

Legend

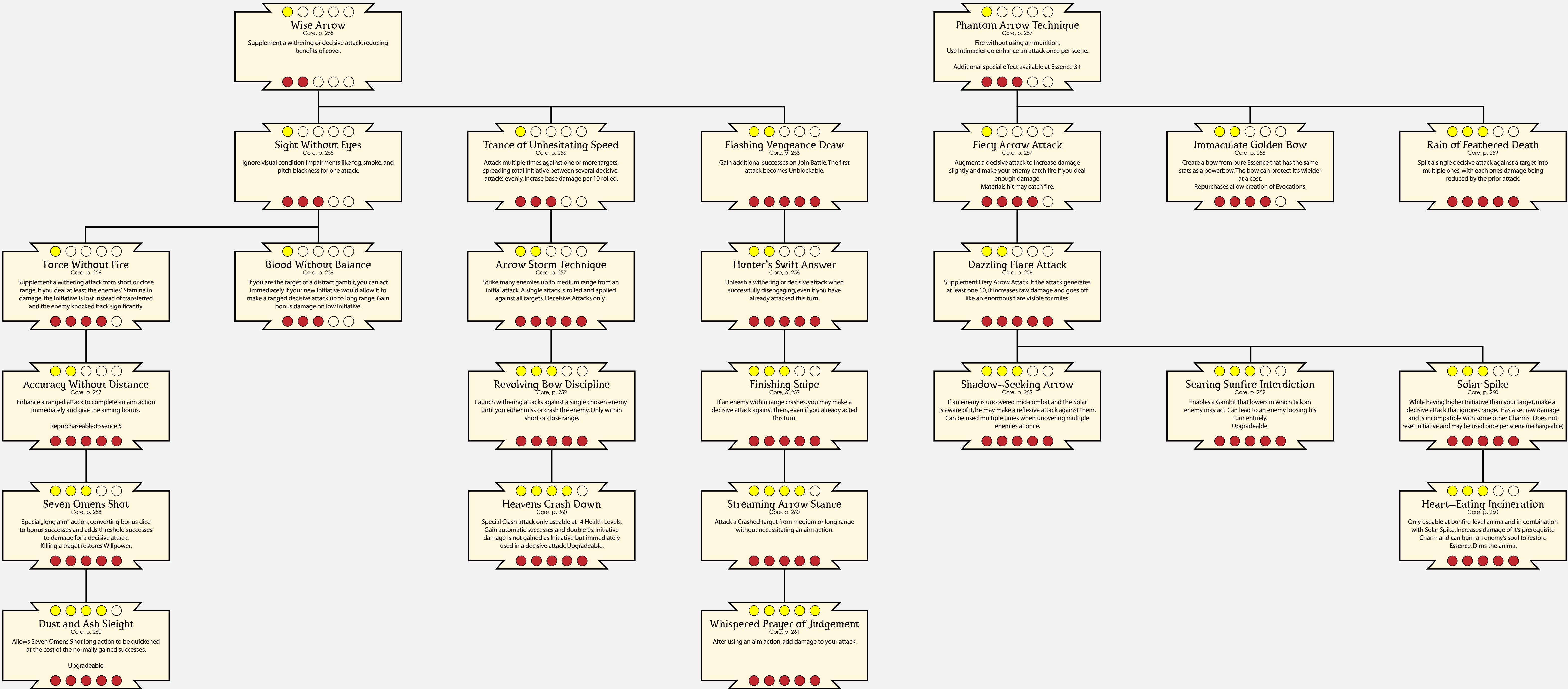
Charm Name  
Book Name / Page Reference  
Short Descriptor.  
This does not contain full rules-text, but intends to confer an at-a-glance info about this Charms capabilities.  
Please refer to the book for full details.

Permanent Essence requirements in dots

Permanent Ability requirements in dots

Created by MadLetter

daelkyr@gmx.de



Legend

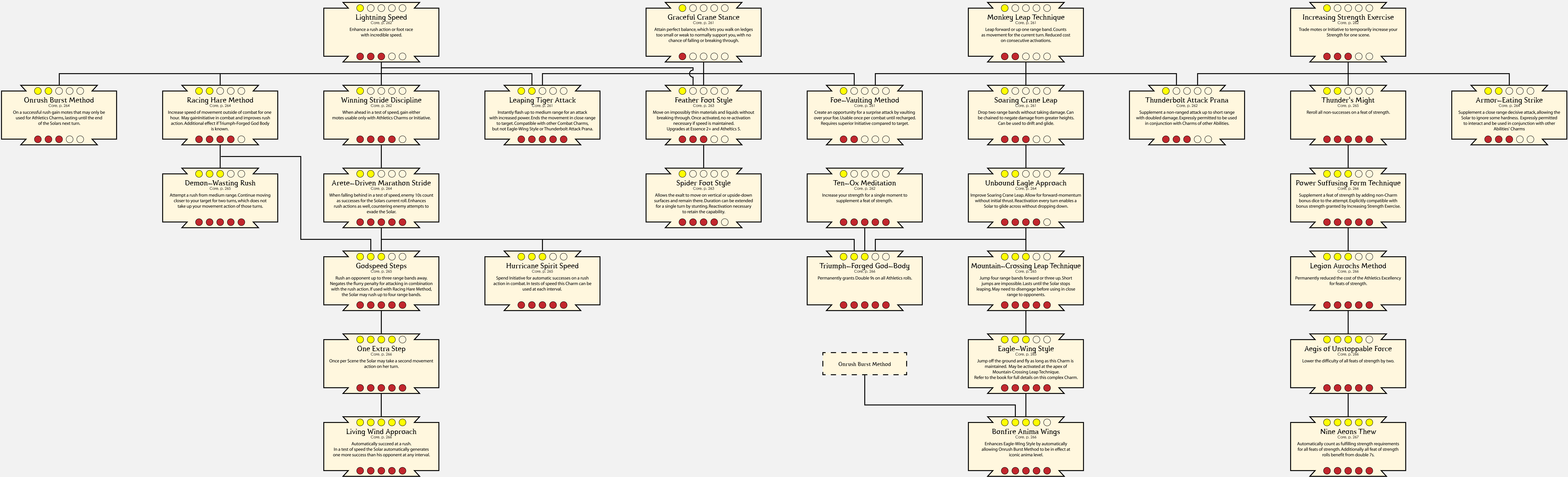
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● Permanent Essence requirements in dots

● Permanent Ability requirements in dots

Created by MadLatter

daefyrilgms.de



Legend

Charm Name

Book Name / Page Reference

Short Descriptor

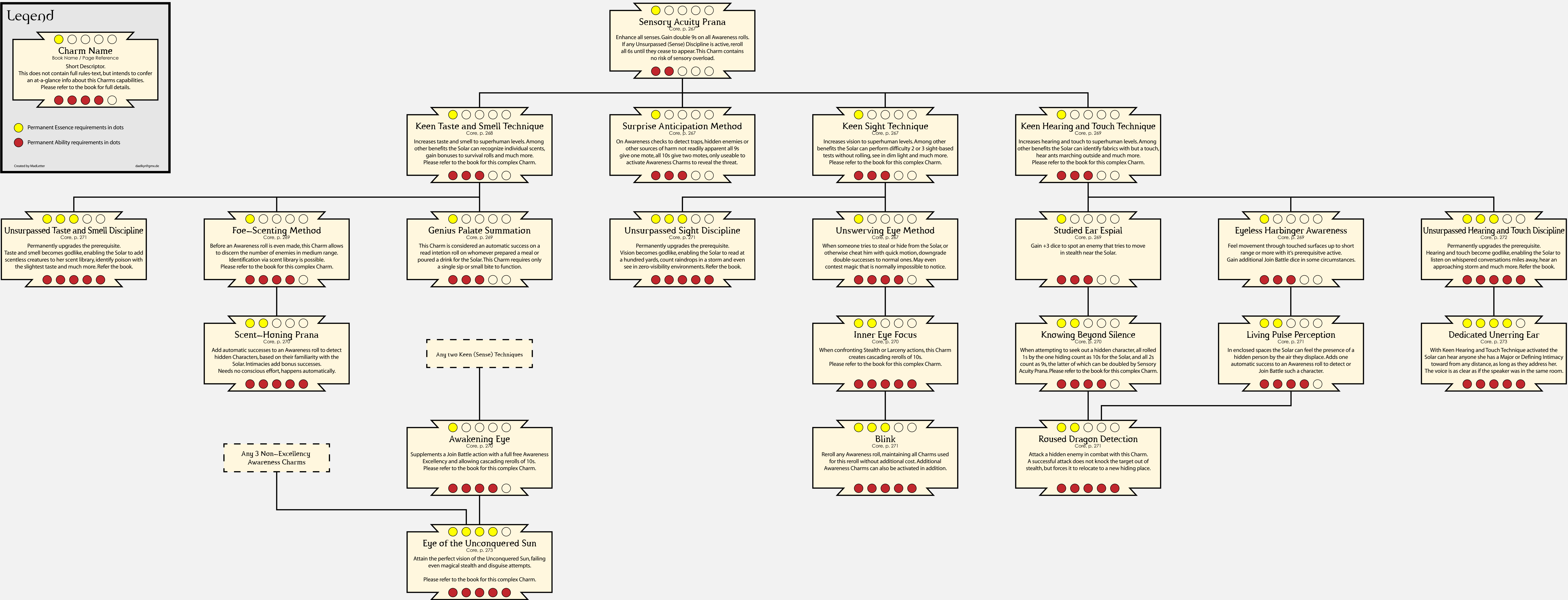
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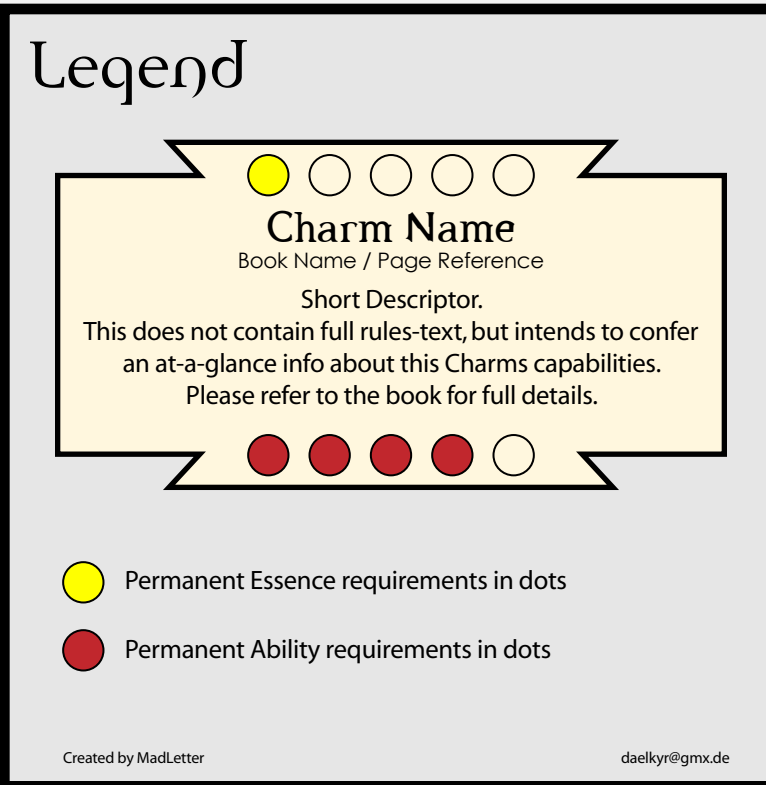
Permanent Essence requirements in dots

Permanent Ability requirements in dots

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# Bureaucracy

Exalted 3rd Edition 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

Created by MuelLetter

duelkyr@gmail.de

Frugal Merchant Method

Core, p. 283

With cursory examination the Solar can determine the exact quality of any good on sale. Grants no knowledge of market value, nor the purpose.

Consumer-Evaluating Glance

Core, p. 284

Evaluate a buyers intention's and budget at a glance. Enacts a read intentions action against the target's Guile. On success, the Solar can tell if the target wants to betray or cheer her, she gains bonuses against it.

Insightful Buyer Technique

Core, p. 284

Grants an intuitive feel for a marketplace, and how much any object would fetch in that market. Must be a previously known market.

Enlightened Discourse Method

Core, p. 285

Add some of the Solar's bureaucracy to all social influence to affect bargains, trade, create business partnerships, create good will between organizations, communicate effective orders, mediate, and so on.

Speed the Wheels

Core, p. 285

Use this Charm to force an organization to work faster by several degrees.

Measuring Glance

Core, p. 284

Sum up the member of an organization at a glance, by ways of a read intentions action, determining the strongest and most relevant intimacy towards that organization. Roll is auto-successful unless magic resistance is involved.

