Presence

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

* Crystal Ex3 Edition Cost Break
(1) Attuites of the Solar (Exalted Backer Charms)

Created by Mad-otter — dwhw@gmx.de

Tiger's Dread Symmetry
Core, p. 300*
Grants one bonus die to all Presence rolls and allows rerolls for some non-successes on intimidation rolls.

Listener—Swaying Argument
Core, p. 300*
Supplement an insult or persuade action, granting one automatic success and additional non-Charm bonus dice depending on how much the target's resolve has been boosted by any means.

Harmonious Presence Meditation

Listener—Swaying Argument

Harmonious Presence Meditation
Core, p. 349*
Get bonus dice to all forms of social influence from all abilities (except Stealth). The cost of all social influence Charms is reduced by one mote.
Duration can be chosen between two options.

Impassioned Discourse Technique
Core, p. 370
Supplement a persuade action, granting one auto-success. If the Solar argues from a principle she holds, she gains additional bonus dice.

Excellent Friend Approach
Core, p. 370
Anyone holding a positive Defining Tie to the Solar can be persuaded to do inconvenient tasks without requiring a roll.

Threefold Magnetic Ardor
Core, p. 371
Turns bonus dice due to Appearance higher than the target's resolve into automatic successes.

Majestic Radiant Presence
Core, p. 372
While this Charm is active, others need to pay one Willpower to speak against or attack the Solar. Price need to be paid only once per scene. Threaten actions are reduced in effectiveness.

Poised Lion Attitude
Attuites of the Solar (Exalted, p. 2)
Allows the Solar to engage in Presence or Socialize-based social influence on her turn during combat without the use of a Rurry.

Fulminating Word
Core, p. 371
Upon successfully beating a target's resolve with a bargain, threaten or persuade action, but before a Decision Point, activate this Charm to raise the defense cost to two Willpower. Please refer the book.

Empowering Shout
Core, p. 371 (1)
In a simple turn-length action the Solar exhorts a character to true greatness. The target gains +3 non-Charm bonus dice to one Ability and Attribute until his next turn.
At Essence 4+ the Charm increases in power.

Underling—Promoting Touch

Favor—Conferring Prana
Core, p. 374
Copies the effect of Empowering Shout, but allows the Solar to empower an ally indefinitely. Can be used in conjunction with prerequisites, but cannot raise Abilities or Attributes past 5 dots.

Divinity—Conferring Touch
Attuites of the Solar (Exalted, p. 2)
Empower a mortal by granting her a taste of the Solar's power. As long as the cost is committed, the mortal can draw Willpower from the Solars cult.
Please refer the book for this complex Charm.

Unnerving Solar Presence
Attuites of the Solar (Exalted, p. 2)
Used in response to social influence by someone who desires the Solar or is intimidated by her. Makes the target flustered and loose some dice.

Awakened Carnal Demiurge
Core, p. 371
Enact a simple dramatic action lasting five minutes. For as long as the scenes are committed, the Solar's Appearance rating increases by one, even if it would raise the Ability above five dots.

Rose—Lipped Seduction Style
Core, p. 373
Supplement a persuade action to seduce a target, granting double 9s. May even seduce characters for whom such influence is unacceptable.

Impassioned Discourse Technique

Enemy—Castigating Solar Judgement
Core, p. 371
Supplement a social influence roll or an attack against a creature of darkness. Lowering resolve/defense by one.
Please refer the book for this complex Charm.

Holy Touch
Attuites of the Solar (Exalted, p. 2)
A decisive gambit that knocks an enemy prone and away one range-band, taking falling damage. Can be used to instantly break a grapple.

Underling—Promoting Touch
Core, p. 372
By using this Charm and touching the target, the Solar bestows respect and admiration normally reserved for himself. Ties of loyalty, respect and admiration towards the Solar also pertain to the promoted character.

Worshipful Lackey Acquisition
Core, p. 374
When achieving a goal through lecture, prophecy, oration, or other forms of performance others may become enthralled with the Solar's wisdom and greatness.
Please refer the book for this complex Charm.

Prophet—Uplifting Evocation
Core, p. 374
Permanently empowers a character under the prerequisiter's effect, granting them an Essence-Pool. The character gains various other benefits as well.
Please refer to the book for this complex Charm.

Voice—Empowering Aspect
Attuites of the Solar (Exalted, p. 2)
Enhance a character empowered by the prerequisite, granting them a special Charm used to empower social interactions.
PLease refer the book for this complex Charm.

Shedding Infinite Radiance
Core, p. 375
Prepare an important agent for some great task. This is a complex Charm that grants the target character several automatic non-Charm successes on actions furthering a specified goal. Please refer the book.

Authority—Radiating Stance
Core, p. 371
Prevents every ally within medium range from succumbing completely to fear. As long as the Solar can be seen or heared, allies suffer no fear-based penalties to actions. Does not protect from supernatural terror.

Fulminating Word

Crowned King of Eternity
Core, p. 373
Once per scene the Solar may enact a free full Presence, Performance or Socialize Excellency.

Terrifying Apparition of Glory
Core, p. 371
Activate when at bonfire anima level. This Charm inflicts supernatural terror upon all who see the Solar. This is a threaten action. Ignores penalties for group influence. Please refer to the book for this complex Charm.

Countenance of Vast Wrath
Core, p. 374 (1)
Channel your anima inwards, shedding it and channeling it inward into a new and more terrifying form. Allows to intimidate even creatures that are normally incapable of fear. Please refer the book for this complex Charm.

Blazing Glorious Icon
Core, p. 372
When at glowing or burning anima level. Presence-based attempts to threaten, persuade or instill gain one non-Charm auto-success. Effect increases at bonfire level. Never aids a bargain action.

Mind—Wiping Gaze
Core, p. 373*
When perceiving a character who is about to make a social influence attempt the Solar disagrees with, she can use this Charm to extinguish the candle of her mind. Please refer to the book for this complex Charm.

Hypnotic Tongue Technique
Core, p. 373
Attack a target's resolve to allow the Solar to instill impressions into her mind.
Please refer the book for this complex Charm.

God—Heeling Gesture
Attuites of the Solar (Exalted, p. 2)
Perform or reverse minor miracles with this Charm. Please refer the book.

Fulminating Word

Icons by Delapouite, Lorc, Skoll, Sparkle, Zeimusu, Carl Olsen, Cobalt123, Delapouite, Faithtoken, Felix Ostrowski, Gilbert