble links two Apertures created with Matrix Mason that are within one mile of another, causing each to open to the other's location. An unsealed Aperture may only be connected to one other Aperture. A sealed Aperture may be connected to any number of other Apertures; the unsealing method must be performed at a connected Aperture to allow it to open to the sealed Aperture. Apertures need not be created in the same activation of Matrix Mason to be connected, but they must be created by the same Noble.

Consecration: If the Noble activated the Charm in a Consecrated Area, they may give the Charm a Duration of Consecration or change its Duration to Consecration. The Consecrated area need not cover the entirety of the area affected by the Charm, only the area where the Charm was initially activated.

Exclusive: As long as a character capable of interacting with structures made with Matrix Mason is doing so, they can only be seen by characters capable of seeing the structures created with Matrix Mason. This does not cause the character to enter Twilight; they still interact normally with other objects.

Drylayer: As long as a character capable of interacting with structures made with Matrix Mason is doing so, and as long as Exclusive is also applied, the character is treated as if they have the Stain-Repellent Upgrade to Core Clothing active at Quality Bonus +0 (this does not provide the benefit of Core Clothing itself). Drylayer may be applied multiple times; each application increases the effective Quality Bonus of this effect by 1 (maximum +2).

New and Modified Merits:

Modified Merits

Meditative Mind

If the character has Industria ••, the two-dot version of Meditative Mind functions with any Meditation. Otherwise, it only functions with a normal Meditation, not one used to activate a Charm.

The four-dot version of Meditative Mind may be used to reduce the threshold of any Meditation by 3, to a minimum of 1. Unless the character has Industria ••••, this benefit may only be used once per day or once per session, whichever is longer.

Mentor [Inspired by Vent0]

Baseline Setting-Neutral Industria has no central figure to tie the Mentor Merit to. If using the concept of Industria as a gestalt consciousness, said consciousness is eligible for the same version of the Mentor Merit as other Dreamlands Queens regardless of how it manifests. A follower of Industria cannot place more dots of Mentor into this manifestation than their Industria.

Minor Invoker

Characters may not purchase Minor Invoker to meet the requirements for activating Industria Charms.

Palace

[Conversion of Palace Features to Palace-Tagged Style Merits encouraged by Meow Milk]

The Palace Merit now has a fifth maneuver:
Panic Room (•••••): The Palace stands strong against invaders. The exterior walls and floors of the Palace have their Structure and Durability increased by 1 for each member of the Troupe that is inside it. If all exterior doors and windows are closed, the Palace is considered airtight, although the Noble inside can breathe indefinitely inside of it.

Unlike most Merits, Nobles who are members of a Troupe can contribute dots to a single Palace, combining their dots into something greater. In most cases, all members of a Troupe benefit from the Palace and any Palace-tagged Style Merits tied to it. Only one Troupe can contribute dots to a Palace.

The Palace and Style Merits tied to it are not immune from harm and may be damaged following an attack (such as from the Darkness). When the Palace and/or one of its features represented by Style Merits is lost, refer to the Sanctity of Merits rule. If your character buys dots in Palace for a well-stocked cabin in the woods and it burns down, for example, you may repurchase the Palace Merit to rebuild it or reallocate your dots to a different Merit. Only the Noble who spent the Experience on the Palace Merit or a Palace-Tagged Style Merit benefits from Sanctity of Merits should the Merit be lost.

Only one Palace-tagged Style Merit (other than Palace itself) may be taken for any given Palace per chapter, and doing so may have more requirements at the Storyteller's discretion.

There is no penalty for remodeling or adding to a Palace; new Palace-tagged Style Merits do not grant a bonus until they are fully installed.

A Palace may also be a Safe Place [CofD 54 or Hunter 2E 90], storage for a Library [CofD 46] or Esoteric Armory [CofD 139], comfortable housing or a workshop for a trade, or any combination of those and similar things, but those Merits and equipment are bought separately.

A Tallow may be given the ability to purchase the Palace Merit. Such a character, if they are not a Noble, may not have more than one instance of the Palace Merit, and may not have more than one dot in Palace. For more information, see the Personal Purification upgrade to Consecrate.

Professional Training

Professional Training now has the Style Merits tag: **Professional Training**. This allows other maneuvers to be purchased as alternatives to the merits provided by Professional Training. For more information, see Recovered Memories and Noble Professionalism.

Recovered Memories

Nobles of Industria understand that the work of their past life can be a foundation worth building on. If this merit is taken and the Noble has not yet taken Professional Training [CofD 46], a Noble of Industria may declare they are using Recovered Skills in place of Asset Skills. Doing so grants Recovered Memories and Noble Professionalism the Style Merits tag: **Professional Training**, and makes the maneuvers granted by either Merit alternatives to those granted by Professional Training. Using the options for purchasing maneuvers on Hurt Locker p. 44, characters may acquire these maneuvers alongside or instead of the others with the same dot ranking.

A Noble of Industria who uses Recovered Skills in place of Asset Skills may do so for any Charm or Merit that refers to them, and may use the equivalent rank of Recovered Memories in place of Professional Training for any Charm or Merit that has it as a prerequisite.

Royal Tongue (Inspired by Naomi and Others)

Industria understands that language is a tool like any other, and that its usage should be widespread. Royal Tongue may be purchased by any character with at least one dot of Industria who is Light-Touched. Alternatively, Nations of Industria may offer Royal Tongue as part of the Supernatural Membership Merit. Any character who takes Royal Tongue in either of these ways can both understand and speak it.

Support Network

If a Nation has Support Network as a Merit, any members gain the benefit of the Merit at a rating of either their Status in the Nation or the Nation's dots in Support Network, whichever is lower. The Support Network is always tied to the Nation itself.

Tomoyo's Touch

Tomoyo's Touch may be included as a Supernatural Merit under the Supernatural Membership Merit in Nations that possess it.

Additionally, characters with Industria •+ may, once per turn, change what upgrades are currently being applied to currently summoned Regalia pieces as a reflexive action, without spending a Wisp; characters may not use both this ability and the regular ability of Tomoyo's Touch in the same turn.

Troupe Magic

For the homebrew modified version of Troupe Magic, see the [Style Merit](#).

Unseen Sense [Inspired by Recette]

For those who follow the path of Industria, knowledge that a threat to Humanity is close can just as easily inspire anger as fear. A character with Industria •+ and any form of Unseen Sense tied to the Darkness or any type of creature with Potency other than Inner Light may choose to take the Maddened Condition instead of the Spooked Condition in exchange for which the character can pinpoint where the feeling is coming from.

New Merits:

Creation Hub (•••)

Your character has an area specifically set up for the creation of fine crafts, with a 3D Printer and a variety of other tools. Your character gets a +3 Bonus to all Crafts and Expression rolls to create items with a size of 1 or 2, provided that they have access to the equipment. They may procure crafting and art-related tools and materials of Availability • without limit (within reason). Items created in a Creation Hub are usually Availability • items themselves, although the crafter may need some time to find someone willing to buy or trade them, and are always valid targets for Living Image, assuming that the object was created for this purpose.

If a Nation has Creation Hub, any member of the Nation gains its benefits.

New Noble Merits:

Optional Rule: Meritorious Service

[Inspired by Varres]

Although the following merits were born of the mindset of Industria, they are hardly alone in being acquainted with hard work. Per ST discretion, when the Noble character first blossoms, they may choose an Invocation; usually, this is the Invocation for their initial court. That Noble may use that Invocation in place of Industria for the purposes of meeting prerequisites and determining effects of Noble Merits that normally require Industria, including Drawbacks. Once chosen, this choice cannot be changed.

Double-Shifter (••)

[Original Version by Polaris and Vent0]

Prerequisite: Two Invocations at equal rating.

The Noble is blessed with the permissions of two Courts, as a sort of emissary between their ideals. If Industria is one of these Courts, its "Permission" comes automatically; otherwise,

getting permission from both courts may take considerable effort. The character gains access to the Practical Magic of both Courts. Only one of the Invocations is your favored Invocation.

Drawback: You can only purchase a dot of either Court's Invocation if you can improve both at the same time; otherwise you are unable to improve upon either until the prerequisite XP to purchase both is available. ST permission may be required for certain Court combinations, and if both Courts have respective monarchs the character will likely have to balance obligations from both of them.

Inner Stock (•)

[Inspired by Vent0]

Effect: Just because a job isn't dangerous doesn't mean it's not worth the character's full attention. The character can call upon Inner Strength at any time.

Drawback: A character who spends their last point of Willpower on Inner Strength takes the Soul-Shocked Condition; when this condition would resolve, it ends without resolving instead.

Invocation Specialty (Affinity) (•)

[With clarification inspired by Meow Milk]

Prerequisite: Invocation •+
Effect: Your character is particularly skilled with applying their Invocation to a particular type of Charm. Choose a family of Charms when taking this Merit, which the Noble must have affinity for. When the Noble rolls to activate a Charm of that family or when using a Regalia of that family in a way that requires a dice roll, and Invokes Industria, you gain a +1 modifier, allowing you to roll an additional die.

Invocation Specialty (Affinity) may be purchased multiple times, each applying to a different family of Charms towards which the Noble has an affinity.

Invocation Specialty (Terrain) (•)

Prerequisite: Industria •+
Effect: Your character is particularly skilled with applying their Invocation in areas blessed by the Light. When the Noble rolls to activate a Charm or use a Regalia while in a Blessed Place or in an area with the Consecrated Condition, and Invokes Industria, you gain a +1 modifier, allowing you to roll an additional die.

Its Own Reward (•-•••)

[Inspired by JohnVeltman and Karinae, with additions inspired by Meow Milk]

Prerequisite: Industria •+

Industria prizes progress. When gaining a Beat from completing or making progress towards completing a Vocation or Aspiration (except for Aspirations tied to Tainted Places), regain Wisps equal to the dots in this Merit. Your character can regain Wisps from each Vocation and/or Aspiration at most once a chapter.

Drawback: Those who deal in Darkness foot the bill. If your character fulfills an Aspiration tied to a Tainted Place, they immediately take the Soul-Shocked Condition.

Light's Compass (•-••)

Your Noble can track down the will that came within but is now without.

At one dot, your Noble always knows the direction towards and location of their Phylactery, so long as it is on the same plane of existence (e.g. not stored in an extradimensional space); any attempt to conceal the Phylactery's location by supernatural means triggers a Clash of Wills..

At two dots, your Noble can track down any object or person in which they invested Willpower dots, such as Bequests or characters previously targeted with a Charm that cost the Noble Willpower dots.

Drawback: At two dots, any object or living being that the Noble can track down via Light's Compass has an unbreakable Intimate sympathetic connection to the Noble's transformed identity

Metered Transformation (•)

Prerequisite: Industria •+

The Noble's Transformation is extended and punctual. The Noble no longer needs to roll to maintain their Transformation at the end of a Scene. The time the Noble can spend Transformed before needing to roll to maintain their Transformation is extended by one half-hour for every dot of Industria they have. The Noble can make this timer visible on any Regalia piece they currently have out with a Transformation action, or remove the timer with a Transformation action.

Drawback: If the Noble breaks Industria's Ban, they must immediately roll to maintain Transformation, and cannot benefit from this merit until the Ban is unbroken.

Open-Source Phylactery (•-••••••)

Prerequisite: Industria: Equal Level

Others among the Light-touched can use your character's Phylactery to some extent. For every dot placed into this Merit, choose two dots' worth of Charms, Upgrades, and/or Transformed Dots that your character has not designated as Practical. Your character's Phylactery counts as a Bequest of those Charms and/or Upgrades, and Nobles in their Transformed state apply the Transformed Dots. Unlike with normal Bequests, a character who uses the Phylactery as a Bequest need not apply every Upgrade they have access to.

Drawback: Your character can't use their own Phylactery this way. Your character can't destroy their Phylactery from afar if a Charm another has activated is currently active; this includes Regalia being manifested. Charms chosen this way can't be made Practical.

Past-Life Collaboration (•)

[Inspired by Vent0]

Prerequisite: Not Onceborn

One or more of the Noble's past lives maintain themselves as discreet disembodied voices in the Noble's head that can provide assistance. The Noble may purchase the following Merits and tie them to their past lives: Circle, Closed Book, Mentor (Mental and Social Skills only), Retainer, Spin Doctor, Staff, Table Turner, Unison. Multiple Merits purchased this way may be tied to a single past life, or they may be distributed among more than one, so long as each such past life is tied to at least one Merit. If a Merit purchased this way would involve performing an action (such as Retainer), the Noble still performs the action but with the Merit's benefit, representing mental assistance from the past life.

