

Martial Arts: Falcon Style

Exalted 3rd Edition Charm Cascades

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Charm Name

Book Name/Page Reference

Short Description

This does not contain full rules-text, but intends to confer an at-a-glance info about this Charm's capabilities. Please refer to the book for full details.

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Permanent Essence requirements in dots

Permanent Ability requirements in dots

Mastery Keyword

Terrestrial Keyword

Based on the work of MadLetter

Falcon Style Info

Falcon style is a high-flying art, its practitioners leaping across the battlefield as they deliver powerful strikes or seek out elevated vantages from which to deliver the finishing blow. In addition to attacks executed in midair, the style makes heavy use of grappling, locking enemies into painful submission holds or throwing them to the ground before executing a punishing follow-up.

Weapons

• Unarmed

• Cestus

• Tiger Claws

• Iron Boots

Armor

Light armor only.

Falcon Takes Flight

Lunars, p. 300

Add (Martial Arts/2) successes on disengage, rush, or rise from prone actions, if stunted as jumping or flying. Or reflexively disengage an enemy after attacking him.

Swift Talon Strike

Lunars, p. 300

Rushing to close range, you gain an auto success on your attack roll, and reroll all 1s until they cease to appear on the damage roll, or on the control grapple roll. If dropping down on a target, reroll 2's as well.

Raptor's Fatal Descent

Lunars, p. 300

When leaping down on an enemy, doing a Desicive attack, add (higher of Athletics or Strength) bonus successes as damage dice. 10's on damage drain one Initiative, which you don't get. You're left prone.

Falcon Form

Lunars, p. 301

Double 9s on grapple control rolls, adn add (Athletics) to roundss of control. Can reflexively jump one range band up, and halve flaling damage. Gain +1 Defense against enemies at lower eleveation.

Hare-Killing Death Dive

Lunars, p. 301

Make a grapple gambit, with double 9s, and winning causes opponent to be prone, and steal initiative equal to 9s and 10s.

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Raking Talon Kick

Lunars, p. 302

After throwing her foe, or slamming him, make a desicive attack, adding damage dice equal to rounds of control remaining. An appropriate stunt might make it a surprise attack.

Grasping Raptor Clutch

Lunars, p. 301

While controlling a grapple, may restrain or drag, in addition to attacking, throwing or slamming her opponent.

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Neck Piercing Hook

Lunars, p. 301

Throw opponent out to Short range. Opponent rolls (Athletics + Dexterity) against remaining rounds of control and on failure attacker rolls a second damage, as total successes on the first roll. Ignore soak and hardness.

Talons Greet Prey

Lunars, p. 301

Gain +1 Defense against close-combat attack, if it misses, may grapple as a counterattack. 1s on the failed attack add non-Charm dice to her counterattack. Usable once per scene unless reset.

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Doom Plummets Down

Lunars, p. 302

After throwing foe away, make a reflexive Decisive attack, Stunt bonus also applies to damage, if throw was Decisive, this attack is done before Initiative resets.