

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

© Exalted 3rd Edition Core Book
© Miracles of the Solar Exalted (Book Charms)
Created by MadLetter
darkmystic.de

Food-Gathering Exercise
Core, p. 407

Gather food with no tools required. Even on a failure there is enough food to feed one person. Please refer to the book for this complex Charm.

Hardship-Surviving Medicant Spirit
Core, p. 409

Become able to survive even the most hostile environment. Negates all environmental penalties to Survival rolls and eliminates the deleterious effects of exposure to extreme climates. Lowers forage and find shelter difficulty.

Tackless Region Navigation
Core, p. 409

The Solar can find her way safely through even the worst terrain. Several allies can travel at good speed through harsh terrain. Automatically succeed.

Unshakeable Bloodhound Technique
Core, p. 410

Track someone with little or no signs at all. Supplements a tracking roll, rerolling 5s and 6s until they fail to appear, and treat 1s rolled by the opponent as 10s on the Solar's roll. Can contest perfect track-covering effects.

Traceless Passage
Core, p. 412

Affects the Solar and several followers, covering their tracks. Gains automatic successes and double %s. Mundane attempts at tracking automatically fail.

Eye-Deceiving Camouflage
Core, p. 412

The Solar camouflages herself or an object that is a couple yards wide so perfectly that it cannot be detected by mundane means while immobile. Preparing this camouflage takes one hour.

Element-Resisting Prana
Core, p. 412

When the prerequisite is active, the Solar can withstand the heat and toxic fumes of an active volcano, walk underwater with no ill effects and even withstand the hostile climates of the Elemental Poles themselves. Refer to the book.

Friendship With Animals Approach
Core, p. 409

Allows the Solar to deal with nearly any wild animal. Does not work on sentient animals, familiars or trained attack animals or those mad with pain, hunger or disease befalling them.

Spirit-Tied Pet
Core, p. 410

Elevate your familiar to something more powerful, granting it a variety of powers from which the Solar may choose.

Beast-Mastering Behavior
Core, p. 410

Train an animal, familiar or otherwise, to follow commands. Can also train latent abilities. Please refer to the book for this complex Charm.

Deadly Onslaught Coordination
Core, p. 411

The Solar calls her familiar to strike when she does, making it attack either immediately before or after her own strike.

Red-Toothed Execution Order
Core, p. 413

Order your familiar to strike for the kill. Supplements the familiar's decisive attack, adding extra successes to the raw damage. Resets to base Initiative, even when under Deadly Predator Method's effect. Once per scene, resettable.

Riotous Cry of the Beast
Miracles of the Solar Exalted, p. 35

Focus primal Essence through a mighty shout or the cry of your familiar, which will call out to animals of the same species and assemble them in a Battlegroup. Please refer to the book for this complex Charm.

Bestial Traits Technique
Core, p. 411

Invest the Solar's Spirit-Tied Pet with increased power and capabilities.

Ghost Panther Slinking
Core, p. 413

When controlling the familiar with Sense-Riding Discipline (from Spirit-Tied Pet) she can indict the senses of her enemies. Expressly permits the use of Stealth Charms to aid your familiar in staying hidden.

Saga Beast Virtue
Core, p. 413

The Solar infuses his familiar with his anima, giving it various bonuses and an increase in size. Additionally mutations are granted to enhance its capabilities. The familiar is immune to fear-inducing effects in this form.

Hide-Hardening Practice
Core, p. 411

Grant your familiar permanently increased soak and a little bit of hardness. The familiar may be enhanced a few times with this Charm, depending on Essence.

Life of the Aurochs
Core, p. 411

Increases your familiar's health levels permanently. Also increases its size. Can be stacked several times for the same familiar, depending on Essence.

Harmony with Nature Approach
Miracles of the Solar Exalted, p. 34

Once per day the Solar may use this Charm to generate motes usable only for Survival Charms, which dissipate at the end of the day if unused.

Bestial Traits Technique
Core, p. 411

Invest the Solar's Spirit-Tied Pet with increased power and capabilities.

Hide-Hardening Practice
Core, p. 411

Grant your familiar permanently increased soak and a little bit of hardness. The familiar may be enhanced a few times with this Charm, depending on Essence.

Saga Beast Virtue
Core, p. 413

The Solar infuses his familiar with his anima, giving it various bonuses and an increase in size. Additionally mutations are granted to enhance its capabilities. The familiar is immune to fear-inducing effects in this form.

Life of the Aurochs
Core, p. 411

Increases your familiar's health levels permanently. Also increases its size. Can be stacked several times for the same familiar, depending on Essence.

Deadly Predator Method
Core, p. 414

Transform your familiar into a primordial beast of war and the wilds. It gains a wide range of bonuses, but loses one Initiative per round. If the familiar is crushed, this Charms effects end. Can be used once per battle, resettable.

Colossal Rampaging Beast
Miracles of the Solar Exalted, p. 35/36

Further increase the capabilities of a familiar under effect of Deadly Predator Method. More abilities are granted and Saga Beast Virtue is triggered. Please refer to the book for this complex Charm.