Drawback: The Noble must vocalize their assistance in the same scene that it is to be provided, and must vocalize their side of any conversation with a past life; such conversations are often necessary to benefit from Merits tied to a past life. The Noble can only benefit from one Merit tied to a past life at a time. Once per game session, usually in a time of extreme stress or extreme tedium, the Storyteller may deliver a distracting message to your character from a past life. You must succeed in a Resolve + Composure roll or gain the Shaken Condition.

Practical Support (•)

Prerequisite: Industria •+

The Noble allows a Charm intended to benefit their Quality-of-Life to benefit their mundane Quality-of-Life. Choose a Charm that either has the Life-Support Tag or that has Upgrades with the Life-Support Tag. Whichever parts of the Charm - base and/or Upgrades - that have the Life-Support Tag are treated as Practical for the Noble. The Noble's Inner Light still caps how many dots of Charm and Upgrades the Noble can have active at once.

Professional Package (••) [Inspired by Michael Brazier]

Prerequisite: Professional Training •••+, Industria ••+

Your character understands that their Profession is integral to their Nobility. Take one Transformed Dot in each Asset Skill. This Merit cannot be taken more than once.

A Noble who purchases a Dot of Industria, if they have Professional Training •••+, may take this merit instead of the normal benefits of purchasing an Invocation Dot.

Spiritual Metabolism (•-•••••)

Effect: The Noble ensures that the wages of good actions do not go wasted. Whenever the Noble regains Willpower through expressing their Virtue or Invoking for Willpower, they may spend one point of Willpower as a Reflexive action to attempt to regain Wisps as per Inner Strength [Vocation 65]. If the Noble does this, they automatically continue to spend one point of Willpower this way each turn until they stop, they have spent all the Willpower they gained or until they have spent a number of Willpower points equal to their dots in this Merit, whichever comes first. Wisps gained this way in excess of the Noble's maximum Wisps are converted to Wispcoins.

Additionally, whenever the Noble would regain all spent Willpower from expressing their Virtue or Invoking their Willpower, they regain points of Willpower equal to their Willpower dots instead. If the Noble spends this Willpower via Spiritual Metabolism, excess Willpower points are spent first; once the Noble stops spending points of Willpower this way, any remaining excess Willpower points are lost.

Drawback: A Noble soul stuffed with Wisps does not react well to attempting to absorb more. After spending Willpower with Spiritual Metabolism, the Noble takes the moderate Sick Tilt [CofD 286] for a number of turns equal to the number of Wispcoins they generated.

Tomoyo's Threading (•-•••••)

Prerequisite: Tomoyo's Touch, Industria: Equal Level +1

Tomoyo's Threading may be included as a Supernatural Merit under the Supernatural Membership Merit in Guilds that possess it and offer Tomoyo's Touch.

Your character gains intricate control over their Regalia. A number of times each turn equal to their dots in this Merit, your character may take a Transformation action Reflexively. Additionally, these actions do not require spending Wisps or rolling; treat them as automatic Successes. Your character may not Transform or maintain Transformation with these actions; this includes transformations tied to Unison, etc.

New Shikigami Merits:

Digital Form (•)

[With updates inspired by Meow Milk]

Prerequisite: Shikigami, Doll

With a Transformation Action, the Shikigami can take on a digital form. This form is effectively Size 0 and can be housed in any computing device. If the Shikigami has access to a physical or a wireless connection, it can transmit itself to another computer device. Security of any kind such as firewalls prevents this transmission unless the destination device is set to allow the Shikigami access. Having (or at least knowing the username and password for) an account on the system counts as having access. Alternatively, a Noble with Data Wizard or Personal Computer can interface with a computer to allow a Shikigami access.

While in digital form, the Shikigami can spend a full turn to return to their base form.

The Shikigami is immune to "reprogramming" or any program/utility/etc. that deletes files, but is immediately ejected into Twilight if all memory storage is wiped and suffers Essence Bleed until they can enter a new suitable computing device or transform back. A Shikigami possessing an electronic device can (if permission is granted as above) do everything that someone with an equivalent level of external access can do and no more (e.g. they cannot decrypt files without the proper permissions/keys/etc.).

Humanform (•)

Prerequisite: Shikigami, Large ••• or Large ••••

The Shikigami's transformed self is a humanoid equivalent to a Transformed Noble, which can open access to Merits and other options, per ST discretion. Humanform cannot be purchased as a Form-Locked Merit.

When the Shikigami takes this Merit, they may take the [Kingdom Animalia](#) Phylactery Condition; doing so grants the Shikigami a Phylactery as well as both a mundane human form and a Noble-equivalent form. For the purposes of Kingdom Animalia, the base Shinigami form is equivalent to a human's pet.

Drawback: As per the Kingdom Animalia Phylactery Condition, if the Shikigami takes it.

New Style Merits:
Any Style Merit with an Industria Charm as a Prerequisite is a Supernatural Merit, but it may be taken by any character who meets the prerequisites (e.g. they are *Open to the Hopeful)*.

Sidebar: Mixing Pools and Styles

The Style Merits for Human Defense Armament all allow the Noble to use different dice pools in their attacks, and also provide additional benefits. A Noble may use the benefits of any Upgrades and/or Style Merits requiring Human Defense Armament regardless of what dice pool they are using for their attacks. A Noble that can use one or more dicepools when they attack chooses which dicepool they use when they summon their Human Defense Armament, and can change it with a Transformation action.

Trying to combine the benefits of multiple Style Merits for Human Defense Armament follows the same guidelines as listed in "Stacking Fighting Merits" [HL 44]; keep in mind that the benefits of these Style Merits do not require the alternative dice pools they provide access to, but what dice pool the Noble uses does need to be compatible with any other Fighting Merits they wish to use as listed in guideline 4.

Admin Access (Style, •)

[Inspired by Naomi]

Prerequisite: Living Image or [Market's Visible Hand] with [Tokens of My Esteem], Industria •••+ (Industria ••••+ to create Bequests with Admin Access applied)
Style Tags: Living Images
Effect: In the course of creating a Living Image or Bequest, the Noble can set a condition that must be met before the Waiting Charm Condition can be resolved. They can be as cryptic or as direct as they wish, although a vague and cryptic description may allow the Living Image or Bequest to be used at a quite unexpected and inconvenient moment.

If Duty-Bound is also applied, the Noble can change the duty with an Instant Action so long as the new Duty is also appropriate. The condition the Noble sets still applies even if the duty is carried out.

Finally, the Noble can deactivate any one Living Image or Bequest they have created with a successful Transformation action, modified by Sympathy, leaving it completely inert until it is reactivated. A Living Image or Bequest deactivated this way does not register as supernatural unless directly handled.

When attempting to create a Living Image or Bequest while Admin Access is applied, Dramatic

failure distorts the Noble's magic, giving them a Hypersensitive Condition that ends without resolving after (6 - Industria) hours.

Armament Finesse (Defensive) (•••)

Prerequisite: Human Defense Armament, Two or more eligible dice pools for Human Defense Armament, Industria: ••••+
Style Tags: Human Defense Armament
Effect: Your character's extensive training in the Human Defense Armament allows them to move in their unique idiom during combat. While the character is using the Human Defense Armament in combat, calculate their defense and their dice pools for Dodging [CofD 88] using the same Attribute and Skill as their attack roll.

Armament Finesse (Offensive) (••)

Prerequisite: Human Defense Armament, Two or more eligible dice pools for Human Defense Armament, Industria: •••+
Style Tags: Human Defense Armament
Effect: Your character's extensive training in the Human Defense Armament allows them to fight in their unique idiom. When deciding the dice pool for attacks with the Human Defense Armament, the Noble may form a dice pool from any Attribute that is in a dice pool they could choose from, combined with any Skill that is in a dice pool they could choose from. Changing this dice pool can be done with a successful Meditation; this replaces the normal effects of a Meditation.

Biotic Harvester (Style, •-••••••)

[With modifications suggested by Varrtes]

Prerequisite: Human Defense Armament, Industria: Equal Level and;
Medicine as an Asset Skill, or Medicine: Equal Level
Style Tags: Human Defense Armament
Effect: The character can harness the power of health to power their Human Defense Armament.

Surgical Strike (•): When the character rolls an Exceptional Success on an attack that deals Lethal or Aggravated Damage to a Wick, their Human Defense Armament receives one level of the Charged Regalia Condition.
Surgical Precision (••): The character can now use Intelligence + Medicine as their dicepool when attacking with their Human Defense Armament.
Harvesting Strike (•••): The character's Human Defense Armament now receives one level of the Charged Regalia Condition on the first successful attack that deals Lethal or Aggravated Damage to a Wick; this is cumulative with the benefits of Surgical Strike.

Healing Strike (••••): When making an attack with their Human Defense Armament, the character may spend one Wispcoin and one level of the Charged Regalia Condition to activate Healing Strike. If they do so, any character that would be damaged by the attack is instead healed by that amount; this overrides the damage replacement effect of Industria, and can heal [Wicks](#).
Full Health Charge (•••••): At the beginning of the character's turn, if the character has full Health, their Human Defense Armament gains one level of the Charged Regalia Condition; this is cumulative with the benefits of Surgical Strike and Harvesting Strike.

Coin-Operated (Style, •)

[Name inspired by Vent0, additional content inspired by Cozyglow]

Prerequisite: [Market's Visible Hand](#) with [Bequeathed](#), or Market's Visible Hand with [Heroes' Endowment](#), and;
Industria ••••+ (for Bequests) or Industria •••• (for Heroes' Endowments)
Style Tags: Living Images
Effect: The Noble can now create a Bequest or Heroes' Endowment whose reliability is not hampered by its potential users. This Merit can be applied when the Noble creates a Bequest or Heroes' Endowment for a Charm that is unrolled, or when the Noble creates a Bequest or Heroes' Endowment for a Charm requires a dice pool to activate and their dice pool for the Charm without modifiers is five or greater. Additionally, the Noble must have Industria equal to or greater than the rating of the Charm they intend to make a Bequest or Heroes' Endowment of. Contested Charms and Charms requiring more than one dice roll (e.g. those that require Extended Actions) cannot be made into Coin-Operated Bequests.

Bequests and Heroes' Endowments made with Coin-Operated always include a literal slot for Wispcoins and may be used by any character capable of spending Wispcoins, regardless of their Industria or whether they have broken Industria's Ban. This slot can take one Wispcoin per turn. If the contained Charm costs Wisps to use, that many Wispcoins must be paid to the Bequest instead. If the Charm does not normally cost Wispcoins, 1 Wispcoin must be paid to prime the Bequest, in addition to its usual costs. If situational modifiers (or resistance, in the case of Resisted Charms) would provide a penalty to activating the charm, additional Wispcoins equal to half the penalty, rounded up, must be paid to prime the Bequest; this can be done in anticipation of such penalties.

When the Bequest or Heroes' Endowment is activated, if it would normally require a dice roll, the Charm is activated with a single Success in place of rolling; any effects based off Industria - other than invoking - are instead calculated as if the User's Industria was equal to the Charm's rating. If situational modifiers have not been paid for, the Charm fails but the Wispcoins are not wasted; the user can pay additional Wispcoins on subsequent rounds, activating the Charm once enough Wispcoins have been paid.

For a Heroes' Endowment, the Noble selects where in the affected area the Size 2 box holding the slot will be placed, and the characters in the area can only gain the benefits of Coin-Operated

by using the box; destroying this box does not cause Heroes' Endowment to expire, but it does prevent any character from benefiting from Coin-Operated.

Coin-Operated is compatible with Digital, but the result is still a physical object. Coin-Operated Bequests can be part of a Special Implant Prosthetic. Coin-Operated is not compatible with Duty-Bound or Token Vendor. Purchasing a Coin-Operated Bequest adds one dot to the cost.

Dance Battler (Style, •-•••••)

[Suggested by Vent0, with modifications suggested by Varrtes and Vent0.]

Prerequisite: Human Defense Armament, Industria: Equal Level, and;
Expression as an Asset Skill, or Expression: Equal Level
Style Tags: Human Defense Armament
Effect: The character's Human Defense Armament can change into a bracelet that surrounds their wrist and empowers the body's graceful movements.

Quick Drop (•): The character may go prone Reflexively as part of an attack.
Step Strike (••): The character can now use Dexterity + Expression as their Dicepool when attacking. The Human Defense Armament is now compatible with Style Merits that involve fighting unarmed, such as those with the Striking Style Tag.
Floor Flow (•••): Standing attackers using Brawl or Weaponry to attack the character while they are prone no longer get a +2 Bonus.
Up & At 'Em (••••): The character may get back up from a prone position Reflexively as part of an attack. If attacking a target in close combat while getting back up from a prone position, the character gets a +2 bonus to the attack.
Breakdance Whirl (•••••): The character may attack while prone at no penalty. If attacking a target in close combat, the character gets a +2 bonus to any attack with a specified target that is close to the floor (usually the legs).

