Performance

Exalted 3rd Edition Charm Cascades

Legend

Charm Name
Min Essence 1 / Type Performance
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

Charms and Virtues Can Stack
(1 Minute of Pre-Text Guided Bacon Charm)

Creative Machine — dedicatedgamer.tab

Masterful Performance Exercise

Core (p. 34)

Supplement a performance-based action granting one automatic success and rerolling 1s until they fail to appear. Also makes 1s unavailable for interfering magic.

Impassioned Oration Technique

Core (p. 34)

Supplement a performance-based speech, granting it double 9s on the roll.

Soul–Firing Performance

Core (p. 34)

Force people to experience an emotion and question a past decision related to the emotion. Timing differs depending on medium.

Stillness–Drawing Meditation

Core (p. 34)

Whenever the Solar successfully influences a large group with a performance-based action, he regains several motes (depending on his Essence).

Perfect Harmony Technique

Core (p. 35)

Supplements musical performances, granting double 9s.

Splendid Magpie Approach

Core (p. 34)

Mimic the sound of a small to medium animal or insect perfectly after hearing it once.

Graceful Reed Dancing

Core (p. 34)

This Charm supplements a dance, granting double 8s.

Voice–Hurling Method

Core (p. 35)

Cast your voice out to short range, making it appear to come from specific objects, locations, people, or animals. Supplement a performance influence or regular dialogue

Cunning Mimicry Technique

Core (p. 35)

Flawlessly mimic the normal speaking voice of someone the Solar is familiar with. Requires an hour of memorizing. Supplement a social influence roll against the target no longer than ten seconds for one activation.

Thousand Courtesan Ways

Core (p. 34)

Increase Appearance for one scene (over past 5). May attempt seductive persuade actions without targetting an intimacy first.

Master Thespian Style

Core (p. 36)

Enter the role of a character and gain increased Guile. Social influence will pick up on false intimacies or motivations that align with the character.

Phantom–Conjuring Performance

Core (p. 34)

Allows the Solar to conjure phantom images, aiding in illustrating her narrative. Must be using either prerequisite. Capabilities of this charm grow with higher Essence.

Respect–Commanding Attitude

Core (p. 34)

Supplement a performance action, making characters inclined to stop and listen to the entire performance. Interruptions require a 3 Willpower fee spent. Please refer to the book for this complex Charm.

Jing Ever Essence 2+ Performance Charms

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Memory–Renewing Discipline

Core (p. 34)

The Exalt weaves a narrative that others are compelled to believe over their own memories. Please refer to the book for this complex Charm.

Demon Wracking Shout

Core (p. 34)

Can be learned only under specific conditions. Make a non-physical decisive attack on all demons and spirits with increased damage.

Seven Thunders Voice

Core (p. 36)

Allows the Solar's voice to be heard up to extremely long ranges. While her voice is thus enhanced, she can only threaten or inspire.
Please refer to the book for this complex Charm.

Fury Inciting Speech

Core (p. 36)

Verbally expose an injustice that has been done and inspire anger in a group. The group remains a disorganized mob unless the Solar has at least 3 extra successes
Please refer the book.

Trance of Fugue Vision

Core (p. 36)

Use when a you have a large amount of motes committed to sustaining some length charms, enabling her to generate motes when attempting social influence.
Please refer the book for this complex Charm.

Mood–Inducing Music

Core (p. 36)

Support a social influence by another character by creating a specific mood. The effect is determined by the Storyteller.
Please refer the book.

Heart–Compelling Method

Core (p. 36)

Create a inspire action by using instrument, voice, or both. Evoke an emotion targeting an intimacy.
Please refer to the book for this complex Charm.

Battle–Dancer Method

Core (p. 36)

As long as the Solar dances, he adds half his Performance, rounded down, to her Parry or Evasion rating (if she is dancing by herself, her Resolve is also increased.

Shining Expression Style

Core (p. 36)

Convey an emotion by dancing two minutes, forcing onlookers to become aware of the Fae that makes them feel this way.
Please refer the book for this complex Charm.

Most Excellent Mockingbird

Core (p. 36)

Perfectly mimic a single person the Solar could mimic with the prerequisite. May choose which voice to use.

Celestial Bliss Trick

Core (p. 36)

Create a temporary Dettering Tie of lust towards yourself with intense lovemaking.

Drama–Fueling Ardor

Core (p. 36)

Supplement a performance roll when pop-acting, adding one auto-success. Also mutes peripheral motes spent on the same tick as this Charm is used.
Please refer the book for this complex Charm.

Dogmatic Contagion Discipline

Core (p. 36)

Supplement an oration to inspire a crowd. Extra successes on the roll are passed as bonus dice to the targets for the express purpose of spreading the Solar's influence.

Infectious Zealotry Approach

Core (p. 34)*

When perceiving a character that is about to put off making a social influence roll, the Solar can instill her's passion about the singular topic in that character.
Please refer the book for this complex Charm.

Unmatched Showmanship Style

Core (p. 36)

Once per scene, the Exalt may use a full free Performance Excellency. This effect is minute. Can be reset by achieving one of the Solar's defining goals.

Soul Voice

Core (p. 36)

Reduce mote cost of all Performance Charms to zero for one performance. Usable once per day.

Pivotal Encore Performance

Core (p. 36)

Once per day allows the Solar to reset Soul Voice as well as Unmatched Showmanship Style.

Penultimate Unity of Form

Core (p. 36)

Allows the Solar to use various performance styles within the same action. Switching flawlessly between dancing, singing, oration and more. This grants various benefits. Please refer the book for this complex Charm.

Soul–Bracing Momentous Powers

Core (p. 36)

Roll to determine Willpower cost of this Charm. Successes are considered non-Charm successes on their next social influence attempt. On a successful attempt, the target must pay more Willpower before overcoming (Yet influence).

Battle Anthem of the Solar Exalted

Core (p. 36)

While playing this song in combat, the Solar and her allies gain various bonuses, her non-reflexive actions may be taken. Using Soul Voice increases the bonuses.

Heroism–Encouraging Ballad

Core (p. 36)

While playing this song, the Solar is immune to terror and may convey this benefit to others as well. Can inspire heroism in allies and more.
Please refer the book for this complex Charm.

Pinctral Harbinger's Approach

Core (p. 36)

While using the prerequisite, the Solar may focus the song (and effect) on a particular character.
Please refer the book for this complex Charm.

Divine Instrument

Core (p. 36)

The Solar stores his instrument in Elsewhere, and any who witness it become aware of the Solar's divinity. All intimacies for such „divine beings" or „spirits" qualify as Resolve modifiers for the Solar's music.

Seventeen Cycles Symphony

Core (p. 36)

By playing music, the Solar can dispell the fury of nature and grant safe passage through hazards.

Please refer the book for this complex Charm.

Soul–Stirring Cantata

Core (p. 36)

While the Solar sings, her allies gain additional mote regeneration. Outside of combat, the Charm can be used only once per day. This Charm draws the attention of spirits. Please refer the book.

Monk–Seducing Demon Dance

Core (p. 36)

Inspire lust or intense admiration for yourself in others.