

Legend

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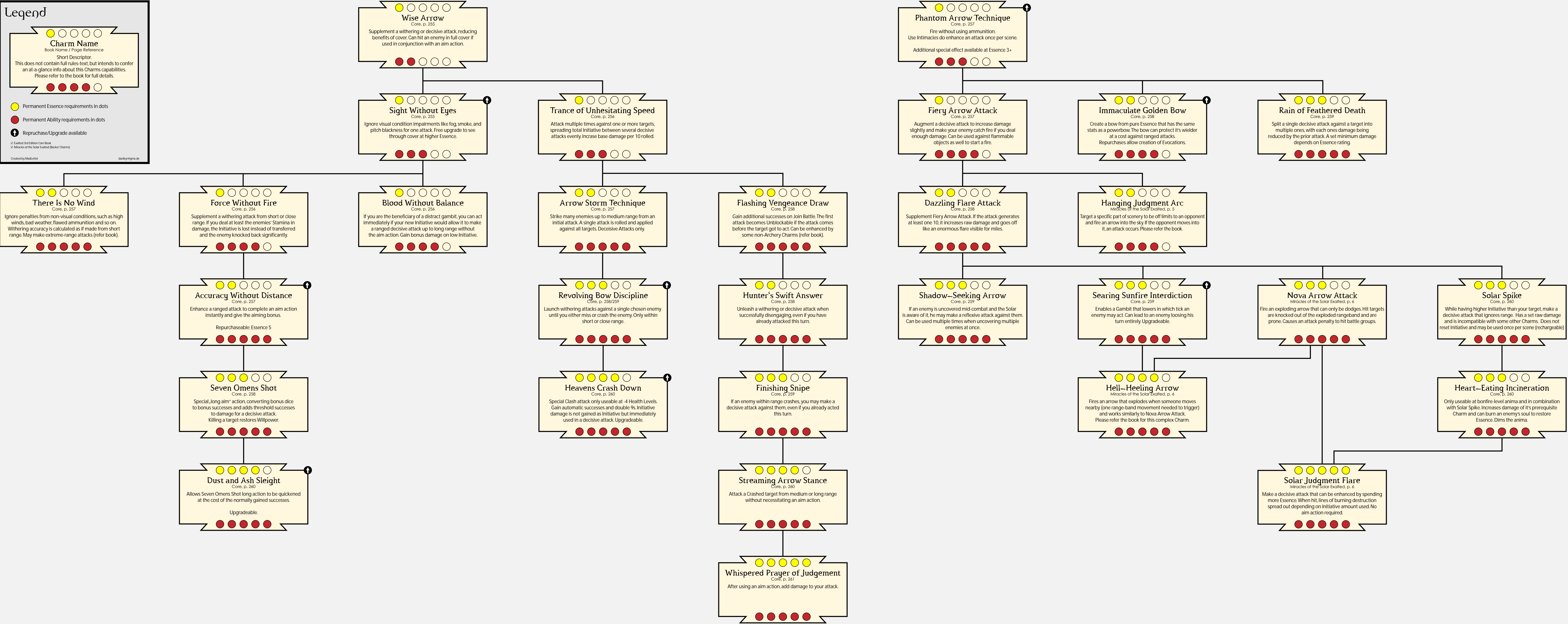
Permanent Ability requirements in dots

