Athletics

Exalted 3rd Edition Charm Cascades

Legend

Charm Name
Book Home / Progs 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
- Reprucha se/Upgrade available

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

Created by MadLantor
dawlur@gmx.de

Onrush Burst Method
Core, p. 264
On a successful rush gain motes that may only be used for Athletics Charms, lasting until the end of the Solars next turn.

Racing Hare Method
Core, p. 264
Increase speed of movement outside of combat for one hour. May gain initiative in combat and improves rush action. Additional effect if Triumph-Forged God Body is known.

Demon-Wasting Rush
Core, p. 260
Attempt a rush from medium range. Continue moving closer to your target for two turns, which does not take up your movement action of those turns.

Lightning Speed
Core, p. 262
Enhance a rush action or foot race with incredible speed.

Winning Stride Discipline
Core, p. 262
When ahead in a test of speed, gain either motes usable only with Athletics Charms or Initiative.

Arete-Driven Marathon Stride
Core, p. 264
When falling behind in a test of speed, enemy 10s count as successes for the Solars current roll. Enhances rush actions as well, countering enemy attempts to evade the Solar.

Godspeed Steps
Core, p. 263
Rush an opponent up to three range bands away. Negates the flurry penalty for attacking in combination with the rush action. If used with Racing Hare Method, the Solar may rush up to four range bands.

One Extra Step
Core, p. 264
Once per Scene the Solar may take a second movement action on her turn.

Living Wind Approach
Core, p. 264
Automatically succeed at a rush.
In a test of speed the Solar automatically generates one more success than his opponent at any interval.

Faster Than Self Technique
Miracles of the Solar Exalted, p. 8
Become as fast the sunlight, turning yourself into a Battle Group with a Size of half your Essence and Magnitude 10.
Please refer the book for this complex Charm.

Leaping Tiger Attack
Core, p. 264
Instantly flash up to medium range for an attack with increased power. Ends the movement in close range to target. Compatible with other Combat Charms, but not Eagle-Wing Style or Thunderbolt Attack Prana.

Hurricane Spirit Speed
Core, p. 265
Spend Initiative for automatic successes on a rush action in combat. In tests of speed this Charm can be used at each interval.

Graceful Crane Stance
Core, p. 267
Attain perfect balance, which lets you walk on ledges too small or weak to normally support you, with no chance of falling or breaking through.

Feather Foot Style
Core, p. 263
Instantly flash up to medium range for an attack with increased power. Ends the movement in close range to target. Compatible with other Combat Charms, but not Eagle-Wing Style or Thunderbolt Attack Prana.
Move on impossibly thin materials and liquids without breaking through. Once activated, no re-activation necessary if speed is maintained.
Upgrades at Essence 2+ and Athletics 5.

Spider Foot Style
Core, p. 263
Allows the exalt to move on vertical or upside-down surfaces and remain there. Duration can be extended for a single turn by stunting. Reactivation necessary to retain the capability.

Foe-Vaulting Method
Core, p. 251
Create an opportunity for a surprise attack by vaulting over your foe. Usable once per combat until recharged. Requires superior initiative compared to target. Recharges after landing a decisive and gaining 6+ Init.

Ten-Ox Meditation
Core, p. 262
Increase your strength for a single moment to supplement a feat of strength.

Triumph-Forged God-Body
Core, p. 264
Permanently grants Double 9s on all Athletics rolls.

Onrush Burst Method
Core, p. 264

Monkey Leap Technique
Core, p. 261
Leap forward or up one range band. Counts as movement for the current turn. Reduced cost on consecutive activations.

Soaring Crane Leap
Core, p. 261
Drop two range bands without taking damage. Can be chained to negate damage from greater heights. Can be used to drift and glide.

Unbound Eagle Approach
Core, p. 264
Improve Soaring Crane Leap. Allow for forward-momentum without initial thrust. Reactivation every turn enables a Solar to glide across without dropping down.

Mountain-Crossing Leap Technique
Core, p. 263
Jump four range bands forward or three up. Short jumps are impossible. Lasts until the Solar stops leaping. May need to disengage before using in close range to opponents.

Eagle-Wing Style
Core, p. 261
Jump off the ground and fly as long as this Charm is maintained. May be activated at the apex of Mountain-Crossing Leap Technique.
Refer to the book for full details on this complex Charm.

Bonfire Anima Wings
Core, p. 266
Enhances Eagle-Wing Style by automatically allowing Onrush Burst Method to be in effect at iconic anima level.

Thunderbolt Attack Prana
Core, p. 262
Supplement a non-ranged attack up to short range with doubled damage. Expressly permitted to be used in conjunction with Charms of other Abilities.

Increasing Strength Exercise
Core, p. 265
Trade motes or initiative to temporarily increase your Strength for one scene.

Thunder's Might
Core, p. 265
Reroll all non-successes on a feat of strength.

Power Suffusing Form Technique
Core, p. 266
Supplement a feat of strength by adding non-Charm bonus dice to the attempt. Explicitly compatible with bonus strength granted by Increasing Strength Exercise.

Legion Aurochs Method
Core, p. 264
Permanently reduced the cost of the Athletics Excellency for feats of strength.

Aegis of Unstoppable Force
Core, p. 264
Lower the difficulty of all feats of strength by two.

Nine Aeons Thew
Core, p. 267
Automatically count as fulfilling strength requirements for all feats of strength. Additionally all feat of strength rolls benefit from double 7s.

Armor-Eating Strike
Core, p. 264
Supplement a close range decisive attack, allowing the Solar to ignore some hardness. Expressly permitted to interact and be used in conjunction with other Abilities' Charms

Strength-Hying Heave
Miracles of the Solar Exalted, p. 7
Hurl a human-sized ally forward or up one range band. Uses the Solar's own movement action for the round. Can be combined with Power Suffusing Form Technique to throw a horse plus rider instead as well.

Exalted, Dark Sun, Storyteller System and all associated marks and logos are trademarks of CCP hf. Used under exclusive license. All rights reserved to CCP hf. Fan Work developed by the Storytelling Organization