Baara-Unleashing Technique
Miracles of the Solar Exalted, p. 36

Enhance a familiar enhanced by Spirit-Tied Pet. Can trigger Saga Beast Virtue, Deadly Predator Method, Colossal Rampaging Beast and Ambush Predator Style reflexively and for free.

Food-Gathering Exercise, Friendship with Animals Approach and Hardship-Surviving Medicant Spirit

Elements-Sculpted Avatar
Miracles of the Solar Exalted, p. 34/35

Use Hardship-Surviving Medicant Spirit and meditate an hour in an elementally-charged place. Raise Appearance by one and gain an elemental look. Please refer to the book for this complex Charm.

Familiar-Honing Instruction
Core, p. 411

Try to give your familiar an order it will try to complete. Can become reflexive at higher Essence.

Ambush Predator Style
Core, p. 412

This Charm enhances the Solar's familiar. Join Battle roll, allowing it to use the Solar's dice pool and granting it additional non-Charm successes. When using the prerequisite to order the familiar in battle, this creates cascading rerolls.

Force-Building Predator Style
Core, p. 414

Permanently enhances a familiar rolled into battle with Ambush Predator Style. For the rest of the combat scene, the familiar generates on Initiative per turn. Causes function if under effect of Deadly Predator Method.

Crimson Talon Vigor
Core, p. 414

For each successful withering attack the Solar lands against an opponent, the familiar gains bonus Initiative equal to half the Initiative drained. This bonus is limited by the Solar's Essence rating.

Deadly Predator Method
Core, p. 414

Transform your familiar into a primordial beast of war and the wilds. It gains a wide range of bonuses, but loses one Initiative per round. If the familiar is crushed, this Charms effects end. Can be used once per battle, resettable.

Colossal Rampaging Beast
Miracles of the Solar Exalted, p. 35/36

Further increase the capabilities of a familiar under effect of Deadly Predator Method. More abilities are granted and Saga Beast Virtue is triggered. Please refer to the book for this complex Charm.

Baara-Unleashing Technique
Miracles of the Solar Exalted, p. 36

Enhance a familiar enhanced by Spirit-Tied Pet. Can trigger Saga Beast Virtue, Deadly Predator Method, Colossal Rampaging Beast and Ambush Predator Style reflexively and for free.

Familiar-Honing Instruction
Core, p. 411

Try to give your familiar an order it will try to complete. Can become reflexive at higher Essence.

Ambush Predator Style
Core, p. 412

This Charm enhances the Solar's familiar. Join Battle roll, allowing it to use the Solar's dice pool and granting it additional non-Charm successes. When using the prerequisite to order the familiar in battle, this creates cascading rerolls.

Force-Building Predator Style
Core, p. 414

Permanently enhances a familiar rolled into battle with Ambush Predator Style. For the rest of the combat scene, the familiar generates on Initiative per turn. Causes function if under effect of Deadly Predator Method.

Crimson Talon Vigor
Core, p. 414

For each successful withering attack the Solar lands against an opponent, the familiar gains bonus Initiative equal to half the Initiative drained. This bonus is limited by the Solar's Essence rating.

Deadly Predator Method
Core, p. 414

Transform your familiar into a primordial beast of war and the wilds. It gains a wide range of bonuses, but loses one Initiative per round. If the familiar is crushed, this Charms effects end. Can be used once per battle, resettable.

Colossal Rampaging Beast
Miracles of the Solar Exalted, p. 35/36

Further increase the capabilities of a familiar under effect of Deadly Predator Method. More abilities are granted and Saga Beast Virtue is triggered. Please refer to the book for this complex Charm.

Baara-Unleashing Technique
Miracles of the Solar Exalted, p. 36

Enhance a familiar enhanced by Spirit-Tied Pet. Can trigger Saga Beast Virtue, Deadly Predator Method, Colossal Rampaging Beast and Ambush Predator Style reflexively and for free.

Spirit-Hunting Hound
Core, p. 412

With this Charm, the Solar's familiar can attempt - for one round - to detect immaterial beings. If such a creature is detected, the familiar continues to do so for the rest of the scene.

Phantom-Rending Fangs
Core, p. 414

Supplement a familiar's attack against an immaterial foe. When successful, the familiar grapples and establishes clinch control, making the immaterial being vulnerable to physical harm. Please refer to the book for this complex Charm.

Deadly Predator Method
Core, p. 414

Transform your familiar into a primordial beast of war and the wilds. It gains a wide range of bonuses, but loses one Initiative per round. If the familiar is crushed, this Charms effects end. Can be used once per battle, resettable.

Colossal Rampaging Beast
Miracles of the Solar Exalted, p. 35/36

Further increase the capabilities of a familiar under effect of Deadly Predator Method. More abilities are granted and Saga Beast Virtue is triggered. Please refer to the book for this complex Charm.

Baara-Unleashing Technique
Miracles of the Solar Exalted, p. 36

Enhance a familiar enhanced by Spirit-Tied Pet. Can trigger Saga Beast Virtue, Deadly Predator Method, Colossal Rampaging Beast and Ambush Predator Style reflexively and for free.