Indolent Official's Charm

Core, p. 286

Bring the wheels of an bureaucracy to a grinding halt regards one specific task. Please refer the book for this complex Charm.

All-Seeing Master Procurer

Core, p. 284

Makes others assume the Solar is a master merchant, someone to be approached for the best deals and info about specific products. Please refer the book.

Irresistible Salesman Spirit

Core, p. 285

Supplements a bargain action with double 7s. If the bargain is successful, gain temporary Willpower.

Semantic Argument Technique

Core, p. 286

Add some of the Solar's bureaucracy to any social influence that engages a character's adherence to laws or rules he usually observes.

Bureau-Rectifying Method

Core, p. 285

Be part of an investigation into an organization to reform it. Gain bonuses to Investigation and be perceived by members as a subject of confidential trust, counting as a Major Intimacy or a Minor one for those hiding the truth.

Enigmatic Bureau Understanding

Core, p. 285

Be made aware if a member of an organization's intimacies for it are challenged, if the member is working in official capacity at the time. Please refer to the book for this complex Charm.

Foul Air of Argument Technique

Core, p. 288

Target a project you're aware of, forcing botches onto the people in charge of the project. Can be used once per season on the same organization. Please refer the book for this complex Charm.

Illimitable Master Fence

Core, p. 284

Observe a market to gain knowledge about the bureaucratic specialties of everyone connected to a specific market.

Soul-Snaring Pitch

Core, p. 285

This Charm is a persuade action to convince a character that a particular thing is his heart's desire. Please refer to the book for this complex Charm.

Empowered Barter Stance

Core, p. 286

Once per day, the Solar gains a point of temporary Willpower for a successful bargain action.

Eclectic Verbiage of Law

Core, p. 288

Enact a free full Bureaucracy Excellency oncer per season. Reset by aiding in the success of a particularly difficult project, as per Storyteller.

Bureau-Reforming Kata

Core, p. 286

Use this Charm to reform a controlled organization. Can be used after Bureau-Rectifying Method to cleanse the organization of any hostile magic. Please refer the book.

Taboo-Inflicting Diatribe

Core, p. 288

Create taboos by specifying behaviors which are banned, which is then forced upon members of the organization. Please refer the book for this complex Charm.

Ungoverned Market Awareness

Core, p. 286

When any character within range of the Solar's senses uses Bureaucracy or Larceny to make a transaction, she can sense it. Canc choose to sweep for particular transaction.

Subject-Hailing Ideology

Core, p. 288

Supplement social influence appealing to an Intimacy the Solar is aware of, at a former intensity, if the influence makes the target act in official capacity. Please refer the book for this complex Charm.

Woe-Capturing Web

Core, p. 287

Become aware automatically when a curse or other magic is used against an organization led by the Solar, knowing where to look with Bureau-Rectifying Method. May also guess at the source. Please refer the book.

Omen-Spawning Beast

Core, p. 287

If the Exalt has captured magic using the prerequisite, this Charm allows her to discover profiling information, revealing to her the identity of the one whose magic has been snared.

Infinitely-Efficient Register

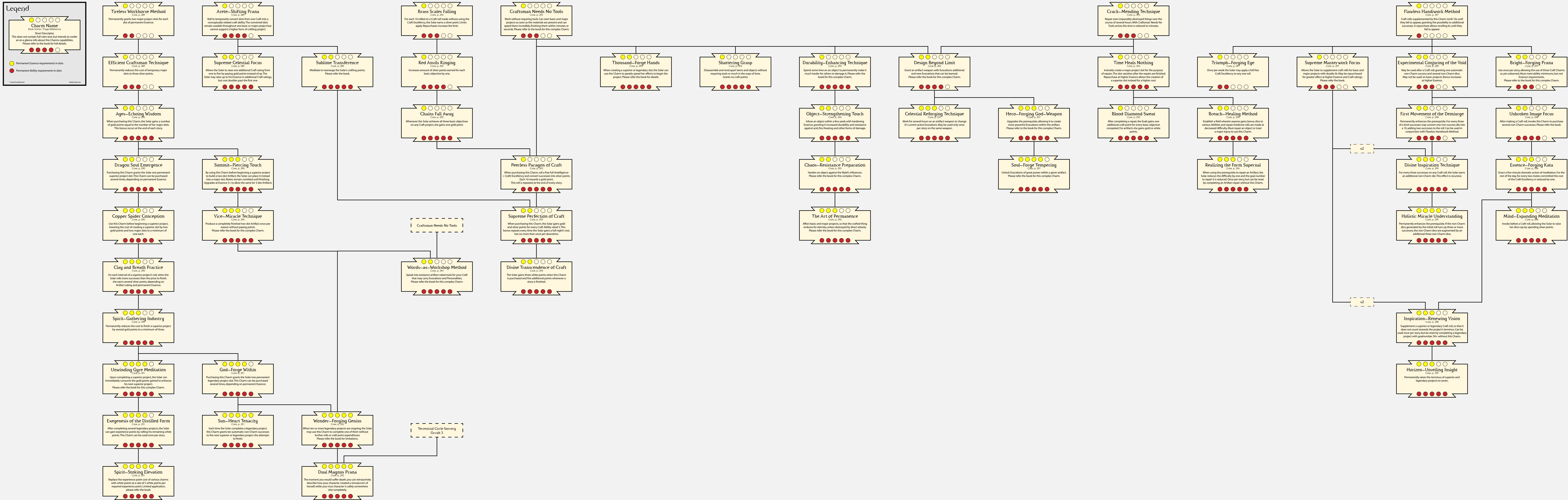
Core, p. 288

As long as the Solar's organization has succeeded at one challenging project in the previous season, another smaller project within scope is automatically completed. Please refer the book.

Order-Confering Action

Core, p. 289

Confer advice to a bureaucracy to bolster it's efficiency, granting it's leaders stored successes that can be used on various actions when pertaining to the organization. Please refer the book for this complex Charm.



Legend

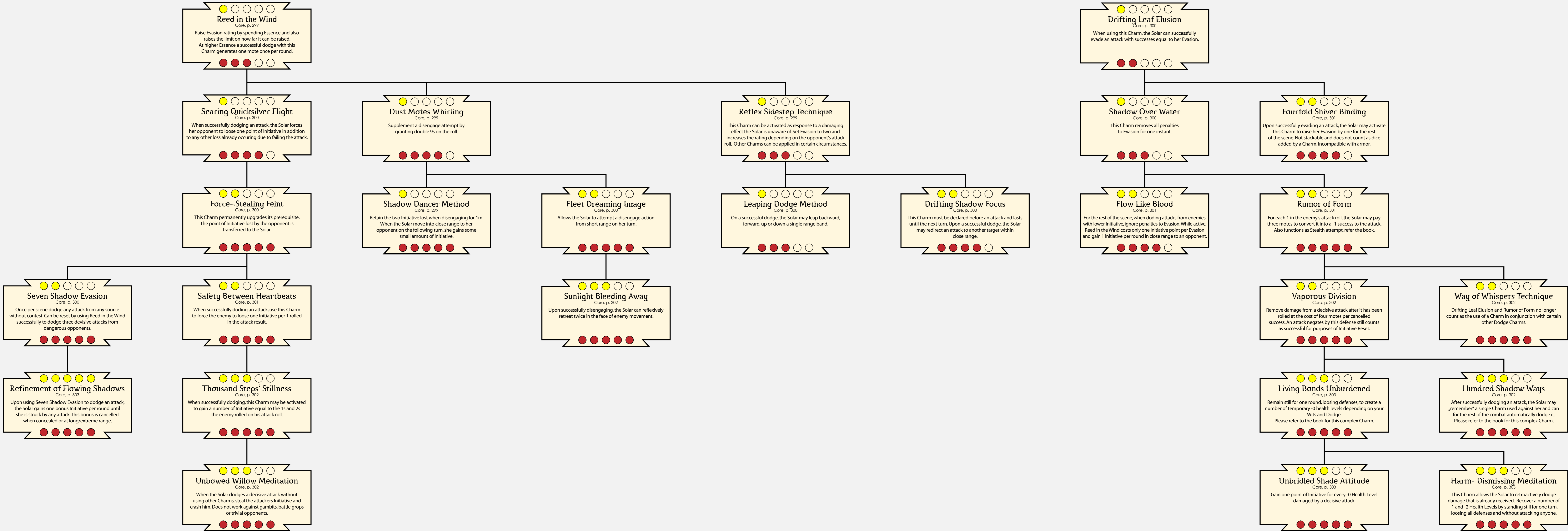
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**Charm Name**  
Book Name / Page Reference  
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☀️ Permanent Essence requirements in dots  
● Permanent Ability requirements in dots

Created by MadLetter dethlyr@gmail.de

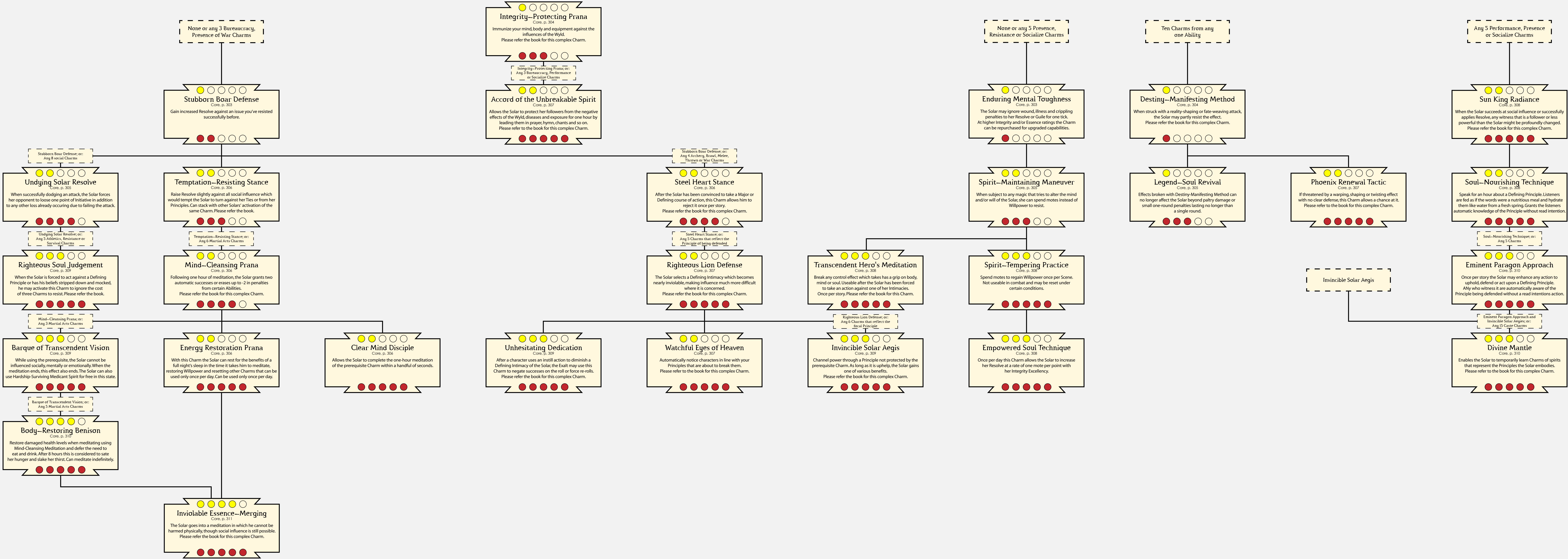


Legend

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Please refer to the book for full details.

Permanent Essence requirements in dots  
Permanent Ability requirements in dots

Created by MadLetter  
darkyng@pro.de



# Investigation

Exalted 3rd Edition 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

Created by Mußletter

duelky@gmx.de

A personal „Thank You“ and dedication to all the people who helped make Exalted 3 a reality: John, Hobbes, Rich and all the others, from the developers to the players. Props to you all!