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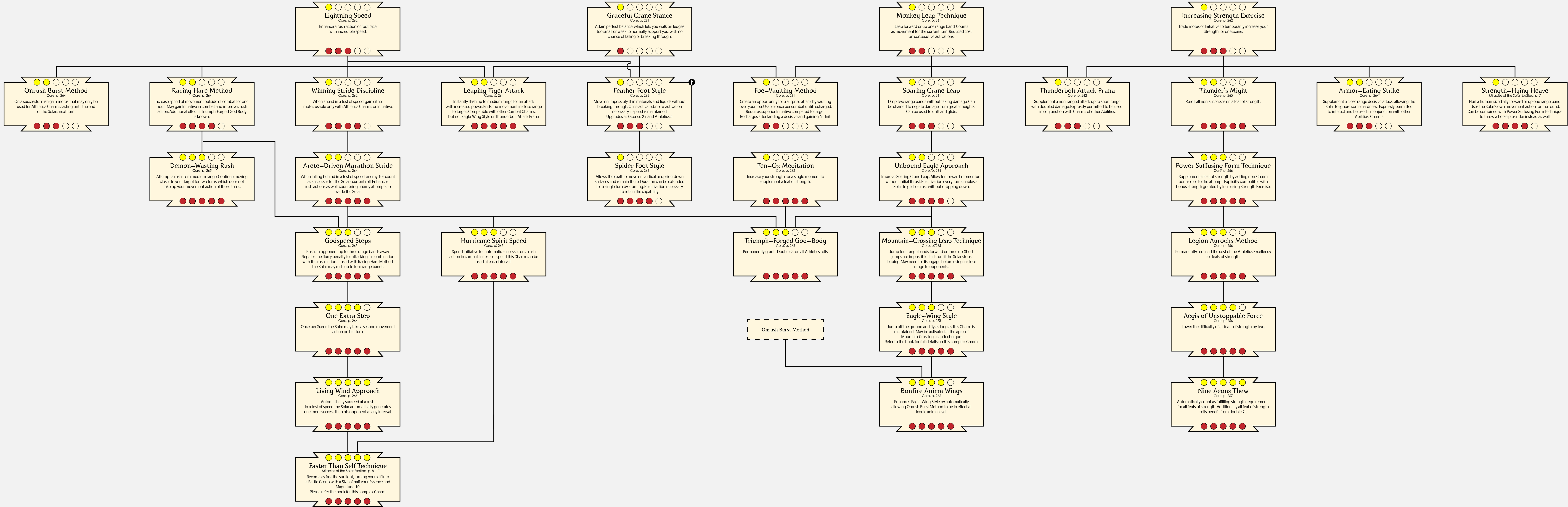
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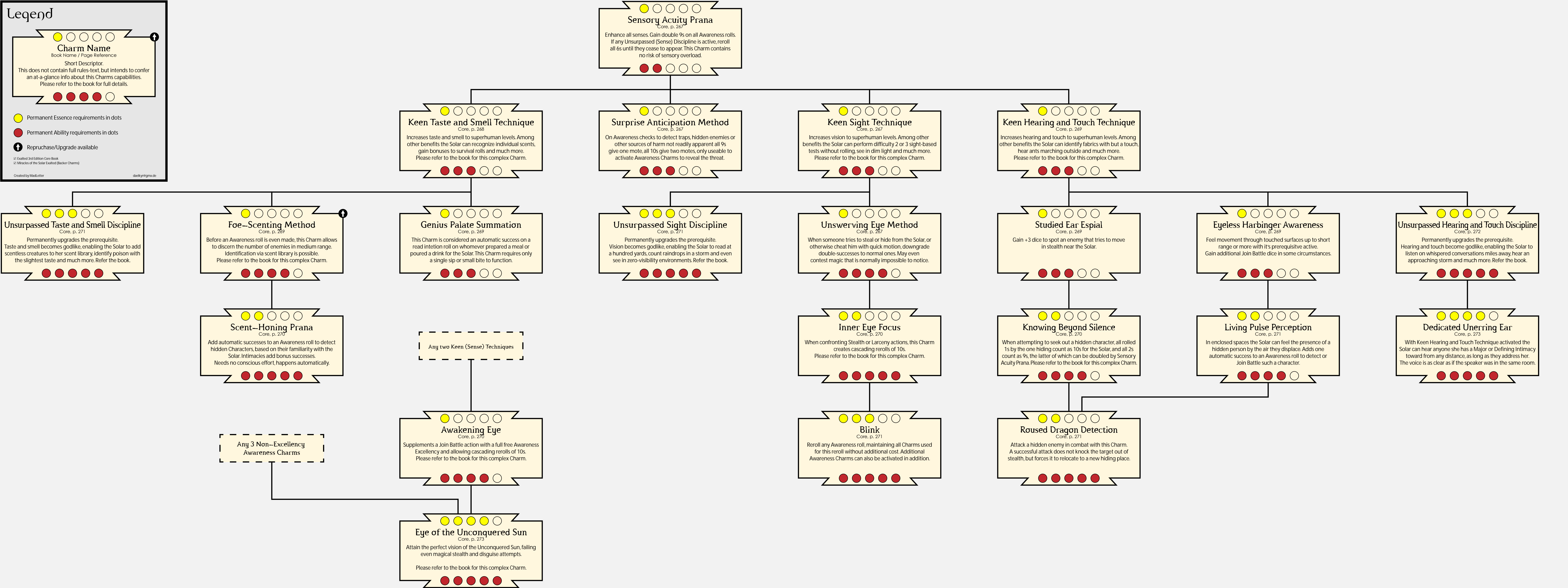
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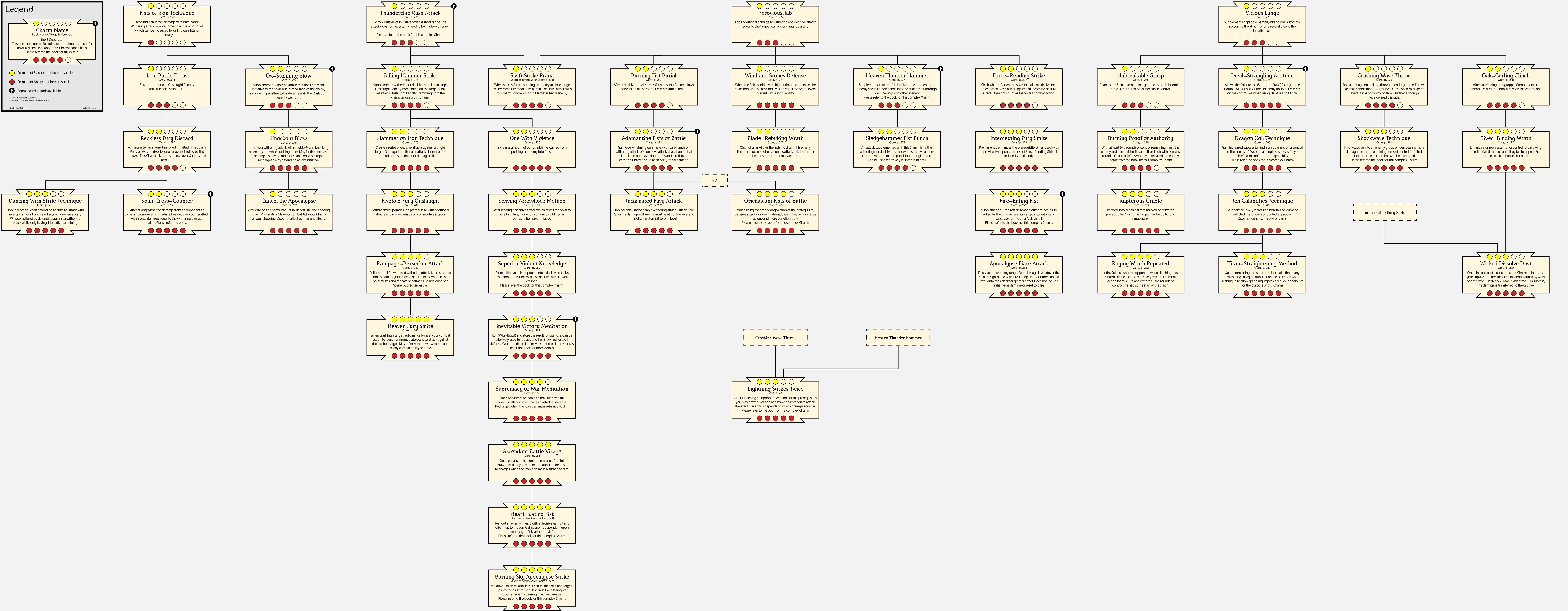
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**Frugal Merchant Method**  
Core, p. 283  
With cursory examination the Solar can determine the exact quality of any good on sale. Grants no knowledge of market value, nor the purpose.

**Deft Official's Way**  
Core, p. 284  
The Solar can naturally sense who to talk to in order to produce some results, who is amenable to bribes and which functionaries are actually useful. Add Bureaucracy to read intentions to identify and use such traits.

**Consumer-Evaluating Glance**  
Core, p. 284  
Evaluate a buyers intention's and budget at a glance. Enacts a read intentions action against the target's Guile. On success, the Solar can tell if the target wants to betray or cheat her, she gains bonuses against it.

**Insightful Buyer Technique**  
Core, p. 284  
Grants an intuitive feel for a marketplace, and how much any object would fetch in that market. Must be a previously known market.

**Enlightened Discourse Method**  
Core, p. 285  
Add some of the Solar's bureaucracy to all social influence to affect bargains, trade, create business partnerships, create good will between organizations, communicate effective orders, mediate, and so on.

**Speed the Wheels**  
Core, p. 285  
Use this Charm to force an organization to work faster by several degrees.

**Measuring Glance**  
Core, p. 284  
Sum up the member of an organization at a glance, by ways of a read intentions action, determining the strongest and most relevant Intimacy towards that organization. Roll is auto-successful unless magic resistance is involved.

**Indolent Official Charm**  
Core, p. 286  
Bring the wheels of a bureaucracy to a grinding halt regards one specific task. Please refer the book for this complex Charm.

**All-Seeing Master Procurer**  
Core, p. 284  
Makes others assume the Solar is a master merchant, someone to be approached for the best deals and info about specific products. Please refer the book.

**Irresistible Salesman Spirit**  
Core, p. 285  
Supplements a bargain action with double 7s. If the bargain is successful, gain temporary Willpower.

**Semantic Argument Technique**  
Core, p. 286  
Add some of the Solar's bureaucracy to any social influence that engages a character's adherence to laws or rules he usually observes.

**Bureau-Rectifying Method**  
Core, p. 285  
Be part of an investigation into an organization to reform it. Gain bonuses to investigation and be perceived by members as a subject of confidential trust, counting as a Major Intimacy or a Minor one for those hiding the truth.

**Enigmatic Bureau Understanding**  
Core, p. 285  
Be made aware if a member of an organization's intimacies for it are challenged, if the member is working in official capacity at the time. Please refer to the book for this complex Charm.

**Foul Air of Argument Technique**  
Core, p. 288  
Target a project you're aware of, forcing botches onto the people in charge of the project. Can be used once per season on the same organization. Please refer the book for this complex Charm.

**Illimitable Master Fence**  
Core, p. 284  
Observe a market to gain knowledge about the bureaucratic specialties of everyone connected to a specific market.