Direct Channeler (Style, •-•••••)

[With Suggestions inspired by Lanthanite and modifications suggested by Varrtes]]

Prerequisite: Noble with Human Defense Armament, Industria: Equal Level, and:
Belief: Equal Level, Inner Light: Equal Level, or Destiny: Equal Level.
Style Tags: Human Defense Armament
Effect: The Noble defends themselves by manifesting their own Light, gathering it and/or shaping it as a weapon. This Light is now the anchor to their Human Defense Armament. The Noble still needs a Transformation Action to summon, dismiss, or modify the Human Defense Armament in this form. The Noble may activate or deactivate this Merit when summoning their Human Defense Armament, or with a Transformation Action.

Light Weapon(•): As long as the Human Defense Armament is summoned, it provides light to see by. Treat this as a [Sphere of Light](#) whose Quality Bonus is always zero.
Drawback: The manifested Light is both bright and obviously supernatural, overriding any Charms or other abilities that provide stealth and/or obscure the Noble's supernatural nature in addition to making hiding in general much more difficult. It cannot be dismissed without dismissing the Human Defense Armament.
One's Own Strength (••): The Noble can now use Inner Light + Industria as their Dicepool when attacking; Invoking on this roll allows them to add their dots in Industria a second time.
Luminous Cling (•••): The manifested Light stays with the Noble, shifting and flickering to prevent theft. The Human Defense Armament can no longer be disarmed.
Soul's Rekindling (••••): The Human Defense Armament can re-light itself with the Noble's own Light. Treat the Human Defense Armament as if the [Force](#) and [Light-Effort Charge](#) Upgrades are applied; these do not count towards the Charm's Rating.
Wave-Particle Damaging (•••••): The Human Defense Armament can afflict a steady wave of discrete damage. On a successful attack, the Noble may spend a point of Willpower to empower the Light of the Human Defense Armament to bridge the gap between Noble and target. On the next turn, if the target remains in range of the Human Defense Armament and the Noble attacks them, the attack automatically succeeds with as many Successes as the initial attack and the bridge is maintained. Otherwise, the bridge is broken and must be reestablished as above.

Another character may take an Instant Action to shove the target out of the way, making themselves the new target.

If the Human Defense Armament has [High-Energy](#) applied, this bridge becomes a narrow stream that can shape itself freely around corners, characters, and other obstacles, up to its full range; range penalties instead reduce the Successes for that round (Minimum 1). The entire stream lights its surroundings as per Light Weapon. Another character may take an Instant Action to force themselves onto the stream, making themselves the new target.
Drawback: The damage stream is obviously supernatural, overriding any Charms or other abilities that provide stealth and/or obscure the Noble's supernatural nature. It also either gives away or can be traced back to the Noble's position.

Factory Standard (Style, •)

Prerequisite: Living Image, or [Market's Visible Hand](#) with [Tokens of My Esteem](#) or [Heroes' Endowment](#), Industria ••+, Industria ••••+ to create Bequests with Factory Standard applied, or Industria ••••• to create Heroes Endowments' with Factory Standard applied)
Style Tags: Living Images
Effect: The Noble understands the common patterns to the power of Humanity. As long as they are holding a Bequest or Living Image that possesses an Industria Charm that requires Industria equal to or less than their own Industria, or are in a Heroes' Endowment that provides such a Charm, they may make Living Images and Bequests as if they knew that Charm themselves or

activate Heroes' Endowment as if they knew the Charm themselves; using a Living Image for this purpose causes the original Living Image to be expended without activating. The new creation must carry exactly the same Upgrades (if any) as the original it is based on.

First-Person Shooter (Style, •-••••••)

Prerequisite: Human Defense Armament with High-Energy, Industria: Equal Level, and; Computer as an Asset Skill, or Computer: Equal Level
Style Tags: Human Defense Armament
Effect: The Noble's Human Defense Armament takes the form of a futuristic pistol.

Enemy Minimap (•): Once per turn, when the Noble successfully attacks a character, or when a Noble sees a character who has sacrificed their Defense for the turn, the Noble may spend a Wispcoin as a Reflexive action. Doing so inflicts the On-Map Tilt on the character, keyed to the Noble. This Tilt lasts for the Noble's Industria in minutes.
Lightgun Wizard (••): The Noble can now use Wits + Computer as their dice pool when attacking with their Human Defense Armament.
Groundshot Loading (•••): When the Noble attacks, they may either sacrifice their movement (but not Defense) or take an additional -1 penalty if attacking multiple targets with burst fire. Doing so allows the Noble to fire into the ground, giving their Human Defense Armament one level of the Charged Regalia condition.
Chest-High Walls (••••): The Noble may give up their movement (but not their Defense) for a turn to crouch, or to stand up from crouching. While crouching, the Noble is considered to be substantially Concealed and benefits from the equivalent of Durability 3 opaque Cover from every angle [CofD 91].
Wallclip Shot (•••••): When the Noble attacks a single character with the On-Map Tilt with an attack with only a single target, they may spend a point of Willpower to ignore everything between the Human Defense Armament and the target, except for the target's armor.

Generative-Art Transformation (Style, •-••••••)
[Based on suggestions by Entirely Unlike Tea and Cozyglow]

Prerequisite: Access to Transformation, Highest Invocation: Equal Level.
Style Tags: Heraldry

Your character's Heraldry generates precision patterns with each Transformation whose intricacies distract from the Noble themselves.

Congruent Heraldry (•): Your character's Heraldry includes patterns and lines that help them blend in their surroundings. This provides the benefits of the Exemplary Regalia Merit.

Sterile Heraldry (••): Your character's Heraldry generates patterns and figures whose randomness displays a lack of organic creativity, boring the senses. Any rolls by others to spot, notice or remember the character take a -1 penalty.

Fitting Heraldry (•••): Your character's Heraldry includes patterns that draw focus away from their own physical incongruities. Your character will be perceived by others as being the appropriate age, gender, etc., for whatever area/situation they are in, and lacking in identifiable marks such as scars or tattoos. This does not grant a specific disguise, nor does it protect the Noble from suspicious civilians or identification requirements.

Encrypted Heraldry (••••): Your character's Heraldry includes patterns and constructions that baffle mental identification, gaining or adding three dots in Veiling to maximum of 5.

Non-Fungible Transformation (•••••): The ever-shifting Heraldic patterns confer an ever-updating Dual Identity. A character who sees and then loses sight of your Transformed character can no more link the two sightings than they can link your character's Transformed and Untransformed Selves. Someone who sees your character changing and loses sight of them won't recognize any subsequent sightings of the Transformed self, although they will still remember that the character can transform.

This applies to supernatural senses and tracking abilities; a werewolf who scents the character won't recognize the smell once they lose sight of the character. Supernatural effects used to dispel the Heraldic patterns, force your character to reveal their prior locations or used to extract facts that would connect two different sightings of your character now also provoke a Clash of Wills, granting the character the bonus for a year-long effect.

Your character may choose a level of Sympathy that can be changed with a Transformation Action, ignoring Sensory. Characters with that level of Sympathy towards the Noble or better are unaffected by Non-Fungible Transformation.

Drawback: Generative-Art Transformation grants no benefit to a character who is not Transformed.

Hardboiled Hitter (Style, •–•••••)

[With suggestions from Vent0, Laguz24, and Michael Brazier]

Prerequisite: Human Defense Armament, Industria: Equal Level, and;
Investigation as an Asset Skill, or Investigation: Equal Level
Style Tags: Human Defense Armament
Effect: With the help of their Human Defense Armament, the Noble closes a fight with the same determination as one closes a case.

Noir Confrontation (•): When facing an enemy, the Noble learns to see in black and white. When dodging or when attacking with their Human Defense Armament, the Noble reduces their penalty from low light by their dots in this Merit.

Hitting the Streets (••): The Noble can now use Manipulation + Investigation as their Dicepool when attacking.

Loaded Questioning (•••): When dodging or when attacking with their Human Defense Armament, the Noble reduces the total penalty from fatigue, mundane drugs and/or poisons in their system by their dots in this Merit.

Gumshoe Shuffle (••••): When dodging a character's attacks, or when attacking that character with their Human Defense Armament, the Noble gets a +1 bonus for every turn that they have either successfully Dodged that character, witnessed that character use a Fighting Merit, or witnessed that character use a Supernatural Merit, to a maximum of their dots in this Merit. For dodging, apply the bonus after doubling defense. This bonus fades at the rate of +1 per day that the Noble does not investigate or interact with the character.

Break the Locks (•••••): The Noble can shake a character in conflict and see what falls out. During combat, the Noble may perform one Interrogation roll [CofD 71] reflexively per turn, using Investigation in place of Empathy or Intimidation, and applying their bonus from Gumshoe Shuffle. Replace the Success and Exceptional Success results with:

Success: You get the information you were looking for. You can't use Break the Locks against this character for the rest of combat.

Exceptional Success: You get the information you were looking for, and the opponent doesn't realize they said it, although others may hear it and inform them afterwards. You can't use Break the Locks against this character for the rest of combat.

Hoping Mechanism (••, Style)
[Inspired by Recette and Hackneyed Trope]

Prerequisite: Sensitivity
Tags: Sensitivity

Effect: The Noble can recover from failing to ameliorate pain by remaining resolved to build a better world. When your character achieves an Exceptional Success on a Call of Duty roll, they may remove a Dot of Shadows; this replaces any other benefit of getting an Exceptional Success (although the character still gets the Wisps from the Call of Duty roll).

Light Shrine (•-•••••)
[Original version by Hug wanted]

Prerequisites: Palace: Equal Level.
Style Tags: Palace
Effects: Your character has a dedicated Shrine within their Palace, one powered by their own will imbued with supernatural power. This Shrine does not necessarily have to have a mystic theme, but it often reflects reverence towards a deity, concept, group, individual, etc.

If your Noble has contributed towards the Light Shrine, they may Meditate in front of the shrine; each dot in Shadows adds 1 to the threshold. After a successful Meditation, they gain wisps equal to their Dots in the Merit; this replaces the normal benefits of a Meditation. Your character can regain Wisps from their Light Shrine at most once a session, or once a day, whichever is longer.

Drawback: The greater the power of the Light Shrine, the more it thrums with the power of the Light. Add the rating of Light Shrine to any rolls to identify the Light Shrine as supernatural.

Lightrune Summoner (Style, •-•••••)

[With modifications suggested by Varrtes]

Prerequisite: Human Defense Armament, Industria: Equal Level, and;
Occult as an Asset Skill, or Occult: Equal Level
Style Tags: Human Defense Armament
Effect: The character's Human Defense Armament can take the form of a focus through which the character directly channels their power in a display of Light runes and symbols.

Runic Readiness(•): Once per session, at the beginning of an Action scene, the Noble can generate a rune (which may be any commonly-used pre-existing character/symbol, or any geometric design that can be drawn in one non-overlapping stroke). The rune may be in any position in proximity to the Noble or their Human Defense Armament. The Noble may create further runes by spending one Wispcoin as a reflexive action. This does not count against the Noble's limit on spending Wisps per turn. The Noble may have up to their Industria in such runes active, and they all dissipate at the end of any Action scene; the Noble regains 1 Wisp for each rune that dissipates this way; any excess Wisps are lost.
Drawback: The runes are both bright and obviously supernatural, overriding any Charms or other abilities that provide stealth and/or obscure the Noble's supernatural nature in addition to making hiding in general much more difficult.
Runic Understanding (••): The character can now use Inner Light + Occult as their Dicepool when attacking.
Runic Connections (•••): Each turn, the character may "spend" up to their dots in this Style in runes in place of Wisps or Wispcoins to invoke on attack rolls made with the Human Defense Armament (they may still only invoke once per attack), to pay the costs of Upgrades to Human Defense Armament, and/or to pay the costs of Charms or Merits with Human Defense Armament as a prerequisite.
Runic Aegis (••••): If the character would be damaged, for each Rune they have active before they would take damage, the character may spend a rune, a wisp, or a Wispcoin to activate Holy Shield without it counting against the limit of how many Wisps the character may spend in a turn.
Runic Array (•••••): Some of the Noble's attack is channeled through the runes, making dodging more difficult. So long as the Noble has three or more runes active, whenever the Noble attacks, they may choose a single target. That target's effective Defense against the attack is at a -3 penalty; if the target Dodges, apply the penalty after calculating the Dodge dice pool.

Drawback: At least one rune must be active for the character to attack. Generated runes and primed Runic Flash tattoos are obviously supernatural, overriding any Charms or other abilities that obscure the character's supernatural nature.

Nimble (Style, •-•••••)

[With modifications suggested by Varrtes]

Prerequisite: Human Defense Armament, Industria: Equal Level, and;
Athletics as an Asset Skill, or Athletics: Equal Level
Style Tags: Human Defense Armament
Effect: The character's weapon becomes as nimble as the character.