# Larceny

Exalted 3rd Edition Charm Cascades

Legend

Charm Name

Book Name / Page Reference

Short Descriptor

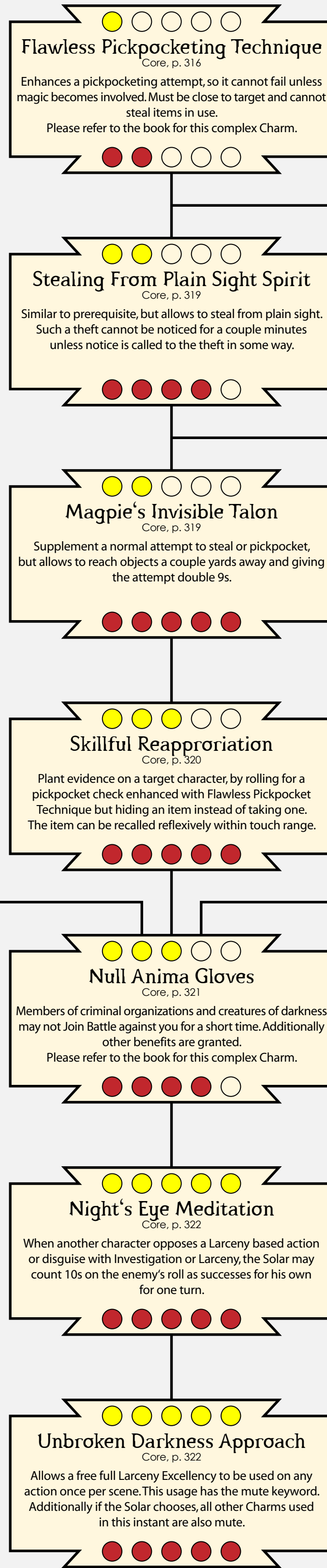
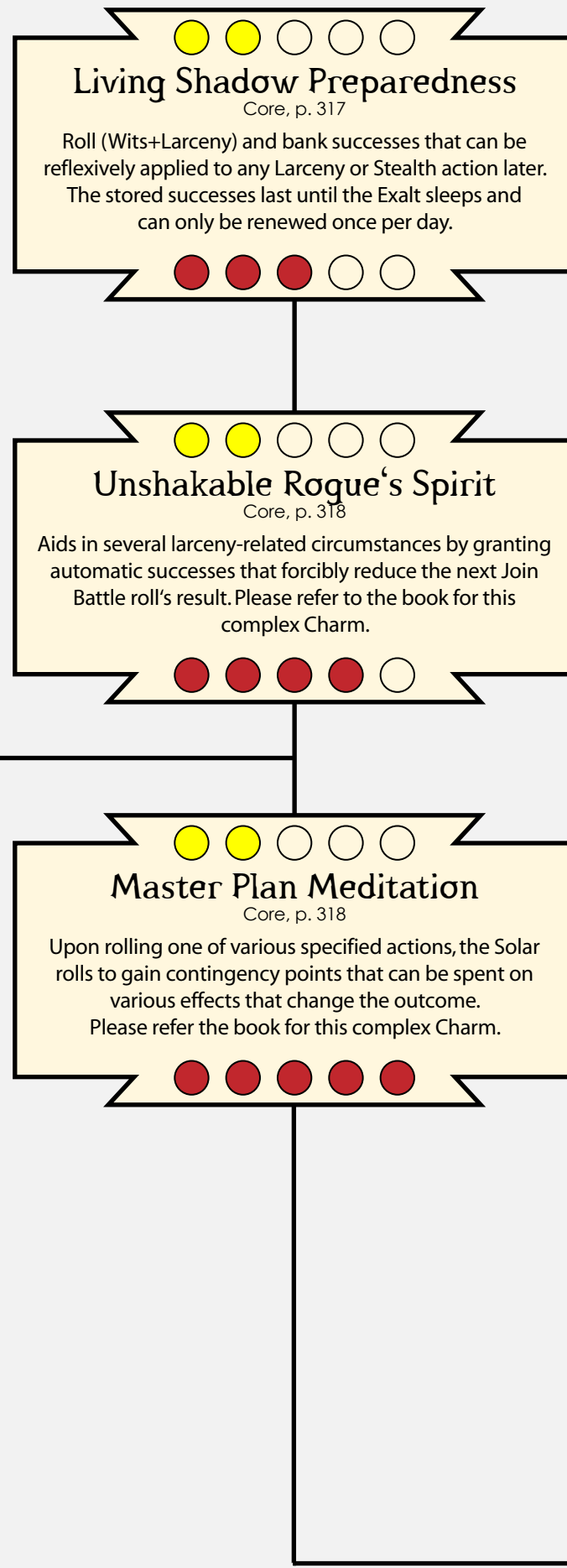
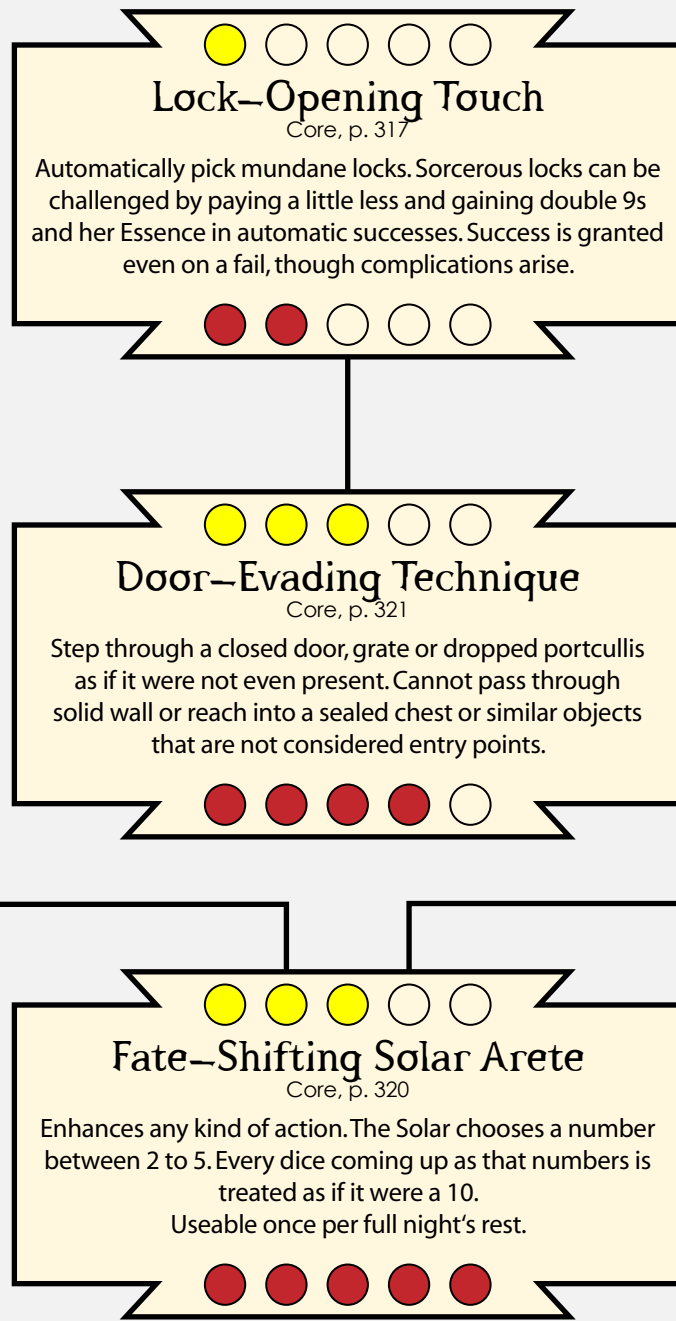
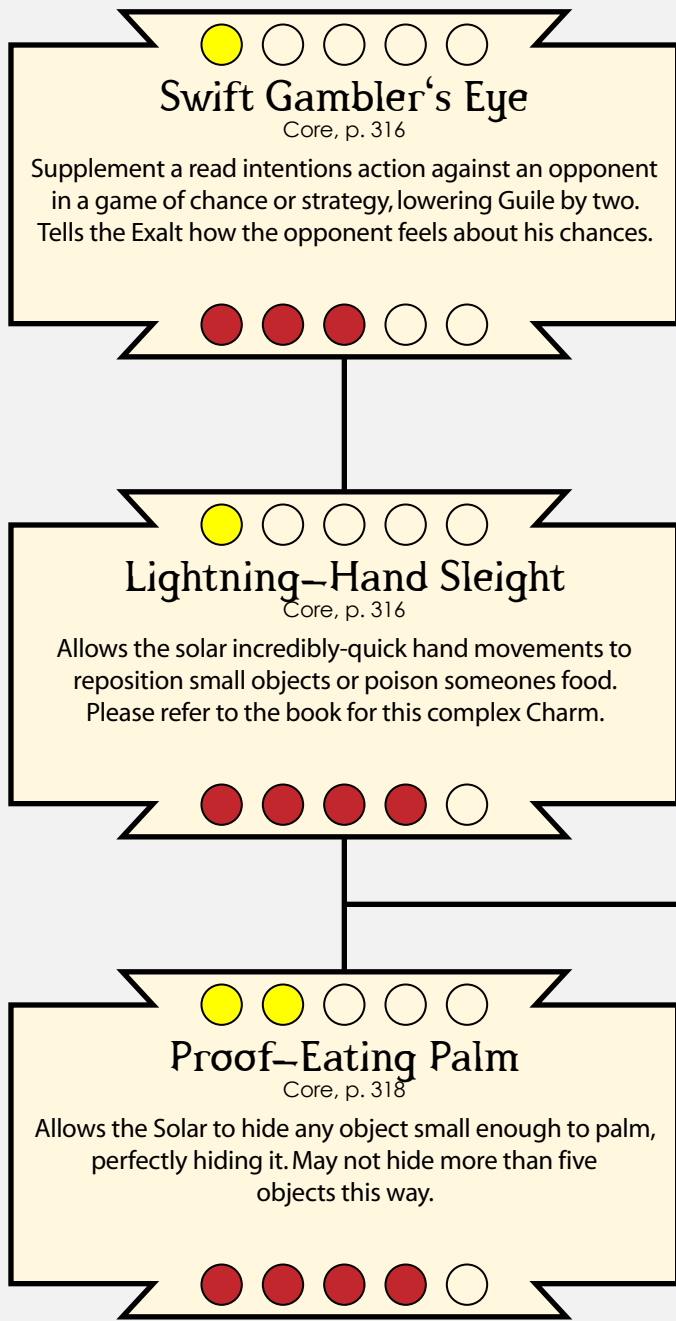
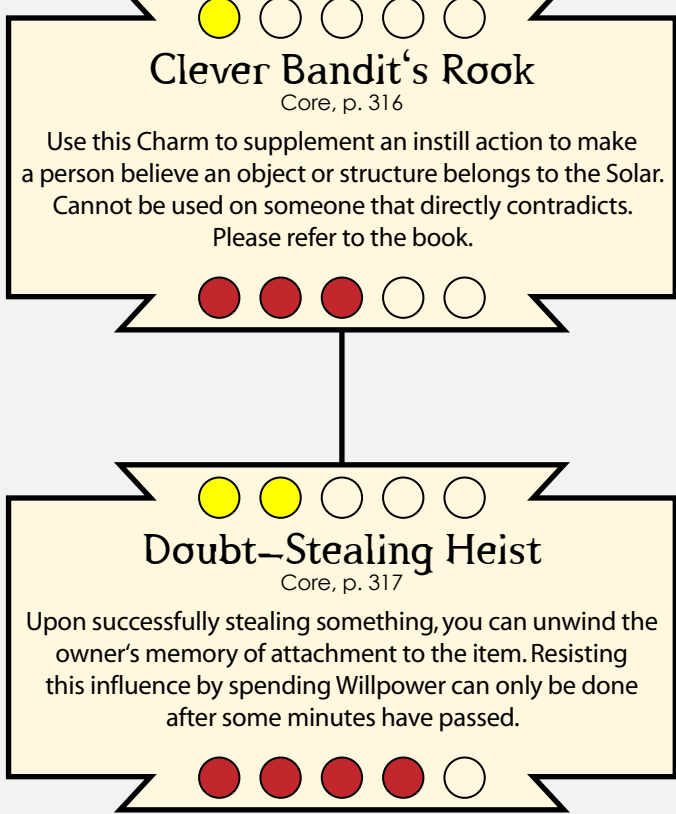
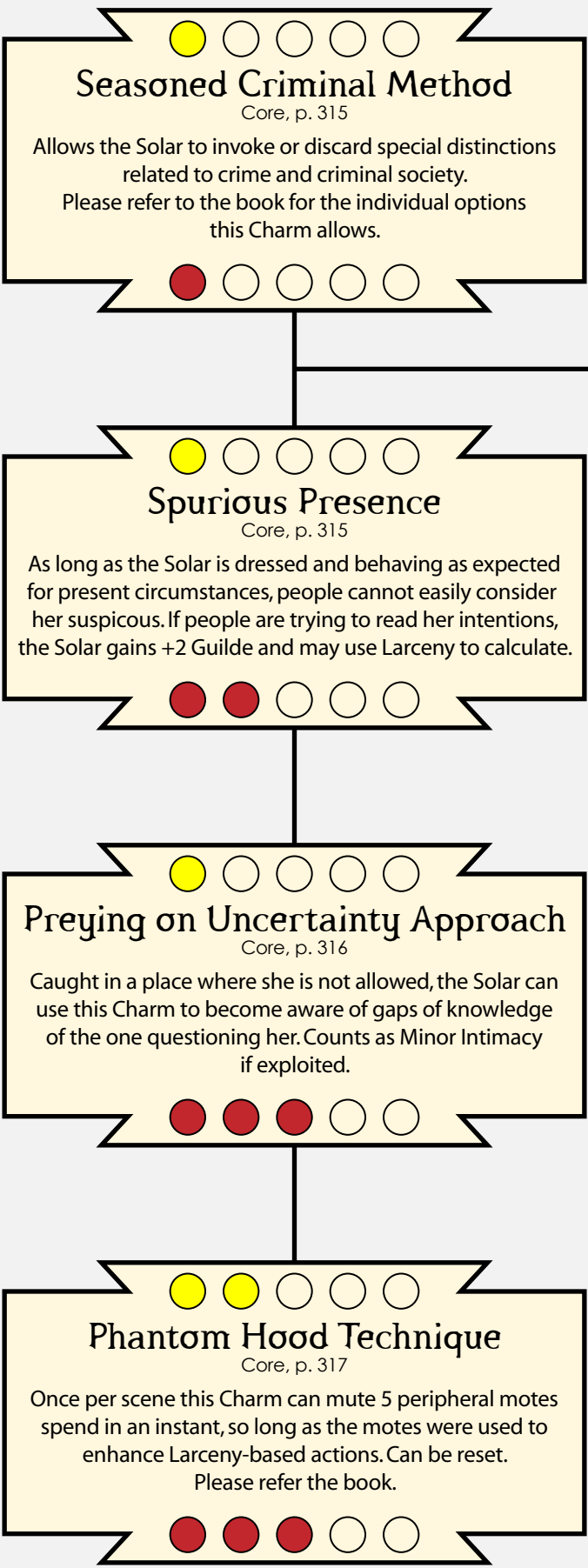
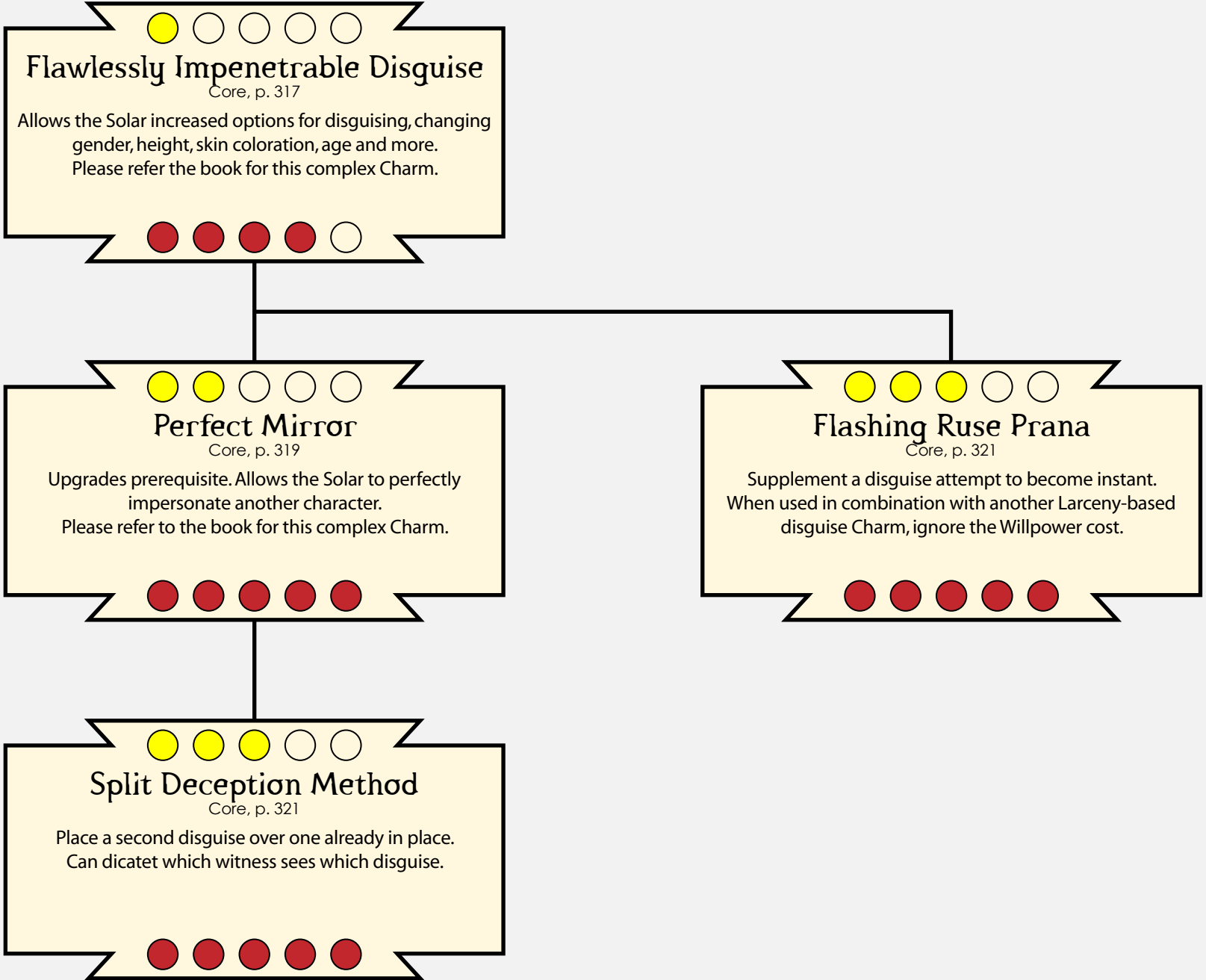
This does not contain full rules text, but intends to confer an at-a-glance info about this Charms capabilities. Please refer to the book for full details.