**Soul-Snaring Pitch**  
Core, p. 286  
This Charm is a persuade action to convince a character that a particular thing is his heart's desire. Please refer to the book for this complex Charm.

**Empowered Barter Stance**  
Core, p. 286  
Once per day, the Solar gains a point of temporary Willpower for a successful bargain action.

**Eclectic Verbiage of Law**  
Core, p. 287  
Enact a free full Bureaucracy Excellency oncer per season. Reset by aiding in the success of a particularly difficult project, as per Storyteller.

**Bureau-Reforming Kata**  
Core, p. 286  
Use this Charm to reform a controlled organization. Can be used after Bureau-Rectifying Method to cleanse the organization of any hostile magic. Please refer the book.

**Honor-Instilling Mantra**  
Miracles of the Solar Exalted, p. 9  
Instill the charter of an organization with Intimacies of the Solar. Members can use these Intimacies to defend against influence and choose to act as the Solar would.

**Taboo-Inflicting Diatribe**  
Core, p. 288  
Create taboos by specifying behaviors which are banned, which is then forced upon members of the organization. Please refer the book for this complex Charm.

**Ungoverned Market Awareness**  
Core, p. 286  
When any character within range of the Solar's senses uses Bureaucracy or Larceny to make a transaction, she can sense it. Canc choose to sweep for particular transaction.

**Subject-Hailing Ideology**  
Core, p. 288  
Supplement social influence appealing to an Intimacy the Solar is aware of, at a former intensity, if the influence makes the target act in official capacity. Please refer the book for this complex Charm.

**Woe-Capturing Web**  
Core, p. 287  
Become aware automatically when a curse or other magic is used against an organization led by the Solar, knowing where to look with Bureau-Rectifying Method. May also guess at the source. Please refer the book.

**Pattern-Exploiting Commerce Spirit**  
Miracles of the Solar Exalted, p. 9 / 10  
Guide specific types of troubles customers to your door by extending your essence outward. Please refer the book for this complex Charm.

**Omen-Spawning Beast**  
Core, p. 287  
If the Exalt has captured magic using the prerequisite, this Charm allows her to discover profiling information, revealing to her the identity of the one whose magic has been snared.

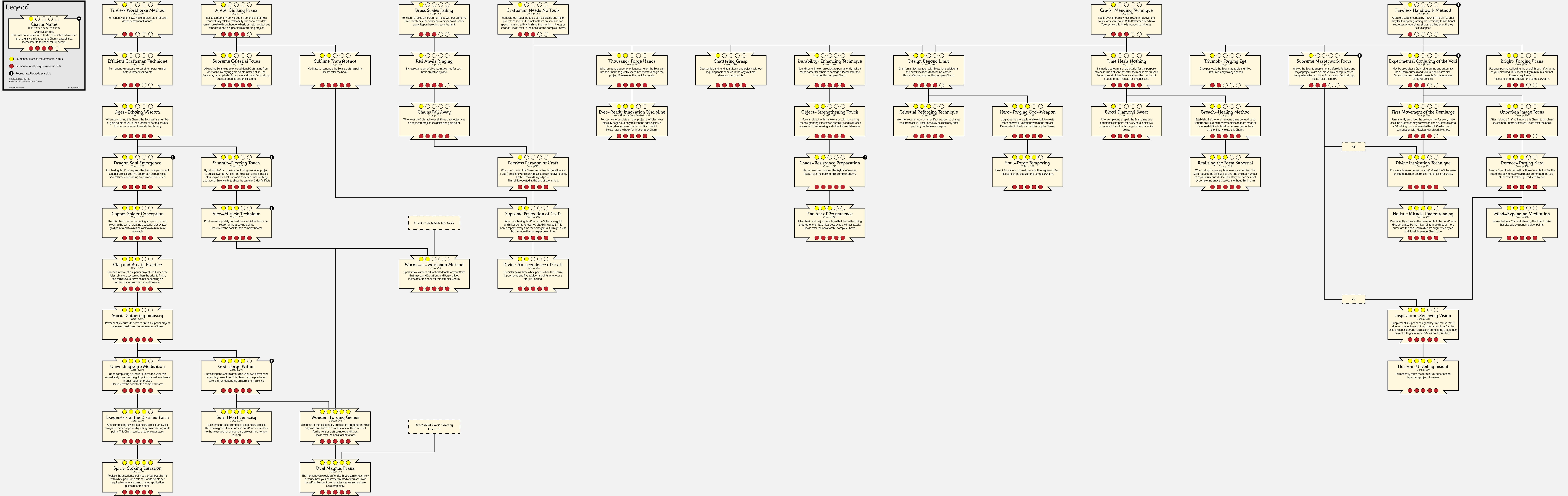
**Creation of Adamant Specie**  
Miracles of the Solar Exalted, p. 10  
Create a coin and transform it into a coin of pure adamant, which carries various effects to those authorized in the Solar's name. Please refer the book for this complex Charm.

**Infinitely-Efficient Register**  
Core, p. 288  
As long as the Solar's organization has succeeded at one challenging project in the previous season, another smaller project within scope is automatically completed. Please refer the book.

**Spectacle-Inciting Order**  
Miracles of the Solar Exalted, p. 11  
Use this Charm when established as organization or practice in the area to receive deliveries from spirir courts, raksha courts or the court of ancestors. Please refer the book for this complex Charm.

Approved. Thank You. credit: Solar to all the people who helped me. Credit: Solar. Miracles. Roll and all the other from the developers to the players. Project to go.







