Occult

Exalted 3rd Edition Charm Cascades

Legend

Charm Name
Essence 1 / Permanent Essence
Short Description
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 Mad.eye — deviantart.com/mad.eye

Terrestrial Circle Sorcery
Core, p. 361
Gain the ability to learn and cast spells from the Terrestrial Circle of Sorcery. Learn one shaping ritual and one spell for free. The spell selected becomes a control spell.

Celestial Circle Sorcery
Core, p. 361
Gain the ability to learn and cast spells from the Celestial Circle of Sorcery. Learn one shaping ritual and one spell for free. The spell selected becomes a control spell.

Solar Circle Sorcery
Core, p. 361
Gain the ability to learn and cast spells from the Solar Circle of Sorcery. Learn one shaping ritual and one spell for free. The spell selected becomes a control spell.

Spirit–Detecting Glance
Core, p. 354
The solar gains the ability to see - but not touch - immaterial spirits.

All–Encompassing Sorcerer's Sight
Core, p. 361
Perceive immaterial spirits, and the workings of spirit energies around you. If someone is using a shaping or Evocation, the Solar may try to determine how the power works. Please refer the books.

Burning Eye of the Deliverer
Core, p. 358
Enhances the prerequisite, adding to see through magical disguises, shape-shifting or other magic which allows a character - Exalts inclusive - to appear as something they are not. Please refer to the book.

Sorcerer's Burning Chakra
Core, p. 361
When at iconic anima level, automatically gain the effects of All-Encompassing Sorcerer's Sight for free. Using Spirit-Detecting Glance and All-Encompassing Sorcerer's Sight allows the Solar to discern Essence ratings of Spirits.

Spirit–Drawing Oculus
Core, p. 187
While at iconic anima level, the Solar recognizes the inherent cosmic design. For one Willpower the anima can be cast off to regain essence motes. Their use is restricted. Please refer the book for this complex Charm.

Uncanny Perception Technique
Core, p. 354
Whenever a spirit of Fair Folk is within range of your sense, you experience it as strange phenomena. Gain Bonus dice to awareness-based attempts to notice such a being.

Keen Unnatural Eye
Core, p. 354
When using Survival or Investigation to track a spirit or uncover proof of their actions, you gain bonus dice on the roll.

Spirit–Cutting Attack
Core, p. 187
Supplement a single attack on a spirit which is not currently materialized. If this is done without using the prerequisite or similar magic, the attempt is at -2 dice. Can be combined with Charms from other abilities.

Spirit Draining Stance
Core, p. 187
While this Charm is active, successful withering attacks against spirits generate one automatic level of withering damage. On higher Essence the Solar can instead drain a single mote of essence.

Breath–Drinker Method
Core, p. 187
Supplement a decisive attack, allowing the Solar to steal motes from a spirit, relative to the damage dealt.

Ghost–Eating Technique
Core, p. 354
Attacks supplemented by this Charm deal aggravated damage against spirits and draw motes from them. If any attack with this Charm kills a spirit, it is truly and permanently destroyed, generating even more motes.

Carnal Spirit Rending
Core, p. 187
Upon destroying a spirit with Ghost-Eating Technique, activate this Charm to fix its spirit into you. Gain some of the spirit's powers or traits.
Please refer the book.

Burning Exorcism Technique
Core, p. 194
Exorcise a possessing spirit or spiritual malaise, capturing it inside your anima or releasing it, depending on your Essence.

Soul Projection Method
Core, p. 188
Touch a target, enacting a battle against it's Resolve, in which Intimacies do not apply. On success, the Solar's spirit is cast into the target's body.
Please refer to the book for this complex Charm.

Immortal Soul Vigil
Core, p. 189
May use prerequisite to enter the psyche of someone, examining their dreams and memories, no matter how distant or forgotten, for spirit taint, demonic possession, or other signs of haunting. Please refer the book.

Phantom–Seizing Strike
Core, p. 187
After landing a successful attack with Spirit-Cutting Attack, this Charm can be reflexively activated to force an immaterial target to materialize for two turns. Must at least deal one damage to trigger this Charm.

Spirit–Slaying Stance
Core, p. 187
When this Charm is active, the Exalt gains bonus dice to her attacks against spirits depending on her Essence rating.

Uncanny Shroud Defense
Core, p. 350
When struck with any kind of damage or attack that would remove her last health level, this Charm can be used to stop this damage. Cannot be used if the Solar is at her last unpaired health level.

Nine Specters Ban
Core, p. 187
When using this Charm, immaterial beings must struggle to strike at you. Any attack made against you by such beings cost one Willpower.

Spirit–Draining Mudra
Core, p. 187
Draw upon a creature bound with the prerequisite to power your Occult magic. Cost of Occult Charms is reduced by the Essence score of the trapped entity. Motes are taken from the bound character.

Demon–Compelling Noose
Core, p. 189
When using non-Occult based social influence on a target bound by Spirit-Caging Mandala, gain one auto-success. Trapped entity at -1 Resolve until escape. If captive is a creature of darkness, gain two auto-successes / -2 Resolve.

Ancient Tongue Understanding
Core, p. 358
While this Charm is active, the Solar automatically speaks and understands Old Realm, even if she has not otherwise learned the language. Allows comprehension of other old spirit languages of which little or no record exists.

Supernal Control Method
Core, p. 187
Once per scene, the Solar may enact a free full Occult Excellency. This Charm may be reset by raising your Anima level to iconic and shedding it back to the dim level.

Spirit–Repelling Diagram
Core, p. 187
Create a circle extending up to short range which repels spirits and makes it harder for them to act. Please refer the book for this complex Charm.

Spirit–Caging Mandala
Core, p. 187
Create a Diagram that bends a spirit in place. Please refer the book for this complex Charm.

Wyld–Binding Prana
Core, p. 187
Allows Spirit-Caging Mandala to be used against denizens of the Wyld.

Emerald Induction Technique
Core, p. 189
Induct a spirit into the world, drawing on your surroundings or patterns captures with Burning Exorcism Technique or Carnal Spirit Rending. The spirit becomes a familiar.
Please refer the book for this complex Charm.

Dark–Minder's Observances
Core, p. 354
May learn several thaumaturgic rituals without having to pay experience points for them.

Gloaming Eye Understanding
Core, p. 187
May be taught Charms that are applicable to the Eclipse anima power without having experience points. Must meet the requirements but not have learned the Charm's prerequisites.

Spirit–Manifesting Word
Core, p. 355
Upon speaking an unutterable word, the Solar can allow a spirit ally to materialize without having to pay the cost or use it's own magic to do so.

Material Exegenesis Prana
Core, p. 187
Allows several spirit allies to materialize without using their own essence or magic to do so. When rolling three 6s (no more; no less) all allies can materialize at once and she gains two points of temporary Willpower.

All Souls Benediction
Core, p. 358
Every spirit or immaterial being within six range bands must succeed at a roll or be forced to materialize, though without paying the cost to do so.
Please refer to the book for this complex Charm.

Carnal Spirit Rending