

Stamina Charms - Defense

Exalted 3rd Edition Lunars Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
This does not contain full rules-text, but intends to confer an at-a-glance info about this Charms capabilities. Please refer to the book for full details.

- Permanent Essence requirements in dots
- Permanent Attribute requirements in dots
- Reprurchase/Upgrade available
- Totemic Keyword (see Fangs at the Gate)
- Protean Keyword (see Fangs at the Gate)

[F] Fangs at the Gate (Lunars Core Book)
 [L] Lunars Companion: Many-Faced Strangers (Additional and Backer Charms)
 Created by MadLetter exalted@madletter.net

Hero's Heart Challenge
Lunars: Fangs at the Gate, Manuscript p. 337

Perform a sacred hunt by challenging a human to a physical contest. If you beat them, you can conclude the hunt by taking a Major Tie of respect towards the opponent.

Impenetrable Beast-Armor
Lunars: Fangs at the Gate, Manuscript p. 337

Add (Essence or 3) natural soak against a withering attack or gain Hardness equal to Stamina against a decisive attack.

Unmoving Aurochs Defense
Lunars: Fangs at the Gate, Manuscript p. 338

For an instant, you cannot be physically moved. Can't prevent gravity's effect. Can be used after an attack roll, but before damage. Significantly increases mass, may cause sinking into soft mud and similar.

Durant Quicksilver Adaptation
Lunars: Fangs at the Gate, Manuscript p. 337

Use Stamina Excellency to raise soak against a withering attack after it hits, but before damage is rolled.

Enduring Mammoth Bastion
Lunars: Fangs at the Gate, Manuscript p. 338/339

When determining if Hardness prevents damage, attacker compares only Initiative without any other dice added. If unarmored, waive Initiative cost of this Charm.

Moonsilver Thew Exertion
Lunars: Fangs at the Gate, Manuscript p. 339/340

Reroll (Stamina) failed dice on a grapple control roll or a roll opposing an enemy's control roll. Can oppose the grapple of Legendary Size enemies.

Unyielding Silver Sentinel
Lunars: Fangs at the Gate, Manuscript p. 340

Waive Unmoving Aurochs Defense's cost, unless you are crashed.

Invulnerable Moonsilver Carapace
Lunars: Fangs at the Gate, Manuscript p. 339

Create a shell or carapace equal to artifact armor, whose soak cannot be reduced below (Stamina). Counts as moonsilver armor. Repurchase to add Evocations. Upgrades at Essence 3 to change duration to indefinite.

Stone Rhino's Skin
Lunars: Fangs at the Gate, Manuscript p. 340

After an attack hits or you fail to resist environmental hazard or a trap, before damage is rolled, use to subtract 1s on the damage roll from successes. If no damage is dealt, steal one Initiative from an enemy.

Quicksilver Aegis Embodiment
Lunars: Fangs at the Gate, Manuscript p. 340/341

Your soak can't be reduced, and you can apply it against unsoakable withering damage. If unarmored, waive the Initiative cost of this Charm and it loses the Perilous keyword.

Frenzied Bear Fortification
Lunars: Fangs at the Gate, Manuscript p. 340

Add wound penalty to soak and Hardness. Stacks with other Charms granting Hardness but not from artifact armor. Protean: Shape has Berserker Merit.

Weapon-Trapping Body Dominion
Lunars: Fangs at the Gate, Manuscript p. 341

Clash an attack. If you win, in addition to all other normal benefits, you can trap the enemy's weapon in your flesh. Please refer the book for this complex Charm.

Steel Paw Style
Lunars: Fangs at the Gate, Manuscript p. 337/338

When blocking with a medium or heavy weapon, unarmed or natural weapon, use Stamina instead of Dexterity to calculate Parry.

Wounded But Never Down
Lunars: Fangs at the Gate, Manuscript p. 341/342

After a decisive damage roll against you, activate to negate levels of damage, which is held in a special pool. These negated damage levels heal over time and only a certain amount can be pushed aside in this fashion. Protean.

Stadfast Yeddim Meditation
Lunars: Fangs at the Gate, Manuscript p. 341

Add Hardness to your soak against a withering attack made by a lower-Initiative enemy. If this reduces the attack to its minimum damage, attacker loses the point of Initiative gained from hitting you. Unarmored reduces cost.

