

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

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Flawlessly Impenetrable Disguise
Core, p. 317

Allows the Solar increased options for disguising, changing gender, height, skin coloration, age and more. Please refer to the book for this complex Charm.

Perfect Mirror
Core, p. 319

Upgrades prerequisite. Allows the Solar to perfectly impersonate another character. Please refer to the book for this complex Charm.

Split Deception Method
Core, p. 321

Place a second disguise over one already in place. Can dictate which witness sees which disguise.

Flashing Ruse Prana
Core, p. 321

Supplement a disguise attempt to become instant. When used in combination with another Larceny-based disguise Charm, ignore the Willpower cost.

Seasoned Criminal Method
Core, p. 315

Allows the Solar to invoke or discard special distinctions related to crime and criminal society. Please refer to the book for the individual options this Charm allows.

Spurious Presence
Core, p. 315

As long as the Solar is dressed and behaving as expected for present circumstances, people cannot easily consider her suspicious. If people are trying to read her intentions, the Solar gains +2 Guile and may use Larceny to calculate.

Preying on Uncertainty Approach
Core, p. 316

Caught in a place where she is not allowed, the Solar can use this Charm to become aware of gaps of knowledge of the one questioning her. Counts as Minor Intimacy if exploited.

Phantom Hood Technique
Core, p. 317

Once per scene this Charm can mute 5 peripheral motes spend in an instant, so long as the motes were used to enhance Larceny-based actions. Can be reset. Please refer to the book.

Clever Bandit's Rook
Core, p. 316

Use this Charm to supplement an instill action to make a person believe an object or structure belongs to the Solar. Cannot be used on someone that directly contradicts. Please refer to the book.

Doubt—Stealing Heist
Core, p. 317

Upon successfully stealing something, you can unwind the owner's memory of attachment to the item. Resisting this influence by spending Willpower can only be done after some minutes have passed.

Swift Gambler's Eye
Core, p. 316

Supplement a read intentions action against an opponent in a game of chance or strategy, lowering Guile by two. Tells the Exalt how the opponent feels about his chances.

Lightning—Hand Sleight
Core, p. 316

Allows the solar incredibly-quick hand movements to reposition small objects or poison someones food. Please refer to the book for this complex Charm.

Proof—Eating Palm
Core, p. 317

Allows the Solar to hide any object small enough to palm, perfectly hiding it. May not hide more than five objects this way.

Lock—Opening Touch
Core, p. 317

Automatically pick mundane locks. Sorcerous locks can be challenged by paying a little less and gaining double 9s and her Essence in automatic successes. Success is granted even on a fail, though complications arise.

Door—Evading Technique
Core, p. 321

Step through a closed door, grate or dropped portullis as if it were not even present. Cannot pass through solid wall or reach into a sealed chest or similar objects that are not considered entry points.

Fate—Shifting Solar Arete
Core, p. 320

Enhances any kind of action. The Solar chooses a number between 2 to 5. Every dice coming up as that numbers is treated as if it were a 10. Useable once per full night's rest.

Living Shadow Preparedness
Core, p. 317

Roll (Wits+Larceny) and bank successes that can be reflexively applied to any Larceny or Stealth action later. The stored successes last until the Exalt sleeps and can only be renewed once per day.

Unshakable Rogue's Spirit
Core, p. 318

Aids in several larceny-related circumstances by granting automatic successes that forcibly reduce the next Join Battle roll's result. Please refer to the book for this complex Charm.

Master Plan Meditation
Core, p. 318

Upon rolling one of various specified actions, the Solar rolls to gain contingency points that can be spent on various effects that change the outcome. Please refer to the book for this complex Charm.

Flawless Pickpocketing Technique
Core, p. 316

Enhances a pickpocketing attempt, so it cannot fail unless magic becomes involved. Must be close to target and cannot steal items in use. Please refer to the book for this complex Charm.

Stealing From Plain Sight Spirit
Core, p. 319

Similar to prerequisite, but allows to steal from plain sight. Such a theft cannot be noticed for a couple minutes unless notice is called to the theft in some way.

Magpie's Invisible Talon
Core, p. 319

Supplement a normal attempt to steal or pickpocket, but allows to reach objects a couple yards away and giving the attempt double 9s.

Skillful Reappropriation
Core, p. 320

Plant evidence on a target character, by rolling for a pickpocket check enhanced with Flawless Pickpocket Technique but hiding an item instead of taking one. The item can be recalled reflexively within touch range.

Null Anima Gloves
Core, p. 321

Members of criminal organizations and creatures of darkness may not Join Battle against you for a short time. Additionally other benefits are granted. Please refer to the book for this complex Charm.

Night's Eye Meditation
Core, p. 322

When another character opposes a Larceny based action or disguise with Investigation or Larceny, the Solar may count 10s on the enemy's roll as successes for his own for one turn.

Unbroken Darkness Approach
Core, p. 322

Allows a free full Larceny Excellency to be used on any action once per scene. This usage has the mute keyword. Additionally if the Solar chooses, all other Charms used in this instant are also mute.

Reversal of Fortune
Core, p. 320

Gain two automatic successes to an Awareness roll when any attempt to pickpocket the Solar is made. If detected, the Solar may steal from the thief, as if enhanced by Flawless Pickpocketing Technique.

Iron Wolves' Grasp
Core, p. 320

Alters a disarm gambit in various ways to steal an enemy's weapon out of his hands. Please refer to the book for this complex Charm.