

# Exalted® First Edition Charm Trees

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The pages of this document are not of uniform size. They are only as big as they need to be. This is intentional. They are best viewed on screen using the "Fit to Page" zoom setting. When printing, use the scale to fit page option.

Charms marked with a \* may be used in combos.

<http://rpg.divnull.com/exalted/>

Abbreviations used in page references are:

abys=*The Abyssals*

ab\_a=*Aspect Book: Air*

ab\_e=*Aspect Book: Earth*

ab\_f=*Aspect Book: Fire*

ab\_v=*Aspect Book: Water*

ab\_w=*Aspect Book: Wood*

auto=*The Autochthonians*

bone=*Bone & Ebony*

cb\_d=*Caste Book: Dawn*

cb\_e=*Caste Book: Eclipse*

cb\_n=*Caste Book: Night*

cb\_t=*Caste Book: Twilight*

cb\_z=*Caste Book: Zenith*

comp=*Storyteller's Comp.*

core=*Exalted Core Rules*

cult=*Cult of the Illuminated*

dbld=*Dragon-Blooded*

fair=*Fair Folk*

game=*Games of Divinity*

luna=*Lunars*

outc=*Outcastes*

play=*Player's Guide*

ruin=*Ruins of Rathess*

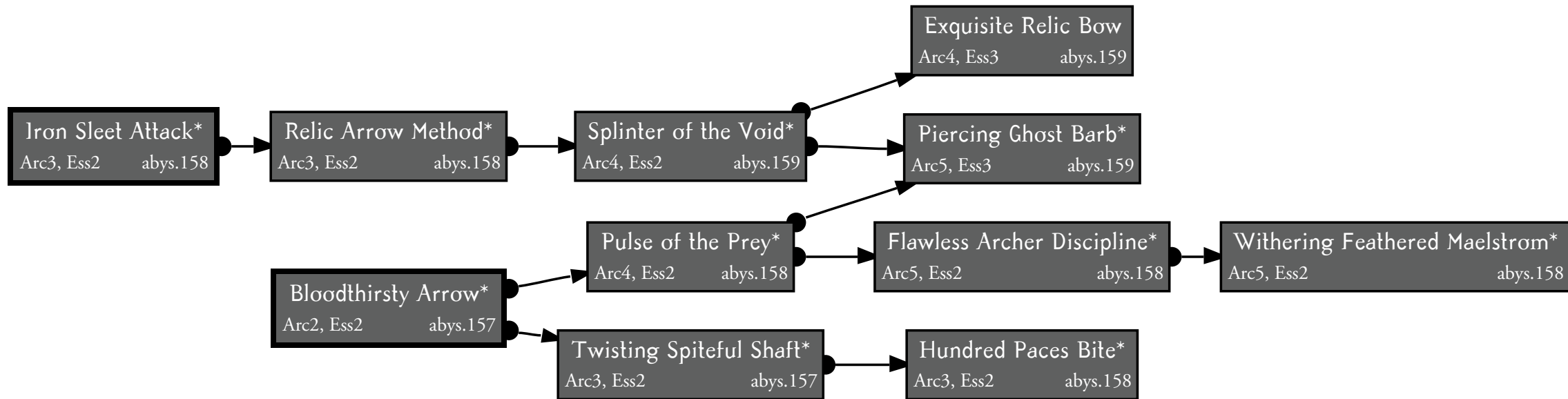
seas=*Savage Seas*

salt=*Blood and Salt*

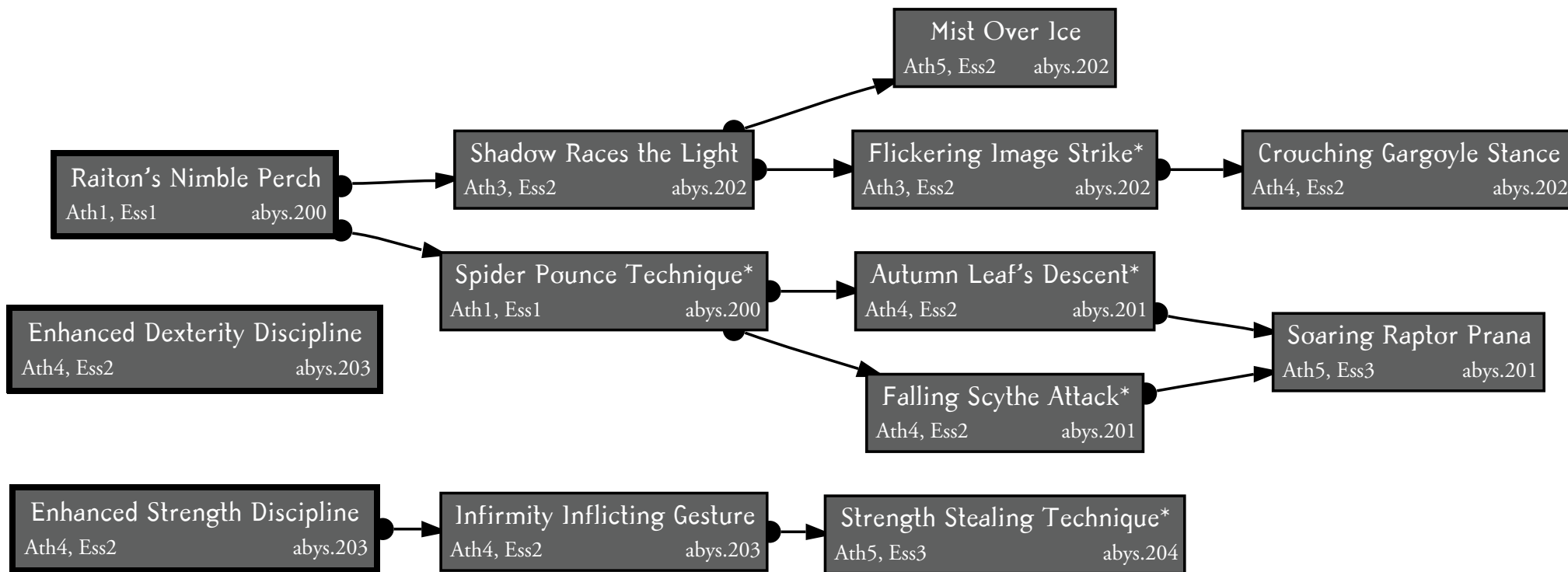
side=*Sidereals*

time=*Time of Tummult*

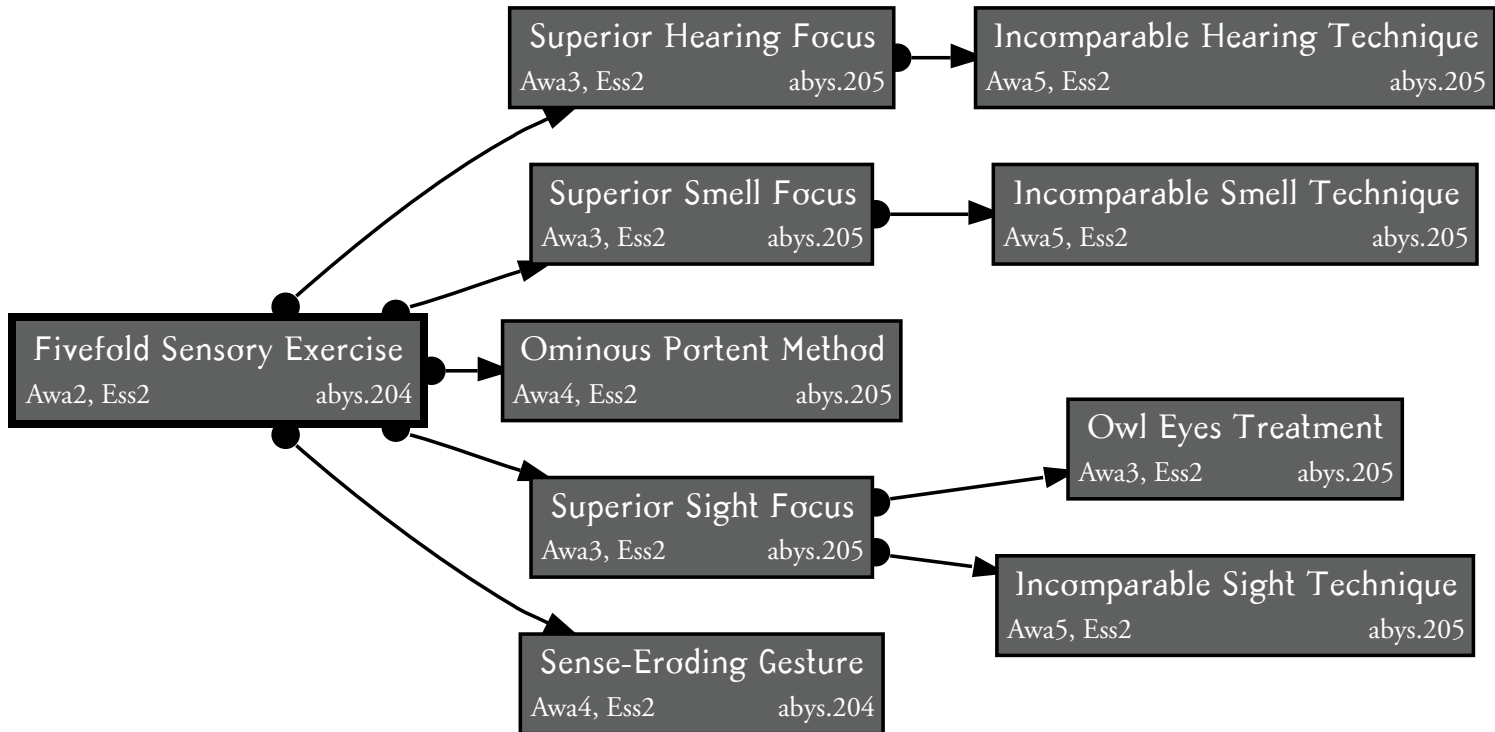
# Abyssal: Archery



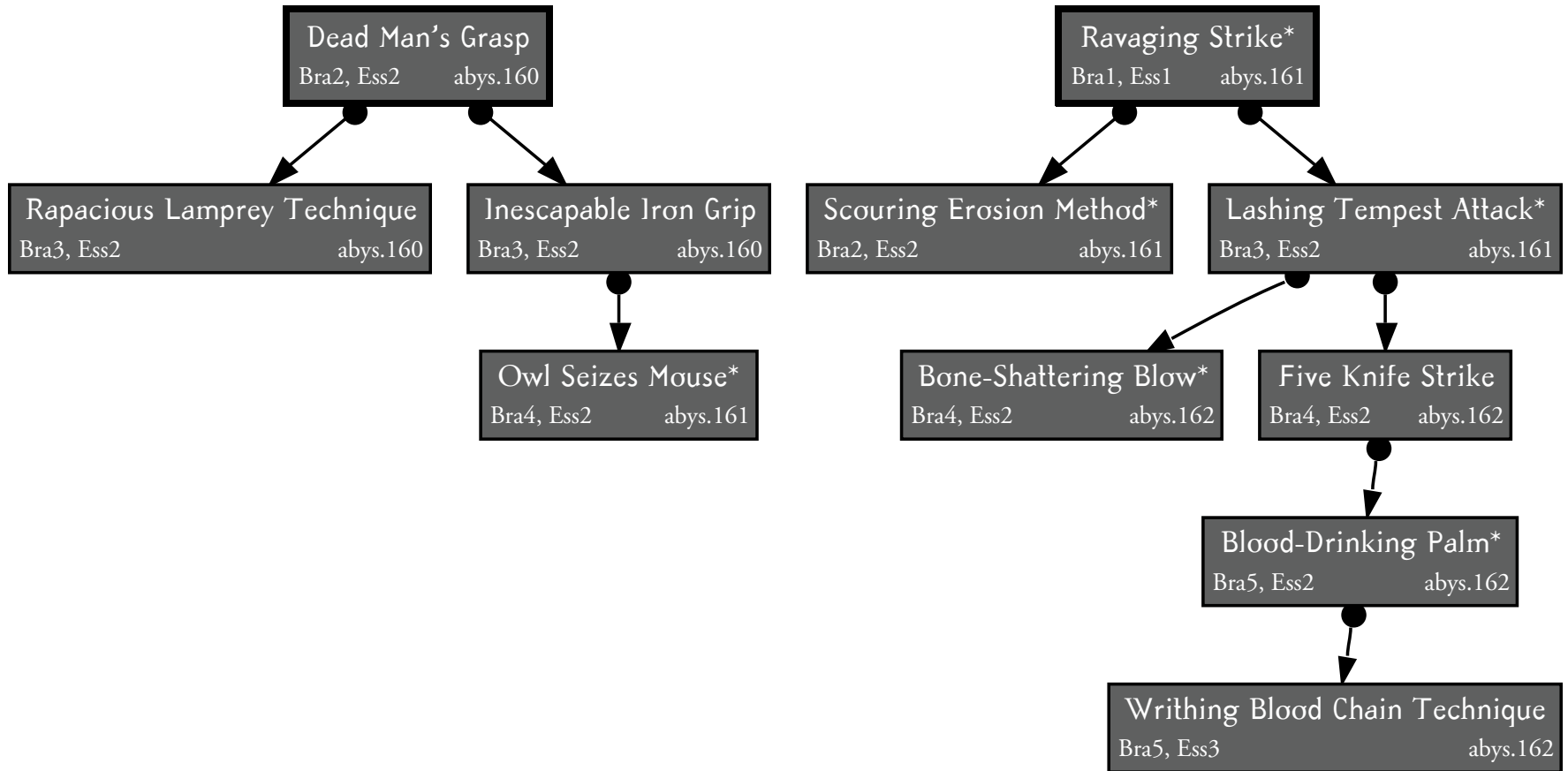