Air Attack (•): The character can fling their Human Defense Armament to attack, tossing or spinning it toward an enemy. The throw follows the normal rules for throwing objects [CofD 90] except that the character may substitute their chosen dice pool, can throw the weapon regardless of their Strength, and may apply an Invocation to the attack.

The weapon is aerodynamic when the character throws it, though not for anyone else unless the On-Command Upgrade is applied. Throwing the weapon in this way counts as using it as a weapon. The weapon does not need to be recovered after being thrown, reappearing in or returning to the character's hand after use. Alternatively, the character may choose to keep the weapon where it was thrown; doing so requires that the weapon be recovered manually.
All in the Wrist (••): The character can now use Dexterity + Athletics as their dice pool when attacking with their Human Defense Armament. The Human Defense Armament is now compatible with any Style Merit that has the Agile or Archery Tags.
Pinsetter (•••): When the character attempts to inflict the Pinned Tilt [HL 143], either reduce the target's effective Stamina by half, rounding up (if targeting an appendage) or reduce the penalty by 2 (if targeting clothing).
Going and Coming (••••): When the character throws their Human Defense Armament as an attack against an opponent closer than half their throwing range and misses, they may spend a point of Willpower and declare they are using this maneuver; the Human Defense Armament goes into an arc instead of returning to their hand. On the subsequent turn, the character may not attack, but may take other actions. Roll the character's attack dice pool against the opponent's Defense; the character may not invoke, apply Willpower, or specify a target for this attack.
Shadow Pin (•••••): If the character successfully inflicts the Pinned Tilt, they may return the Human Defense Armament to their hand, leaving behind a duplicate to keep the target Pinned; this does not make the Pinned tilt easier to end. The character may create up to four such duplicates.

Noble Professionalism (Style, •-•••••)

Prerequisite: Industria: Equal Level

Effect: Your character has awakened their innate, Light-given talent suitable for a particular focus, which offers distinct advantages in a handful of fields. When choosing this Merit, choose two Skills and designate them as Recovered Skills. Mark those skills on your character sheet.

This Merit is an alternative to Recovered Memories [Vocation 83]. Using the options for purchasing maneuvers on Hurt Locker p. 44, characters may acquire this maneuver alongside or instead of the others with the same dot ranking.

If this merit is taken and the Noble has not yet taken Professional Training [CofD 46], a Noble of Industria may declare they are using Recovered Skills in place of Asset Skills. Doing so grants Recovered Memories and Noble Professionalism the Style Merits tag: **Professional Training**, and makes the maneuvers granted by either Merit alternatives to those granted by Professional Training. Using the options for purchasing maneuvers on Hurt Locker p. 44, characters may acquire these maneuvers alongside or instead of the others with the same dot ranking.

A Noble who uses Recovered Skills in place of Asset Skills may do so for any Charm or Merit that refers to them, and may use the equivalent rank of Noble Professionalism or Recovered Memories in place of Professional Training for any Charm or Merit that has it as a prerequisite.

Starting Kit (•): The Noble finds the foundations laid by the Light. For two of the Noble's Recovered Skills, take a one-dot generic or Industria Charm that uses that Skill in its dice pool or that otherwise provides a benefit in that Skill (such as a Favor or Regalia Charm for that Skill), or designate such a Charm that the Noble already possesses for that Skill as Practical, or take [Reliquary Receiver] for that Skill.

Contemplative Success (••): The Noble earns the Light's help in their daily life. When the Noble earns Wisps or Wispcoins (*not* when they take Wisps from other people, places, or possessions such as Seeds of Light including Wispcoins), they also apply that many transformed dots in their Recovered Skills in their mundane form, up to those they possess. The benefit fades when they transform, or when they next sleep.

Associate Status (•••): The Noble walks proudly on the path they have paved with the Light. Choose a third Recovered Skill. Take either [Professional Package], [General Specialization] (for any one Recovered Skill), or [Special Generalization] (for any one Recovered Skill).

Regaluminous Feedback (••••): The Noble's training builds on itself. For every two Experiences spent on Charms that use a Recovered skill in their dice pools or that otherwise provides a benefit in that skill (such as a Favor Charm for that Skill), or on generic or Industria Upgrades in such Charms that the Noble possesses, the Noble gains their choice of a Luminous Beat or a Regalia Beat.

Self-Employed (•••••): The Noble becomes their own Staff. At any reasonable time, the Noble can take actions using a Recovered Skill. These actions automatically garner a single success. While not useful in contested actions, this guarantees success on minor, mundane activities.

Royal Pitch (Style, •-••••••)
[With suggestions by Cozyglow and modifications suggested by Varrtes]

Prerequisite: Human Defense Armament, Industria:Equal Level, and Expression as an Asset Skill, or Expression: Equal Level
Style Tags: Human Defense Armament
Effect: The character's weapon becomes a microphone or instrument, allowing the character to attack with their voice or musical acumen.

Hum the Bars (•): The character gets in tune with the Light's vibrations. This maneuver grants the character the full benefits of the Royal Tongue Merit, even if they are not Hopeful, Sworn, or Shikigami.
Frequency Finesse (••): The character can now use Presence + Expression as their Dicepool when attacking.
Weave and Warble (•••): Once per turn, when the character attacks or dodges [CofD] and uses Expression as part of the dice pool, they may sing in the Royal Tongue and force the qualia, the experience and feeling of what they are about to do, into the musical song. Doing so grants the roll the 9-again quality.
Deci-Belle Ringer (••••): When the character achieves five or more successes on an attack roll, they take the [Found Frequency](#) Tilt, keyed to the target. If this was an attack to a target's head that damaged the target or inflicted the Phantom Damage Tilt on them, the target also takes the Deafened Tilt for the character's Industria in turns.
Sharp Crescendo (•••••): If the character applies Willpower to a roll that benefits from Weave and Warble, the attack roll is also treated as an Inner Strength roll. The character may benefit from Sharp Crescendo only once per day or once per session, whichever is longer.

Personal Implant (Style, •)

Prerequisite: Living Image with Bequeathed or [Market's Visible Hand](#) with [Bequeathed](#), Industria ••••+
Style Tags: Living Images
Effect: The character can create a [Special Implant Prosthetic](#) or [Chip Implant](#) that houses an inert Bequest without paying the Willpower Dot themselves. Once the Special Implant Prosthetic or Chip Implant is implanted, the recipient can spend Willpower Dots equal to the Bequest's rating to "complete" the Bequest and ready it for use.

Only the person who paid the Willpower Dots may use the Bequest within the Personal Implant, and they may do so as long as they are a [Tallow](#), even if they are not Light-Touched, although the Industria requirement still applies. If they ever become separated from or unable to use the Bequest (because the part is separated from them, for example), it again becomes inert, although no further Willpower Dots need to be paid to reactivate the Bequest should the recipient become once again able to use it. Once the Personal Implant's owner dies, the Bequest is irrevocably destroyed.

Personal System (Style, •)

[Inspired by RDMarquis]

Prerequisite: Living Image with Bequeathed or [Market's Visible Hand] with [Bequeathed], Industria ••••+

Style Tags: Living Images

Effect: The Noble can create a special type of Bequest - a Personal System. Creating a Bequest as a Personal System costs an additional Willpower Dot.

The Noble adds the Bequest to their Regalia; they can summon it as such and recreate it as they can other pieces of their Regalia should it be destroyed. Additionally, it can be summoned and dismissed regardless of whether the Noble is transformed. A Personal System is size 0-2. A Size 1 or 2 Personal System can hold Charms of any rating, but a Size 0 Personal System only functions as a Chip Implant, and only if self-implanted via Personal Implant.

A Personal System can hold any number of Charms, and is always considered appropriate artwork for any Charm its creator imbues into it. Characters examining a Personal System treat each instance of a Charm it holds as an individual Bequest or Living Image for the purposes of determining what Charms are in it.

The Noble can imbue further Charms into their Personal System either as Bequests or as Living Images. Imbuing each Charm this way still requires Living Image or [Tokens of My Esteem], with the [Bequeathed] Upgrade if being imbued as a Bequest; activating Tokens of My Esteem in this manner does not create the pill/patch/token/etc, instead storing the Living Images of the Charm to be activated later at the Noble's command instead of other activation methods. Living Images and Bequests placed into a Personal System with the [Digital] Merit applied cannot be moved out of the Personal System.

Sensitive Soul (•-•••••, Style)

[Inspired by Hackneyed Trope, Recette, and Varrtes]

Prerequisite: Sensitivity

The character opens themselves up to the pain of the world, that they may find and heal it.

Sensitive Solver (•): Even if a problem does not bring the Character pain, it is still worthwhile to see it fixed. When the character makes a Sensitivity check and does not take a dot of Shadows from it, roll dice equal to twice the character's dots in Sensitive Soul. On a Success, take the [In-Sensed] Condition. On an Exceptional Success, as Success, and also take the Blessed Condition with 1 banked die per dot of Sensitive Soul; the mission is resolving In-Sensed.

Suffering Invites Rescue (••): When the character comes upon suffering, they take the call. When the character makes a Sensitivity check while untransformed, they may perform a Reflexive Transformation Action, adding their Sensitivity dicepool as a bonus to the roll.

Karmic Self-Affirmation (•••): Sometimes the price to ameliorate the world's ills (or for the motivation to do so) is experiencing them first-hand. Acts performed by those other than the character or their allies that cause the character to suffer trigger Sensitivity. Only acts that would trigger Sensitivity if performed on other characters trigger Sensitivity in the character (e.g. If the character is in battle or already feels unsafe, damage inflicted on them generally won't cause Sensitivity to trigger). This Sensitivity check is not cumulative with other Sensitivity checks; an event that causes the character and another to suffer causes only one Sensitivity check. When your character suffers Sensitivity this way, they may take an automatic Success on the Transformation Action provided by Suffering Invites Rescue instead of rolling.
Drawback: Any Sensitivity check tied to events that cause the character and at least one other to suffer always carries the 9-again quality.
Heart on My Sleeve (••••): The pain that once suffocated a Noble's heart now drives it to beat harder. When performing an action intended to resolve any Condition inflicted by a Sensitivity check, (including Haunted and In-Sensed), roll additional dice equal to the character's Sensitivity dicepool.
Time Heals All Wounds (•••••): The character can refuse to let suffering win, or accept when it's time to move on. The character may have any number of instances of the Haunted and In-Sensed Conditions, which no longer end without resolving. At the end of each session, the character may shed up to one instance of the Haunted Condition and up to one instance of the In-Sensed Conditions, taking a Beat for each instance of a Condition shed this way.

Drawback: Sensitive Soul does not apply to Sensitivity checks where the tainter was a character or an ally of the character. The character's Sensitivity dicepool is now the higher of their normal Sensitivity dicepool or their dots in Sensitive Soul.

Signature Phylactery (Style, •-••••••)

[With Suggestions and Inspirations from Cozyglow, DraynaRue, Varras, and Vent0]

Prerequisite: Noble, Regalia Charm designated as [Practical](), Highest Invocation: Equal Level
Style Tags: Phylactery

Your Noble's Phylactery is particularly empowered and distinguished. The first dot of this Style Merit can only be purchased at character creation and whenever your Noble gains a rank of Inner Light. Choose a Practical Regalia Charm to whose base form requires no invocation other than Industria; this can include a Charm accessible to them from Nation membership. The Phylactery is now an anchor for that Charm, which becomes the Phylactery Charm; it can't anchor any other Charms. Whenever the Noble takes a dot of Inner Light, they may choose a new eligible Charm for their Phylactery to anchor; if they do and the Phylactery was already anchoring a Charm, it ceases to do so.

If the Charm connected to the Regalia piece ceases to be Practical for the Noble (such as by losing membership in the Nation), the Phylactery ceases to anchor it; this Merit is lost and the dots spent on this Merit are refunded as per Sanctity of Merits.

Useful Phylactery (•): The Noble chooses a piece of Size 1 Equipment of availability ••• or less that is not a weapon or armor. The Phylactery can act as that Equipment, except that its Dice Bonus is +1 and it does not require an external power source. This maneuver is not considered a supernatural effect, and it does not benefit from Upgrades to the Phylactery Charm (including Quality). If the piece of equipment is something that must be consumed, once the Phylactery is consumed this way it must be recreated.

Dutiful Phylactery (••): Describe a regular activity in your character's mundane life related to the duties of their Calling. When they regain Wisps by carrying out that activity (as described under Call of Duty), they may later transform effortlessly as a reflexive without spending a Wisp. Your character may benefit from this effect at most once a session, or once a day, whichever is longer.

