Dodge ☼ O

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
- Repruchase/Upgrade available

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

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Reed in the Wind
Core, p. 299
Raise Evasion rating by spending Initiative and also raises the limit on how far it can be raised.
At higher Essence a successful dodge with this Charm generates one mote once per round.

Searing Quicksilver Flight
Core, p. 300
When successfully dodging an attack, the Solar forces her opponent to loose one point of Initiative in addition to any other loss already occuring due to failing the attack.

Force–Stealing Feint
Core, p. 300
This Charm permanently upgrades its prerequisite. The point of Initiative lost by the opponent is transferred to the Solar.

Seven Shadow Evasion
Core, p. 300
Once per scene dodge any attack from any source without contest. Can be reset by using Reed in the Wind successfully to dodge three devisive attacks from dangerous opponents.

Refinement of Flowing Shadows
Core, p. 303
Upon using Seven Shadow Evasion to dodge an attack, the Solar gains one bonus Initiative per round until she is struck by any attack. This bonus is cancelled when concealed or at long/extreme range.

Safety Between Heartbeats
Core, p. 301
When successfully dodging an attack, use this Charm to force the enemy to loose one Initiative per 1 rolled in the attack result.

Thousand Steps' Stillness
Core, p. 302
When successfully dodging, this Charm may be activated to gain a number of Initiative equal to the 1s and 2s the enemy rolled on his attack roll.

Unbowed Willow Meditation
Core, p. 302
When the Solar dodges a decisive attack without using other Charms, steal the attackers Initiative and crash him. Does not work against gambits, battle grops or trivial opponents.

Dust Motes Whirling
Core, p. 299
Supplement a disengage attempt by granting double 9s on the roll.

Shadow Dancer Method
Core, p. 299
Retain the two Initiative lost when disengaging for 1m. When the Solar move into close range to her opponent on the following turn, she gains some small amount of Initiative.

Fleet Dreaming Image
Core, p. 300
Allows the Solar to attempt a disengage action from short range on her turn.

Sunlight Bleeding Away
Core, p. 302
Upon successfully disengaging, the Solar can reflexively retreat twice in the face of enemy movement.

Reflex Sidestep Technique
Core, p. 299
This Charm can be activated as response to a damaging effect the Solar is unaware of. Set Evasion to two and increases the rating depending on the opponent's attack roll. Other Charms can be applied in certain circumstances.

Leaping Dodge Method
Core, p. 300
On a successful dodge, the Solar may leap backward, forward, up or down a single range band.

Drifting Shadow Focus
Core, p. 300
This Charm must be declared before an attack and lasts until the next turn. Upon a successful dodge, the Solar may redirect an attack to another target within close range.

Drifting Leaf Elusion
Core, p. 300
When using this Charm, the Solar can successfully evade an attack with successes equal to her Evasion.

Shadow Over Water
Core, p. 300
This Charm removes all penalties to Evasion for one instant.

Fourfold Shiver Binding
Core, p. 301
Upon successfully evading an attack, the Solar may activate this Charm to raise her Evasion by one for the rest of the scene. Not stackable and does not count as dice added by a Charm. Incompatible with armor.

Flow Like Blood
Core, p. 301
For the rest of the scene, when dodging attacks from enemies with lower Initiative, ignore penalties to Evasion. While active, Reed in the Wind costs only one Initiative point per Evasion and gain 1 Initiative per round in close range to an opponent.

Rumor of Form
Core, p. 301
For each 1 in the enemy's attack roll, the Solar may pay three motes to convert it into a -1 success to the attack. Also functions as Stealth attempt, refer the book.

Vaporous Division
Core, p. 302
Remove damage from a decisive attack after it has been rolled at the cost of four motes per cancelled success. An attack negates by this defense still counts as successful for purposes of Initiative Reset.

Living Bonds Unburdened
Core, p. 303
Remain still for one round, loosing defenses, to create a number of temporary -0 health levels depending on your Wits and Dodge.
Please refer to the book for this complex Charm.

Unbridled Shade Attitude
Core, p. 303
Gain one point of Initiative for every -0 Health Level damaged by a decisive attack.

Way of Whispers Technique
Core, p. 302
Drifting Leaf Elusion and Rumor of Form no longer count as the use of a Charm in conjunction with certain other Dodge Charms.

Hundred Shadow Ways
Core, p. 302
After successfully dodging an attack, the Solar may „remember" a single Charm used against her and can for the rest of the combat automatically dodge it.
Please refer to the book for this complex Charm.

Harm–Dismissing Meditation
Core, p. 303
This Charm allows the Solar to retroactively dodge damage that is already received. Recover a number of -1 and -2 Health Levels by standing still for one turn, loosing all defenses and without attacking anyone.

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