Dodge ☀️

Exalted 3rd Edition Charm Cascades

Legend

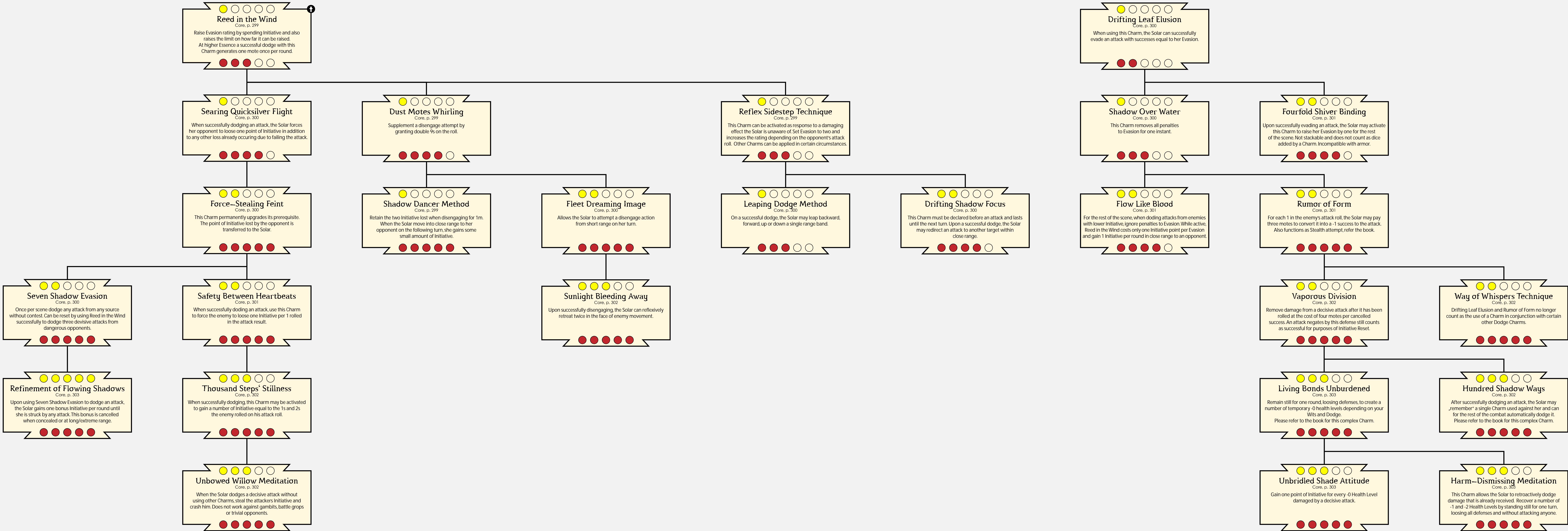
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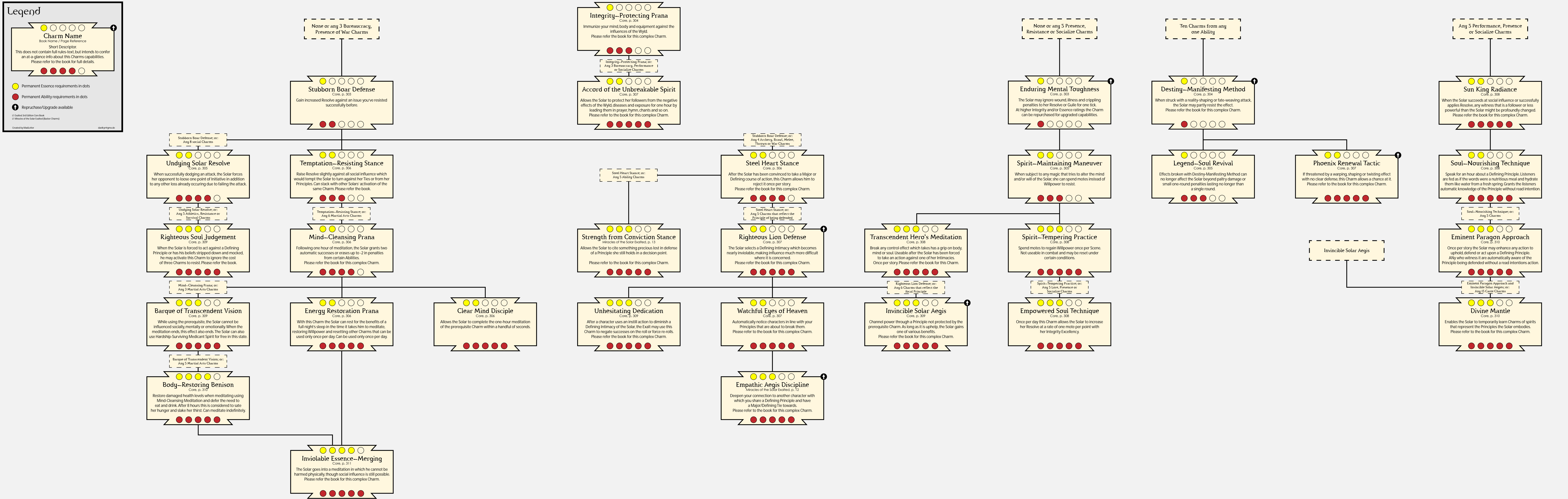
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# Investigation

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Watchman's Infallible Eye

Core, p. 311

Possessing this Charm, the Solar feels an instinct whenever she encounters a scene in which a case scene or profile character action should be used. This Charm is merely informative and gives no added bonuses.

Inquisitor's Unfailing Notice

Core, p. 311

This Charm grants (Essence) non-Charm dice to Awareness or Investigation attempts to notice another character using a Larceny Ability in the Solar's presence. Only functions against disguise in specific circumstances. Refer the book.

Crafty Observation Method

Core, p. 312

When examining undisturbed physical evidence of an event, the Solar can perfectly reconstruct it. Acts as a normal case scene action, but performed in a couple seconds with (Essence) auto-successes and double 9s on the roll.

Fetich-Tracing Eye

Miracles of the Solar Exalted, p. 14

Supplement a case scene action to locate something stolen belonging to the Lawgiver, adding one auto-success. Can be used on Survival-based tracking rolls as well.

Divine Induction Method

Core, p. 312

Once per Scene the Exalt may use a full free Investigation Excellency. Can be reset by succeeding at an Investigation action with a difficulty (Solar's Investigation - 1) or greater.

Evidence-Discerning Method

Core, p. 312

Based on possessions of a person or evidence left behind and similar things, the Solar can profile a character that is not even present.

Judge's Ear Technique

Core, p. 312

The Solar can evaluate the truth of any statement she hears. This is limited to what a speaker beliefs to be true and can discern half-truths and what part of it is true. Against other magical effects a roll-off happens.

Miraculous Stunning Insight

Core, p. 312

Once per scene the Solar may grant double 8s to any Investigation roll.

Watchful Justiciar's Eye

Core, p. 312

After profiling a character with the prerequisite or Ten Magistrate Eyes, the Solar can sense if the profiled character acts outside his normal behavior and if his is normal or investigation-worthy behavior. Please refer the book.

Evidence-Restoring Prana

Core, p. 313

Momentarily restore a piece of evidence no larger than which the Solar can normally lift and carry, allowing the Solar to fully investigate it. Once the investigation is done, the commitment is dropped and the item disappears.

Ten Magistrate Eyes

Core, p. 313

Supplement a case scene action that becomes infallible and takes only a couple seconds to complete. Can also be used to supplement a profile character action.

Irresistible Questioning Technique

Core, p. 313

Supplement a persuade action in the form of questions. If successful on a roll against the target's Resolve, the target must answer the questions to the fullest knowledge. The target may try to resist. Please refer the book.

Truth-Rendering Attitude

Miracles of the Solar Exalted, p. 14

Reconstruct the statement of a witness so perfectly as to gain a psychic vision of any case scene or profile character action the character describes.

Dauntless Inquisitor Attitude

Core, p. 313

Adds the Solar's Essence in automatic successes to her Investigation rolls for the rest of the scene.

Judge-General's Stance

Core, p. 314

Reset any Investigation Charm that is still, "down" once per day. Also grants one Willpower.

Unknown Wisdom Epiphany

Core, p. 313

The Solar can visit the scene of an event and reenact it as one of the parties involved. He sees the event play out in his minds eye as he moves around, touching evidence.

Enlightened Touch Insight

Core, p. 314

Feel the exact emotions of the person last touching the object at the moment the evidence was produced. This requires a read intentions action.

Empathic Recall Discipline

Core, p. 315

After a case scene action channel the perpetrator's perspective. This is a read intentions action that allows the Solar to - on success - understand the meaning behind the event for the perpetrator. Refer the book.

Mind Manse Meditation

Core, p. 315

Build a palace of memories through which the Solar can mentally walk and reexamine gathered evidence, research, profiles, and so on.

A general "Thank You" and dedication to all the people who helped make Exalted 3e reality. John Hoban, Seth and all the others from the developers to the players. Please say hi to them.

