Craft

Exalted 3rd Edition Charm Cascades

Legend

Charm Name
Cost: Essence 1 / Pool, Mote, Motes
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

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Tireless Workhouse Method
Cost: 1 Ess
Permanently grants two major project slots for each dot of permanent Essence.

Efficient Craftsman Technique
Cost: p. 289
Permanently reduces the cost of temporary major slots to three silver points.

Ages—Echoing Wisdom
Cost: p. 289
When purchasing this Charm, the Solar gains a number of gold points equal to the number of her major slots. This bonus recurs at the end of each story.

Dragon Soul Emergence
Cost: p. 289
Purchasing this Charm grants the Solar one permanent superior project slot. This Charm can be purchased several times, depending on permanent Essence.

Copper Spider Conception
Cost: p. 289
Use this Charm before beginning a superior project, lowering the cost of creating a superior slot by two gold points and two major slots to a minimum of one each.

Clay and Breath Practice
Cost: p. 289
On each interval of a superior project's roll, when the Solar rolls a number of successes equal to her Craft, she earns several silver points, depending on Artifact rating and permanent Essence.

Spirit—Gathering Industry
Cost: p. 289
Permanently reduces the cost to finish a superior project by several gold points to a minimum of three.

Unwinding Gaze Meditation
Cost: p. 289
Upon completing a superior project, the Solar can immediately consume the gold points gained to enhance his next superior project.
Please refer the book for this complex Charm.

Exogenesis of the Distilled Form
Cost: p. 291
After completing several legendary projects, the Solar can gain experience points by rolling his remaining white points. This Charm can be used once per story.

Spirit—Stoking Elevation
Cost: p. 291
Replace the experience cost of various charms with white points at a rate of 5 white points per required experience point. Limited application, please refer the book.

Aretie—Shifting Prana
Cost: p. 289
Roll to temporarily convert dots from one Craft into a conceptually related craft ability. The converted dots remain useable through out the heat or major project but cannot support higher level crafting project.

Supreme Celestial Focus
Cost: p. 289
Allows the Solar to raise one additional Craft rating from one to five by paying gold points instead of ag. The Solar may have a total of two additional Craft ratings, but cost doubles past the first one.

Sublime Transference
Cost: p. 289
Meditate to rearrange the Solar's crafting points.
Please refer the book.

Summit—Piercing Touch
Cost: p. 289
By using this Charm before beginning a superior project to build a two-dot Artifact, the Solar can place it instead into a major slot. Motes remain combined until finishing. Upgrades at Essence 5+ to allow the same for 3-dot Artifacts

Vice—Miracle Technique
Cost: p. 291
Produce a completely finished two-dot Artifact once per season without paying points.
Please refer the book for this complex Charm.

God—Forge Within
Cost: p. 291
Purchasing this Charm grants the Solar one permanent legendary project slot. This Charm can be purchased several times, depending on permanent Essence.

Sun—Heart Tenacity
Cost: p. 291
Each time the Solar completes a legendary project, this Charm grants ten automatic non-Charm successes to the next superior or legendary project she attempts to finish.

Brass Scales Falling
Cost: p. 290
For each 10 rolled on a Craft roll made without using the Craft Excellency, the Solar earns a silver point. Limits apply. Repurchases increase the limit.

Red Annals Ringing
Cost: p. 291
Increases amount of silver points earned for each basic objective by one.

Chains Fall Away
Cost: p. 291
Whenever the Solar achieves all three basic objectives on any Craft project, she gains one gold point.

Craftsman Needs No Tools
Cost: p. 292
Work without requiring tools. Can start basic and major projects as soon as the materials are present and can speed them incredibly, finishing them within minutes/seconds. Please refer the book for this complex Charm.

Peerless Paragon of Craft
Cost: p. 292
When purchasing this Charm, roll a free full (Intelligence + Craft) Excellency and convert successes into silver points. Each 10 rewards a gold point.
This roll is repeated at the end of every story.

Supreme Perfection of Craft
Cost: p. 292
When purchasing this Charm, the Solar gains gold and silver points for every Craft Ability rated 5. This bonus repeats every time the Solar gains a full night's rest, but no more than once per downtime.

Craftsman Needs No Tools

Words—as—Workshop Method
Cost: p. 293
Speak into existence artifact-rated tools for your Craft that last for one scene. Please refer the book for this complex Charm.

Divine Transcendence of Craft
Cost: p. 294
The Solar gains three white points when this Charm is purchased and then gains additional points whenever a major project is finished.

Wonder—Forging Genius
Cost: p. 292
When ten or more legendary projects are ongoing, the Solar may use this Charm to complete one of them without rolling, if she has the requisite Essence.
Please refer the book for limitations.

Terrestrial Circle Sorcery
Occult 3

Dual Magnus Prana
Cost: p. 293
The moment you would be a Spirit, you can retroactively describe how your character created a simulacrum of herself, while your true character is safely somewhere else completely.