# Abyssal: Athletics



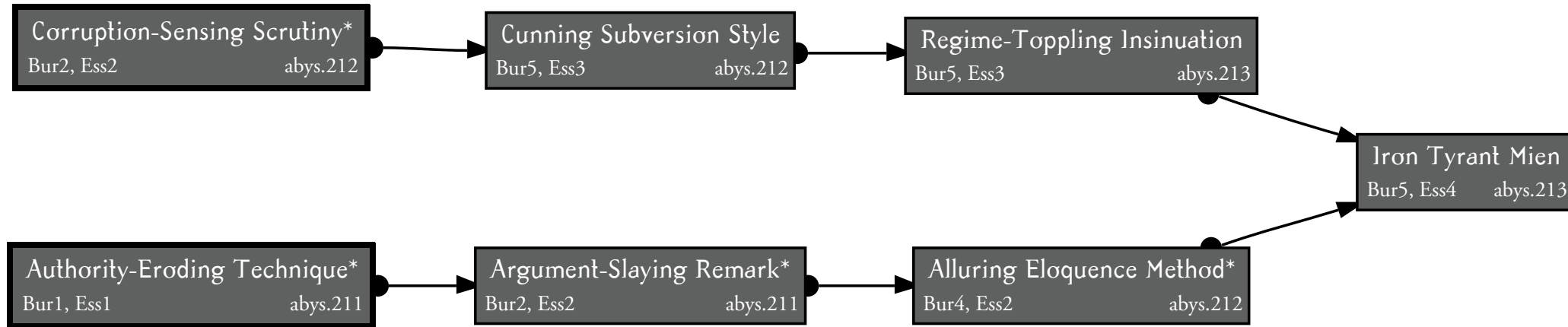
# Abyssal: Awareness



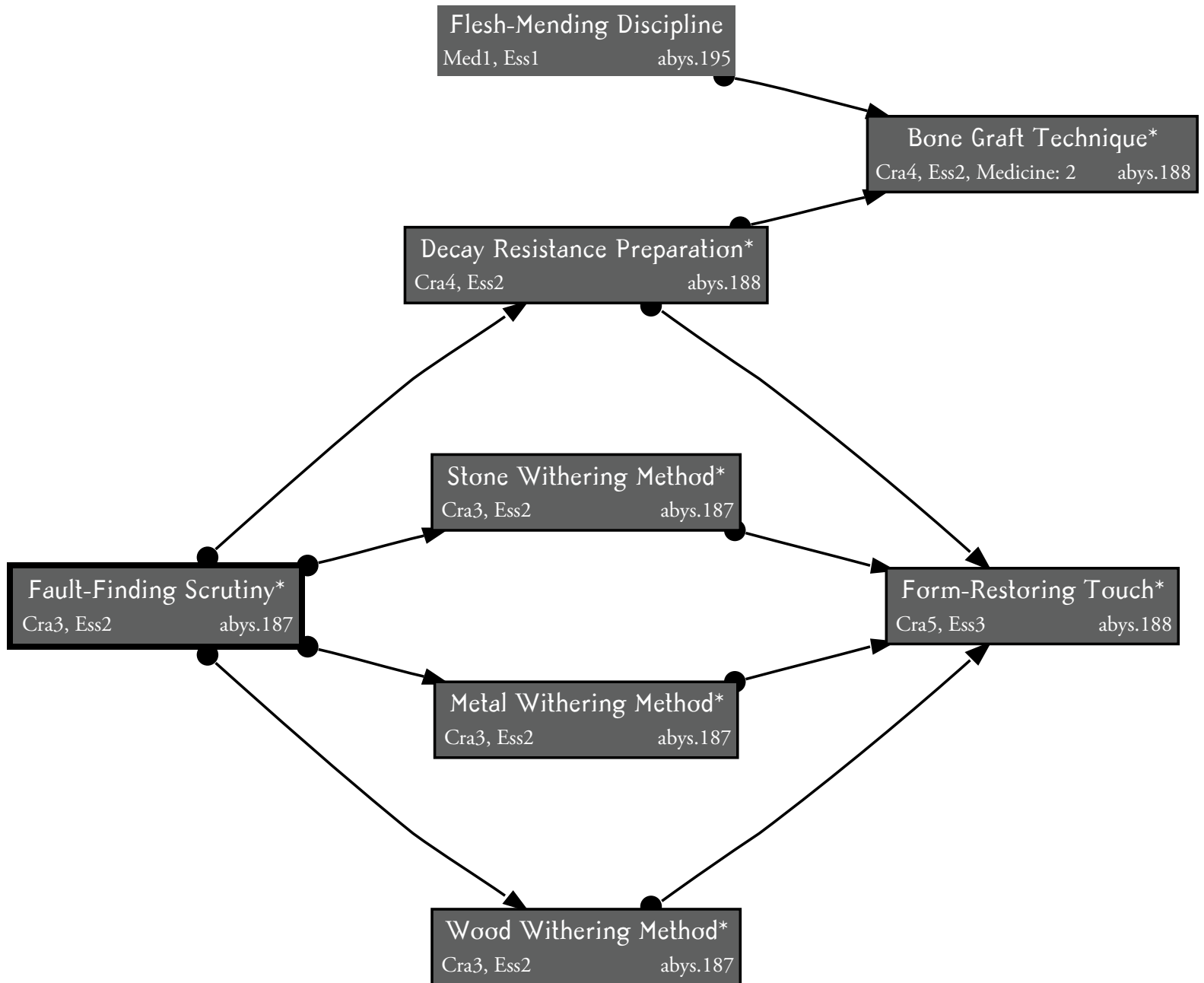
# Abyssal: Brawl



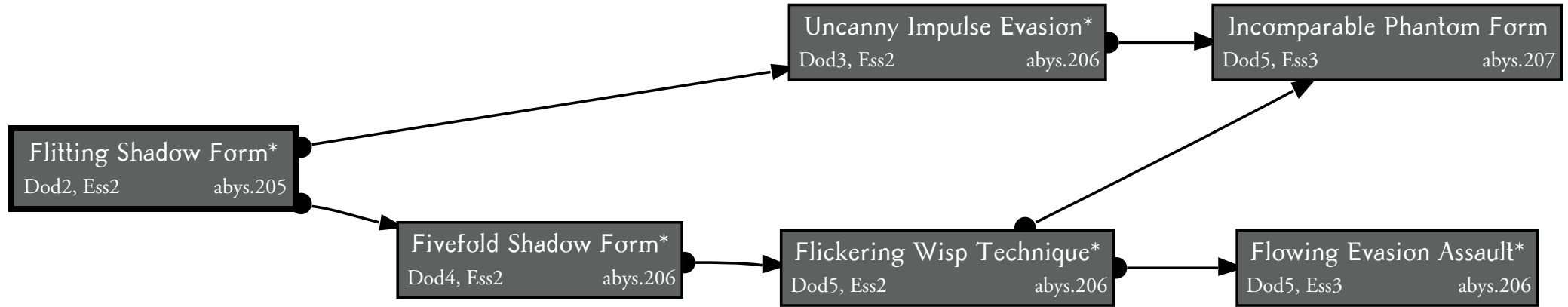
# Abyssal: Bureaucracy



# Abyssal: Craft