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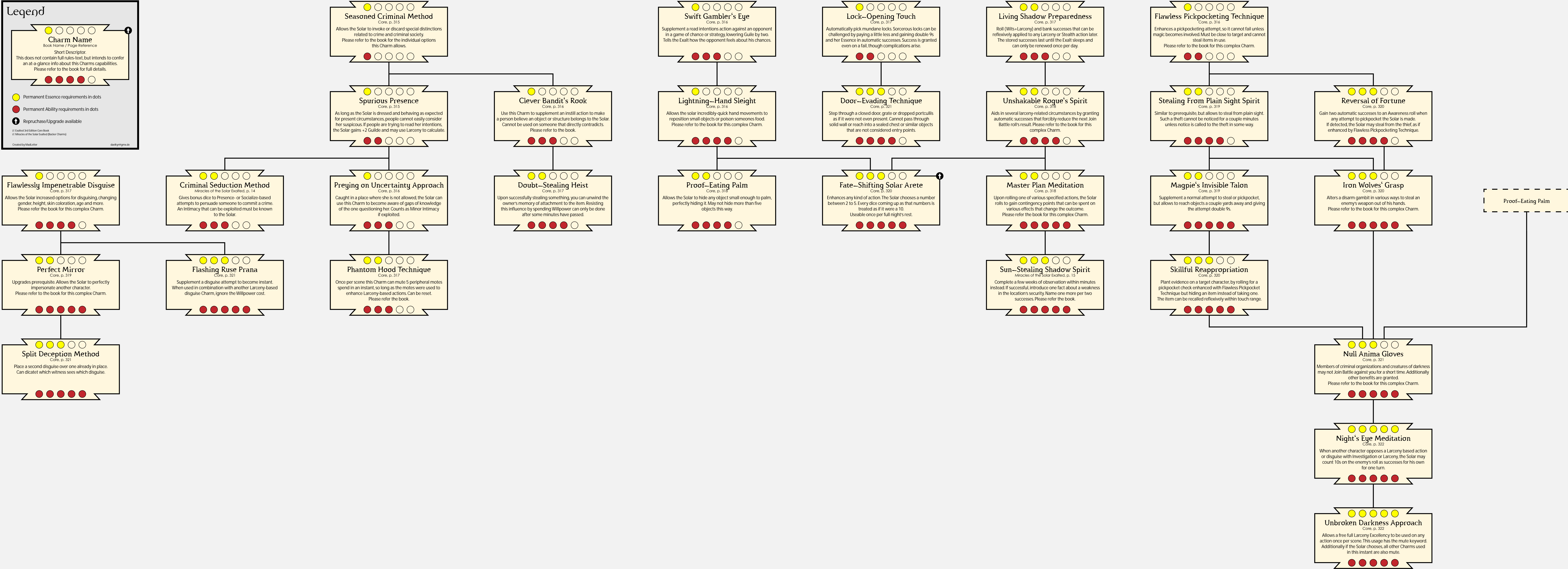
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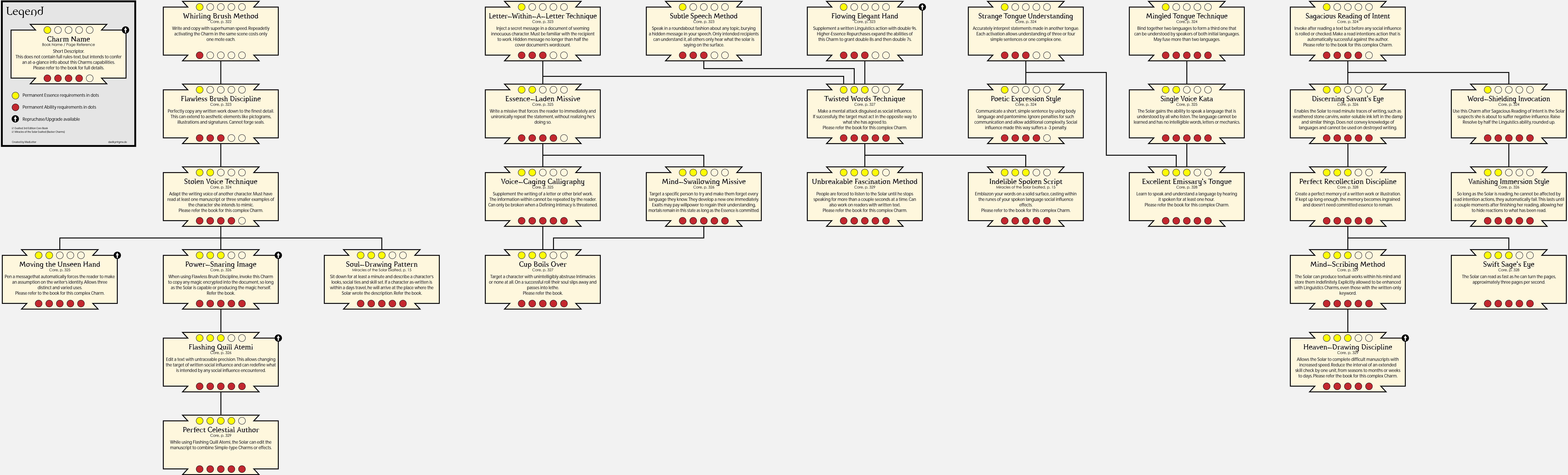
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Linguistics

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Ailment—Rectifying Method

Core, p. 341

Spend an hour treating an illness for an enhanced roll to cure it. This Charm allows treating of even supernatural maladies, such as the Great Contagion.

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Plague—Banishing Incitation

Core, p. 341

If the Solar gains double the patients Stamina or Resistance (whichever is greater) on a roll with the prerequisite, the illness is immediately banished. If saving someone from death's door with this Charm, gain one temp. Willpower.

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Contagion—Curing Touch

Core, p. 342

Permanently gain successes to treat forms of disease, even if no proper tools are available. Recovering patients gain prolonged disease-resistance.

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Healing Trance Meditation

Core, p. 345

Gain and generate motes and Willpower as you continue to use Medicine Charms and actions, becoming a divine healer for the duration. Please refer the book for this complex Charm.

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Wound—Mending Care Technique

Core, p. 342

Treat lethal or bashing damage of a patient with an improved medicine roll carrying double 9s. The patient must rest in bed for the rest of the day. If the Solar restores at least 2 health levels, gain temp. WP.

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Wound—Cleansing Meditation

Core, p. 342

Convert aggravated damage to lethal damage. This Charm allows the Solar to attempt reattaching severed limbs. Does not allow the regrowth of lost tissue.

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Instant Treatment Methodology

Core, p. 342

Complete up to an hour of treatment in a handful of seconds at maximum. Lowers treatment time for one Simple-type Medicine Charm.

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Anointment of Miraculous Health

Core, p. 344

Convert aggravated damage to lethal damage or outright cure lethal/bashing damage. Usable once per scene, but can be reset with a two-point stunt treating a patient without using this Charm.

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Wholeness—Restoring Meditation

Core, p. 344

Heal conditions which are usually impossible to heal, such as permanent blindness, deafness and so on. Please refer the book for this complex Charm.

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Wound—Banishing Strike

Core, p. 342

Instantly heal a temporary crippling effect though a gambit.

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Body—Sculpting Essence Method

Core, p. 344

Functions as Instant Treatment Methodology, but also lowers the convalescence of the patient to seconds. Can be used once per scene, but can be reset by stunting.

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Anodyne of Celestial Dreaming

Core, p. 345

Completely banish a target's pain with a touch. Removes all wound penalties, but puts stress on the Solar, giving him a -1 penalty if the target engages in strenuous activity. This penalty can stack.