Quality Phylactery (•••): By spending a Wispcoin and either taking an Instant action or taking a Reflexive action and sacrificing Defense for the turn, the Quality bonus of the Phylactery Charm increases by +1; this can't increase the Quality Bonus past the Noble's Industria.

After the Noble's Industria in hours has passed since the last time a Wispcoin was spent to increase or maintain the Quality Bonus, all increases to the Quality Bonus gained through this maneuver expire unless the Noble spends a Wispcoin. If the Noble activates or otherwise benefits from the Phylactery Charm and/or one of its Upgrades during an Action scene, all increases to the Quality Bonus gained through this maneuver expire at the end of the Action Scene.

Regalia Phylactery (••••): The Phylactery may be dismissed and summoned as if it were a Regalia Piece, regardless of its location. A Noble of Industria with this maneuver can repair their Phylactery for 1 Wispcoin instead of one Wisp and one Willpower.

Specialty Phylactery (•••••): Choose either the base Phylactery Charm or one of its Upgrades. The effective Quality Bonus for the chosen function is increased by +3, to a maximum of the Noble's Industria.

Drawback: Upgrades that require Invocations other than Industria can't be applied to the Regalia Charm anchored to the Phylactery.

Additionally, your character's Transformation is tied to the Regalia Charm anchored to the Phylactery. If the Regalia piece is destroyed or the Charm is denied due to breaking Industria's Ban, when your character next detransforms, they cannot transform and are denied the benefits of this Merit until they recreate or regain access to the Charm.

Token Vendor (Style, •)

[Inspired and Requested by multiple members]

Prerequisite: Living Image with Bequeathed, or Market's Visible Hand with Bequeathed, or Market's Visible Hand with Heroes' Endowment, and;
Industria ••••+ (for Bequests) or Industria ••••• (for Heroes' Endowments)

Style Tags: Living Images

Effect: The Noble can now create a Bequest or Heroes' Endowment that can convert Wispcoins to Living Images. When the Noble creates a Bequest or Heroes' Endowment for a Charm and applies this Merit, the result is a box of Size 5 that allows its users to activate Tokens of My Esteem for the Charm contained by the Bequest, except that if the Charm costs Wisps or Wispcoins to activate, an additional Wispcoin is not required to activate the version of Tokens of My Esteem contained within the Bequest.

Bequests and Heroes' Endowments made with Token Vendor always include a literal slot for Wispcoins and may be used by any character capable of spending Wispcoins regardless of their Industria or whether they have broken Industria's Ban. For a Heroes' Endowment, the Noble selects where in the affected area the size 5 box holding the slot will be placed, and the characters in the area can only gain the benefits of Token Vendor by using the box; destroying this box does not cause Heroes' Endowment to expire, but it does prevent any character from benefiting from Token Vendor.

Token is compatible with [Digital](), but this does not reduce the size of the resulting box. Token Vendor Bequests are compatible with [Coin-Operated]() only for Charms that require a dice roll. Token Vendor Bequests can be part of a [Personal System](), but the result is always Size 5. Token Vendor is not compatible with [Special Implant Prosthetic]() or [Duty-Bound](). Purchasing a Token Vendor Bequest adds one dot to the cost.

Troupe Magic (•-•••••, Style)

Prerequisite: Noble or Shikigami, Troupe size: Equal Level (for ••-•••••)

Your character belongs to a Troupe who have worked magic together long enough that they can contribute to and support each other. Each character who buys at least one dot in Troupe Magic is part of one and only one Troupe, chosen when this Merit is taken, and contributes to the Troupe size of that Troupe. A Troupe can't exceed five members.

Troupe Transformation (•): When Transforming, the character gets a +1 bonus for each other member in the Troupe that is also Transforming that turn. If at least one character gets a Success or Exceptional Success on the Transformation, other members of the Troupe who got a Failure or Dramatic Failure may upgrade it to a Success by spending a Wisp.

Troupe Activation (••): The character may use the teamwork rules on the rolls for activating Charms they know, with themselves as the Primary actor and other characters in the Troupe acting as Secondary actors. However, doing so requires extra time to coordinate; Charms activated with an extended action double the interval between rolls, and all Charms require a minimum of one minute to activate. The Primary actor must know the Charm they wish to use, but Secondary actors need not; however, if they don't know the Charm, Secondary actors take a -2 penalty to their dice pool. All actors must apply the same Invocation, if they apply any. Only the Primary actor spends the cost to activate the Charm; each actor who applies an Invocation spends the Wisp to do so themselves, if it's needed.

Troupe Flow (•••): When you are the Primary actor for Troupe Activation, Secondary actors may apply different Invocations, so long as none are in common; only the Primary Actor's Invocation is applied to the Charm for purposes of effects. Additionally, when activating a Charm (including outside of Troupe Activation) and applying an Invocation, add +1 for each different Invocation that other members of the Troupe have applied that turn.

Troupe Theming (••••): When another member in the Troupe purchases a Charm that you know, that character takes a Luminous Beat. When another member in the Troupe purchases an Upgrade for a Charm, if you have that Upgrade, or if the Upgrade is an invoked Upgrade and you have an invoked Upgrade for that Charm of a different invocation, and no other member of the Troupe knows an invoked Upgrade for that Charm of either yours or that character's Invocation, that character takes a Luminous Beat.

Troupe Spearhead (•••••): Attacks now count as Charm Activations for the purposes of Troupe Flow. Once per Scene, the character and other members of the Troupe may attack using the Teamwork rules, with yourself as the Primary actor and other members of the Troupe as Secondary actors. If each actor attacks with the same charm from Empty Hands, Kensai, Levinbolt, or Palladion, and each actor applies an Upgrade of a different Invocation, the Primary actor applies the invoked Upgrades from the Secondary actors in addition to their own; calculate effects from each applied Invoked Upgrade as if the Primary actor had dots in Minor Invoker equal to the dots in the Invocation the corresponding Secondary actor possessed.

Drawback: Unlike most Merits, multiple characters must purchase Troupe Magic together to fully benefit from it. If the character is irrevocably separated from the Troupe, the Merit is lost, and dots spent on this Merit are refunded as per Sanctity of Merits.

Twilight Blessing (Style, •)

Prerequisite: Living Image with Bequeathed or Token of My Esteem with Bequeathed, Highest Invocation ••••+

Style Tags: Living Images

Effect: The Noble can create Bequests that can be used with reduced risk to the Bequest itself. When creating a Bequest of a Charm with a Duration or a Charm with "Action: Permanent," the Noble can apply the effect of Twilight Blessing. When such a Bequest is activated, the Bequest becomes tied to the character activating it, effectively disappearing into the Dreamlands layer of Twilight for the Duration of the Charm (or indefinitely if the Charm is "Action: Permanent"). The character may end the Charm at any time as a Reflexive action, returning the Bequest from its Twilight state.

Wild Weapon (Style, •-•••••)

[Inspired by and with Suggestions from Vent0 and Cozyglow, with modifications suggested by Varrtes]

Prerequisite: Human Defense Armament, Industria: Equal Level, and;
Animal Ken as an Asset Skill, or Animal Ken: Equal Level

Style Tags: Human Defense Armament
Effect: The Human Defense Armament takes the form (or at least some characteristics) of an animal.

Best Friend (•): Using a Transformation Action, the power of the Human Defense Armament can be infused into an animal with whom the character has the Bonded Condition that is within sight and earshot of the character and range of their Human Defense Armament. At the beginning of a turn that involves the character and such an animal, the character chooses which of the two can take an Instant Action this turn. If the animal is chosen to take the Instant action, the character may direct them to attack, including who to attack. Per ST discretion, Fighting Style Merits that the character could apply to their own attacks can be applied to the animal's attacks; maneuvers in this style are always appropriate for the animal to apply.

Charm and Claw (••): The character may use Manipulation + Animal Ken as their attack dice pool. The Human Defense Armament is now compatible with any Style Merit that has a Creature (Keyword) tag.

Assisting Animal (•••): The character may use their attack dice pool in place of Strength + Brawl when attempting or maintaining a Grapple [CofD 89]. When the character invokes Industria when attempting or maintaining a Grapple, they may add extra successes equal to their dots in Industria instead of rolling extra dice or increasing damage.

Fetch! (••••): The character may send their Human Defense Armament to attempt a grapple against any target in range of their Human Defense Armament. Maintaining a grapple started this way requires that the character not take any action other than moving, starting grapples, or maintaining grapples; the character still uses their own dice pool and chooses moves, and this does not cause the character to sacrifice their Defense. A character whose Human Defense Armament is engaged in a grapple with a target via this Fetch may adds the following move to the list of Grapple moves:
- **Drag** the opponent towards the character at the character's speed. The opponent cannot apply Defense against incoming attacks.

Group Manifestation (•••••): The Human Defense Armament takes the form of a group of animals. The character may attempt to start and maintain grapples against a number of targets up to their Industria. If the character's Human Defense Armament is capable of Long Bursts, the character may make multiple grapple attempts in one turn using the rules for Long Bursts. The character may maintain current grapples while starting new ones, so long as they do not take any action other than moving, starting grapples, or maintaining grapples; this does not cause the character to sacrifice their Defense. If the character is engaged in multiple grapples, they make one roll to maintain all of them and choose one move to apply to all of them (two on an Exceptional Success).

Drawback: When directing an animal empowered via Best Friend, their attack rolls take a -2 penalty for each sense (sight or sound) where the connection is made through mundane mechanical or electronic means (e.g. binoculars, earpieces). Per ST discretion, directing the animal to perform gratuitous violence or suicidal maneuvers without serious justification may cause the Bonded Condition to be resolved; this grants the Noble a Beat.

New Supernatural Merits:
Any Supernatural Merits that require Industria may be taken by any character that meets the prerequisites (e.g. they are *Open to the Hopeful)*.

Audiovisual Accompaniment (•)

Prerequisite: Royal Tongue, Occult as an Asset Skill, Invocation: Equal to Charm Rating

Effect: The character empowers a Charm with their voice and a self-created display of Light-based runes that shine in mid-air. Choose a Charm and an Invocation. When Invoking on either the Charm activation roll or on a roll that the Charm allows you to Invoke on with the chosen Invocation, the character may speak in the Royal Tongue and summon the runes, which normally take the form of a symbol, a circle with lines and symbols inside, or something similar. Doing so provides the following bonuses:
  - The character's roll gains the 9-again quality, as per Royal Tongue, without requiring an additional turn.
  - If a Wisp was spent to Invoke, it doesn't count against the character's limit on spending Wisps per turn.

A character may purchase this Merit multiple times, each for a different Charm/Invocation pair; it may even be purchased multiple times for the same Charm, if the Invocations are different.

Drawback: The speech and runes are both flashy and obviously supernatural, overriding any Charms or other abilities that provide stealth and/or obscure the character's supernatural nature in addition to making hiding in general much more difficult. The character must stay in one spot to synchronize speech and symbols. Once Audiovisual Accompaniment is applied, the character can't move until their next turn; this does not deny them Defense.

Bergeron's Beneficence (•-••••••)

Prerequisite: Appropriate Merits: Equal Level, Industria: Equal Level
Effect: One must give up a part of themselves to get in touch with the Inner Soul of Humanity. For each dot of Bergeron's Beneficence, the character generates one Wispcoin everytime they regain Willpower from natural rest, no more than once per day.

Drawback: Each dot of Bergeron's Beneficence must mark an appropriate Mental, Physical, or Social Merit tied to innate mental or physical ability, per ST discretion. (e.g. Fast Reflexes, Fleet of Foot and Striking Looks would be eligible; Patient, Parkour, and Allies would not.) Each marked Merit is rendered null, leaving recognizable signs (e.g. A character who loses Small-framed looks unnaturally stretched out and gaunt). Each sign gives a -1 penalty to Social Rolls in situations where the other party sees and is disturbed by the sign.

Duty-Binder (•-••••••) [Inspired by Recette and Geometry]

Prerequisite: Able to use Bequests, Industria: Equal Level
Effect: The character can ready a Bequest with their own sweat and toil. They may treat Bequests containing Charms with a Rating equal to or less than their dots in Duty-Binder as if they had been created with Duty-Bound, and determine an appropriate task to prime the Bequest with a successful Wits + Occult Roll; this does not directly identify the Charm itself, but often provides a vague idea of what type of Charm it may be.

Ever-Expanding Circle (•-••••••)

[Movement to the Supernatural Merits Section inspired by Laguz24]

Prerequisite: Light-touched, or Industria: Equal Level
Effect: The human mind was not designed for large numbers. When the suffering of millions feels incomprehensible, the Noble can turn to the small everyday problems and triumphs of those they meet on her journey.