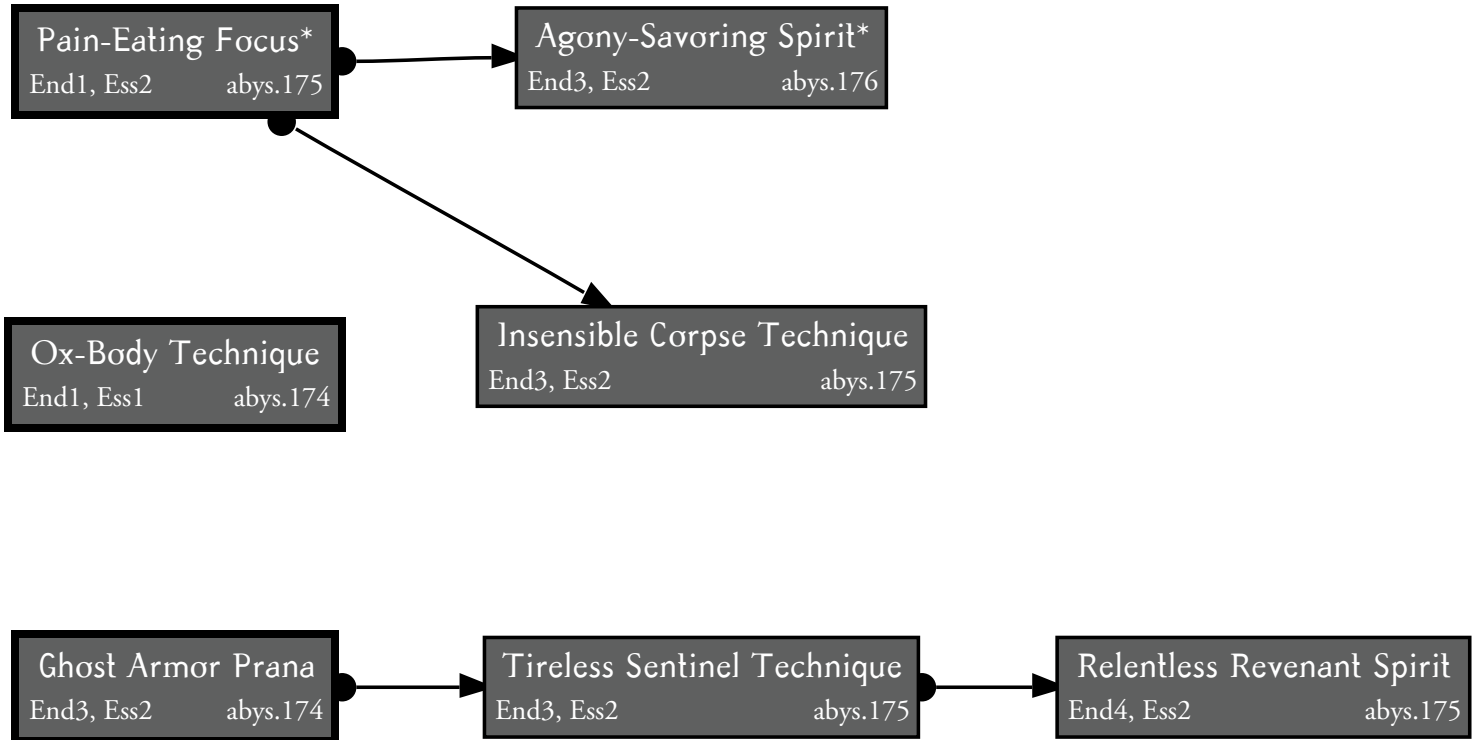


# Abyssal: Dodge

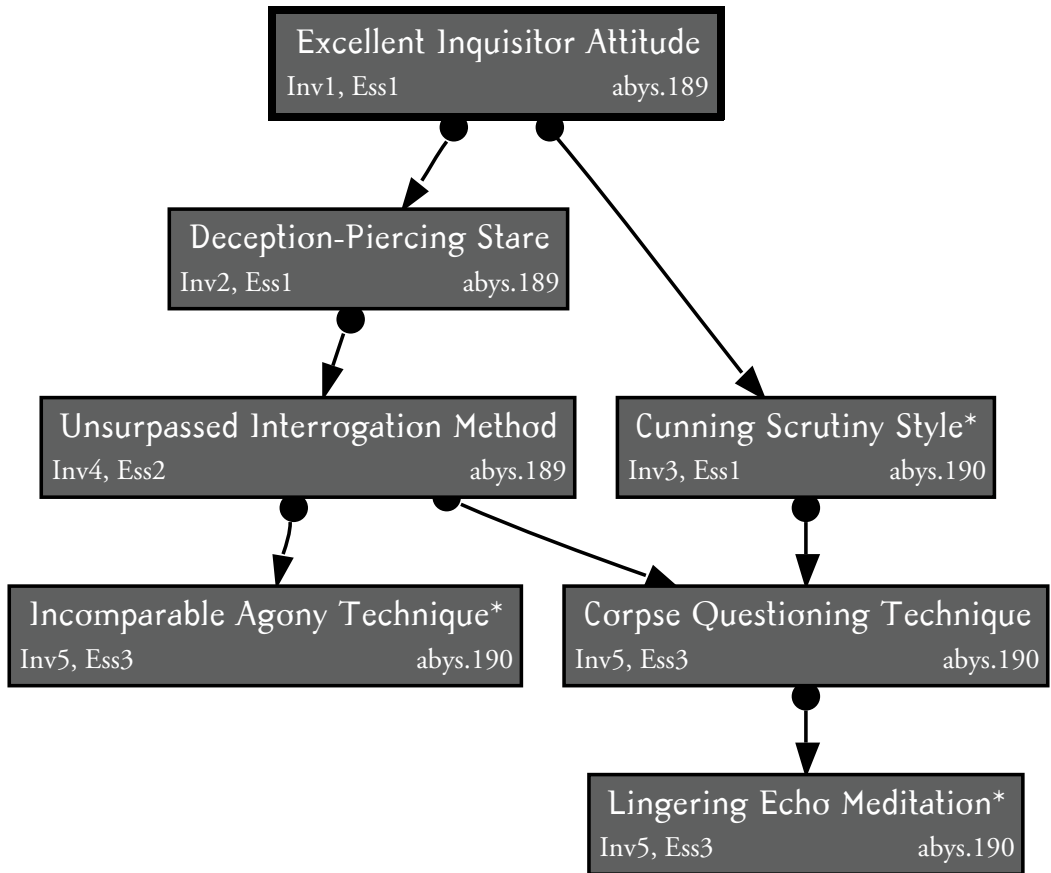




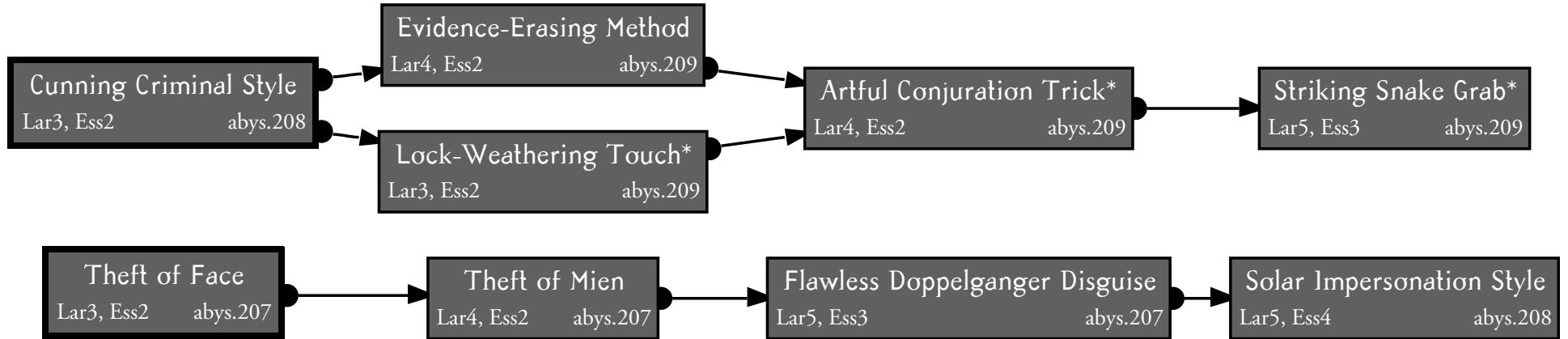
# Abyssal: Endurance



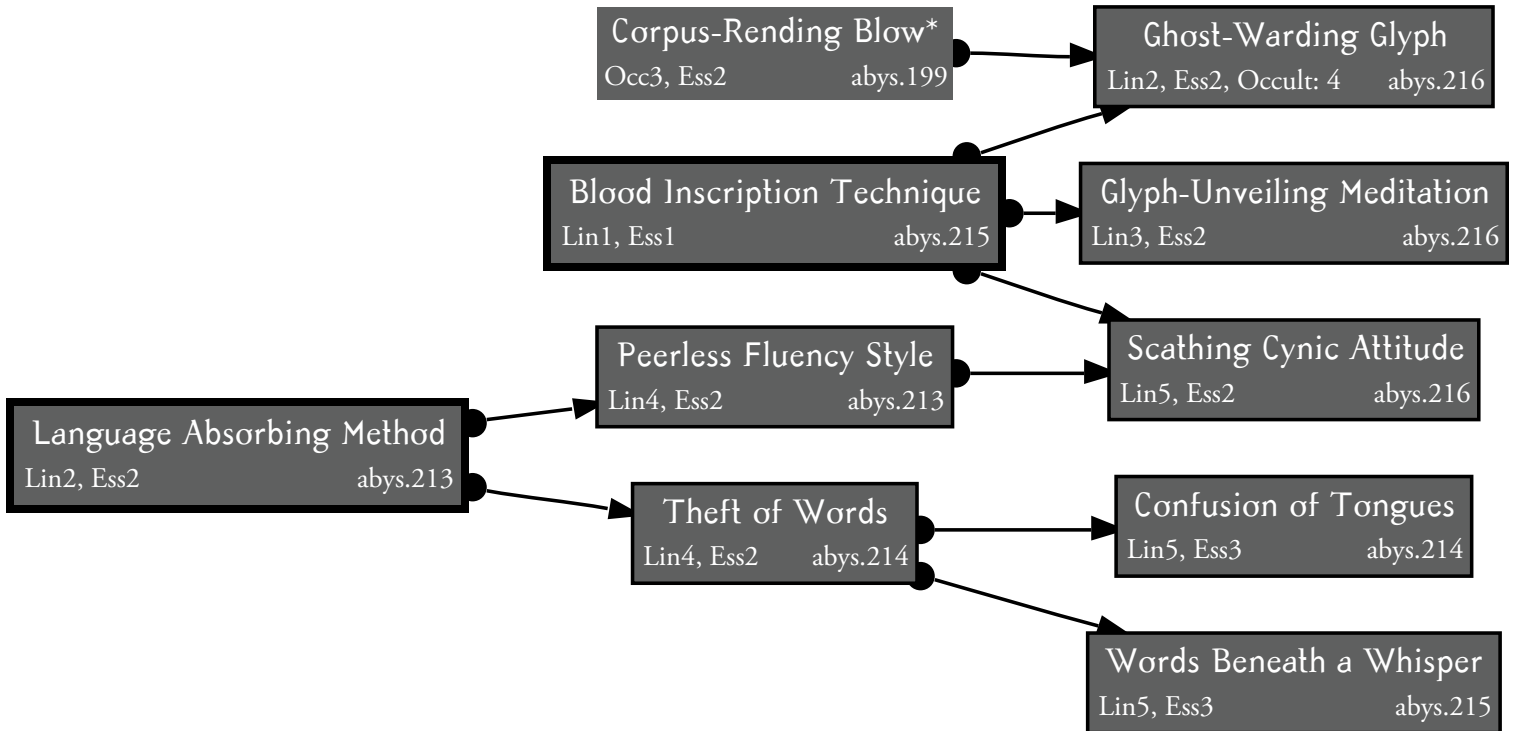
# Abyssal: Investigation



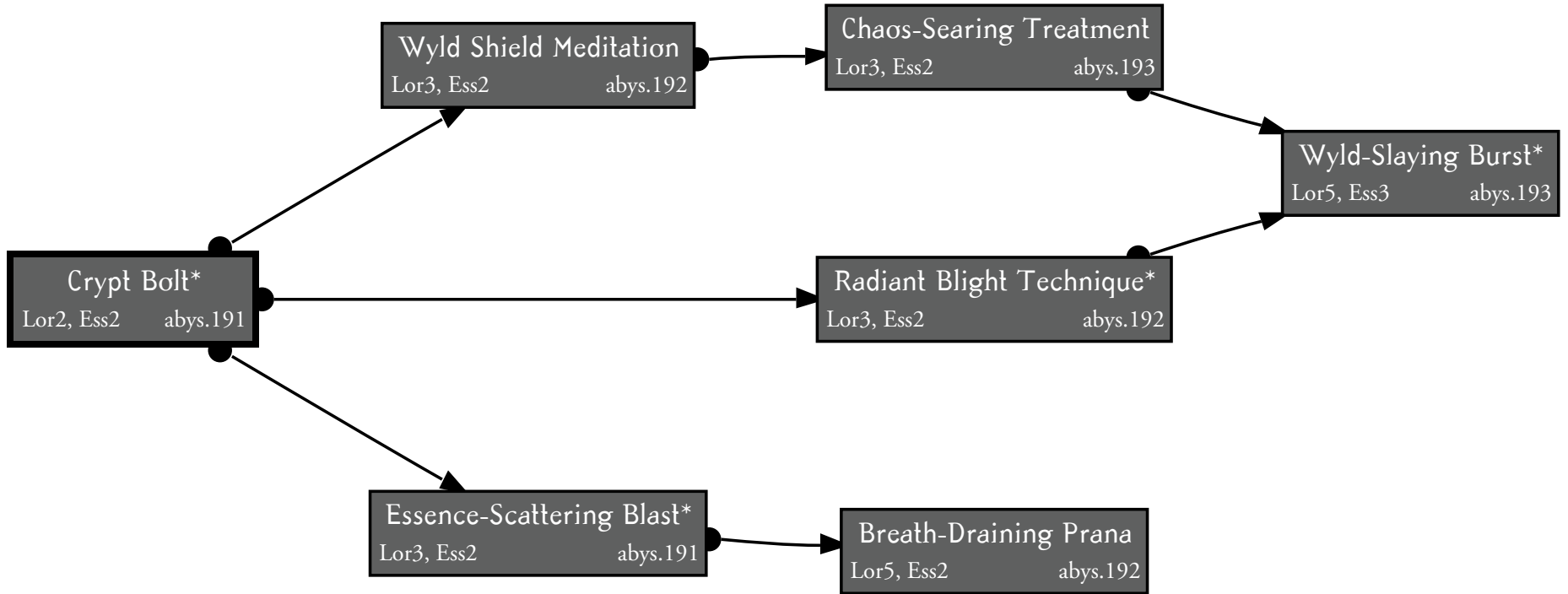