Permanent Essence requirements in dots

Permanent Ability requirements in dots

Created by MadLetter

dailyrpg@gnm.de



# Linguistics

## Exalted 3rd Edition 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

Created by MadLetter

dashy@gnu.de

The diagram illustrates the relationships between various Linguistics charms in Exalted 3rd Edition. Each charm is represented by a box containing its name, core page reference, a visual representation of its requirements (yellow and red dots), and a brief description of its effect.

**Charm 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**: Yellow dot
- Permanent Ability requirements in dots**: Red dot

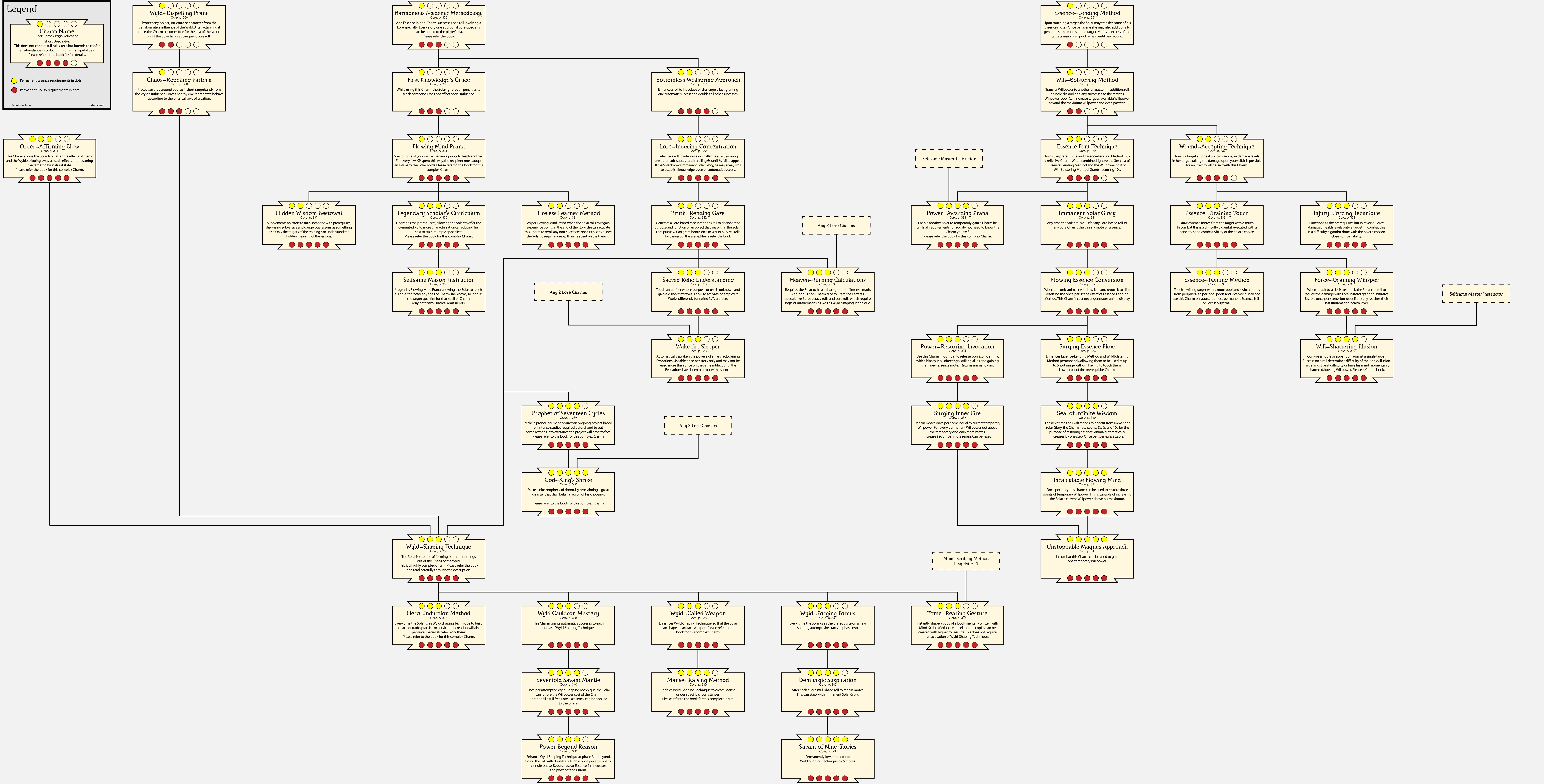
**Charm Cascades:**

- Whirling Brush Method** (Core, p. 322) leads to **Flawless Brush Discipline** (Core, p. 323).
- Flawless Brush Discipline** leads to **Stolen Voice Technique** (Core, p. 324).
- Stolen Voice Technique** leads to **Moving the Unseen Hand** (Core, p. 325) and **Power-Snaring Image** (Core, p. 326).
- Power-Snaring Image** leads to **Flashing Quill Atemi** (Core, p. 326).
- Flashing Quill Atemi** leads to **Perfect Celestial Authority** (Core, p. 329).
- Letter-Within-A-Letter Technique** (Core, p. 323) leads to **Essence-Laden Missive** (Core, p. 325).
- Essence-Laden Missive** leads to **Voice-Caging Calligraphy** (Core, p. 325).
- Voice-Caging Calligraphy** leads to **Cup Boils Over** (Core, p. 327).
- Subtle Speech Method** (Core, p. 323) leads to **Twisted Words Technique** (Core, p. 327).
- Twisted Words Technique** leads to **Unbreakable Fascination Method** (Core, p. 329).
- Flowing Elegant Hand** (Core, p. 323) leads to **Twisted Words Technique** (Core, p. 327).
- Twisted Words Technique** leads to **Mind-Swallowing Missive** (Core, p. 326).
- Strange Tongue Understanding** (Core, p. 324) leads to **Poetic Expression Style** (Core, p. 324).
- Poetic Expression Style** leads to **Single Voice Kata** (Core, p. 325).
- Single Voice Kata** leads to **Excellent Emissary's Tongue** (Core, p. 328).
- Mingled Tongue Technique** (Core, p. 324) leads to **Single Voice Kata** (Core, p. 325).
- Single Voice Kata** leads to **Excellent Emissary's Tongue** (Core, p. 328).
- Sagacious Reading of Intent** (Core, p. 324) leads to **Discerning Savant's Eye** (Core, p. 326).
- Discerning Savant's Eye** leads to **Perfect Recollection Discipline** (Core, p. 328).
- Perfect Recollection Discipline** leads to **Mind-Scribing Method** (Core, p. 327).
- Mind-Scribing Method** leads to **Heaven-Drawing Discipline** (Core, p. 327).
- Sagacious Reading of Intent** leads to **Word-Shielding Invocation** (Core, p. 324).
- Word-Shielding Invocation** leads to **Vanishing Immersion Style** (Core, p. 326).
- Vanishing Immersion Style** leads to **Swift Sage's Eye** (Core, p. 328).