The Noble may spend at least an hour in the in-person company of someone with whom they have never regained Wisps using this method, having a pleasant conversation, helping them with daily chores, venting their frustrations, or listening as their acquaintance vents. After the encounter is over, they generate Wispcoins equal to their dots in the Merit. Your character can regain Wisps via Ever-Expanding Circle at most once a session, or once a day, whichever is longer.

If the Noble shares time with a group, they may choose whose presence is the source of the Wisps; others in the group remain eligible for future uses of Ever-Expanding Circle.

Dots in Shadows weaken the pleasures of new company; a shadowed Noble needs more time with new acquaintances to properly generate Wispcoins. Each dot in Shadows adds one hour to the time your character must spend with new characters before generating Wispcoins - two hours with one dot, three hours with two dots, and so on.

I Just Work Here (•-••••••) [Inspired by Recette and Hackneyed Trope]

Prerequisite: Sensitivity, Industria: Equal Level
Effect: When the Work-In-Progress cannot wait, the character learns to prioritize. If Sensitivity is triggered when the character is in the middle of a task whose abandonment would mean breaking Industria's Ban, they subtract their dots in this Merit from the roll.

Drawback: A justification only works if it's true. If the character breaks Industria's Ban, this causes an immediate Sensitivity check with the +2 bonus of, "Tainter is the Princess." They also

add an additional die to the Sensitivity check for each Sensitivity check that the character applied this Merit to since the last time they broke Industria's Ban, up to their dots in this Merit.

Light Inoculation (••) [Original Version by Recette]

Prerequisite: Beacon or Sworn, Highest Invocation ••+

The character, although not possessing the Light's full protection from the encroaching of other supernatural existences, carries some protection. They are immune from any supernatural effect from a non-Noble source that is only effective against Mortals, and cannot be converted into minor supernatural types of beings (e.g. Beholden, Alchemists, Ghouls). This does not prevent the character from becoming a major supernatural type such as a Vampire or Noble; if this happens, the Merit is lost and the dots refunded as per sanctity of Merits.

Meditative Light-Mining (•••-•••••) [Inspired by Hackneyed Trope]

Prerequisite: Access to Charms, Industria: Equal Level

The character may engage in a meditation that turns their mental calculations towards the generation of Light. They may focus on a particular Charm and engage in Meditation, with a threshold equal to the Charm's rating + its cost in Wisps/Wispcoins (including costs of Upgrades). Once the Threshold is met, the Noble pays any costs of the Charm other than Wisps/Wispcoins. If the Charm requires time or physical preparation beyond that spent in Meditation, those acts must also be performed. Once all costs are paid, the character takes the Waiting Charm condition and can activate the held Charm with a Reflexive Action. This replaces the normal benefit from Meditation.

If the character knows the five-dot version of the Merit, they may add (3 * the Charm's cost in Willpower) to the threshold; doing so means that Willpower no longer needs to be paid to activate the Charm.

Drawback: The intense mental processing causes the character to run hot. They are considered to be in an Extreme Environment (Heat) while meditating. If already in such an Extreme Environment, increase its effective level for the character by 1.

Minted Resolve (••-•••) [Original Version by Recette]

Prerequisite: Industria ••+

The character places their stock in the Light. Whenever they would pay 1 Willpower to activate a Charm or a Supernatural Merit that is open only to mortals, they may instead pay 3 Wispcoins; this expenditure counts against the caps on Willpower expenditure, but not against caps on Wisp

expenditure. The two-dot version of this Merit allows the character to do this only when Soul-Shocked. The three-dot version allows the character to do this at any time.

Personal Touchstone (••)

[Inspired by EntirelyUnlikeTea]

Prerequisite: Sensitivity

Effect: Your character can work past their failures by working to help others build a better future. Once per chapter, when you complete or further your Vocation in a way that helps someone towards whom you have an Intimate Sympathy, a Dedicated Commonalty, and/or someone represented by one of your Social Merits, you may remove one Dot of Shadows.

Quality Duration (••)

Prerequisite: Industria ••+

Effect: Your character can coax a longer effect out of better Regalia. When your character activates a Regalia Charm or an Upgrade for a Regalia Charm with a duration based off Industria or has an effect that lasts a number of units of time equal to Industria (e.g. Industria in hours, Industria in days, etc.), replace Industria with (Industria + Quality Bonus); use the Quality Bonus as it was when the Charm or Upgrade was activated.

Quirks Favored (••)

[Original Version by Recette]

Prerequisite: Industria ••+
Effect: Industria honors all of humanity's gifts. When the character activates a non-Style Supernatural Merit that requires a dice roll, if that dice pool requires Industria or the Merit is only open to mortals, the character may spend one Wispcoin. If they do, they add their dots in Industria to the activation roll.

Drawback: If the character has broken Industria's Ban, they lose access to this Merit for as long as it remains broken.

Reliquary Receiver (•)

Open to the Hopeful.
Prerequisite: Character has skills designated as either Asset Skills or Recovered Skills, Industria

•+

Your character places their faith in an object that symbolizes either their past or their profession. Choose a Recovered or Asset Skill. The character may purchase Transformed Dots for that skill if they couldn't already. When the character has successfully meditated [CofD 75] they may, instead of the normal bonus, apply their transformed dots in that Asset or Recovered Skill in their mundane form. The benefit fades when they transform, or when they next sleep.

A character may not take more Transformed Dots in an Asset Skill than their Dots in Industria.

A character may take this Merit multiple times, once for each Recovered or Asset Skill.

Drawback: If the Skill somehow ceases to be an Asset or Recovered Skill, their Reliquary becomes a useless trinket, and any dots spent on the Merit and related Transformed Dots may refunded as per Sanctity of Merits (or kept inactive if the character hopes to regain the designation somehow).

Sanctuary Integration (••)

Prerequisite: Palace •, Industria ••

The area easily accepts and spreads Charms compatible for Consecrated areas. Sanctuary Integration may be applied to any Palace. If a Charm activated in an area with Sanctuary Integration has an upgrade that extends the duration to Consecration, that upgrade is automatically applied even if whoever activated it doesn't know the upgrade - the basic Charm is enough.

Self-Arming Phenomenon (•-•••••) [Inspired by RD Marquis]
[With Rewrites inspired by Meow Milk]

Prerequisite: Tallow

Effect: The character trains themselves to use the creations of the Light to defend themselves. The character may detect and use Bequests containing Charms with a rating no higher than their dots in Self-Arming Phenomenon.

When using Bequests of Industria Charms, characters with Self-Arming Phenomenon are considered to have a rating in Industria equal to either their actual Industria or their dots in this Merit, whichever is higher.

Softlight Current (•) [Inspired by Recette]

Prerequisite: Ability to Transform and/or Activate Charms

The character's understanding of the Light and the connection to it a Wispcoin can buy provides a buffer from the Light's capacity to overawe the mundane mind. When the character suffers a breaking point from witnessing a Noble transform or using a Charm to perform an obviously supernatural feat, they may spend a Wispcoin to add their Industria to the dice roll for the breaking point; this benefit applies even if they are the target of a Charm.

A Noble with this Supernatural Merit may use it another way. When they transform or use a Charm to perform an obviously supernatural feat, they may Invoke Industria to add their Industria to the dice rolls of any mundane witnesses (or targets) who suffer a breaking point because of it; this replaces the normal benefits of Invoking Industria.

Weaving of Light And Labor (•••••)

[Original Version by Hackneyed Trope, with modifications inspired by Varrtes]

Prerequisite: Industria •••••

The character can combine the power of Light with the magnification of labor. This carries the following effects:

- The character may invoke Industria on any roll whose dicepool includes Inner Light.
- When the character invokes Industria on a roll, if that roll's dicepool doesn't include Inner Light, they may roll additional dice equal to their Inner Light (Minimum 1), and if that roll is to activate a Charm whose effects are based on that character's Inner Light or Industria, instead those effects are based on that character's Inner Light (Minimum 1) + Industria

Drawback: The interweaving takes time. To apply the effects of this Merit to a roll that is normally a Reflexive action, either that roll now requires an Instant action or the character must sacrifice their Defense for the turn. To apply the effects of this Merit to a roll that is normally an Instant action now requires either a Full Turn or a second turn to use an additional Instant action.

New Equipment:

Chip Implant

Die Bonus +0, Durability 1, Size 0, Structure 1, Availability •••

A Chip Implant is a Size 0 Special Implant Prosthetic, implanted in the subdermal fascia between the thumb and forefinger of the character's hand or just under their collarbone. A Chip Implant

can hold a Bequest of a Charm with Rating 1 or a Digital Bequest of any rating.

A character may only benefit from one Chip Implant at a time.

Sidebar: Not Yet Time

The Chip Implant of the Setting-Neutral Association of Light Marketeers is not connected to the Regalia Implant tag, which only exists in the setting of *On Borrowed Time.*

Special Implant Prosthetic

Die Bonus +0 to +2, Durability Varied, Size 0-3, Structure Varied, Availability •••-•••••

Effect: The Special Implant Prosthetic replaces a (usually lost) limb or organ. The Special Implant Prosthetic may replace any limb or organ that could be replaced by a Goalenu Graft, except for the brain. Its Durability is equal to its Availability, and its Structure is equal to its Size (minimum 1). At Availability •••, the Special Implant Prosthetic merely replicates the function of its original part. The four-dot version provides a +1 Equipment Bonus to a specific mundane action made with the prosthetic (equivalent to a Skill Specialty), and the five-dot version provides a +2 Equipment Bonus (Equivalent to a Skill Specialty and the Area of Expertise Merit).

A Special Implant Prosthetic may be or house a Bequest with a rating no greater than its Size or a Digital Bequest of any rating. Once implanted, the character may no longer purchase dots in the Attribute tied to the replaced part (use the same table as for Goalenu parts). A Special Implant Prosthetic that is a Bequest or houses a Bequest functions as a replacement part regardless of whether the user can activate the housed Bequest (including having broken Industria's ban).

New Phylactery Conditions:

Dissolute Philosophy (Persistent)
(Inspired by the Bohemian and EntirelyUnlikeTea)

Effect: The Noble has failed to form or maintain the coherence of their philosophies. The Noble cannot access the Practical Magic of their Court, or the Courtless Practical Magic, although they can still purchase the associated Invocation (if any) at the favored rate.

Cause: A Noble who has yet to meet their Queen, or a Dramatic Failure on a compromise roll that involved violating one of their Court's Ideals.
Resolution: A Noble who didn't meet their Queen meets their Queen. A Noble who committed a transgression against their court must earn their Queen's forgiveness. Either way a Noble can learn to power the Practical Magic of their Court on their own; a Noble with this Condition may resolve it at any time if they have five dots in the Invocation tied to the Court (Although doing so

without the Queen's forgiveness may inflict a similar Condition such as Infamy, per ST discretion,)

Beat: The Noble rolls a normal success that would have been an exceptional success if they had access to their Practical Magic. For courts that don't offer a situation where a Noble would gain an Exceptional Success on three successes, the ST decides on another situation where the Practical Magic would normally provide a benefit to provide a Beat instead.

Entrusted Phylactery (Persistent)

Effect: The character Blossomed in a way that formed a particularly strong bond with a Shikigami, their Blossoming was catalyzed by a Shikigami, or a Shikigami character has given the Blossoming character a Phylactery belonging to a previous Noble to hold the Light's power within them. The Shikigami holds possession of the Phylactery; they are the ones who can summon, dismiss and reconstruct the Phylactery, not your character.

Any Charms, Transformed dots, Noble-exclusive Merits, and Mental and Physical Merits limited to transformed forms, either granted at Character Creation or purchased with Experiences are "held" in the Phylactery. Ranks of Inner Light past the first are also "held" in the Phylactery.

If access to the Phylactery is irrevocably lost, all experiences spent on aspects it held are refunded as per Sanctity of Merits.

Cause: A Noble Blossoms near a Shikigami, or their Blossoming is "completed" by the blessing of a Shikigami.

Resolution: A Noble reshapes their Phylactery after gaining a dot of Inner Light, cutting the ties between Phylactery and Shikigami. This also transfers anything "held" in the Phylactery to the Noble specifically. Note that this can only be done by the Noble to whom the Phylactery originally belonged, or with the express permission of the Shikigami to which the Phylactery is tied. The Noble or Shikigami dies, and the Phylactery ceases to exist with them.

Beat: The Noble suffers a significant hardship because they can't transform or access Practical Magic because they lack access to their Phylactery.

Internal Regalia (Persistent)

The Noble's idealized form is such that their Regalia are internal, with their body transforming itself to manifest them. Such Regalia can take a technological, biological, or other form, as is appropriate for the Noble.

