

# Stealth

## 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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**Perfect Shadow Stillness**  
Core, p. 403

Allows rerolls of any Stealth-based action, preserving the 10s from the previous result. Upgrades at Stealth 5.

**Invisible Statue Spirit**  
Core, p. 403

Assuming perfect stillness, the Solar fades from sight. Effect true invisibility, but the Solar cannot move nor take any violent action.

**Blurred Form Style**  
Core, p. 405

Allows the Solar to make a Stealth attempt even if there is no cover. So long as she is standing still or moving slowly, she blends perfectly into her surroundings. While this Charm is active, gain bonus successes to stealth. Refer the book.

**Sun Swallowing Practice**  
Core, p. 406

Subsume your anima display into yourself while the cost is committed. At higher Essence the swallowed anima can be expelled in a bright heatless flame that can be seen for miles.

**Fivefold Shadow Burial**  
Core, p. 408

The Solar's mastery of stealth forces the enemy to subtract 2 successes for every 1 rolled on any Perception- or Awareness-based attempt to spot her. Does not Stack with Ten Whispers Silence Meditation.

**Easily-Overlooked Presence Method**  
Core, p. 403

Hide in plain sight, drifting unnoticed through crowds or alone. When active, none can notice the Solar unless she takes overt action. Please refer to the book for this complex Charm.

**Mental Invisibility Technique**  
Core, p. 405

Vanish from your target's notice completely. This applies to all witnesses whose Resolve was surpassed. Not even obvious action reveals him, though violent action does.

**Vanishing From Mind's Eye Method**  
Core, p. 406

Slip out of the thoughts and memories of everyone who has ever known the Solar. Upon meeting, she is unrecognizable by all who should know her. Once per day subjects may try to resist.

**Sound and Scent Banishing Attitude**  
Core, p. 407

Defeat one sense, rendering yourself undetectable to it. This Charm can be used to defeat hearing, smell, touch and taste, but not sight. Please refer the book for this complex Charm.

**Ten Whispers Silence Meditation**  
Core, p. 407

For the duration of this Charm, all Awareness attempts to detect the Solar by hearing alone lose one success for every 1 and 2 rolled by the opponent.

**Blinding Battle Feint**  
Core, p. 404

Use Dexterity + Stealth for Join Battle, which also acts as an attempt to enter Stealth.

**Stalking Wolf Attitude**  
Core, p. 404

While concealed, the Solar uses this technique to focus on an opponent. Ignore the -3 penalty to Stealth rolls for moving while concealed, granting Initiative every round. Please refer to the book for this complex Charm.

**Hidden Snake Recoil**  
Core, p. 405

Upon incapacitating a target, the Solar may reflexively try to enter concealment. Contributes more motes to the calculated cost of Stealth Charms used in this attempt.

**False Image Feint**  
Core, p. 408

When hit by a decisive attack with a total of six 1s or 2s on the attack and damage rolls, the Solar can roll to evade the attack as if he had dodged. Please refer to the book for this complex Charm.

**Shadow-Crossing Leap Technique**  
Core, p. 408

While concealed, move one range band from once place of cover to an equal place of cover, without penalty. Movement is instant. Higher Essence upgrades this Charm. Please refer to the book for this complex Charm.

**Flashing Nocturne Prana**  
Core, p. 409

Anchor your essence to a hiding place of concealment. Relinquish the committed motes to be instantly teleported to this hiding place, making it impossible for others to detect the you for two rounds.

**Guardian Fog Approach**  
Core, p. 405

Touch someone you wish to help hide and attempt Stealth yourself. Add half the Solar's successes on the Stealth attempt and stunt bonuses to the one the Solar wishes to aid.

**Dark Sentinel's Way**  
Core, p. 406

While using defend other on a subject, a hidden Solar may use this Charm to conceal her defense of that subject. Must be within close range of her subject.

**Smoke and Shadow Cover**  
Core, p. 406

While this Charm is active, treat concealment as cover. Using concealment as cover requires a take cover combat action, replacing Dodge with Stealth. Slightly penalizes non-ranged attacks as additional benefit.

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**Shadow Replacement Technique**  
Core, p. 407

While being in control of a grapple, roll to step into your target's shadow. Take possession of the target's senses and motor functions. Please refer the book for this complex Charm.

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**Shadow Victor's Repose**  
Core, p. 405

Once per scene while concealed, the Exalt may roll Join Battle and add her result to her current Initiative, so long as she has landed at least one decisive attack. Charms used to supplement the roll are muted.

**Flash-Eyed Killer's Insight**  
Core, p. 405

Upon incapacitating an opponent, the Solar may trigger this Charm, enabling her to re-use Shadow Victor's Response, even if it was already used in the current scene.

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**Mind Shroud Meditation**  
Core, p. 407

Permanently upgrades Shadow Victor's Repose. When the Solar uses it to roll Join Battle, she also momentarily vanishes for several rounds, allowing her next attack to function as an ambush if it happens within that timeframe.