A personal "Thank You" and dedication to all the people who helped make Exalted 3 a reality: John, Hobbes, Rich and all the others, from the developers to the players to the players to you all.

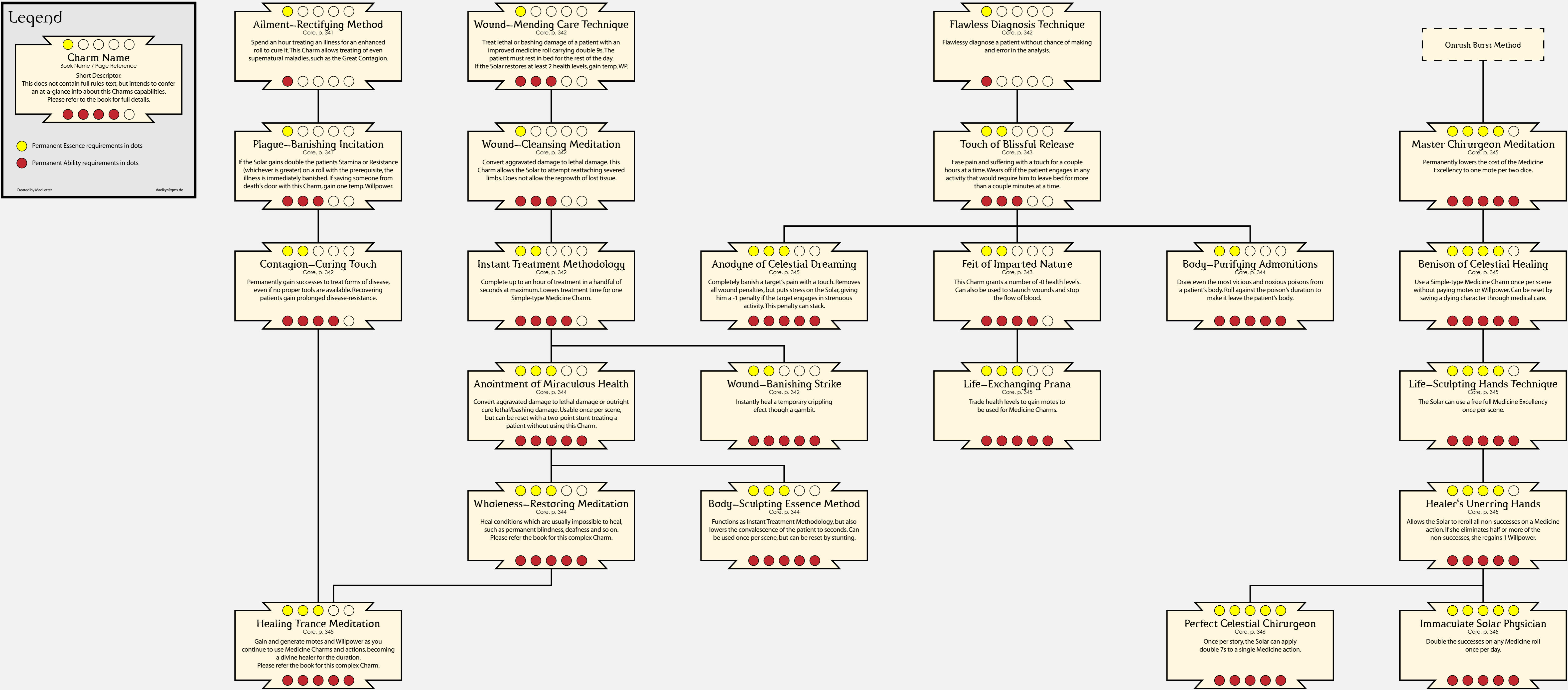
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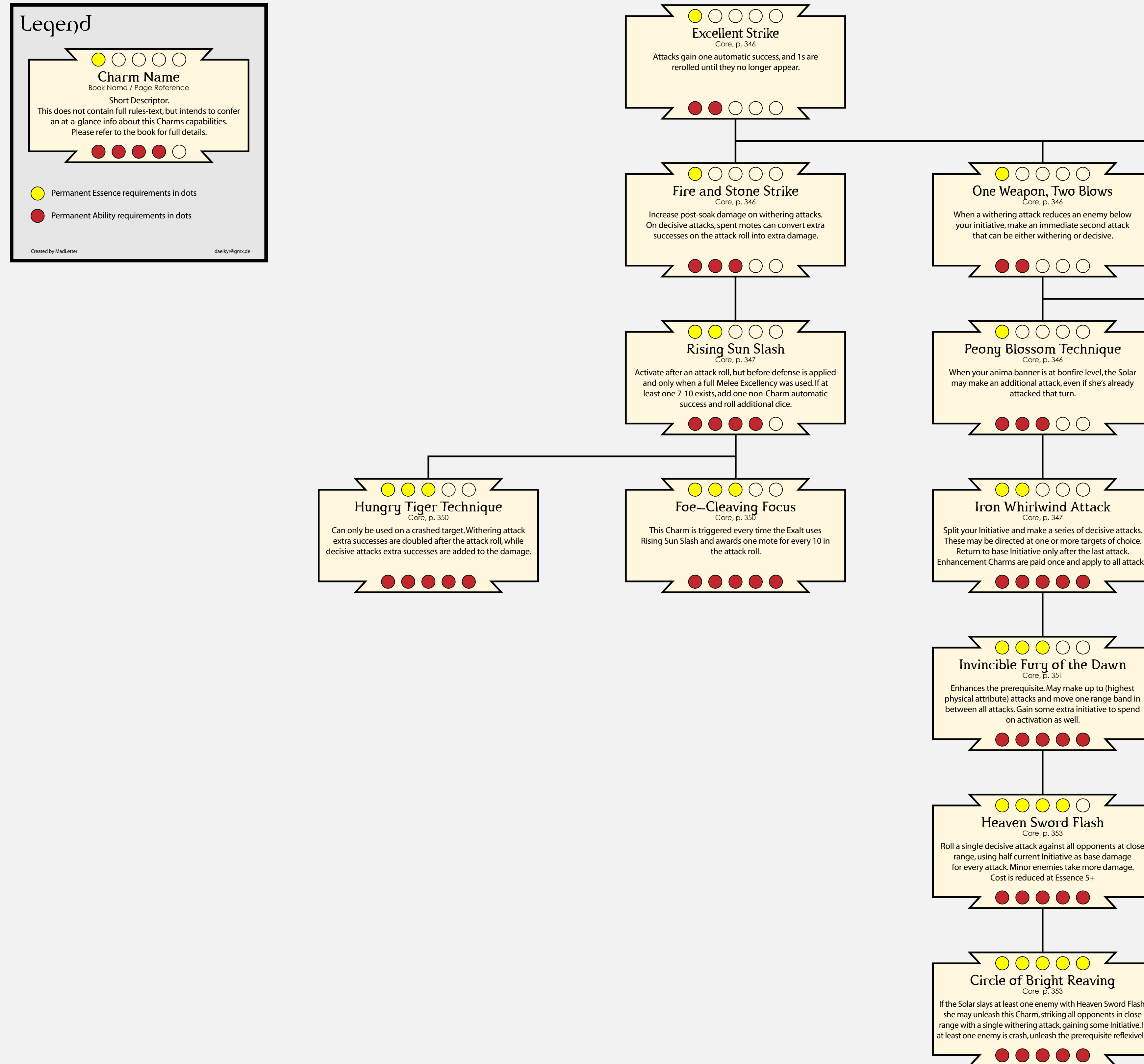
Exalted 3rd Edition Charm Cascades

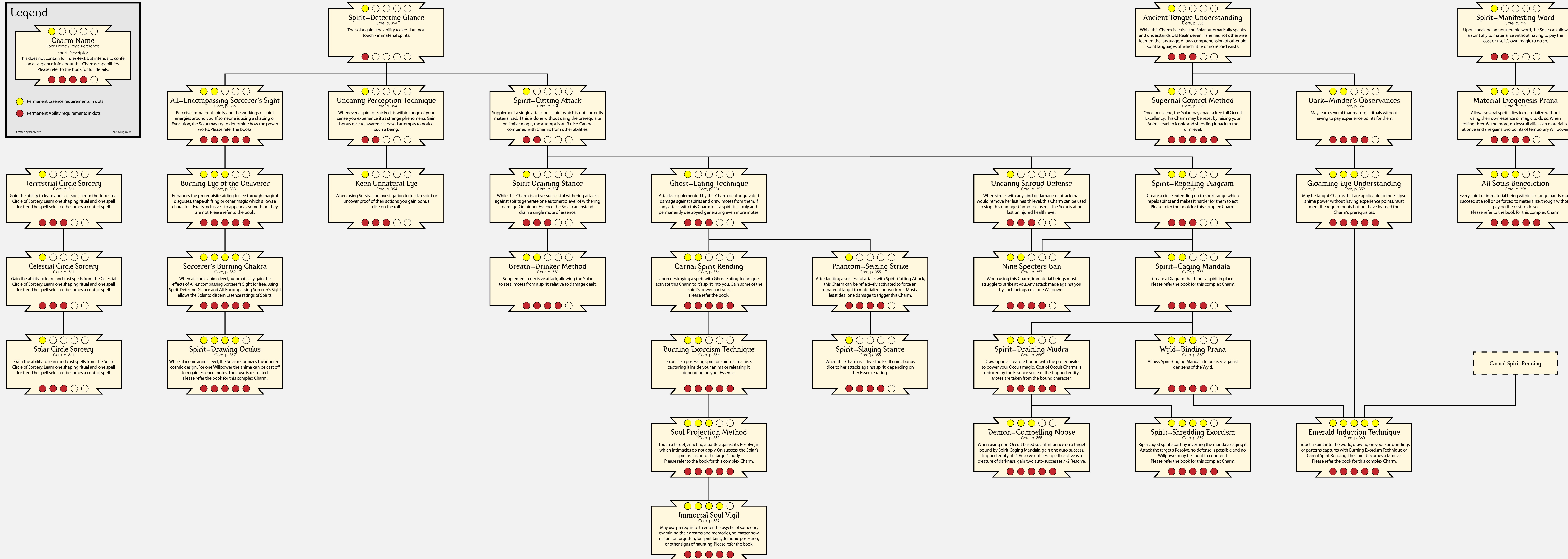


# Medicine

## Exalted 3rd Edition Charm Cascades







Performance

Exalted 3rd Edition Charm Cascade

Legend

Charm Name  
Book Name / Page Reference  
Short Descriptor

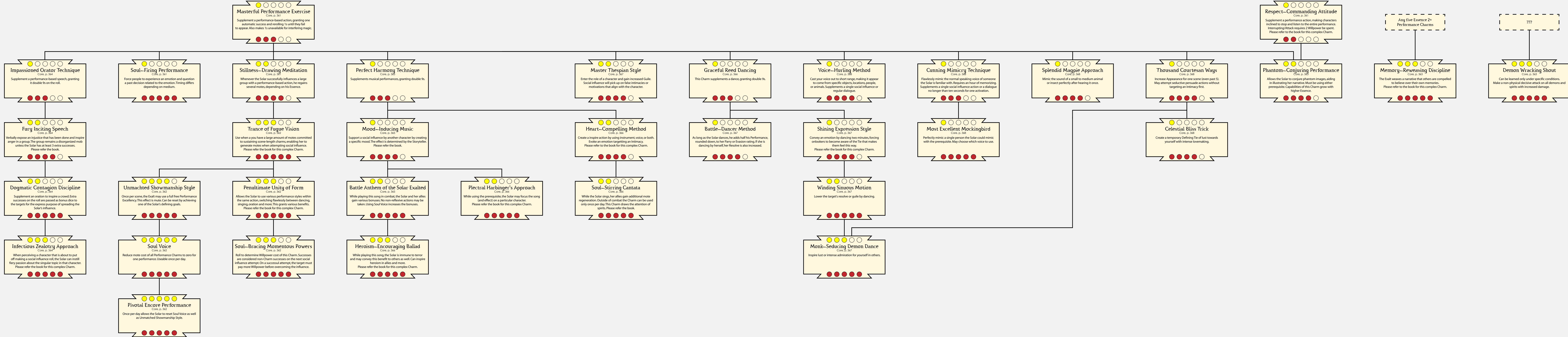
This does not contain full rules-text, but intends to confer an at-a-glance info about this Charms capabilities. Please refer to the book for full details.