When this Condition is taken, the Noble's body gains five slots: head, right arm, left arm, torso, and legs, and assigns up to one piece of Regalia to each slot. Regalia pieces can only anchor one Regalia Charm at a time. Body parts can be transformed to manifest Regalia and back to normal in the same way that a Noble normally summons and dismisses Regalia. A Noble can change slot assignments with a successful Meditation; Meditating for this purpose replaces the normal benefits of a Meditation.

As the Regalia are part of the Noble's body, they no longer have Structure or Durability, and cannot be destroyed or disarmed. Damage that would be dealt to an integrated Regalia piece is

dealt to the slot it takes up, and loss of a body part due to damage causes the Regalia piece tied to it to unmanifest. Regalia function as normal regardless of slot, and the Noble can manifest Regalia in such a way that it does not impede normal function of either body or Regalia.

The Noble cannot activate a Regalia Charm without using a slot for it. If the Noble is missing an arm or either leg, they cannot use the corresponding slot. If the Noble is suffering the Arm Wrack or Leg Wrack Tilt, the penalty applies to any Regalia taking up that slot.

Passing a Regalia Piece to another Noble requires physically separating the corresponding body part, and can only be done with either arm slot or the legs slot. The Noble cannot manipulate a separated part without On-Command; separating parts this way is particularly likely to inconvenience them. Seeing a body part transforming into or from a piece of Regalia, or separating from a Noble's body is likely to cause Breaking Points in mundane characters.

Causes: A Noble's Blossoming.
Resolution: The Noble reshapes their Phylactery, changing their ideal form to no longer integrate their Regalia.
Beat: The unusual nature of the Regalia causes the Noble a significant hardship, or induces a Breaking Point in someone close to the Noble.

Invocation Gate (Persistent)
[Inspired by Ask-Team-CLST]

The Noble requires the power of their Invocation to flow freely before they can transform. They may only Transform (including Unison, etc.) during situations where their favored Invocation would apply at no cost for reasons other than targeted materials. This Condition does not force the Noble to de-transform if they are already transformed; it only limits when they can Transform.

Cause: A Noble's Blossoming. Nobles of Industria are particularly prone to this condition.
Resolution: The Noble reshapes their Phylactery to no longer require the Invocation's blessing to Transform.
Beat: The Noble suffers a significant hardship because they were unable to Transform.

Limited Charm Slots (Persistent)
(With Inspirations from Latecomer)

The Noble's idealized form can only handle so much magic. When this Phylactery Condition is taken, and the first time each day that the Noble wakes up, the Noble chooses a number of Charms equal to (Belief + Inner Light). The Noble can only activate those Charms (including summoning Regalia pieces tied to Regalia Charms) until the first time they wake up the next day. Additionally, the Noble can't have more than (2 + Inner Light) Charms active at a time; the Noble can and must Reflexively end Charms currently active (including dismissing Regalia pieces tied to Regalia Charms) to activate new Charms if currently at this limit.

If the Noble is using one piece of Regalia to anchor two or more Charms, that piece can only be summoned if the Noble can activate all of its Regalia Charms, and all of its Regalia Charms count against the number of Charms that a Noble can have active at one time.

A Noble with both Limited Charm Slots and Internal Regalia assigns Regalia Charms to body slots at the same time that they choose which Charms they can activate, and cannot use Meditation to reassign Regalia Charms. In this case, a Regalia Charm can only be assigned if it is one of the Charms that the Noble has chosen to be able to activate, and it always counts against the number of Charms that a Noble can have active at one time, even if not currently summoned.

Causes: A Noble's Blossoming, or gaining a dot of Inner Light while having a Condition gained from a Haunting.
Resolution: The Noble reshapes their Phylactery, changing their ideal form to better manifest their magic.
Beat: The limited nature of the Noble's magic causes them a significant hardship.

Selkie's Dilemma (Persistent)

The Noble's Phylactery and the transformation it is tied to is vulnerable to manipulation by others. So long as another character is holding, wearing, or otherwise in physical contact with the Noble's Phylactery, the Noble may not destroy their Phylactery from afar and may not transform or detransform themselves without the permission of the one currently holding their Phylactery, although they still detransform when it is mandatory. When the Noble is Transformed, the Phylactery remains in the hands of the one holding it.

The Phylactery's holder may force detransformation with a Reflexive action, and may force Transformation by spending one of their own Wisps, a point of their own Willpower, or one of the Noble character's Wisps (which the Noble must spend for this purpose if they have one and the Phylactery holder demands it).

The Phylactery's holder may also force the Noble to attempt to maintain their Transformation, and if they fail the Phylactery's holder may maintain it themselves by spending one of their own Wisps, a point of their own Willpower, or one of the Noble character's Wisps (which the Noble must spend for this purpose if they have one and the Phylactery holder demands it).

If the Noble's character has the Kingdom Animalia Phylactery Condition and another holds their Phylactery, the Phylactery Holder may revert the character to animal form without causing the Phylactery to be dismissed.

Causes: A Noble's Blossoming. Characters with the Entrusted Phylactery or Kingdom Animalia Phylactery Conditions may start with this Condition as well.
Resolution: The Noble reshapes their Phylactery to have greater control over their transformations.

Beat: The Noble suffers a significant hardship because another holds their Phylactery.

Strict Ban (Persistent)

(With suggestion inspired by Eternity FlyingForever)

Effect: The character experiences a more severe psychic shock than usual when breaking an Invocation's Ban that shakes their faith in their application of its philosophies. When the character breaks the Invocation's Ban, they cannot activate Charms or apply Upgrades that require the Invocation in any form (including Bequests) until they are allowed to apply it again. A Noble can take this Condition for any or all Invocations other than Industria, which already carries similar limitations.

Causes: A Noble's Blossoming, or from a Dramatic Failure on a Breaking Point that involves the Noble breaking that Invocation's Ban.
Resolution: The Noble buys a dot in the Invocation, learning its philosophies more deeply and understanding how to pick themselves up when they stumble. A Noble with five dots in an Invocation tied to this Condition can resolve it by taking a Catharsis [Vocation 66] when they break that Invocation's Ban. This is identical to a regular Catharsis, except that it clears the Strict Ban Condition instead of the Haunted Condition.
Beat: The Noble suffers a hardship because they were prevented from activating a Charm due to being cut off from their Invocation.

Stubborn Invoker (Persistent)
[Inspired by TheKingsRaven]

Effect: The Noble's magic has a one-track mind. When activating a Charm or Upgrade with an Invocation requirement, for the remainder of the Scene the Noble may invoke using only that Invocation and activate only Charms that require that Invocation (including due to Upgrades).

Causes: A Noble's Blossoming.
Resolution: The Noble broadens their views and reshapes their phylactery.
Beat: The Noble suffers a significant hardship as a result of being locked out of some of their Charms or being unable to Invoke on a Charm.

Two-Part Phylactery (Persistent)
[Final name inspired by Vent0]

Effect: The Noble's Phylactery is composed of two parts that must be physically worked together for the Noble to Transform. Both items may be hand-held (e.g. A ring that must inserted into a lock, a card that must swiped through a portable reader), or one item worn and the other hand-held (e.g. A buckle that must be placed on a belt, a weapon removed from its sheathe). This working of objects always requires an Instant Action, although the Noble can still spend a Wisp to Transform without having to roll.

The two pieces both count as the Noble's Phylactery, but each carries its own Intimate sympathetic connection to the Noble, each has its own Durability and Structure, and each piece must be individually recreated if destroyed.

Either or both pieces may act as an Embarrassing Phylactery or Soul Egg

Causes: A Noble's Blossoming
Resolution: The Noble reshapes their Phylactery into a singular item.
Beat: The Noble faces a significant hardship because they are missing one of the pieces, or because they missed a turn in an action scene in order to Transform.

New Pseudomundane Conditions

[Designation inspired by Vent0]

Pseudomundane Conditions are Conditions that represent a drastically atypical Mundane form, or a drastically atypical connection between the Mundane Form and the Transformed Self. Players who wish to take such Conditions may wish to discuss them with the Table to ensure that the complications will be acceptable.

Kingdom Animalia (Persistent)
[With additions inspired by Cozyglow, Astoria, and EʌAuKpEsSəSsA.]

Perhaps the Noble's character reincarnated into an animal, or perhaps an animal has found the Light in defending those they love among civilization. Either way, the Noble's character is a human's pet. Per ST and player discretion, a character who Blossoms this way may or may not have their lifespan extended to match a typical human's.

The character's default form is that of an animal of Size 2 unless they bought the Large Merit at character generation, which they may do as if they were shikigami. Unless the character's default size is larger than 2, Physical Attributes may not be their primary category, and their Strength score cannot be more than 1. The Noble's character also has the modifiers applying to characters that have shrunk to Size 2 from the table in Size Changes, except those for Attributes. The character takes penalties on any task that calls for hands, unless the animal has them (like a monkey) or capable manipulators (an octopus' tentacles). The character has no phylactery in this form, and other than their ability to speak human language they carry the effects of the Truly Mundane Phylactery Condition while in this form. Social Merits, many Fighting Style Merits, and other Physical Merits are highly unusual for pets, and Storytellers should require special justification to allow them at character creation - after all, people in the World of Darkness tend to be suspicious and wary when they meet a talking animal. As a human's pet, they may be cared for or given responsibilities that may hinder their attempts to act as Nobility. If you take this Condition for your character, you and the Storyteller should work out what your character's guardians expect from them before play begins.

The Noble's character may transform from animal to mundane human with a Transformation Action, and may transform back in the same way that a Noble normally reverts to human form. When transforming into a mundane human, the character also summons their Phylactery. When transforming back into an animal, their Phylactery is dismissed. This mundane human form is equivalent to the untransformed human characters typical to normal Noble characters (including the ability to activate Practical Charms), except that they typically don't start with a human identity of their own and thus are likely to lack Social Merits at the start of the story. The Noble's character may purchase Form-locked Merits, Transformed Dots, and Transformed Attributes that only function for this form, or for this form and their Noble Form; these carry the same discounts as they normally do. Human form must be sustained as the Noble transformation is, as described in the section for the Transformation action.

If the character transforms from animal to mundane human, even if Reflexively, they may not transform from mundane human to Noble in the same turn.

The Noble's character may use their Phylactery to transform between mundane human and Noble with a Transformation Action just as normal Noble characters do, and the same rules such as those listed in the section for "The Transformation Action" still govern the relationship between mundane human and Noble forms.

A character with this Phylactery Condition may transform from Noble to animal at any time as a Reflexive action, and must do so if they have no Wisps, fall asleep, or fall unconscious because their Health track has filled with bashing damage.

Causes: A Noble's Blossoming. With few exceptions born of ST discretion, this Condition is exclusive to animals with constant exposure to humans in a non-natural environment.
Resolution: There is no standard resolution for this Condition other than dying and reincarnating, although those who enter the Court of Mirrors may stay in human form as effortlessly as they can stay in their Noble form, and transform between either as an Instant Action.
Beat: The Noble risks discovery to use their powers, or a human stops the character from doing an important task because they are an animal, or the character faces hardship because of the two-stage Transformation (including losing a turn in action scenes).

Persistent Past Life (Persistent)

The Noble was a Dreamlander in their most recent past life, and Blossomed and reincarnated simultaneously. When The Noble's most recent incarnation reaches the same age, the Blossoming - and the past life - overtake them, such that the past life remains prevalent.

The Noble has permanent Galemarks equal to (10-Belief)/2, rounded up, attached to the leftmost Willpower dots. As the Noble's Belief rises or lowers, this can change the number of permanent Galemarks they possess. When the character spends a point of Willpower from a dot with a

Galemark, their past life takes over until the character regains enough Willpower to return their modern self to the fore.

The past life has almost no memories of their modern self. If the past self sees, hears, or hears about another character, organization, or location and the modern self has either an Intimate (not Sensory) Sympathy or Merit dots tied to that character, organization, or location, the active self can learn that character's, organization's or location's name and their (or at least their modern self's) relationship to that character, organization, or location by spending a Full Turn.

This Condition does not penalize rolls or deny benefits from Merits or other abilities the Noble already possesses, although a past life not aware of their modern abilities may need to be prodded into using them either by other characters or by instinct triggered by the necessity of the situation. Similarly, the modern self has no memory of what the past life has done while active.

This does not mean that the capabilities of the past life prior to reincarnation were necessarily identical to that of the modern self. A past life who attempts an unskilled roll for the first time for each Skill they are Unskilled at takes the Shaken Condition regardless of the result, to reflect the shock of a now-absent training.

New Galemarks from other sources have the same effect as these permanent Galemarks, except that they can be cured such as typical Galemarks can be. Mundane methods and supernatural abilities that restore memories or otherwise resolve mental Conditions only interact with the active self, and thus cannot suppress or resolve this Condition.

A Noble can have this Phylactery Condition and Assertive Past simultaneously. A Noble with the Onceborn Merit cannot have this Condition - they have no past life to regress to.

