

# Martial Arts - White Reaper Style

Exalted 3rd Edition Charm Cascades

### Legend

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**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.

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- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- ⬆ Reprurchase/Upgrade available

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

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**Falling Scythe Flash**  
Core, p. 438

Double strength to calculate damage when using a withering attack, or increase raw damage by (Strength/2) on decisive attacks against enemies with lower Initiative.

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**Revolving Crescent Defense**  
Core, p. 438

Cancel all Onslaught Penalty, instead converting the penalty into a +1 bonus to parry for every point.

Mastery: Duration extends until end of next turn.

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**White Reaper Form**  
Core, p. 438

Gain double 10s on all decisive damage rolls and treat the Drill of all battle groups as one step lower for the purpose of determining their defense.

Gain halos upon killing/wounding certain enemies.

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**Flickering Corona Barrier**  
Core, p. 440

Increase parry versus a single attack. More powerful vs battle groups. Spend halos gathered with the Form to increase defensive bonuses.

Mastery: Activate after opponent has rolled his attack.

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**Enemies Like Glass**  
Core, p. 440

Make a decisive attack that applies to two enemies, dividing the damage up but granting some baseline bonuses. Alternatively make two withering attacks vs. a battle group. Benefits from halos. Terrestrial applies, see book.

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**Bleeding Crescent Strike**  
Core, p. 439

Double up to (Strength) 9s on an attack roll. Increased vs battle groups. Can use halos to empower. Terrestrial: Once per scene, refreshable

Mastery: bonus dice from halos are not Charm-added dice

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**Impenetrable White Shroud**  
Core, p. 440

Increase soak against an attack. More powerful vs battle groups. More powerful if no armor is worn.

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**Greatest Killer Attitude**  
Core, p. 439/440

Convert some post-soak damage to auto-successes on withering attack. Decisive attacks convert some raw damage to successes and increases power vs. battle groups. Benefits from halos gathered with the Form.

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All 3 Charms

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**Snow Follows Winter**  
Core, p. 440/441

Must have taken damage. Use to heal some damage and gain several additional Form bonuses.

Mastery: Grants a boost of motes to the user.

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### White Reaper Style Info

White Reaper is strongest when hopelessly outnumbered and thus fighting a greater number of enemies or battle-groups in particular. Still formidable in a one-on-one, but truly at home fighting groups of enemies.

Signature visual of the style is a white halo that waxes and wanes as the martial artist slaughters her enemies or uses Charms to discharge the halo's power.

Weapons	Armor
<ul style="list-style-type: none"> <li>• Scythe</li> <li>• Spear</li> <li>• Staff</li> <li>• Unarmed</li> </ul>	<p>Compatible with all armor types</p>