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Time—Halting Flow

Miracles of the Solar Exalted, p. 18

Channel essence and strike the soul of a terminally ill, comatose or mortally wounded target to suspend their vital signs and sustain their life. Please refer the book for this complex Charm.

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Flawless Diagnosis Technique

Core, p. 342

Flawlessly diagnose a patient without chance of making and error in the analysis.

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Touch of Blissful Release

Core, p. 343

Ease pain and suffering with a touch for a couple hours at a time. Wears off if the patient engages in any activity that would require him to leave bed for more than a couple minutes at a time.

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Feit of Imparted Nature

Core, p. 343

This Charm grants a number of -0 health levels. Can also be used to staunch wounds and stop the flow of blood.

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Life—Exchanging Prana

Core, p. 345

Trade health levels to gain motes to be used for Medicine Charms.

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Body—Purifying Admonitions

Core, p. 344

Draw even the most vicious and noxious poisons from a patient's body. Roll against the poison's duration to make it leave the patient's body.

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Perfect Celestial Surgeon

Core, p. 346

Once per story, the Solar can apply double 7s to a single Medicine action.

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Any Medicine Charm

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Master Surgeon Meditation

Core, p. 345

Permanently lowers the cost of the Medicine Excellency to one mote per two dice.

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Benison of Celestial Healing

Core, p. 345

Use a Simple-type Medicine Charm once per scene without paying motes or Willpower. Can be reset by saving a dying character through medical care.

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Life—Sculpting Hands Technique

Core, p. 345

The Solar can use a free full Medicine Excellency once per scene.

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Healer's Unerring Hands

Core, p. 345

Allows the Solar to reroll all non-successes on a Medicine action. If she eliminates half or more of the non-successes, she regains 1 Willpower.

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Immaculate Solar Physician

Core, p. 345

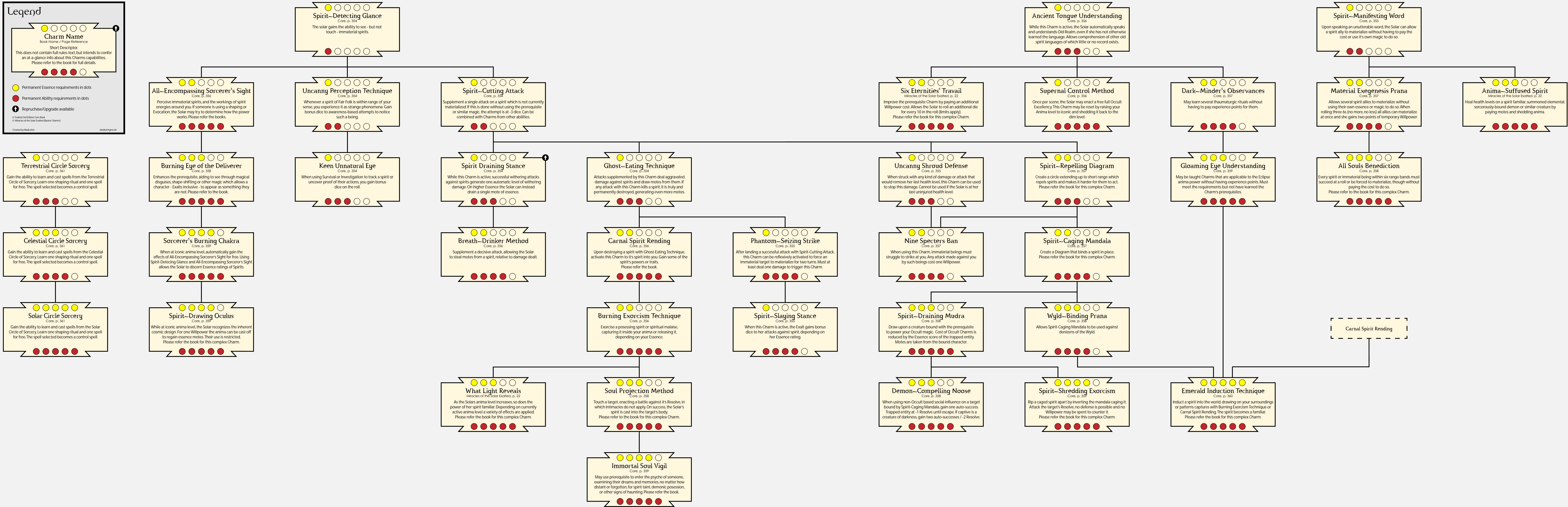
Double the successes on any Medicine roll once per day.

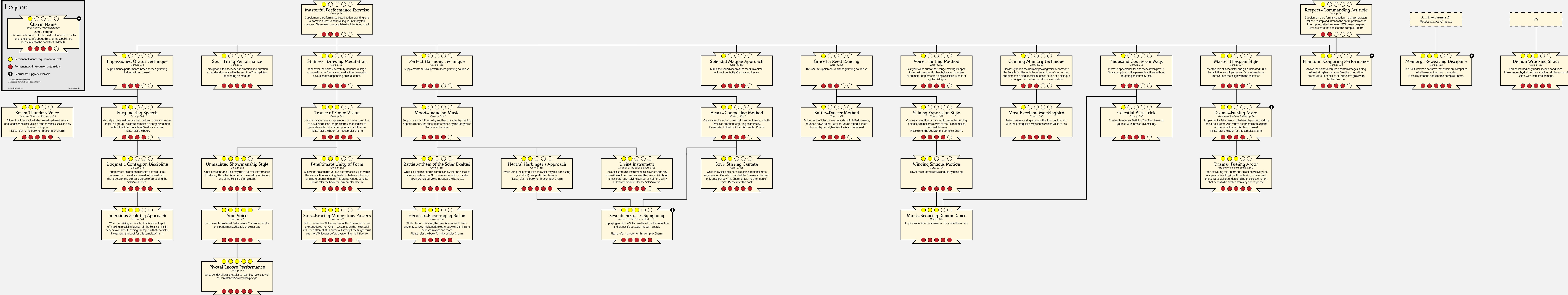
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A personal "Thank You" and dedication to all the people who helped make Exalted 3 a reality. John Hadden, Rich and all the others, from the developers to the playtesters. Props to you all.