Permanent Essence requirements in dots

Permanent Ability requirements in dots

Created by Markkator

dailyritingside



# Presence

## Exalted 3rd Edition Charm Cascades

Legend

Charm Name

Book Name / Page Reference

Short Descriptor

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Permanent Essence requirements in dots

Permanent Ability requirements in dots

Tiger's Dread Symmetry

Core, p. 370

Grants one bonus die to all Presence rolls and allows rerolls for some non-successes on intimidation rolls.

Listener-Swaying Argument

Core, p. 369

Supplement an instill or persuade action, granting one automatic success and additional non-Charm bonus dice depending on how much the target's resolve has been boosted by any means.

Impassioned Discourse Technique

Core, p. 370

Supplement a persuade action, granting one auto-success. If the Solar argues from a principle she holds, she gains additional bonus dice.

Excellent Friend Approach

Core, p. 370

Anyone holding a positive Defining Tie to the Solar can be persuaded to do inconvenient tasks without requiring a roll.

Fulminating Word

Core, p. 371

Upon successfully beating a target's resolve with a bargain, threaten or persuade action, but before a Decision Point, activate this Charm to raise the defense cost by two Willpower. Please refer the book.

Empowering Shout

Core, p. 370

In a simple turn-length action the Solar exhorts a character to true greatness. The target gains +1 non-Charm bonus dice to one Ability and Attribute until his next turn. At Essence 4+ the Charm increases in power.

Favor-Conferring Prana

Core, p. 374

Copies the effect of Empowering Shout, but allows the Solar to empower an ally indefinitely. Can be used in conjunction with prerequisite, but cannot raise Abilities or Attributes past 5 dots.

Harmonious Presence Meditation

Listener-Swaying Argument

Excellent Friend Approach

Underling-Promoting Touch

Listener-Swaying Argument

Harmonious Presence Meditation

Core, p. 369

Get bonus dice to all forms of social influence from all abilities (except Stealth). The cost of all social influence Charms is reduced by one mote. Duration can be chosen between two options.

Threefold Magnetic Ardor

Core, p. 371

Turns bonus dice due to Appearance higher than the target's resolve into automatic successes.

Awakened Carnal Demiurge

Core, p. 371

Enact a simple dramatic action lasting five minutes. For as long as the motes are committed, the Solar's Appearance rating increases by one, even if it would raise the Ability above five dots.

Rose-Lipped Seduction Style

Core, p. 373

Supplement a persuade action to seduce a target, granting double 9s. May even seduce characters for whom such influence is unacceptable.

Impassioned Discourse Technique

Enemy-Castigating Solar Judgement

Core, p. 371

Supplement a social influence roll or an attack against a creature of darkness, lowering resolve/defense by one. Please refer the book for this complex Charm.

Worshipful Lackey Acquisition

Core, p. 372

When achieving a goal through lecture, prophecy, oration, or other forms of performance others may become enthralled with the Solar's wisdom and greatness. Please refer the book for this complex Charm.

Majestic Radiant Presence

Core, p. 370

While this Charm is active, others need to pay one Willpower to speak against or attack the Solar. Price needs to be paid only once per scene. Threaten actions are reduced in effectiveness.

Underling-Promoting Touch

Core, p. 370

By using this Charm and touching the target, the Solar bestows respect and admiration normally reserved for himself. Ties of loyalty, respect and admiration towards the Solar also pertain to the promoted character.

Prophet-Uplifting Evocation

Core, p. 373

Permanently empowers a character under the prerequisite's effect, granting them an Essence-Pool. The character gains various other benefits as well. Please refer to the book for this complex Charm.

Shedding Infinite Radiance

Core, p. 373

Prepare an important agent for some great task. This is a complex Charm that grants the target character several automatic non-Charm successes on actions furthering a specified goal. Please refer the book.

Authority-Radiating Stance

Core, p. 371

Prevents every ally within medium range from succumbing completely to fear. As long as the Solar can be seen or heard, allies suffer no fear-based penalties to actions. Does not protect from supernatural terror.

Crowned King of Eternity

Core, p. 373

Once per scene the Solar may enact a free full Presence, Performance or Socialize Excellency.

Fulminating Word

Terrifying Apparition of Glory

Core, p. 371

Activate when at bonfire anima-level. This Charm inflicts supernatural terror upon all who see the Solar. This is a threaten action. Ignores penalties for group influence. Please refer to the book for this complex Charm.

Countenance of Vast Wrath

Core, p. 374

Channel your anima inwards, shedding it and channeling it inward into a new and more terrifying form. Allows to intimidate even creatures that are normally incapable of fear. Please refer the book for this complex Charm.

Blazing Glorious Icon

Core, p. 372

When at glowing or burning anima level, Presence-based attempts to threaten, persuade or instill gain one non-Charm auto-success. Effect increases at bonfire level. Never aids a bargain action.

Mind-Wiping Gaze

Core, p. 372

When perceiving a character who is about to make a social influence attempt the Solar disagrees with, she can use this Charm to extinguish the candle of the target's mind. Please refer to the book for this complex Charm.

Hypnotic Tongue Technique

Core, p. 372

Attack a target's resolve to allow the Solar to instill instructions into his target. Please refer the book for this complex Charm.

Fulminating Word

# Resistance

## Exalted 3rd Edition Charm Cascades

Legend

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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.

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●

Permanent Essence requirements in dots

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Permanent Ability requirements in dots

Created by MadLetter

duellyn@gmx.de

The diagram illustrates the relationships between 20 Exalted 3rd Edition Charms, organized into a grid-like structure with lines connecting them to show cascades. Each Charm card includes its name, book reference, a short descriptor, and a set of dots representing Essence and Ability requirements.

**Charms and their connections:**

- Durability of Oak Meditation** (Core, p. 374) connects to **Spirit Strengthens the Skin** (Core, p. 374).
- Spirit Strengthens the Skin** (Core, p. 374) connects to **Iron Skin Concentration** (Core, p. 374).
- Iron Skin Concentration** (Core, p. 374) connects to **Iron Kettle Body** (Core, p. 376) and **Diamond-Body Prana** (Core, p. 376).
- Iron Kettle Body** (Core, p. 376) connects to **Aegis of Invincible Might** (Core, p. 380).
- Diamond-Body Prana** (Core, p. 376) connects to **Adamant Skin Technique** (Core, p. 377).
- Adamant Skin Technique** (Core, p. 377) connects to **Aegis of Invincible Might** (Core, p. 380) and **Ruin-Abashing Shrug** (Core, p. 378).
- Ox-Body Technique** (Core, p. 375) connects to **Body-Mending Meditation** (Core, p. 375) and **Front-Line Warrior's Stamina** (Core, p. 376).
- Body-Mending Meditation** (Core, p. 375) connects to **Tiger Warrior's Endurance** (Core, p. 377).
- Front-Line Warrior's Stamina** (Core, p. 376) connects to **Tiger Warrior's Endurance** (Core, p. 377).
- Tiger Warrior's Endurance** (Core, p. 377) connects to **Wound-Knitting Exercise** (Core, p. 378).
- Wound-Knitting Exercise** (Core, p. 378) connects to **Unbreakable Warrior's Mastery** (Core, p. 378).
- Whirlwind Armor-Donning Prana** (Core, p. 376) connects to **Armored Scout's Invigoration** (Core, p. 376) and **Hauberk-Summoning Gesture** (Core, p. 377).
- Armored Scout's Invigoration** (Core, p. 376) connects to **Glorious Solar Plate** (Core, p. 378).
- Hauberk-Summoning Gesture** (Core, p. 377) connects to **Glorious Solar Plate** (Core, p. 378).
- Poison-Resisting Meditation** (Core, p. 376) connects to **Illness-Resisting Meditation** (Core, p. 377).
- Illness-Resisting Meditation** (Core, p. 377) connects to **Immunity to Everything Technique** (Core, p. 379).
- Essence-Gathering Temper** (Core, p. 376) connects to **Willpower-Enhancing Spirit** (Core, p. 377).
- Willpower-Enhancing Spirit** (Core, p. 377) connects to **Battle Fury Focus** (Core, p. 378) and **Fury-Fed Ardor** (Core, p. 379).
- Battle Fury Focus** (Core, p. 378) connects to **Bloodthirsty Sword-Dancer Spirit** (Core, p. 379).

A personal "Thank You" and dedication to all the people who helped make Exalted 3 a reality: John, Hiden, Rick and all the others from the developers to the players. Props to you all!

## Legend

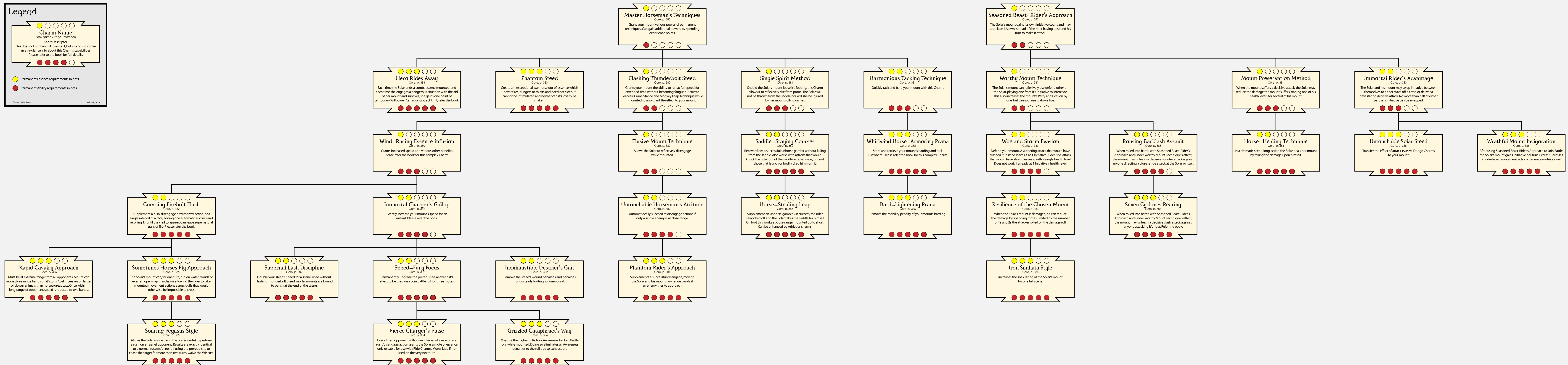
**Charm Name**  
Book Name / Page Reference  
Short Descriptor.  
not contain full rules-text, but intends to convey a-glance info about this Charms capabilities.  
Please refer to the book for full details.



● Permanent Ability requirements in d

Created by Med

aeb@qtc.de





Exalted 3rd Edition Charm Cascades

Legend

Charm Name

Book Name / Page Reference

Short Descriptor

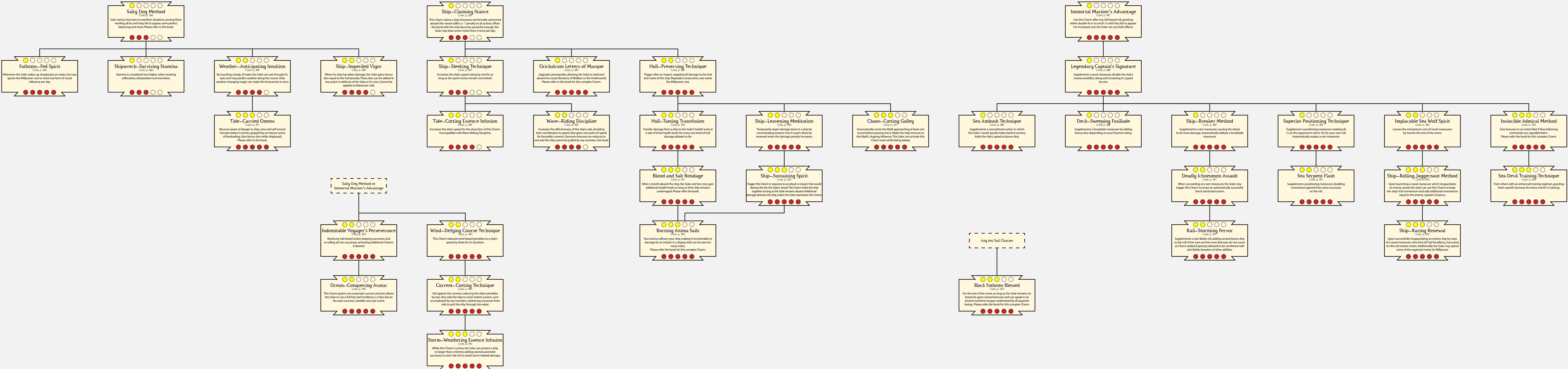
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Permanent Essence requirements in dots