Den Warden Method
Lunars: Fangs at the Gate, Manuscript p. 338

When taking a defend other action, your ward may use your soak and Hardness in place of their own. Includes any bonuses added to your soak or Hardness. Protean: Immense Guardian Merit.

Unstoppable Juggernaut Incarnation
Lunars: Fangs at the Gate, Manuscript p. 342

May be used after being hit by a decisive attack or failing to resist trap/hazard, before damage is rolled. If all levels of one type (i.e. -1, -2 or -4) are filled by the damage, the rest is negated. Once per day.

Unflagging Predator Vitality
Lunars: Fangs at the Gate, Manuscript p. 343

Halve a withering attack's total damage. Can't reduce you below 1 Initiative unless attacker has at least some more Initiative than you before attacking. Protects from being crashed by other sources. Incompatible with armor. Protean.

Indestructible God-Monster Incarnation
Lunars: Fangs at the Gate, Manuscript p. 342/343

Gain natural soak and Hardness, improved ability to raise soak via Excellency and reduce cost of various defensive Charms. Incompatible with armor.

Wound-Mastering Body Evolution
Lunars: Fangs at the Gate, Manuscript p. 343/344

After suffering decisive damage, use this Charm to add natural soak and ignore Overwhelming rating, gain 20 Hardness. Must pay Initiative each round to maintain.

Stamina Charms - Endurance

Exalted 3rd Edition Lunar Charm Cascades

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Ⓜ Fangs at the Gate Sunken Cove Book
Ⓟ Lunars Companion Many Faced Strangers (Additional and Backer Charms)

Created by MadLurker madlurker.net

Hero's Heart Challenge
Lunars: Fangs at the Gate, Manuscript p. 337

Perform a sacred hunt by challenging a human to a physical contest. If you beat them, you can conclude the hunt by taking a Major Tie of respect towards the opponent.

Ox-Body Technique
Lunars: Fangs at the Gate, Manuscript p. 344

Gain additional Health Levels depending on Stamina.

False Death Technique
Lunars: Fangs at the Gate, Manuscript p. 347

Roll to feign death, convincing others you have been killed. Only characters with magical enhanced senses can pierce the deception. Refer the book.
Totemic: Appearance / Spirit shape feigns death as defense

Disease-Purging Essence
Lunars: Fangs at the Gate, Manuscript p. 346

Reroll (Essence or 3) failed dice on a roll against the morbidity or virulence of a disease.

Rugged Beast Endurance
Lunars: Fangs at the Gate, Manuscript p. 345/346

Adapt to a particular environment, gaining temporary Survival and Resistance specialties in that climate. Ignore environmental penalties where specialties apply. Repurchase to have environmental hazard rolls in climate. Protean.

Scorpion-and-Toad Absolution
Lunars: Fangs at the Gate, Manuscript p. 347

Reroll 6s until they cease to appear on resist poison rolls. If previously exposed to this poison, also reroll 5s.
Totemic: Wits / Spirit shape is venomous or poisonous

Bear Sleep Technique
Lunars: Fangs at the Gate, Manuscript p. 344

Natural healing time is sped up and allows you to hibernate either until fully healed or a specific period of time. With Stamina 5, you don't age while hibernating.

Rabid Beast Bite
Lunars: Fangs at the Gate, Manuscript p. 346/347

Damage an enemy with a decisive attack with an unarmed strike or natural weapon to expose them to an enhanced form of infected wounds. Can infect characters with Exalted Healing. Can be used to transmit diseases you have.

Perdurant Beast Perfection
Lunars: Fangs at the Gate, Manuscript p. 354

Subtract (Essence) dice from environmental hazard damage. Limit uncountable damage with Willpower surcharge. While prerequisite is active, waive Willpower cost to resist uncountable damage from sources you adapted to.

All-Consuming Crucible
Lunars: Fangs at the Gate, Manuscript p. 346

Digest and derive sustenance from any mundane living or once-living substance. Add non-Charm dice to resist ingested poison. Eat any amount of food up to and beyond a full corpse.