Craftsman Needs No Tools

Thousand—Forge Hands
Cost: p. 292
When creating a superior or legendary slot, the Solar can use this Charm to greatly speed her efforts to begin the project. Please refer the book for details.

Shattering Grasp
Cost: p. 294
Disassemble and lend apart items and objects without requiring tools or much in the ways of time.
Grants no craft points.

Durability—Enhancing Technique
Cost: p. 294
Spend some time on an object to permanently make it much harder for others to damage it. Please refer the book for this complex Charm.

Object—Strengthening Touch
Cost: p. 294
Infuse an object within a few yards with hardening Essence, granting it increased durability and resistance against acid, fire, freezing and other forms of damage.

Chaos—Resistance Preparation
Cost: p. 295
Harden an object against the Wyld's influences.
Please refer the book for this complex Charm.

The Art of Permanence
Cost: p. 295
Affect basic and major projects, so that the crafted thing endures for eternity, unless destroyed by direct attacks.
Please refer the book for this complex Charm.

Design Beyond Limit
Cost: p. 294
Grant an artifact weapon with Evocations additional and new Evocations that can be learned.
Please refer the book for this complex Charm.

Celestial Reforging Technique
Cost: p. 295
Work for several hours on an artifact weapon to change its current active Evocations. May be used only once per story on the same weapon.

Hero—Forging God—Weapon
Cost: p. 295
Upgrades the prerequisites, allowing it to create more powerful Evocations within the artifact.
Please refer to the book for this complex Charm.

Soul—Forge Tempering
Cost: p. 295
Unlock Evocations of great power within a given artifact.
Please refer the book for this complex Charm.

Crack—Mending Technique
Cost: p. 293
Repair even impossibly-destroyed things over the course of several hours. With Craftsman Needs No Tools active, this time is reduced to minutes.

Time Heals Nothing
Cost: p. 293
Instinctly create a major project slot for the purpose of repairs. The slot vanishes after the repairs are finished. Repairs cost half the gold points required for creation of a superior slot instead for a higher cost.

Blood Diamond Sweat
Cost: p. 293
After completing a major project, the Exalt gains one additional craft point for every basic objective competed. For artifacts, she gains gold or white points.

Breach—Healing Method
Cost: p. 293
Establish a field wherein the Solar gains bonus dice to various Abilities and repair/medicine rolls are made at decreased difficulty. Must repair an object or treat a major injury to use this Charm.

Realizing the Form Supernal
Cost: p. 293
When using the prerequisite to repair an Artifact, the Solar reduces the difficulty by one and the goal number to repair it is reduced. Once per story, but can be reset by completing an Artifact repair without this Charm.

Triumph—Forging Eye
Cost: p. 293
Once per week the Solar may apply a full fine Craft Excellency to any one roll.

Supreme Masterwork Focus
Cost: p. 297
Allows the Solar to supplement craft rolls for basic and major projects with double 9s. May be repurchased for greater effect. Max of two additional Craft ratings.
Please refer the book.

x2

x2

Flawless Handiwork Method
Cost: p. 293
Craft rolls supplemented by this Charm reroll 10s until they fail to appear, granting the possibility to additional successes. A repurchase allows strolling to until they fail to appear.

Experimental Conjuring of the Void
Cost: p. 295
May be used after a Craft roll, granting one automatic non-Charm success and several non-Charm dice. May not be used on Legendary Craft rolls. Craft ratings increases at higher Essence.

First Movement of the Demiurge
Cost: p. 296
Permanently enhances the prerequisite. For every three of a kind successes may convert one non-success die into a 10, adding two successes to the roll. Can be used in conjunction with Flawless Handiwork Method.

Divine Inspiration Technique
Cost: p. 296
For every three successes on any Craft roll, the Solar earns an additional non-Charm die. This effect is recursive.

Holistic Miracle Understanding
Cost: p. 296
Permanently enhances the prerequisite. If the non-Charm dice generated by the initial roll turn up three or more successes, the non-Charm dice are augmented by an additional three non-Charm dice.

Inspiration—Renewing Vision
Cost: p. 296
Supplement a superior or legendary Craft roll, so that it does not count towards the project's terminus. Can be used once per story, but be reset by completing a legendary project with goal number 50+ without this Charm.

Horizon—Unveiling Insight
Cost: p. 296
Permanently raises the terminus of superior and legendary projects to seven.

Bright—Forging Prana
Cost: p. 297
Use once per story, allowing the use of three Craft Charms as yet unlearned. Must meet ability minimums, but not prerequisite Charms.
Please refer to the book for this complex Charm.

Unbroken Image Focus
Cost: p. 297
After making a Craft roll, invoke this Charm to purchase several non-Charm successes. Please refer the book.

Essence—Forging Kata
Cost: p. 297
Enact a five-minute dramatic action of meditation for the rest of the day for every two motes committed the cost of the Craft Excellency is reduced by one.

Mind—Expanding Meditation
Cost: p. 297
Invoke before a Craft roll, allowing the Solar to raise her dice cap by spending silver points.