Permanent Ability requirements in dots

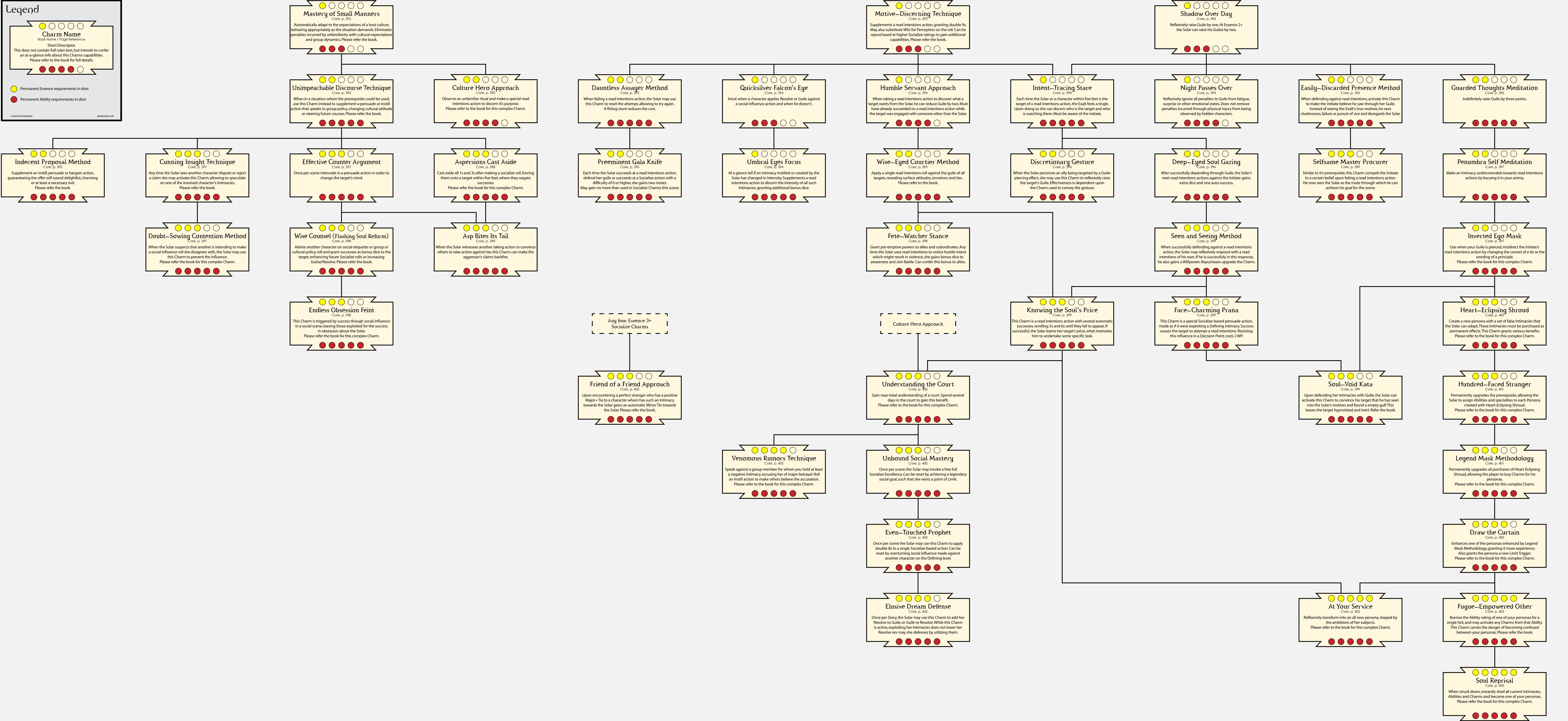
Created by: Maelstrom

dash@pigeon.de



Socialize

Exalted 3rd Edition Charm Cascade



# Stealth

## Exalted 3rd Edition 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

Created by MadLetter

daelhyr@gmx.de

**Perfect Shadow Stillness**  
Core, p. 403

Allows rerolls of any Stealth-based action, preserving the 10s from the previous result. Upgrades at Stealth 5.

**Invisible Statue Spirit**  
Core, p. 403

Assuming perfect stillness, the Solar fades from sight. Effect true invisibility, but the Solar cannot move nor take any violent action.

**Blurred Form Style**  
Core, p. 405

Allows the Solar to make a Stealth attempt even if there is no cover. So long as she is standing still or moving slowly, she blends perfectly into her surroundings. While this Charm is active, gain bonus successes to stealth. Refer the book.

**Sun Swallowing Practice**  
Core, p. 406

Subsume your anima display into yourself while the cost is committed. At higher Essence the swallowed anima can be expelled in a bright heatless flame that can be seen for miles.

**Fivefold Shadow Burial**  
Core, p. 408

The Solar's mastery of stealth forces the enemy to subtract 2 successes for every 1 rolled on any Perception- or Awareness-based attempt to spot her. Does not Stack with Ten Whispers Silence Meditation.

**Easily-Overlooked Presence Method**  
Core, p. 403

Hide in plain sight, drifting unnoticed through crowds or alone. When active, none can notice the Solar unless she takes overt action. Please refer to the book for this complex Charm.

**Mental Invisibility Technique**  
Core, p. 405

Vanish from your target's notice completely. This applies to all witnesses whose Resolve was surpassed. Not even obvious action reveals him, though violent action does.

**Vanishing From Mind's Eye Method**  
Core, p. 406

Slip out of the thoughts and memories of everyone who has ever known the Solar. Upon meeting, she is unrecognizable by all who should know her. Once per day subjects may try to resist.

**Sound and Scent Banishing Attitude**  
Core, p. 407

Defeat one sense, rendering yourself undetectable to it. This Charm can be used to defeat hearing, smell, touch and taste, but not sight. Please refer the book for this complex Charm.

**Ten Whispers Silence Meditation**  
Core, p. 407

For the duration of this Charm, all Awareness attempts to detect the Solar by hearing alone lose one success for every 1 and 2 rolled by the opponent.

**Blinding Battle Feint**  
Core, p. 404

Use Dexterity + Stealth for Join Battle, which also acts as an attempt to enter Stealth.

**Stalking Wolf Attitude**  
Core, p. 404

While concealed, the Solar uses this technique to focus on an opponent. Ignore the -3 penalty to Stealth rolls for moving while concealed, granting Initiative every round. Please refer to the book for this complex Charm.

**Hidden Snake Recoil**  
Core, p. 405

Upon incapacitating a target, the Solar may reflexively try to enter concealment. Contributes more motes to the calculated cost of Stealth Charms used in this attempt.

**False Image Feint**  
Core, p. 408

When hit by a decisive attack with a total of six 1s or 2s on the attack and damage rolls, the Solar can roll to evade the attack as if he had dodged. Please refer to the book for this complex Charm.

**Shadow-Crossing Leap Technique**  
Core, p. 408

While concealed, move one range band from once place of cover to an equal place of cover, without penalty. Movement is instant. Higher Essence upgrades this Charm. Please refer to the book for this complex Charm.

**Flashing Nocturne Prana**  
Core, p. 409

Anchor your essence to a hiding place of concealment. Relinquish the committed motes to be instantly teleported to this hiding place, making it impossible for others to detect the you for two rounds.

**Guardian Fog Approach**  
Core, p. 405

Touch someone you wish to help hide and attempt Stealth yourself. Add half the Solar's successes on the Stealth attempt and stunt bonuses to the one the Solar wishes to aid.

**Dark Sentinel's Way**  
Core, p. 406

While using defend other on a subject, a hidden Solar may use this Charm to conceal her defense of that subject. Must be within close range of her subject.

**Smoke and Shadow Cover**  
Core, p. 406

While this Charm is active, treat concealment as cover. Using concealment as cover requires a take cover combat action, replacing Dodge with Stealth. Slightly penalizes non-ranged attacks as additional benefit.

**Shadow-Crossing Leap Technique**  
Core, p. 408

While concealed, move one range band from once place of cover to an equal place of cover, without penalty. Movement is instant. Higher Essence upgrades this Charm. Please refer to the book for this complex Charm.

**Flashing Nocturne Prana**  
Core, p. 409

Anchor your essence to a hiding place of concealment. Relinquish the committed motes to be instantly teleported to this hiding place, making it impossible for others to detect the you for two rounds.

**Shadow Replacement Technique**  
Core, p. 407

While being in control of a grapple, roll to step into your target's shadow. Take possession of the target's senses and motor functions. Please refer the book for this complex Charm.

**Shadow Victor's Repose**  
Core, p. 405

Once per scene while concealed, the Exalt may roll Join Battle and add her result to her current Initiative, so long as she has landed at least one decisive attack. Charms used to supplement the roll are muted.

**Flash-Eyed Killer's Insight**  
Core, p. 405

Upon incapacitating an opponent, the Solar may trigger this Charm, enabling her to re-use Shadow Victor's Response, even if it was already used in the current scene.

**Mind Shroud Meditation**  
Core, p. 407

Permanently upgrades Shadow Victor's Repose. When the Solar uses it to roll Join Battle, she also momentarily vanishes for several rounds, allowing her next attack to function as an ambush if it happens within that timeframe.

Survival

Exalted 3rd Edition 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

Created by Markletter

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Food-Gathering Exercise

Core, p. 409

Gather food with no tools required. Even on a failure there is enough food to feed one person. Please refer the book for this complex Charm.

Hardship-Surviving Medicant Spirit

Core, p. 409

Become able to survive even the most hostile environment. Negates all environmental penalties to Survival rolls and eliminates the deleterious effects of expose to extreme climates. Lowers forage and find shelter difficulty.

Tackless Region Navigation

Core, p. 410

The Solar can find her way safely through even the worst terrain. Several allies can travel at good speed through harsh terrain. Automatically succeed

Unshakeable Bloodhound Technique

Core, p. 410

Track someone with little or no signs at all. Supplements a tracking roll, rerolling 5s and 6s until they fail to appear, and treat 1s rolled by the opponent as 10s on the Solar's roll. Can contest perfect track-covering effects.

Traceless Passage

Core, p. 412

Affects the Solar and several followers, covering their tracks. Gains automatic successes and double 9s. Mundane attempts at tracking automatically fail.

Eye-Deceiving Camouflage

Core, p. 412

The Solar camouflages herself or an object that is a couple yards wide so perfectly that it cannot be detected by mundane means while immobile. Preparing this camouflage takes one hour.

Element-Resisting Prana

Core, p. 412

When the prerequisite is active, the Solar can withstand the heat and toxic fumes of an active volcano, walk underwater with no ill effects and even withstand the hostile climates of the Elemental Poles themselves. Refer the book.

Friendship With Animals Approach

Core, p. 409

Allows the Solar to deal with nearly any wild animal. Does not work on sentient animals, familiars or trained attack animals or those mad with pain, hunger, or disease befalling them.

Spirit-Tied Pet

Core, p. 410

Elevate your familiar to something more powerful, granting it a variety of powers from which the Solar may choose.

Beast-Mastering Behavior

Core, p. 410

Train an animal, familiar or otherwise, to follow commands. Can also train latent abilities. Please refer to the book for this complex Charm.

Deadly Onslaught Coordination

Core, p. 411

The Solar calls her familiar to strike when she does, making it attack either immediately before or after her own strike.

Red-Toothed Execution Order

Core, p. 413

Order your familiar to strike for the kill. Supplements the familiar's decisive attack, adding extra successes to the raw damage. Resets to base Initiative, even when under Deadly Predator Method's effect. Once per scene, resettable.

Bestial Traits Technique

Core, p. 411

Invest the Solar's Spirit-Tied Pet with increased power and capabilities.

Ghost Panther Slinking

Core, p. 413

When controlling the familiar with Sense-Riding Discipline (from Spirit-Tied Pet) she can indict the senses of her enemies. Expressly permits the use of Stealth Charms to aid your familiar in staying hidden.

Hide-Hardening Practice

Core, p. 411

Grant your familiar permanently increased soak and a little bit of hardness. The familiar may be enhanced a few times with this Charm, depending on Essence.

Saga Beast Virtue

Core, p. 413

The Solar infuses his familiar with his anima, giving it various bonuses and an increase in size. Additionally mutations are granted to enhance it's capabilities. The familiar is immune to fear-inducing effects in this form.

Deadly Predator Method

Core, p. 414

Transform your familiar into a primordial beast of war and the wilds. It gains a wide range of bonuses, but loses one Initiative per round. If the familiar is crashed, this Charms effects end. Can be used once per battle, resettable.

Life of the Aurochs

Core, p. 411

Increases your familiar's health levels permanently. Also increases it's size. Can be stacked several times for the same familiar, depending on Essence.

Familiar-Honing Instruction

Core, p. 411

Try to give your familiar an order it will try to complete. Can become reflexive at higher Essence.

