# Performance

## Exalted 3rd Edition Charm Cascades

### Legend

**Charm Name**
Ability Requirements/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

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**Masterful Performance Exercise**
Core, p. 341
Supplement a performance-based action, granting one automatic success and rerolling 1s until they fail to appear. Also makes 1s unavailable for interfering magic.

**Impassioned Orator Technique**
Core, p. 341
Supplement a performance-based speech, granting it double 9s on the roll.

**Soul–Firing Performance**
Core, p. 341
Force people to experience an emotion and question a past decision related to the emotion. Timing differs depending on medium.

**Stillness–Drawing Meditation**
Core, p. 341
Whenever the Solar successfully influences a large group with a performance-based action, he regains several motes, depending on his Essence.

**Perfect Harmony Technique**
Core, p. 341
Supplements musical performances, granting double 9s.

**Master Thespian Style**
Core, p. 341
Enter the role of a character and gain increased Guile. Social influence will pick up on false intimacies or motivations that align with the character.

**Graceful Reed Dancing**
Core, p. 341
This Charm supplements a dance, granting double 9s.

**Voice–Hurling Method**
Core, p. 341
Cast your voice out to short range, making it appear to come from specific objects/locations, people, or animals. Supplements a single social influence or regular dialogue.

**Cunning Mimicry Technique**
Core, p. 341
Flawlessly mimic the normal speaking voice of someone the Solar is familiar with. Requires an hour of memorizing. Supplements a single social influence action or a dialogue no longer than ten seconds for one activation.

**Splendid Magpie Approach**
Core, p. 341
Mimic the sound of a small to medium animal or insect perfectly after hearing it once.

**Thousand Courtesan Wags**
Core, p. 341
Increase Appearance for one scene (even past 5). May attempt seductive persuade actions without targeting an Intimacy first.

**Respect–Commanding Attitude**
Core, p. 341
Supplement a performance action, making characters excited to stop and listen to the entire performance. Interrupting/Attack requires 2 Willpower be spent. Please refer to the book for this complex Charm.

**Phantom–Conjuring Performance**
Core, p. 341
Allows the Solar to conjure phantom images, aiding in illustrating her narrative. Must be using either prerequisite Capabilities of this Charm grow with higher Essence.

Ang Eve Exercise 2+
Performance Charms

**Memory–Rewreaving Discipline**
Core, p. 341
The Exalt weaves a narrative that others are compelled to believe over their own memories. Please refer to the book for this complex Charm.

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**Demon Wracking Shout**
Core, p. 341
Can be learned only under specific conditions. Make a non-physical decisive attack on all demons and spirits with increased damage.

**Fury Inciting Speech**
Core, p. 341
Verbally expose an injustice that has been done and inspire anger in a group. The group remains a disorganized mob unless the Solar has at least 3 extra successes. Please refer the book.

**Trance of Fugue Vision**
Core, p. 341
Use when a you have a large amount of motes committed to sustaining scene-length charms, enabling her to generate motes when attempting social influence. Please refer the book for this complex Charm.

**Mood–Inducing Music**
Core, p. 341
Support a social influence by another character by creating a specific mood. The effect is determined by the Storyteller. Please refer the book.

**Heart–Compelling Method**
Core, p. 341
Create a inspire action by using instrument, voice, or both. Evoke an emotion targetting an Intimacy. Please refer to the book for this complex Charm.

**Battle–Dancer Method**
Core, p. 341
As long as the Solar dances, he adds half his Performance, rounded down, to her Parry or Evasion rating. If she is dancing by herself her Resolve is also increased.

**Shining Expression Style**
Core, p. 341
Convey an emotion by dancing two minutes, forcing onlookers to become aware of the Tie that makes them feel this way. Please refer the book for this complex Charm.

**Most Excellent Mockingbird**
Core, p. 341
Perfectly mimic a single person the Solar could mimic with the prerequisite. May choose which voice to use.

**Celestial Bliss Trick**
Core, p. 341
Create a temporary Defining Tie of lust towards yourself with intense lovemaking.

**Dogmatic Contagion Discipline**
Core, p. 341
Supplement an oration to inspire a crowd. Extra successes on the roll are passed as bonus dice to the targets for the express purpose of spreading the Solar's Influence.

**Unmatched Showmanship Style**
Core, p. 341
Once per scene, the Exalt may use a full free Performance Excellency. This effect is mute. Can be reset by achieving one of the Solar's defining goals.

**Penultimate Unity of Form**
Core, p. 341
Allows the Solar to use various performance styles within the same action, switching flawlessly between dancing, singing, oration and more. This grants various benefits. Please refer the book for this complex Charm.

**Battle Anthem of the Solar Exalted**
Core, p. 341
While playing this song in combat, the Solar and her allies gain various bonuses. No non-reflexive actions may be taken. Using Soul Voice increases the bonuses.

**Plectral Harbinger's Approach**
Core, p. 341
While using the prerequisite, the Solar may focus the song (and effect) on a particular character. Please refer the book for this complex Charm.

**Soul–Stirring Cantata**
Core, p. 341
While the Solar sings, her allies gain additional mote regeneration. Outside of combat the Charm can be used only once per day. This Charm draws the attention of spirits. Please refer the book.

**Winding Sinuous Motion**
Core, p. 341
Lower the target's resolve or guile by dancing.

**Infectious Zealotry Approach**
Core, p. 341
When perceiving a character that is about to put off making a social influence roll, the Solar can instill fiery passion about the singular topic in that character. Please refer the book for this complex Charm.

**Soul Voice**
Core, p. 341
Reduce mote cost of all Performance Charms to zero for one performance. Unavailable once per day.

**Soul–Bracing Momentous Powers**
Core, p. 341
Roll to determine Willpower cost of this Charm. Successes are considered non-Charm successes on the next social influence attempt. On a successful attempt, the target must pay more Willpower before overcoming the influence.

**Heroism–Encouraging Ballad**
Core, p. 341
While playing this song, the Solar is immune to terror and may convey this benefit to others as well. Can inspire heroism in allies and more. Please refer the book for this complex Charm.

**Monk–Seducing Demon Dance**
Core, p. 341
Inspire lust or intense admiration for yourself in others.

**Pivotal Encore Performance**
Core, p. 341
Once per day allows the Solar to reset Soul Voice as well as Unmatched Showmanship Style.