Ride

Exalted 3rd Edition Charm Cascades

Legend

Charm Name
Book Name / Page Reference
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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Master Horseman's Techniques
Core, p. 380
Grant your mount various powerful permanent techniques. Can gain additional powers by spending experience points.

Hero Rides Away
Core, p. 384
Each time the Solar ends a combat scene mounted, and each time she engages a dangerous situation with the aid of her mount and survives, she gains one point of temporary Willpower. Can also subtract limit, refer the book.

Phantom Steed
Core, p. 383
Create an exceptional war horse out of essence which never tires, hungers or thirsts and need not sleep. It cannot be intimidated and neither can it's loyalty be shaken.

Flashing Thunderbolt Steed
Core, p. 380
Grants your mount the ability to run at full speed for extended time without becoming fatigued. Activate Graceful Crane Stance and Monkey Leap Technique while mounted to also grant the effect to your mount.

Single Spirit Method
Core, p. 381
Should the Solars mount loose it's footing, this Charm allows it to reflexively rise from prone. The Solar will not be thrown from the saddle nor will she be injured by her mount rolling on her.

Harmonious Tacking Technique
Quickly tack and bard your mount with this Charm.

Seasoned Beast–Rider's Approach
Core, p. 381
The Solar's mount gains it's own Initiative count and may attack on it's own isntead of the rider having to spend his turn to make it attack.

Wind–Racing Essence Infusion
Core, p. 380
Grants increased speed and various other benefits. Please refer the book for this complex Charm.

Elusive Mount Technique
Core, p. 380
Allows the Solar to reflexively disengage while mounted.

Saddle–Staying Courses
Core, p. 382
Recover from a successful unhorse gambit without falling from the saddle. Also works with attacks that would knock the Solar out of the saddle in other ways, but not those that launch or bodily drag him from it.

Whirlwind Horse–Armoring Prana
Store and retrieve your mount's barding and tack Elsewhere. Please refer the book for this complex Charm.

Worthy Mount Technique
Core, p. 381
The Solar's mount can reflexively use defend other on the Solar, playing one from it's Initiative to intercede. This also increases the mount's Parry and Evasion by one, but cannot raise it above five.

Mount Preservation Method
Core, p. 381
When the mount suffers a decisive attack, the Solar may reduce the damage the mount suffers, trading one of his health levels for several of his mount.

Immortal Rider's Advantage
Core, p. 382
The Solar and his mount may swap Initiative between themselves to either stave off a crash or deliver a devastating, decisive attack. No more than half of either partners Initiative can be swapped.

Coursing Fireboil Flash
Core, p. 382
Supplement a rush, disengage or withdraw action, or a single interval of a race, adding one automatic success and rendling 1s until they fail to appear. Can leave supernatural trails of fire. Please refer the book.

Immortal Charger's Gallop
Core, p. 382
Greatly increase your mount's speed for an instant. Please refer the book.

Untouchable Horseman's Attitude
Core, p. 382
Automatically succeed at disengage actions if only a single enemy is at close range.

Horse–Stealing Leap
Core, p. 383
Supplement an unhorse gambit. On success, the rider is knocked off and the Solar takes the saddle for himself. On foot this works at close range, mounted up to short. Can be enhanced by Athletics charms.

Bard–Lightening Prana
Core, p. 383
Remove the mobility penalty of your mounts barding.

Woe and Storm Evasion
Core, p. 383
Defend your mount. A withering attack that would have crashed it, instead leaves it at 1 Initiative. A decisive attack that would have slain it leaves it with a single health level. Does not work if already at 1 Initiative / health level.

Rousing Backlash Assault
Core, p. 383
When rolled into battle with Seasoned Beast-Rider's Approach and under Worthy Mount Technique's effect, the mount may unleash a decisive counter attack against anyone directing a close range attack at the Solar or itself.

Horse–Healing Technique
Core, p. 383
In a dramatic scene-long action the Solar heals her mount by taking the damage upon himself.

Untouchable Solar Steed
Core, p. 383
Transfer the effect of attack-evasive Dodge Charms to your mount.

Wrathful Mount Invigoration
Core, p. 384
After using Seasoned Beast-Rider's Approach to Join Battle, the Solar's mount gains Initiative per turn. Excess successes on ride-based movement actions generate motes as well.

Rapid Cavalry Approach
Core, p. 382
Must be at extreme range from all opponents. Mount can move three range bands on it's turn. Cost increases on larger or slower animals than horses/great cats. Once within long range of opponent, speed is reduced to two bands.

Sometimes Horses Fly Approach
Core, p. 383
The Solar's mount can, for one turn, run on water, clouds or even an open gap in a chasm, allowing the rider to take mounted movement actions across gulfs that would otherwise be impossible to cross.

Supernal Lash Discipline
Core, p. 382
Double your steed's speed for a scene. Used without Flashing Thunderbolt Steed, mortal mounts are bound to perish at the end of the scene.

Speed–Fury Focus
Core, p. 382
Permanently upgrade the prerequisite, allowing it's effect to be used on a Join Battle roll for three motes.

Inexhaustible Destrier's Gait
Core, p. 382
Remove the steed's wound penalties and penalties for unsteady footing for one round.

Phantom Rider's Approach
Core, p. 384
Supplements a successful disengage, moving the Solar and his mount two range bands if an enemy tries to approach.

Iron Simhata Style
Core, p. 384
Increases the soak rating of the Solar's mount for one full scene.

Soaring Pegasus Style
Core, p. 383
Allows the Solar (while using the prerequisite) to perform a rush on an aerial opponent. Results are exactly identical to a normal successful rush. If using the prerequisite to chase the target for more than two turns, waive the WP cost.

Fierce Charger's Pulse
Core, p. 384
Every 10 an opponent rolls in an interval of a race or in a rush/disengage action grants the Solar a mote of essence only useable for use with Ride Charms. Motes fade if not used on the very next turn.

Grizzled Cataphract's Way
Core, p. 384
May use the higher of Ride or Awareness for Join Battle rolls while mounted. Doing so eliminates all Awareness penalties to the roll due to exhaustion.

Seven Cyclones Rearing
Core, p. 384
When rolled into battle with Seasoned Beast-Rider's Approach and under Worthy Mount Technique's effect, the mount may unleash a decisive clash attack against anyone attacking it's rider. Refer the book.

Resilience of the Chosen Mount
Core, p. 383
When the Solar's mount is damaged, he can reduce the damage by spending motes, limited by the number of 1s and 2s the attacker rolled on the damage roll.