

The House of Journeys – General Charms

Exalted 3rd Edition Sidereal 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
- ⚡ Divination Keyword (see Charting Fate's Course)
- ⚡ Versatile Keyword (see Charting Fate's Course)

Charting Fate's Course (Sidereals Core Book)
 Sidereals Companion: ??? (Additional and Backer Charms)

Created by MadLetter exalted@madletter.net

Attribute requirements for House Charms are based on the relevant attributes tied to it.
For the House of Journeys these are:
 Resistance, Ride, Sail, Survival, Thrown