Ambush Predator Style

Core, p. 412

This Charm enhances the Solar's familiar Join Battle roll, allowing it to use the Solar's dice pool and granting it additional non-Charms successes. When using the prerequisite to order the familiar in battle, this creates cascading rerolls

Force-Building Predator Style

Core, p. 414

Permanently enhances a familiar rolled into battle with Ambush Predator Style. For the rest of the combat scene, the familiar generates on Initiative per turn. Ceases function if under effect of Deadly Predator Method.

Crimson Talon Vigor

Core, p. 414

For each successful withering attack the Solar lands against an opponent, the familiar gains bonus Initiative equal to half the Initiative drained. This bonus is limited by the Solar's Essence rating.

Spirit-Hunting Hound

Core, p. 412

With this Charm, the Solar's familiar can attempt - for one round - to detect immaterial beings. If such a creature is detected, the familiar continues to do so for the rest of the scene.

Phantom-Rending Fangs

Core, p. 414

Supplement a familiar's attack against an immaterial foe. When successful, the familiar grapples and establishes clinch control, making the immaterial being vulnerable to physical harm. Please refer the book for this complex Charm.

# Throw

## Exalted 3rd Edition Charm Cascades

Legend

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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.

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● Permanent Essence requirements in dots

● Permanent Ability requirements in dots

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graph TD; PR[Precision of the Striking Raptor  
Core, p. 415] --> AE[Angle-Tracing Edge  
Core, p. 416]; PR --> SS[Steel Storm Descending  
Core, p. 415]; PR --> JWA[Joint-Wounding Attack  
Core, p. 415]; SS --> FDM[Flashing Draw Mastery  
Core, p. 415]; FDM --> SCI[Swarm-Culling Instinct  
Core, p. 418]; SCI --> SSD[Shrike Saving Discretion  
Core, p. 418]; JWA --> MWA[Mist on Water Attack  
Core, p. 416]; JWA --> ODA[Observer-Deceiving Attack  
Core, p. 417]; JWA --> EPA[Empty Palm Technique  
Core, p. 417]; JWA --> CRW[Crimson Razor Wind  
Core, p. 418]; JWA --> SHF[Sharp Hand Feint  
Core, p. 418]; JWA --> FIS[Falling Icicle Strike  
Core, p. 419]; ODA --> FWD[Fallen Weapon Deflection  
Core, p. 417]; FWD --> SWA[Savage Wolf Attack  
Core, p. 419]; CRW --> STS[Shadow Thrust Spark  
Core, p. 419]; CRW --> SWL[Shadow Wind Slash  
Core, p. 418]; SHF --> SWL; FIS --> CCD[Cutting Circle of Destruction  
Core, p. 419]; TDA[Triple Distance Attack Technique  
Core, p. 416] --> CCT[Cascade of Cutting Terror  
Core, p. 416]; CCT --> SDB[Shower of Deadly Blades  
Core, p. 417]; CCT --> FSC[Fiery Solar Chakram  
Core, p. 419];
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**Precision of the Striking Raptor**  
Core, p. 415  
Accuracy is calculated as if the Solar was at close range, regardless of actual distance. When used at close range, the target's defense is lowered. Does not allow to strike beyond the normal range of the weapon.

**Angle-Tracing Edge**  
Core, p. 416  
Completely remove the benefits of all cover from the target by banking weapons off of walls and other solid surfaces. Against full cover the Charm works the same, but is treated as if the attack had been made at long range.

**Steel Storm Descending**  
Core, p. 415  
Must win a Join Battle and make a decisive attack. Grants bonus dice depending on the difference between her Initiative and that of her target. Upgrades at higher Ability and Essence ratings.

**Flashing Draw Mastery**  
Core, p. 415  
Adds one auto-success to Join Battle and treats the roll as if the Solar had scored additional successes depending on her Essence. Refer the book for this complex Charm.

**Swarm-Culling Instinct**  
Core, p. 418  
Supplements a Join Battle roll, allowing the Solar to reroll a number of non-successes equal to the 10s she rolled. Cascading rerolls. If the Solar wins Join Battle, she may attack several opponents. Please refer the book.

**Shrike Saving Discretion**  
Core, p. 418  
Permanently enhances the prerequisite. When the Solar launches a successful decisive attack with the prerequisite, upon returning to base Initiative, she gains bonus Initiative equal to the 9s and 10s she rolled on the damage roll.

**Mist on Water Attack**  
Core, p. 416  
Supplements a decisive attack, silencing the struck target for a few turns. Character affected may not be detected by any hearing-based Awareness. The target's death cannot be discovered until the effects have passed.

**Flying Steel Ruse**  
Core, p. 417  
Supplement a distraction or disarm gambit, granting it one automatic success and allowing the player to reroll some 6s in his roll.

**Observer-Deceiving Attack**  
Core, p. 417  
Conceal a thrown attack, causing opponents to believe it was made from a completely different angle. Spotting this deception must try to beat the Solar in a roll-off. Upgrades at higher Ability and Essence ratings.

**Empty Palm Technique**  
Core, p. 417  
Allows the Solar to keep her Initiative upon succeeding at a single disarm gambit. Useable once per scene, but can be reset by rolling Join Battle.

**Fallen Weapon Deflection**  
Core, p. 417  
Any time a weapon is disarmed within range, the Solar can use this Charm to strike it from the air, causing it to fly one further range band away. Can be used to propel an ally's weapon back towards his reach. Please refer the book.

**Savage Wolf Attack**  
Core, p. 419  
Only usable after disarming an opponent with a thrown gambit, and only if the owner retrieves the weapon. This generates an unblockable/undodgeable attack. Please refer the book for this complex Charm.

**Crimson Razor Wind**  
Core, p. 418  
When the Solar successfully deceives an opponent with the prerequisite, she can use this Charm to make an immediate decisive attack against that opponent, striking from ambush. Please refer the book for this complex Charm.

**Shadow Thrust Spark**  
Core, p. 419  
The Solar may invoke this Charm when a distract gambit supplemented by the prerequisite succeeds, automatically disarming the opponent and throwin his weapon to short range.

**Shadow Wind Slash**  
Core, p. 418  
Make two decisive attacks and choose the better one. May also use this Charm to benefit a disarm attempt. Reflexively clash a close or ranged attack. Please refer the book for this complex Charm.

**Sharp Hand Feint**  
Core, p. 418  
Supplements a distract gambit so that the attack succeeds without a roll. Must still succeed at the Initiative roll for the gambit. Short range, but may be increased by spending anima levels without needing an aim action.

**Falling Icicle Strike**  
Core, p. 419  
Must succeed at an ambush and launch a decisive attack against the target. Doubles successes on the damage roll.

**Cutting Circle of Destruction**  
Core, p. 419  
Throw your weapon to generate a series of cascading attacks with a final designated target. All attacks except the final one are withering. Refer the book for this complex Charm.

**Triple Distance Attack Technique**  
Core, p. 416  
Extends the range of a thrown weapon to long range. Upgrades at higher Ability and Essence ratings.

**Cascade of Cutting Terror**  
Core, p. 416  
Once per combat use this to attack a single target with the benefit of a full Thrown Excellency. Cannot be dodged. Deals double damage to nearby objects and scenery. Please refer the book for this Charm.

**Shower of Deadly Blades**  
Core, p. 417  
Attack a target and hit everyone in short range to it. Roll a single withering attack against all targets, but damage is rolled only once. Please refer to the book for this complex Charm.

**Fiery Solar Chakram**  
Core, p. 419  
Hurl your anima at a foe as a decisive attack. Requires no aim action and gains several automatic successes. Extra successes are added to the damage. Greater effect on creatures of the night. Please refer the book.

A personal "Throw list" and dedication to all the people who helped make Exalted 3 a reality. John, Hideo, Rick and all the others, from the developers to the players. Pages to you all.

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

Created by MadLetter

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graph TD; WGD[War God Descendent  
Core, p. 420] --> LIP[League of Iron Preparation  
Core, p. 420]; WGD --> ICP[Immortal Commander's Presence  
Core, p. 420]; WGD --> RSG[Rout-Stemming Gesture  
Core, p. 421]; WGD --> HBU[Holistic Battle Understanding  
Core, p. 421]; WGD --> IBKP[Ideal Battle Knowledge Prana  
Core, p. 421]; WGD --> BPA[Battle Path Ascendant  
Core, p. 423]; WGD --> IWT[Immortal Warlord's Tactic  
Core, p. 422]; LIP --> TTW[Tiger Warrior Training Technique  
Core, p. 421]; RSG --> MUI[Magnanimity of the Unstoppable Icon  
Core, p. 421]; MUI --> MTR[March of the Returner  
Core, p. 423]; MTR --> SDA[Supremacy of the Divine Army  
Core, p. 423]; HBU --> RRG[Redoubt-Raising Gesture  
Core, p. 422]; RRG --> GAS[General of the All-Seeing Sun  
Core, p. 422]; GAS --> FGM[Four Glories Meditation  
Core, p. 423]; GAS --> BVF[Battle-Visionary's Foresight  
Core, p. 423]; BPA --> TWG[Transcendent Warlord's Genius  
Core, p. 423]; TWG --> BVF; IBKP --> BPA; IWT --> BVF;
```

**War God Descendent**  
Core, p. 420  
Supplements a Strategic Maneuver roll. Ignore the -1 penalty for troops with poor drill and increase the battle group's effective size by one upon joining battle.

**League of Iron Preparation**  
Core, p. 420  
Drill your soldiers. They suffer less from long marches, empty bellies or harsh climates. After the drill, the soldiers are permanently enhanced by various effects. Please refer the book.

**Immortal Commander's Presence**  
Core, p. 420  
Enact a simple action that lasts for one minute or hour. Drill the target's in loading, aiming and firing a siege weapon/ballista, giving each crewman a small bonus. Please refer the book.

**Rout-Stemming Gesture**  
Core, p. 421  
Make a reflexive rally action with several bonus successes, depending on Essence rating.

**Holistic Battle Understanding**  
Core, p. 421  
Supplement a Strategic Maneuver roll to establish a stratagem, allowing the Solar to ignore all penalties from unfamiliarity with the opposing force or it's general.

**Ideal Battle Knowledge Prana**  
Core, p. 421  
Applies double 9s to all of the Solar's order actions. Upgradeable to grant double 8s.

**Battle Path Ascendant**  
Core, p. 423  
Whenever the Solar's army unleashes an attack which causes a battle group's Magnitude to empty, the Solar may use this Charm to roll Join Battle.

**Immortal Warlord's Tactic**  
Core, p. 422  
Enact a signature stratagem that may not be counteracted by prophetic magic or Charms such as Battle-Visionary's Foresight. May be a unique strategy or one presented in the core book. Double 7s apply on this roll.

**Tiger Warrior Training Technique**  
Core, p. 421  
Train your soldiers and make them more powerful, granting them better combat skills and special abilities.

**Magnanimity of the Unstoppable Icon**  
Core, p. 421  
After an enemy general takes a rally for numbers action, the Solar may use this Charm to restore an amount of Magnitude to her battle group equal to the 1s and 2s on the opponent's roll.

**March of the Returner**  
Core, p. 423  
This Charm is an automatically successful rally action. Can be used once per scene, but resets if the Solar succeeds at vanquishing a terrible foe or conquering a powerful enemy through the might of her army.

**Supremacy of the Divine Army**  
Core, p. 423  
Once per combat, the Solar may make a reflexive rally for numbers action, adding several automatic successes. Please refer the book for this complex Charm.

**Redoubt-Raising Gesture**  
Core, p. 422  
By supplementing a Strategic Maneuver roll with this Charm, the Solar can complete a specific stratagem with one less success than is required.

**General of the All-Seeing Sun**  
Core, p. 422  
Supplements a Strategic Maneuver roll, adding one automatic success plus bonus dice dependent on Essence. The Exalt can split these successes into multiple stratagems. May deploy no more stratagems than Essence.

**Four Glories Meditation**  
Core, p. 423  
Any War-based roll the Solar makes now rerolls all 6s until they fail to appear.

**Transcendent Warlord's Genius**  
Core, p. 423  
Whenever the Solar uses Battle Path Ascendant, she may use this Charm to create and employ a stratagem with a threshold of half the successes of her Join Battle roll.

**Battle-Visionary's Foresight**  
Core, p. 423  
Used during strategic warfare. The Solar chooses two stratagems and notes them down hidden. The opposing general chooses his stratagem and if it is one of the two chosen, leads to a terrible mistake. Refer the book.

A personal „Thank You“ and dedication to all the people who helped make Exalted 3 a reality: John, Hidden, Rich and all the others, from the developers to the playtesters, Props to you all.