Archery

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
- Repurchase/Upgrade available

(/) Exalted 3rd Edition Core Book
(/) Miracles of the Solar Exalted (Backer Charms)

Created by MadLeitner — darkyr@gmx.de

Wise Arrow
Core, p. 255
Supplement a withering or decisive attack, reducing benefits of cover. Can hit an enemy in full cover if used in conjunction with an aim action.

Sight Without Eyes
Core, p. 255
Ignore visual condition impairments like fog, smoke, and pitch blackness for one attack. Free upgrade to see through cover at higher Essence.

Trance of Unhesitating Speed
Core, p. 256
Attack multiple times against one or more targets, spreading total Initiative between several decisive attacks evenly. Increase base damage per 10 rolled.

There Is No Wind
Core, p. 257
Ignore penalties from non-visual conditions, such as high winds, bad weather, flawed ammunition and so on. Withering accuracy is calculated as if made from short range. May make extreme-range attacks (refer book).

Force Without Fire
Core, p. 256
Supplement a withering attack from short or close range. If you deal at least the enemies' Stamina in damage, the Initiative is lost instead of transferred and the enemy knocked back significantly.

Blood Without Balance
Core, p. 256
If you are the beneficiary of a distract gambit, you can act immediately if your new Initiative would allow it to make a ranged decisive attack up to long range without the aim action. Gain bonus damage on low Initiative.

Arrow Storm Technique
Core, p. 257
Strike many enemies up to medium range from an initial attack. A single attack is rolled and applied against all targets. Decesive Attacks only.

Flashing Vengeance Draw
Core, p. 258
Gain additional successes on Join Battle. The first attack becomes Unblockable if the attack comes before the target got to act. Can be enhanced by some non-Archery Charms (refer book).

Accuracy Without Distance
Core, p. 257
Enhance a ranged attack to complete an aim action instantly and give the aiming bonus.

Repurchaseable; Essence 5

Revolving Bow Discipline
Core, p. 258/259
Launch withering attacks against a single chosen enemy until you either miss or crash the enemy. Only within short or close range.

Hunter's Swift Answer
Core, p. 258
Unleash a withering or decisive attack when successfully disgaging, even if you have already attacked this turn.

Seven Omens Shot
Core, p. 258
Special „long aim" action, converting bonus dice to bonus successes and adds threshold successes to damage for a decisive attack.
Killing a target restores Willpower.

Heavens Crash Down
Core, p. 260
Special Clash attack only useable at -4 Health Levels. Gain automatic successes and double 9s. Initiative damage is not gained as Initiative but immediately used in a decisive attack. Upgradeable.

Finishing Snipe
Core, p. 259
If an enemy within range crashes, you may make a decisive attack against them, even if you already acted this turn.

Dust and Ash Sleight
Core, p. 260
Allows Seven Omens Shot long action to be quickened at the cost of the normally gained successes.

Upgradeable.

Streaming Arrow Stance
Core, p. 260
Attack a Crashed target from medium or long range without necessitating an aim action.

Whispered Prayer of Judgement
Core, p. 261
After using an aim action, add damage to your attack.

Phantom Arrow Technique
Core, p. 257
Fire without using ammunition.
Use Intimacies do enhance an attack once per scene.

Additional special effect available at Essence 3+

Fiery Arrow Attack
Core, p. 257
Augment a decisive attack to increase damage slightly and make your enemy catch fire if you deal enough damage. Can be used against flammable objects as well to start a fire.

Immaculate Golden Bow
Core, p. 258
Create a bow from pure Essence that has the same stats as a powerbow. The bow can protect it's wielder at a cost against ranged attacks.
Repurchases allow creation of Evocations.

Rain of Feathered Death
Core, p. 259
Split a single decisive attack against a target into multiple ones, with each ones damage being reduced by the prior attack. A set minimum damage depends on Essence rating.

Dazzling Flare Attack
Core, p. 258
Supplement Fiery Arrow Attack. If the attack generates at least one 10, it increases raw damage and goes off like an enormous flare visible for miles.

Hanging Judgment Arc
Miracles of the Solar Exalted, p. 5
Target a specific part of scenery to be off limits to an opponent and fire an arrow into the sky. If the opponent moves into it, an attack occurs. Please refer the book.

Shadow–Seeking Arrow
Core, p. 259
If an enemy is uncovered mid-combat and the Solar is aware of it, he may make a reflexive attack against them. Can be used multiple times when uncovering multiple enemies at once.

Searing Sunfire Interdiction
Core, p. 259
Enables a Gambit that lowers in which tick an enemy may act. Can lead to an enemy loosing his turn entirely. Upgradeable.

Nova Arrow Attack
Miracles of the Solar Exalted, p. 6
Fire an exploding arrow that can only be dodges. Hit targets are knocked out of the exploded rangeband and are prone. Causes an attack penalty to hit battle groups.

Solar Spike
Core, p. 260
While having higher Initiative than your target, make a decisive attack that ignores range. Has a set raw damage and is incompatible with some other Charms. Does not reset Initiative and may be used once per scene (rechargeable)

Hell–Heeling Arrow
Miracles of the Solar Exalted, p. 6
Fires an arrow that explodes when someone moves nearby (one range-band movement needed to trigger) and works similarly to Nova Arrow Attack.
Please refer the book for this complex Charm.

Heart–Eating Incineration
Core, p. 260
Only useable at bonfire-level anima and in combination with Solar Spike. Increases damage of it's prerequisite Charm and can burn an enemy's soul to restore Essence. Dims the anima.

Solar Judgment Flare
Miracles of the Solar Exalted, p. 6
Make a decisive attack that can be enhanced by spending more Essence. When hit, lines of burning destruction spread out depending on Initiative amount used. No aim action required.

A personal „Thank You" and dedication to all the people who helped make Exalted 3 a reality: John, Holden, Tech and all the others, from the developers to the playtesters. Project by yours