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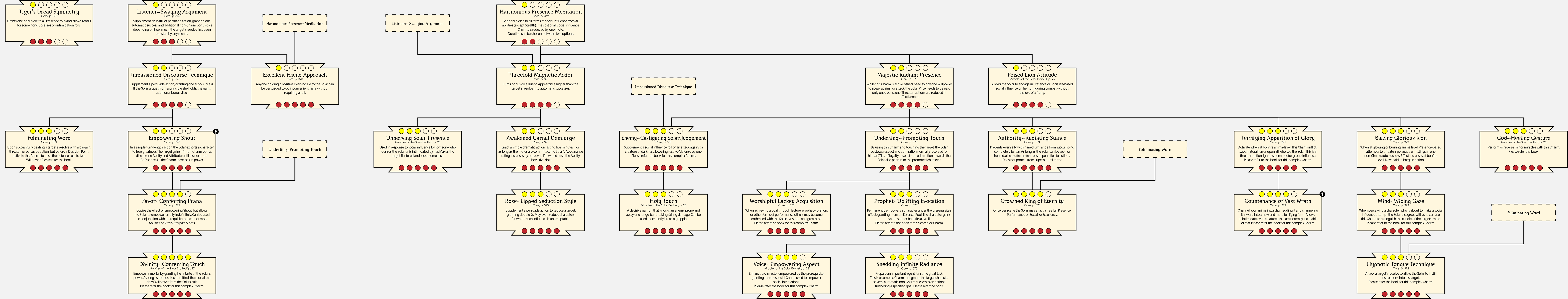
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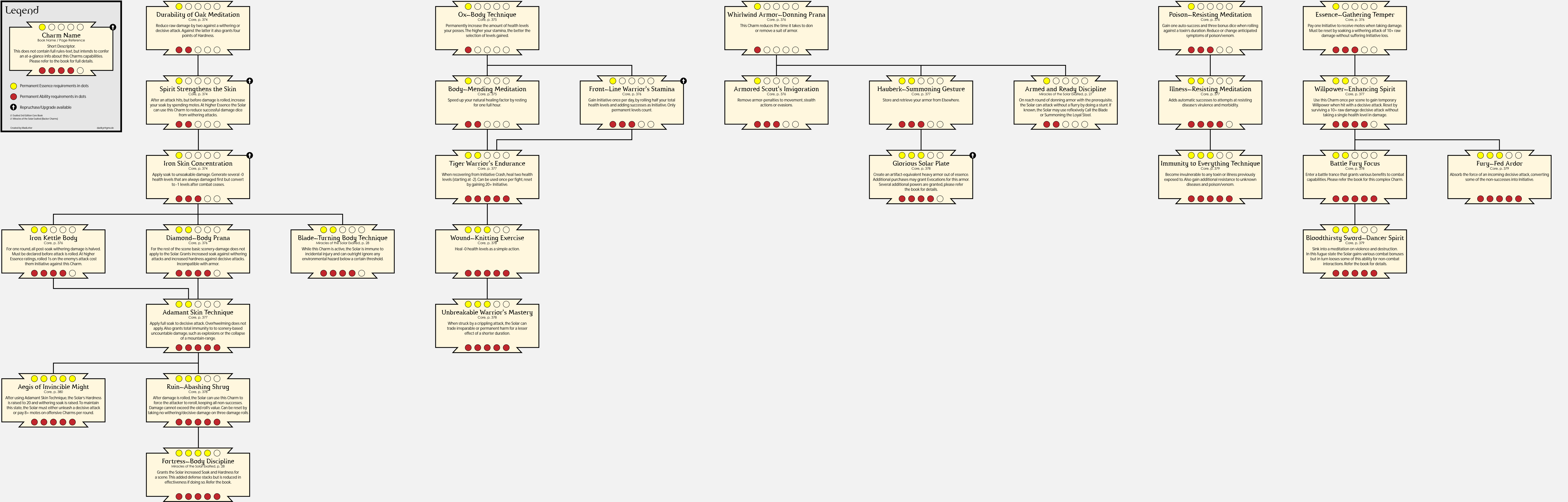
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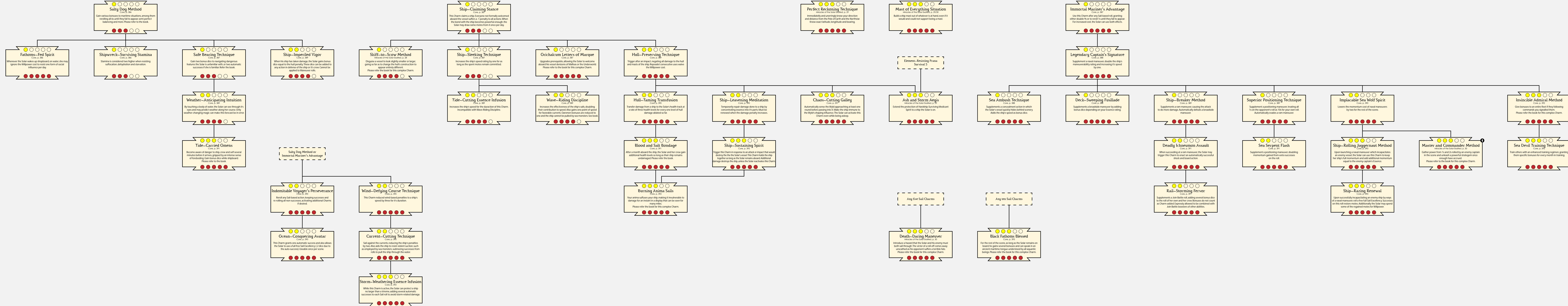
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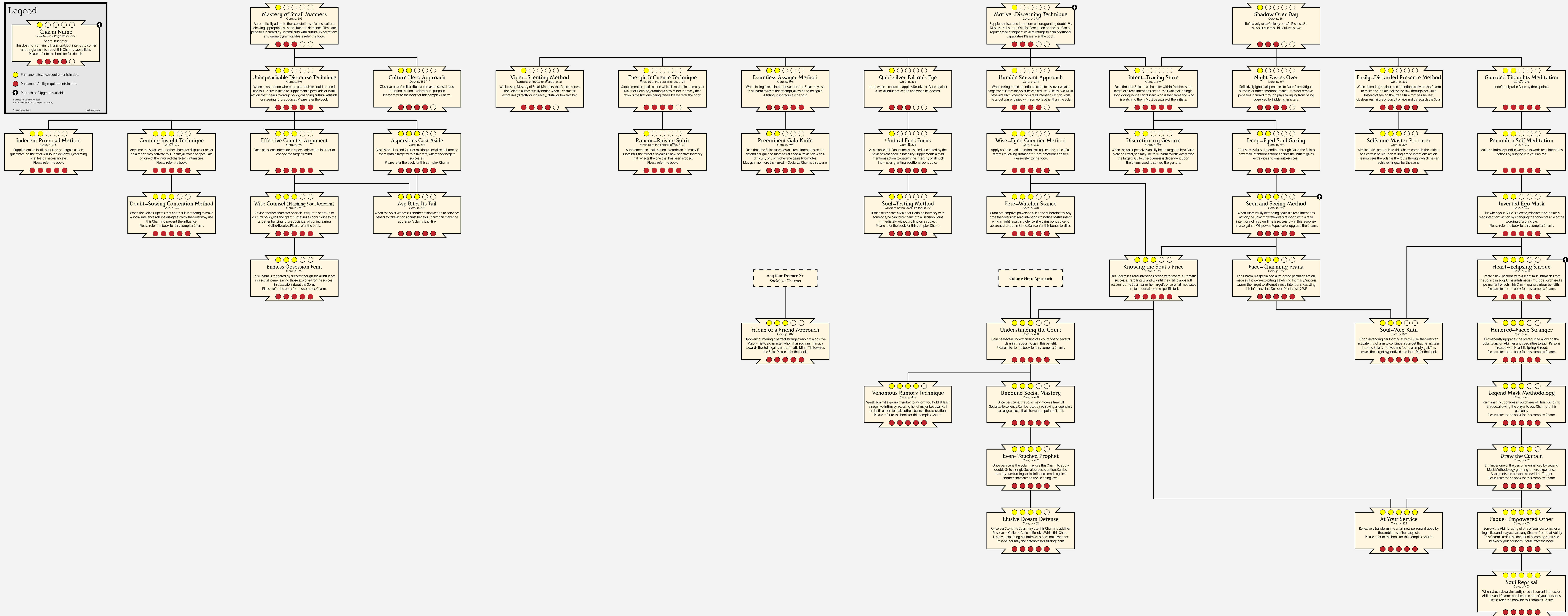
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Stealth

