Brawl

Exalted 3rd Edition Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Description
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
- Reprurchase/Upgrade available

x: Exalted 3rd Edition Core Book
I: Miracles of the Solar Exalted (Backer Charms)

Created by MeyLeMan — discord.gg/ymc-dw

Fists of Iron Technique
Core, p. 275
Parry and deal lethal damage with bare hands. Withering attacks ignore some Soak, the amount of which can be increased by calling on a fitting Intimacy.

Iron Battle Focus
Core, p. 275
Become immune to Onslaught Penalty until the Solar's next turn.

Ox–Stunning Blow
Core, p. 277
Supplement a withering attack that does not yield Initiative to the Solar but instead saddles the enemy struck with penalties to his defense until the Onslaught Penalty wears off.

Reckless Fury Discard
Core, p. 276
Activate after an enemy has rolled his attack. The Solar's Parry or Evasion rises by one for every 1 rolled by the attacker. This Charm takes precedence over Charms that reroll 1s.

Knockout Blow
Core, p. 278
Improve a withering attack with double 9s and knocking an enemy out while crashing them. May further increase damage by paying motes. Usable once per fight, rechargeable by defending at low Initiative.

Dancing With Strife Technique
Core, p. 278
Once per scene when defending against an attack with a certain amount of dice rolled, gain one temporary Willpower. Reset by defending against a withering attack while only having 1 Initiative remaining.

Solar Cross–Counter
Core, p. 276
After taking Withering damage from an opponent at close range, make an immediate free decisive counterattack with a base damage equal to the withering damage taken. Please refer the book.

Cancel the Apocalypse
Core, p. 279
After driving an enemy into Crash, deactivate one ongoing Brawl, Martial Arts, Melee or combat Attribute Charm of your choosing. Does not affect permanent effects.

Thunderclap Rush Attack
Core, p. 271
Attack outside of Initiative order at short range. The attack does not necessarily need to be made with brawl.
Please refer to the book for this complex Charm.

Falling Hammer Strike
Core, p. 275
Supplement a withering or decisive attack that stops Onslaught Penalty from fading off the target. Only maintains Onslaught Penalty stemming from the character using this Charm.

Swift Strike Prana
Core, p. 276
When successfully disarming an enemy at close range by any means, immediately launch a decisive attack with this charm. Ignore WP cost if target is trivial enemy.

Hammer on Iron Technique
Core, p. 278
Create a series of decisive attacks against a single target. Damage from the later attacks increases for rolled 10s on the prior damage rolls.

One With Violence
Core, p. 278
Increases amount of bonus Initiative gained from pushing an enemy into Crash.

Fivefold Fury Onslaught
Core, p. 281
Permanently upgrades the prerequisite with additional attacks and more damage on consecutive attacks.

Striving Aftershock Method
Core, p. 281
After landing a decisive attack which resets the Solar to base Initiative, trigger this Charm to add a small bonus to her Base Initiative.

Rampage–Berserker Attack
Core, p. 282
Roll a normal Brawl-based withering attack. Successes add not to damage, but instead determine how often the Solar strikes and repeats her attack. Useable once per Scene, but rechargeable.

Superior Violent Knowledge
Core, p. 282
Store Initiative to later pour it into a decisive attack's raw damage. this Charm allows decisive attacks while crashed.
Please refer the book for this complex Charm.

Heaven Fury Smite
Core, p. 282
When crashing a target, automatically reset your combat action to launch an immediate decisive attack against the crashed target. May reflexively draw a weapon and use any combat ability to attack.

Inevitable Victory Meditation
Core, p. 28
Roll (Wits+Brawl) and store the result for later use. Can be reflexively used to replace another Brawl roll or aid in defense. Can be activated reflexively in some circumstances. Refer the book for more details.

Supremacy of War Meditation
Core, p. 283
Once per ascent to iconic anima, use a free full Brawl Excellency to enhance an attack or defense. Recharges when the iconic anima is returned to dim.

Ascendant Battle Visage
Core, p. 283
Once per ascent to iconic anima, use a free full Brawl Excellency to enhance an attack or defense. Recharges when the iconic anima is returned to dim.

Heart–Eating Fist
Miracles of The Solar Exalted, p. 8
Tear out an enemy's heart with a decisive gambit and offer it up to the sun. Gain benefits dependent upon enemy type (trivial/non-trivial).
Please refer to the book for this complex Charm.

Burning Sky Apocalypse Strike
Miracles Of the Solar Exalted, p. 9
Institative a decisive attack that carries the Solar and targets up into the air befor she descends like a falling star upon an enemy, causing massive damage.
Please refer to the book for this complex Charm.

Burning Fist Burial
Core, p. 277
After a decisive attack successfully hits, this Charm allows conversion of the extra successes into damage.

Adamantine Fists of Battle
Core, p. 279
Gain Overwhelming on attacks with bare hands on withering attacks. On decisive attacks, bare hands deal lethal damage, have double 10s and reroll 10s. With this Charm the Solar on parry lethal damage.

