

Survival

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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Food—Gathering Exercise
Core, p. 407
Gather food with no tools required. Even on a failure there is enough food to feed one person. Please refer the book for this complex Charm.

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Hardship—Surviving Medicant Spirit
Core, p. 409
Become able to survive even the most hostile environment. Negates all environmental penalties to Survival rolls and eliminates the deleterious effects of exposure to extreme climates. Lowers forage and find shelter difficulty.

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Tackless Region Navigation
Core, p. 412
The Solar can find her way safely through even the worst terrain. Several allies can travel at good speed through harsh terrain. Automatically succeed.

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Unshakeable Bloodhound Technique
Core, p. 410
Track someone with little or no signs at all. Supplements a tracking roll, rerolling 5s and 6s until they fail to appear, and treat 1s rolled by the opponent as 10s on the Solar's roll. Can contest perfect track-covering effects.

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Traceless Passage
Core, p. 412
Affects the Solar and several followers, covering their tracks. Gains automatic successes and double 9s. Mundane attempts at tracking automatically fail.

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Eye—Deceiving Camouflage
Core, p. 412
The Solar camouflages herself or an object that is a couple yards wide so perfectly that it cannot be detected by mundane means while immobile. Preparing this camouflage takes one hour.

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Element—Resisting Prana
Core, p. 412
When the prerequisite is active, the Solar can withstand the heat and toxic fumes of an active volcano, walk underwater with no ill effects and even withstand the hostile climates of the Elemental Poles themselves. Refer the book.

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Friendship With Animals Approach
Core, p. 409
Allows the Solar to deal with nearly any wild animal. Does not work on sentient animals, familiars or trained attack animals or those mad with pain, hunger, or disease befalling them.

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Spirit—Tied Pet
Core, p. 410
Elevate your familiar to something more powerful, granting it a variety of powers from which the Solar may choose.

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Beast—Mastering Behavior
Core, p. 410
Train an animal, familiar or otherwise, to follow commands. Can also train latent abilities. Please refer to the book for this complex Charm.

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Deadly Onslaught Coordination
Core, p. 411
The Solar calls her familiar to strike when she does, making it attack either immediately before or after her own strike.

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Red—Toothed Execution Order
Core, p. 413
Order your familiar to strike for the kill. Supplements the familiar's decisive attack, adding extra successes to the raw damage. Resets to base Initiative, even when under Deadly Predator Method's effect. Once per scene, resettable.

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Bestial Traits Technique
Core, p. 411
Invest the Solar's Spirit-Tied Pet with increased power and capabilities.

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Ghost Panther Slinking
Core, p. 413
When controlling the familiar with Sense-Riding Discipline (from Spirit-Tied Pet) she can indict the senses of her enemies. Expressly permits the use of Stealth Charms to aid your familiar in staying hidden.

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Hide—Hardening Practice
Core, p. 411
Grant your familiar permanently increased soak and a little bit of hardness. The familiar may be enhanced a few times with this Charm, depending on Essence.

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Saga Beast Virtue
Core, p. 413
The Solar infuses his familiar with his anima, giving it various bonuses and an increase in size. Additionally mutations are granted to enhance it's capabilities. The familiar is immune to fear-inducing effects in this form.

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Deadly Predator Method
Core, p. 414
Transform your familiar into a primordial beast of war and the wilds. It gains a wide range of bonuses, but looses one Initiative per round. If the familiar is crashed, this Charms effects end. Can be used once per battle, resettable.

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Life of the Aurochs
Core, p. 411
Increases your familiar's health levels permanently. Also increases it's size. Can be stacked several times for the same familiar, depending on Essence.

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Force—Building Predator Style
Core, p. 414
Permanently enhances a familiar rolled into battle with Ambush Predator Style. For the rest of the combat scene, the familiar generates on Initiative per turn. Ceases function if under effect of Deadly Predator Method.

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Crimson Talon Vigor
Core, p. 414
For each successful withering attack the Solar lands against an opponent, the familiar gains bonus Initiative equal to half the Initiative drained. This bonus is limited by the Solar's Essence rating.

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Familiar—Honing Instruction
Core, p. 411
Try to give your familiar an order it will try to complete. Can become reflexive at higher Essence.

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Ambush Predator Style
Core, p. 412
This Charm enhances the Solar's familiar Join Battle roll, allowing it to use the Solar's dice pool and granting it additional non-Charm successes. When using the prerequisite to order the familiar in battle, this creates cascading rerolls.

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Spirit—Hunting Hound
Core, p. 412
With this Charm, the Solar's familiar can attempt - for one round - to detect immaterial beings. If such a creature is detected, the familiar continues to do so for the rest of the scene.

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Phantom—Rending Fangs
Core, p. 414
Supplement a familiar's attack against an immaterial foe. When successful, the familiar grapples and establishes clinch control, making the immaterial being vulnerable to physical harm. Please refer the book for this complex Charm.

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