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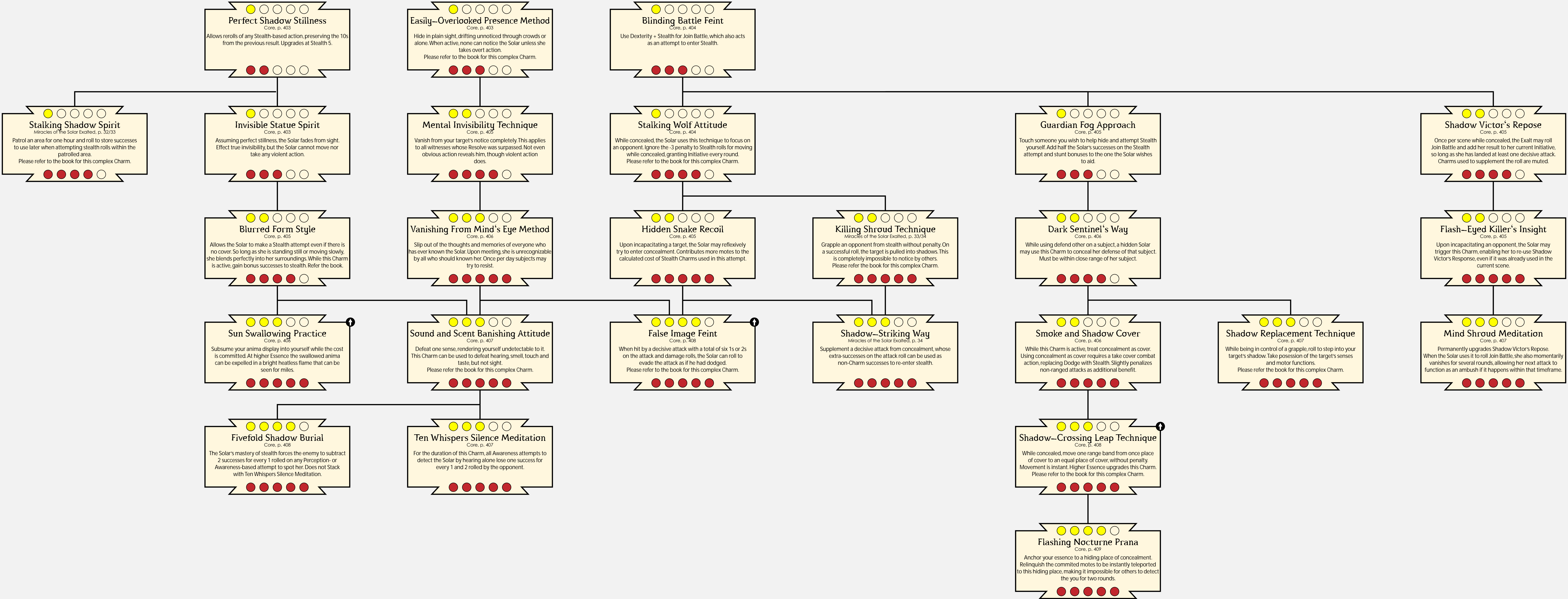
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**Food—Gathering Exercise**  
Core, p. 409

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.

**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.

**Tackless Region Navigation**  
Core, p. 409

The Solar can find her way safely through even the worst terrain. Several allies can travel at good speed through harsh terrain. Automatically succeed.

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**Riotous Cry of the Beast**  
Miracles of the Solar Exalted, p. 35

Focus primal Essence through a mighty shout or the cry of your familiar, which will call out to animals of the same species and assemble them in a Battlegroup. Please refer the book for this complex Charm.

**Bestial Traits Technique**  
Core, p. 411

Invest the Solar's Spirit-Tied Pet with increased power and capabilities.

**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.

**Harmony with Nature Approach**  
Miracles of the Solar Exalted, p. 54

Once per day the Solar may use this Charm to generate motes usable only for Survival Charms, which dissipate at the end of the day if unused.

**Elements—Sculpted Avatar**  
Miracles of the Solar Exalted, p. 34/35

Use Hardship-Surviving Medicant Spirit and meditate an hour in a elementally-charged place. Raise Appearance by one and gain an elemental look. Please refer to the book for this complex Charm.

**Familiar—Honing Instruction**  
Core, p. 411

Try to give your familiar an order it will try to complete. Can become reflexive at higher Essence.

**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.

**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.

**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.

**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.

**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.

**Deadly Predator Method**  
Core, p. 414

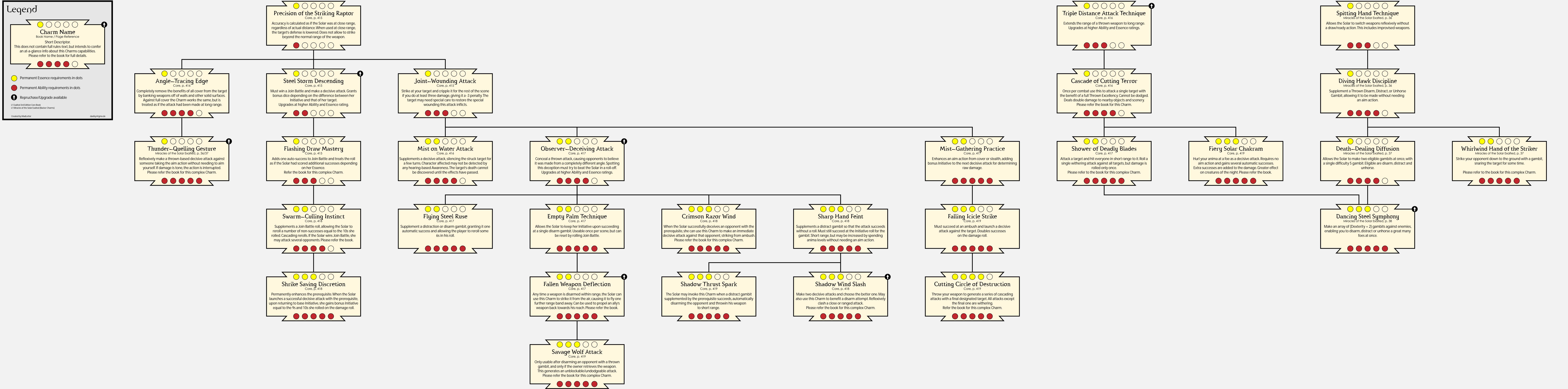
Transform your familiar into a primordial beast of war and the wilds. It gains a wide range of bonuses, but loses one Initiative per round. If the familiar is crashed, this Charms effects end. Can be used once per battle, resettable.

**Colossal Rampaging Beast**  
Miracles of the Solar Exalted, p. 35/36

Further increase the capabilities of a familiar under effect of Deadly Predator Method. More abilities are granted and Saga Beast Virtue is triggered. Please refer to the book for this complex Charm.

**Baara—Unleashing Technique**  
Miracles of the Solar Exalted, p. 36

Enhance a familiar enhanced by Spirit-Tied Pet. Can trigger Saga Beast Virtue, Deadly Predator Method, Colossal Rampaging Beast and Ambush Predator Style reflexively and for free.





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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Miracles of the Solar Exalted (Backer Charms)

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