Shifting Breath Inversion
Lunars: Fangs at the Gate, Manuscript p. 348

May breathe in any environment, immune to harm based on environmental pressure. Add successes against poison with only inhalation vector. Protean.
Totemic: Wits / Spirit shape can breathe water

Adder Fang Method
Lunars: Fangs at the Gate, Manuscript p. 348/349

Envenom your decisive attacks. May create poisons or venoms from any animal whose form you have.
Protean.
Totemic: Wits / Spirit shape is venomous or poisonous

Blood-and-Tear Elixir Cultivation
Lunars: Fangs at the Gate, Manuscript p. 349

Secrete a single dose of medicine to treat a specific malady.
Totemic: Wits / Spirit shape is venomous or poisonous

Incomparable Bezoar Nature
Lunars: Fangs at the Gate, Manuscript p. 351

You are immune to the poison of every animal shape you possess. When you use the Stamina Excellency to add dice on rolls to resist poison, reduce cost to one mote per two dice.

Halting the Scarlet Flow
Lunars: Fangs at the Gate, Manuscript p. 344/345

Heal one level of non-aggravated damage at the start of each turn. Ends if you are crashed and can't be used outside of combat. Once per day, does not reset if still wounded at beginning of new day.

Plaque Rat Prana
Lunars: Fangs at the Gate, Manuscript p. 350

After successfully rolling to resist exposure to a disease or overcome one, retain it within your body, suffering no ill effects but remaining a vector for contagion. Lower virulence by up to (Essence). Expel disease as misc action.

Friend of the Plague
Lunars: Fangs at the Gate, Manuscript p. 350

When infecting a character with Rabid Beast Bite or a disease retained with Plaque Rat Prana, delay the onset by several days. During this time victim suffers no ill effect but remains a contagion vector.

Behemoth's Inhalation Prana
Lunars: Fangs at the Gate, Manuscript p. 348

Inhale any vapors within medium range.
Upgrades to completely negate inhaled vapors instead of suffering them yourself and may exhale them at an enemy within medium range as attack. Protean.

Mama-and-Cobra Mastery
Lunars: Fangs at the Gate, Manuscript p. 349

Increase round of poison activity for prerequisite or Poison Blood Prana, depending on rolled dice. Repurchase to instead increase poison lethality.
Totemic: Wits / Spirit shape is venomous or poisonous

Poison Blood Prana
Lunars: Fangs at the Gate, Manuscript p. 351

After an attack deals decisive damage from close range, counterattack with an unblockable decisive attack, exposing your enemy to a dose of Adder Fang Method's venom.
Protean. Totemic: Wits / Spirit shape is venomous or poisonous

Unyielding Battle Vigor
Lunars: Fangs at the Gate, Manuscript p. 345

Halting the Scarlet Flow's attack deals 3+ levels of damage more than necessary to incapacitate a non-trivial foe. May waive Initiative Break to extend duration by one turn.

Maimed But Unbroken
Lunars: Fangs at the Gate, Manuscript p. 345

Reduce penalty of a crippling effect. After every (7-Stamina) rounds or every scene outside of combat, the penalty diminishes. Once reduced to zero, it heals completely.

Pestilential Fang Strike
Lunars: Fangs at the Gate, Manuscript p. 350

Once per scene, pay one mote to add +2 to the morbidity and virulence of a disease transmitted through Rabid Beast Bite or regular exposure. 1s on resistance roll subtract successes.

Storm-Swallowing Technique
Lunars: Fangs at the Gate, Manuscript p. 353

End ongoing precipitation within medium range, including supernatural weather. Once per day. Protean.

Acid-Spitting Attack
Lunars: Fangs at the Gate, Manuscript p. 352/353

Perform an unblockable decisive attack by spitting acid or melt inanimate objects with it. Once per scene, resettable (attack only).

Indestructible Recursive Design
Lunars: Fangs at the Gate, Manuscript p. 353/354

If you would magically heal a health level while your health track is undamaged, gain -0 health levels, up to a maximum of (Essence). These levels are damaged first and vanish when damaged.

Flesh-Waxing-Full Regeneration
Lunars: Fangs at the Gate, Manuscript p. 353

Regenerate a crippling effect too dire to be healed by prerequisite, reducing the penalty in intervals measured in combat time. Effects without a penalty heal after one interval. Outside combat, crippling injuries fade with scenes.

Salamander's Tail Feint
Lunars: Fangs at the Gate, Manuscript p. 3

When accepting a crippling injury, negate additional levels of damage. Once per scene. Protean.

Form-Shedding Sacrifice
Lunars: Fangs at the Gate, Manuscript p. 352

Take a crippling injury by sacrificing current form instead of suffering maiming. Revert to true human shape and permanently lose the sacrificed shape, negating some levels of damage.

