

# The House of Journeys – Resistance – The Mast

## 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 Ability requirements in dots
- ↑ Repurchase/Upgrade available
- V Versatile Keyword (see Charting Fate's Course)

Divination Keyword (see Charting Fate's Course)

V Versatile Keyword (see Charting Fate's Course)

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

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**Ox-Body Technique**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Permanently increase the amount of health levels your posses. The higher your stamina, the better the selection of levels gained.

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**The Mast Sways**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

When an ally within medium range would suffer a knocked prone or forced movement effect, you suffer it instead, including damage. Must be used after attack roll but before damage.

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**Strength of the Mast**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Add +2 to your effective Strength to determine if you can attempt a feat of strength. If this would raise your strength above those of all other characters nearby, the bonus increases. Some dots can convert to extra dice. See book.

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**Unswerving Juggernaut Principle**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

So long as you keep moving towards a direction you set out toward, gain benefits to soak and hardness, ignore the need to sleep as well as fatigue penalties and more. Please refer the book for this complex Charm.

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**Optimistic Security Practice**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

After being hit by a withering attack but before damage is rolled, impose a -2 penalty on a damage roll. If you have a positive Tie or compassionate principle applicable, increase the penalty inflicted.

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**Unwavering Well-Being Meditation**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Cause an attack to miss you unless the attacker enters a Decision Point and spends Willpower. Intensity of Intimacy required depends on Initiative relative between you and the attacker. See book for table.

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Any 10 Resistance Charms

**Yeddim-Hauling Wage**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Lower the cost to drag a grappled enemy and steal a point of Initiative from him. Alternatively roll a feat of strength to drag, pull or carry something, gaining Strength of the Mast's benefits for free.

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**Invisible at the Center**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Gain various benefits by working a menial job, such as a once-per-day free Excellency to reduce target number on Athletics or Resistance related to the job and others. Please refer the book.

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**Forward-Thinking Technique**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Pay +1wp surcharge on prerequisite to gain further benefits, such as higher Evasion, better soak against unexpected attacks and covering your tracks reflexively. Please refer the book for this complex Charm.

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**One Way Forward**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Become immune to forced movement. This does not stop being knocked prone or falls due to gravity. If unarmored or using prerequisite, gain -1 target number on certain rolls. Please refer the book.

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**Heartless Maiden Trance**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Ignore wound penalties, ignore the need to eat, drink, breathe or sleep. Any poison or disease are held in abeyance. Become immune to crippling effects and other heart-targeting magic. Cease to regain Essence naturally outside combat.

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**The Center Must Hold**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Use this Charm after being hit but before damage is rolled. Add +1 target number on the damage roll. Uncountable damage is negated instead. Immune to a recurring source of uncountable damage. Repurchase to empower.

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**One-Direction Invocation**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

*„Once there was a Maiden...“*  
Name a goal and bind yourself to it, forsaking everything, including your identity, to reach it. Gain various benefits. Please refer the book for this complex Charm.

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**Loom-Shifting Nudge**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Grapple or move a Legendary Size foe with an attack or similar effect. Waive Willpower cost to reduce TN of rolls to do so with any ability. Alternatively undertake a normally impossible feat of strength. Refer book.

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**The Mast Upholds All**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Providing passive/unskilled support to another character's action roll (Stamina + Resistance), they can use your successes in place of their own. Your aid is not noticed. Cannot use if you previously tried the same action. Fails count as yours.

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**Inevitability Without Finesse**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Choose an enemy at medium range+. Each time you move a range band closer, they lose 1 Initiative which you gain. If you move into close range 1st time after using this Charm, your next attack is unblockable and undodgable.

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**Maiden Sheds No Tears**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

When using prerequisite, may banish your emotions along with your heart. Any emotion-based Intimacies and Principles of compassion are suppressed. Cannot be affected by rolls or effects relying on them. Cannot regain Willpower from sleep.

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**Unbroken Weave Deflection**  
Sidereals: Charting Fate's Course, Manuscript p. XXX

Clash an attack with a (Stamina + Resistance) disarm gambit. Ranged attacks can be clashed but attackers aren't disarmed. While using Forward-Thinking Technique clash ambushes with this Charm.

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### The Scripture of the Eternal Maiden

Once, there was a maiden...  
...made from a lump of iron, shaped by wind, sea, and fire.  
Fearing how wood might shape her, she ran, and did not look back.  
One day, she forgot what she ran from.  
So she pulled out her heart to ask it.  
"Why don't you look back and see?" it said.  
So, she sighed and threw her heart away.  
"I have no use for beginnings," said she.