Causes: A Noble's Blossoming.
Resolution: The Noble makes peace with their past life, or vice versa, while at Belief 10.
Beat: The Noble alienates someone, faces serious hardship or neglects an obligation because of lack of access to the memories or abilities of their inactive self.

Single Identity (Persistent)
The Noble doesn't have an alternate form. The Noble does not benefit from Dual Identity when they Transform, regardless of how they Transform. The Noble still needs a successful Transformation action to enter a state where they can activate their Charms, use Holy Shield, access Transformed Dots, etc. Situations that force de-Transformation in typical Nobles force the Noble out of this state, and the Noble must sustain this state in the same way that a typical Noble sustains Transformation.

This does not affect any of their other abilities (e.g. they may still summon Regalia when Transforming) unless those abilities rely on the Noble having a Transformed Self and/or the Heraldry that comes with it. Additionally, the Noble does not gain heraldry when Transformed; if the Noble has Exemplary Regalia, that Merit's benefit applies regardless of what the Noble is wearing.

A Noble cannot have this Condition and [Solipsistic Self](#) simultaneously.

Causes: A Noble's Blossoming.
Resolution: The Character reshapes their Phylactery and gains the ability to form an alternate self as a result.
Beat: The Noble undergoes a hardship because they lacked the benefits of Dual Identity.

Solipsistic Self (Persistent)

[Inspired by TheKingsRaven, with suggestions from Recette and additions inspired by Cozyglow and MichaelBrazier]

A Transformation is supposed to represent a change into one's ideal form, but the mere mortal with the full magic of the Light behind them can be an ideal of its own. This Condition is intended for Nobles of Specchio or Industria, but others may also be allowed with ST discretion.

All the Noble's Charms are Practical. The Noble cannot Transform (and thus cannot benefit from Dual Identity), has no Phylactery, and does not have access to Transformed Dots (and cannot use or have used the optional rule to convert Skill Dots to Transformed Skill Dots at character generation); if a Noble would get Transformed Skill Dots, they gain that many Dots in Charms or Upgrades to Charms instead, and if they would get Transformed Attribute Dots, they instead gain three Dots in Charms or Upgrades to Charms for each Transformed Attribute Dot. A character with Transformed Dots swaps them out as above. These Charm Dots may not be used to purchase Charms or Upgrades to Charms that require an Invocation other than their main one.

The Noble still has access to other Noble abilities, such as Holy Shield and the ability to increase Inner Light. The Noble always triggers Unseen Sense (Light) and similar abilities that sense supernatural power, and registers as a Noble to those abilities which can discern such a fact.

A Character with this condition can still purchase and benefit from Unison and similar Merits, but does not Transform or gain the benefits of Dual Identity.

Causes: Either a Noble's Blossoming, or purchasing a Dot of Specchio or Industria (or another appropriate Invocation, per ST discretion).

Resolution: The Character gains or loses a dot of Integrity or Belief and changes their ideal self as a result, creating a Phylactery for themselves.

Beat: The Noble undergoes a significant hardship because they lacked the benefits of Dual Identity.

Modified Conditions:

Consecrated
A character or item who carries the Consecrated Condition cannot maintain the Consecration or other Charms as well as stable locations can. A character or item cannot support a Consecrated area of Sanctuary larger than 1, and the Duration of subsequent Charms tied to the character's Consecrated Condition is limited to the target's Industria in days (minimum 1) unless the character who activated the Charm or the Consecrated person spends a Willpower Dot to

maintain the Charm indefinitely; when such a Charm ends (it is dispelled, the Consecrated Condition itself expires, etc.), the Willpower Dot is refunded as per sanctity of Merits. Charms tied to the Consecrated Condition do their best to remain active for the duration of the Charm, but those specifically tied to a physical location (e.g. Laying Down the Line without Illuminated) only function in the overlap between the physical location and the Consecrated area.

If a character or item enters a Tainted Area, their Consecrated Condition and all Charms tied to the Consecrated Condition become suppressed until they leave the area.

Until the Consecrated Condition resolves, the subject's presence will trigger Unseen Sense (Light).

Causes: The Consecrate Charm with the Personal Purification Upgrade applied can place the Consecrated Condition on a Tallow.

Resolution: The Charm ends, or the character becomes Darkened. This Condition does not grant a Beat when resolving.

New Conditions:

Charged Regalia
(Original versions inspired by HackneyedTrope. Based on discussions with Cozyglow)

The Regalia Piece contains one or more charges which can be spent for a variety of effects. A Regalia Piece can hold a number of levels of this Condition equal to the Industria of the character to whom the Charm is tied, plus the Quality Bonus of the Regalia piece; for a Bequest, this is instead the Industria of the character wielding the Bequest.

Each turn, if the Noble is wielding their Regalia Piece, they can Reflexively spend up to their (Inner Light + Quality Bonus) in levels of the Condition for the following purposes:

- One or more levels of this Condition may be spent as if they were Wispcoins to pay the costs of Upgrades currently being applied the Regalia piece
- When the Noble invokes on their Regalia piece, they may spend one level of this Condition instead of paying the Wisp cost.
- If the Regalia Piece is also the Noble's Practical Phylactery, they may spend one level of this Condition to transform as a Reflexive action without spending Wisps.

Spending levels of this Condition does not count as resolving them.

Causes: The Light-Effort Charge Upgrade allows a Noble to imbue the Regalia Piece the Upgrade is tied to with levels in this condition. The Combat Capacitor Upgrade and Biotic Harvester Style Merit can imbue the Human Defense Armament with levels in this condition. A Noble whose Core Clothing has levels in this condition and the Light-Effort Charge Upgrade can spend them to give their Human Defense Armament, Lux Vitae Implant, and/or Personal

[Computer] levels in this Condition; see the [Added Content] for more information.
Resolution: Levels of this Condition can be spent for various effects. If the Quality Bonus of the Regalia piece is reduced, Levels in this Condition above the new maximum are shed. If the Regalia Piece is dismissed, all levels of the Condition are shed.
Beat: N/A

Enhanced Skill

The character's raw faculties and talents have been magically improved; dots have been added to one or more of their Skills. Any traits derived from the enhanced Skill(s) are recalculated.

It is possible for a character to have two or more instances of the Enhanced Skill Condition, but different instances cannot enhance the same Skill.

Cause: The Charm [The Best At What We Do].
Resolution: The expiration of the magic that created the Condition ends it, without granting a Beat.

In-Sensed [Inspired by Hackneyed Trope]

Witnessing an example of human cruelty tests the characters' connection to the Light. If the character resolves this Condition, they remove a dot of Shadows. If the character has no Shadows dots when they gain this Condition, they may apply Call of Duty to one roll made in an attempt to resolve the Condition. The Condition ends without resolving at the end of the current Scene; the character does not take a Beat and doesn't remove any Shadows dots in that case.

Causes: A Sensitivity check with the [Sensitive Soul] Merit.

Resolution: The character relieves the pain that inflicted this Condition, or punishes the one responsible for it.

Journeys' End
Environmental

The area serves as a departure and destination point. A character in this area can enter the area and concentrate on a different area or character that they know carries this Condition. The Character then takes a Full Turn and spends 3 Wispcoins to travel to the area or character they focused on. When the character arrives at their destination, their Speed is reduced to 0.

If the Condition is tied to a person, another character must walk alongside them down a street or sidewalk with a Sanctuary size of 1 in a city with a population of at least a quarter million to use its benefits. A character to whom the Journeys' End Condition is tied cannot use the ability it grants.

Causing the Condition: The Charm [Journey's End] can impose this Condition on a Location or

character.

Ending the Condition: The Charm Journey's End expires, the area carrying the Condition becomes indistinguishable from its surroundings, or the population of the city to which the Condition is tied drops below a quarter-million.

New Tilts:

Chain Combo
Personal

The character focuses on steady progress towards their goal. When a character is performing a roll for an Extended action, they add their levels in the Chain Combo Tilt to the roll. Regardless of how many successes they achieved on their roll, the character applies only one success, except that they still get the benefits of an Exceptional Success if they met the threshold for it.

Causing the Tilt: The Charm Heaven's Rhythm with the Elite Beat Upgrade can grant this Tilt.
Ending the Tilt: When the character abandons the extended action they were working on, they lose all levels in Chain Combo. When the extended action is completed, that character also loses all levels in Chain Combo, but if Go For A Perfect! is applied, they may retain some levels of that Tilt if they move on to a related extended action; see that upgrade for more details.

Fatigue Cascade
Personal

The character's physical form is wracked with stress and ready to give out. At the end of each turn, they must make an additional reflexive Stamina roll to remain conscious. This is separate from the normal reflexive Stamina roll to remain conscious, and multiple levels of the Fatigue Cascade Tilt are cumulative. Once the character goes unconscious, they cannot wake or be awoken by nonviolent mundane means.

Causing the Tilt: The Finisher Upgrade to Human Defense Armament can inflict this tilt.

Ending the Tilt: One hour of unconsciousness or one level of Lethal or Aggravated Damage dealt after the character goes unconscious removes one level of the tilt.

Found Frequency
Personal

The Noble has found their target's resonant frequency. When the Noble deals damage to that target through an attack that benefits from the Royal Tongue or a Charm or Merit that requires Royal Tongue, reduce the target's Armor or Durability by 1; this effect is cumulative up to the Noble's Industria and lasts for the Noble's Industria in hours.

Causing the Tilt: The Deci-Bell Ringer Maneuver of the [Royal Pitch](#) Style Merit, can grant this Tilt, keyed to the target.
Ending the Tilt: The Tilt fades away after the Noble's Industria in hours.

Ignited Essence
[Inspired by Mirron. Further suggestions by Cozyglow, TransientLunatic, Coryn02, and Vent0]

Personal

The character's essence has been ignited, figuratively burning them from the inside out. At the end of each turn, the character takes Lethal Damage equal to half their Potency (rounded up), then sheds one level of Ignited Essence. This damage ignores armor but can still be reduced or downgraded by supernatural abilities and is not actual fire.

When the character spends supernatural fuel other than Wisps or Wispcoins, they take that many levels of Ignited Essence.

[Tallows](#) can't take this Tilt, and other characters can't have more levels in this Tilt than their Potency.

Causing the Tilt: The [Arcano-Incendiary](#) Upgrade to Human Defense Armament can inflict this Tilt.
Ending the Tilt: The character dies. The character sheds the last level of this Tilt. Anything that would extinguish a grease fire can remove this Tilt. Additionally, when the Noble dismisses their Human Defense Armament, they may end all instances of the Ignited Essence Tilt they caused with it.

On-Map
Personal

The character has been detected, their location revealed and updated. The Noble to whom this Tilt is keyed always knows their distance and direction to the character. If the Noble knows any Reality-Augmenting Charms, this information appears on their Reality-Augmenting eyewear and can be Reflexively transmitted with any other Reality-Augmenting eyewear or computing device to which the Noble is connected. Any supernatural attempts at concealment by the character triggers a Clash of Wills.

Causing the Tilt: The Enemy Minimap maneuver of [First-Person Shooter](#) can inflict this Tilt.
Ending the Tilt: The power that created this Tilt expires.

PhysMent Stabilizer
Personal

Your character's body has been dosed with energy that soothes body and mind. This energy suppresses naturally-caused instances of the Addicted Condition [DtR 320], the [Agony Tilt](#), the

Chronic Agony Condition [HL 57], the Depressed Tilt [Vocation 510], the Deprived Tilt [CofD 288] or any naturally-caused Condition whose resolution is "the character regains a dot of Integrity" or some form of therapy or surgery. The character takes the Drugged Tilt [CofD 281], except that the penalties to Speed (minimum 1) and combat rolls are both equal to the number of Tilts and/or Conditions being suppressed this way.

Causing the Tilt: [Lux Vitae Implant](#) ([Personal Stabilization](#)), [General Stabilization](#), [Ministering Angel](#) ([Anesthetizing Stabilization](#)), and [Safe Injection](#) ([Injected Stabilization)](#) can all cause the tilt.
Ending the Tilt: Each source of this Tilt has its own duration.

See also the Sidebar, "[Sidebar and Optional Rules: Humanity and Humanism](#)."

Stilled Air
Environmental

Whether it be natural winds or the Gales of the Dreamlands, the air in the area has been stilled. If the area has the Heavy Winds Tilt, reduce the wind grade by the Industria of the character who imposed this Tilt. If the area is in the Dreamlands, whenever a roll is made to determine if a Character receives Galemarks, reduce the dice pool by the Industria of the character who imposed this tilt. Multiple instances in an area are not cumulative; only the strongest one takes precedence.

Causing the Tilt: The Charm [Quell the Winds](#) can impose this Tilt.
Ending the Tilt: Quell the Winds ends.