Incarnated Fury Attack
Core, p. 282
Unblockable. Undodgeable withering attack with double 7s on the damage roll. Anima must be at Bonfire level and this Charm returns it to Dim level.

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Ferocious Jab
Core, p. 274
Adds additional damage to withering and decisive attacks equal to the target's current onslaught penalty.

Wind and Stones Defense
Core, p. 275
When the Solar's Initiative is higher than the attacker's, he gains bonuses to Parry and Evasion equal to the attackers' current Onslaught Penalty.

Heaven Thunder Hammer
Core, p. 274
Supplements a successful decisive attack, punching an enemy several range bands into the distance or through walls, ceilings and other scenery.
Please refer to the book for this complex Charm.

Blade–Rebuking Wrath
Core, p. 277
Clash Charm. Allows the Solar to disarm his enemy. The more successes he has on his attack roll, the farther he hurls the opponent's weapon.

Sledgehammer Fist Punch
Core, p. 277
An attack supplemented with this Charm is neither withering nor decisive; but allows destructive actions on the environment and punching through objects. Can be used reflexively in some instances.

Orichalcum Fists of Battle
Core, p. 280
When using the scene-long version of the prerequisite, decisive attacks ignore hardness; base initiative is increase by one and more benefits apply.
Please refer to the book for this complex Charm.

Crashing Wave Throw

Heaven Thunder Hammer

Lightning Strikes Twice
Core, p. 281
After launching an opponent with one of the prerequisites you may draw a weapon and make an immediate attack. The exact mecahnics depends on which prerequisite used.
Please refer to the book for this complex Charm.

Force–Rending Strike
Core, p. 277
Clash Charm. Allows the Solar to make a reflexive free Brawl-based Clash attack against an incoming decisive attack. Does not count as the Solar's combat action.

Intercepting Fury Smite
Core, p. 279
Permanently enhances the prerequisite. When used with improvised weapons, the cost of Force-Rending Strike is reduced significantly.

Fire–Eating Fist
Core, p. 279
Supplement a Clash attack. Among other things, all 1s rolled by the attacker are converted into automatic successes for the Solar's clash roll.
Please refer to the book for this complex Charm.

Apocalypse Flare Attack
Core, p. 280
Decisive attack at any range. Base damage is whatever the Solar has gathered with Fire-Eating Fist. Four three anima levels into the attack for greater effect. Does not include Initiative as damage or reset to base.

Vicious Lunge
Core, p. 271
Supplements a grapple Gambit, adding one automatic success to the attack roll and several dice to the Initiative roll.

Unbreakable Grasp
Core, p. 275
Enables the Solar to maintain a grapple through incoming attacks that could break her clinch control.

Devil–Strangling Attitude
Core, p. 278
Allows the Solar to roll (Strength+Brawl) for a grapple Gambit. At Essence 2+ the Solar may double successes on the control roll when using Oak-Curling Clinch.

Crashing Wave Throw
Core, p. 275
Boost damage on making throws to end a grapple. Throws can reach short range. At Essence 3+ the Solar may spend several turns of control to throw further, although with lowered damage.

Oak–Curling Clinch
Core, p. 278
After succeeding on a grapple Gambit, convert extra successes into bonus dice on the control roll.

Burning Proof of Authority
Core, p. 278
With at least two rounds of control remaining, mark the enemy and release him. Resume the clinch with as many rounds of control left as when you released the enemy.
Please refer the book for this complex Charm.

Dragon Coil Technique
Core, p. 280
Gain increased success to land a grapple and on a control roll the enemy's 10s count as single successes for you.
The Charm confers more capabilities.
Please refer the book for this complex Charm.

Shockwave Technique
Core, p. 281
Throw captive into an enemy group of foes, dealing more damage the more remaining turns of control forfeited.
Useable once per combat. Can be recharged.
Please refer to the book for this complex Charm.

River–Binding Wrath
Core, p. 279
Enhance a grapple attempt or control roll, allowing rerolls of all 5s and 6s until they fail to appear. For double cost it enhances both rolls.

Rapturous Cradle
Core, p. 280
Recover into clinch a target marked prior by the prerequisite Charm. The target may be up to long range away.

Ten Calamities Technique
Core, p. 280
Gain consecutively increasing bonuses on damage inflicted the longer you control a grapple.
Does not enhance throws or slams.

Intercepting Fury Smite

Raging Wrath Repeated
Core, p. 281
If the Solar crashed an opponent while clinching, this Charm can be used to reflexively reset her combat action for this turn and restore all the rounds of control she had at the start of the clinch.

Titan–Straightening Method
Core, p. 280
Spend remaining turns of control to make that many withering savaging attacks. Enhances Dragon Coil Technique to allow grappling impossibly huge opponents for the purpose of this Charm.

Wicked Dissolve Dust
Core, p. 280
When in control of a clinch, use this Charm to interpose your captive into the line of an incoming attack by ways of a reflexive (Dexterity+Brawl) clash attack. On success, the damage is transferred to the captive.

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