Deadly Beastman Transformation

Stamina 3, Strength 3

Halting the Scarlet Flow

Undying God-Beast Perfection
Lunars: Fangs at the Gate, Manuscript p. 350/351

While using Deadly Beastman Transformation, heal one level of non-aggravated damage when you reset to base Initiative. Can't heal more than one level per round with this Charm.

Soul Beyond Shape
Lunars: Fangs at the Gate, Manuscript p. 354/355

Prevent death by sacrificing animal or human shape, reflexively using False Death Technique, Bear Sleep Technique, or False Death Technique. Can't take damage except via decisive attacks. Can keep sacrificing shapes when attacked.

Wound-Mastering Body Evolution

Stamina Charms - Berserker

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Fangs at the Gate (Lunars Core Book)
 Lunars Companion: Many-Faced Strangers (Additional and Backer Charms)

Created by MadLetter exalted@madletter.net

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Hero's Heart Challenge
Lunars: Fangs at the Gate, Manuscript p. 3

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Relentless Lunar Fury
Lunars: Fangs at the Gate, Manuscript p. 355

Only usable when taking decisive damage. Enter berserker rage, halving wound penalties/crippling effects and gain Initiative when taking more decisive damage. Cannot withdraw, must fight. Prematurely ending crashes you. Protean

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Halting the Scarlet Flow

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Mother Grizzly Attitude
Lunars: Fangs at the Gate, Manuscript p. 355/356

May use prerequisite if you witness your Solar mate or a character you have a positive Major/Defining Tie to take decisive damage. Gain +1 Parry against attacks you protect an ally from with defend other actions.

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Enraged Ratel Persistence
Lunars: Fangs at the Gate, Manuscript p. 356

Ignore wound penalties to Resolve, adding them as a Resolve bonus. If Relentless Lunar Fury is active, treat fear-based influence or influence that would make you cease hostilities unacceptable.

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Deathless Fury Unleashed
Lunars: Fangs at the Gate, Manuscript p. 355

Halting the Scarlet Flow's WP cost is waived when activated in the same instant as Relentless Lunar Fury. Upgrades to allow payment of Willpower to activate Halting the Scarlet flow in crash (remove Perilous Keyword).

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Sleeping Tiger Wakes
Lunars: Fangs at the Gate, Manuscript p. 356

Use Relentless Lunar Fury in response to a threat or insult to a Major/Defining Intimacy or your Solar mate. If outside of combat, immediately roll Join Battle, adding (Essence/2) successes.

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Undaunted Berserker Ire
Lunars: Fangs at the Gate, Manuscript p. 356

In combat, spend 5i instead of 1wp when resisting social influence or similar effects. Once per scene, while Relentless Lunar Fury is active, waive one Willpower of the cost to resist such an effect.

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Knife-Biting Attitude
Lunars: Fangs at the Gate, Manuscript p. 357/358

Must be used after being hit by a decisive attack but before damage is rolled. Gain one Initiative per level of damage you are dealt. While Relentless Lunar Fury is active, this Charm loses the Perilous keyword.

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Wounded Boar Rampage
Lunars: Fangs at the Gate, Manuscript p. 357

When suffering damage to a -2 health level or deeper, gain Willpower (unless crashed). Does not work on self-inflicted wounds. Once per scene, only resets when no longer at -2 health levels or deeper.

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Bloodthirsty Siaka Frenzy
Lunars: Fangs at the Gate, Manuscript p. 357

May use Relentless Lunar Fury when you deal decisive damage to nontrivial foe's -2 health levels or deeper. When resetting to base with RLF active, may to add your victim's current wound penalty to base Initiative. Highest value only.

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Frenzied Desperation Strike
Lunars: Fangs at the Gate, Manuscript p. 357/358

Make a decisive attack while crashed with base damage depending on Initiative, Essence and a base value. If you hit, reset to 0 Initiative. Once per scene, resettable.

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Terrible Wolverine Onslaught
Lunars: Fangs at the Gate, Manuscript p. 358

RLF must be active. Gain a variety of benefits, allowing you to ignore wound penalties and add them to decisive damage rolls and more. Please refer the book for this complex Charm. Protean: Shape has Berserker Merit.

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Unchained Monster Death-Rage
Lunars: Fangs at the Gate, Manuscript p. 358/359

If incapacitated while RLF is active, you enter a final fury, rendering you immune to decisive damage, granting you better base Initiative and one Initiative per turn, while adding Initiative to soak. Please refer the book.

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