# Abyssal: Larceny



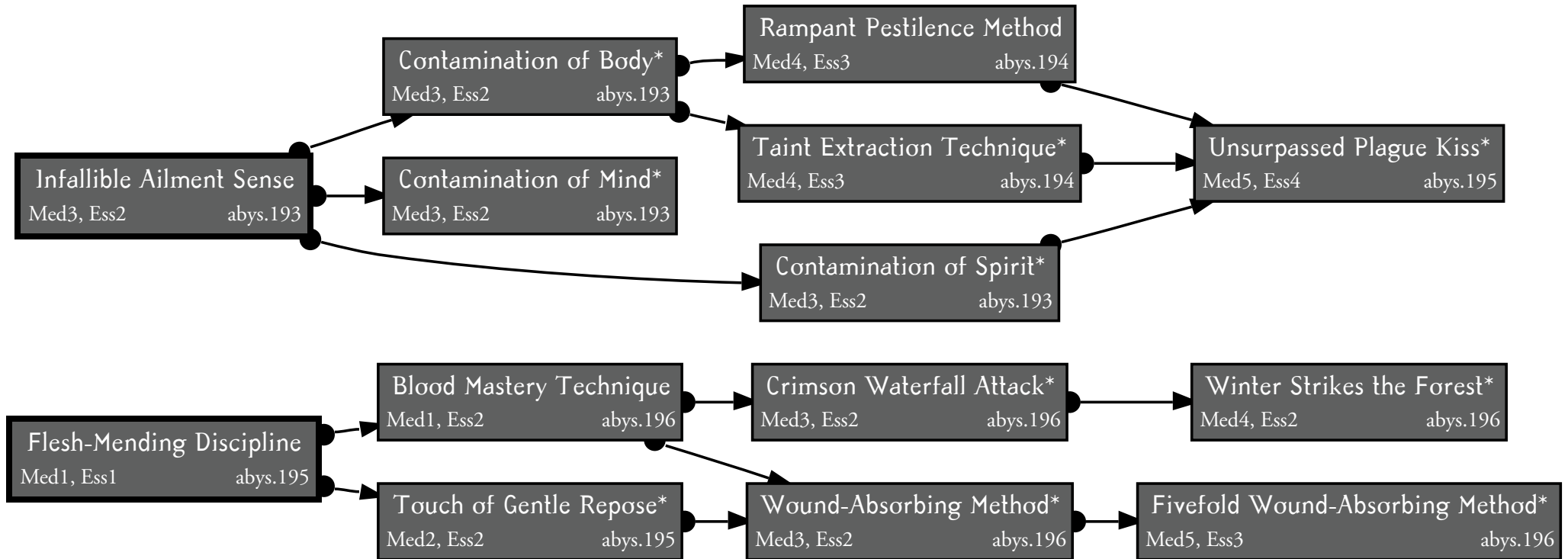
# Abyssal: Linguistics



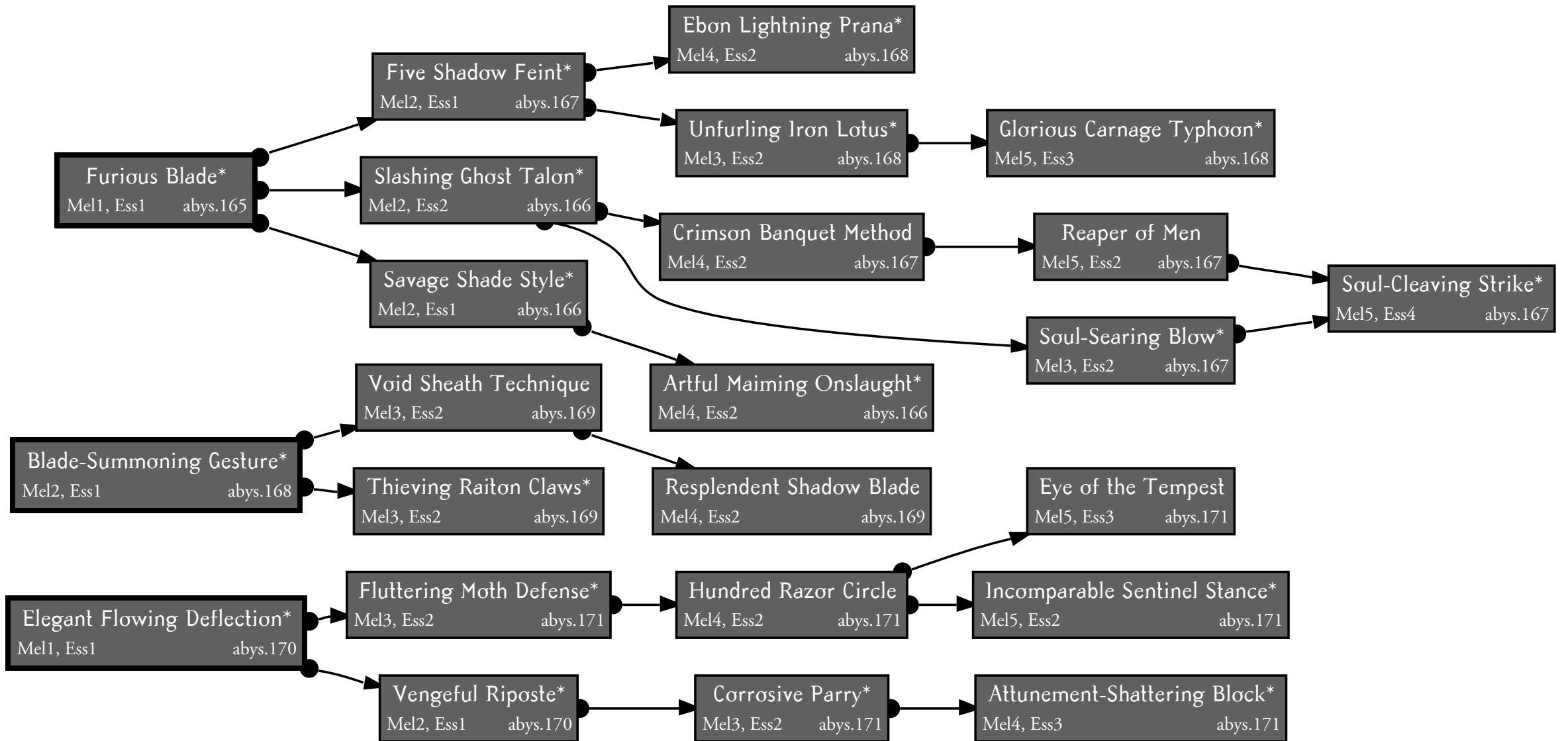
# Abyssal: Lore



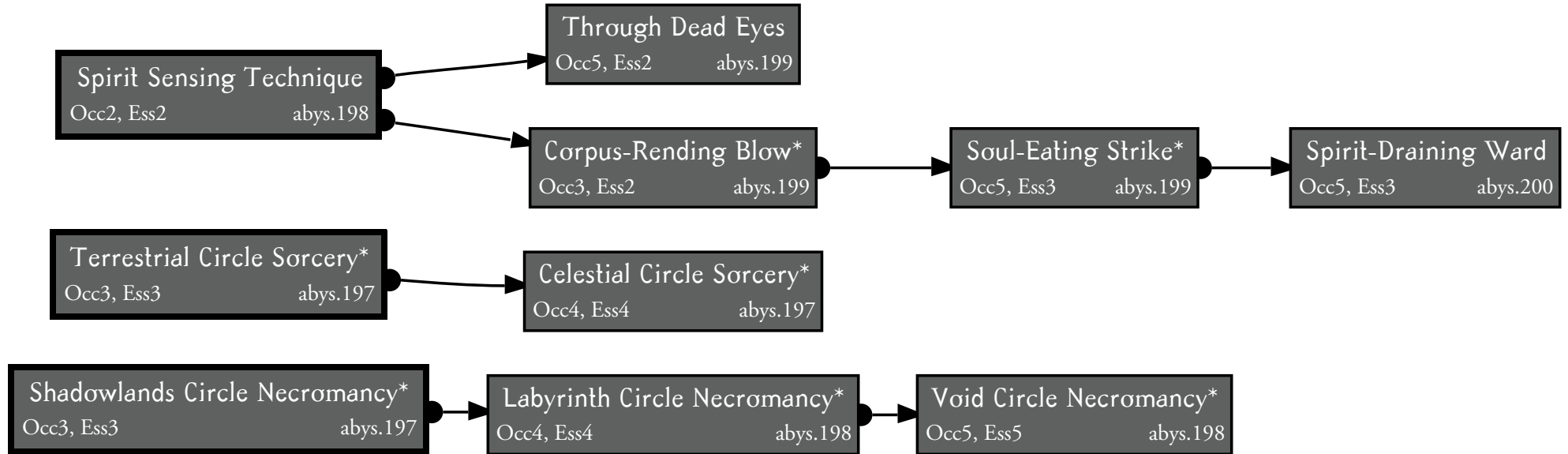
# Abyssal: Medicine



# Abyssal: Melee

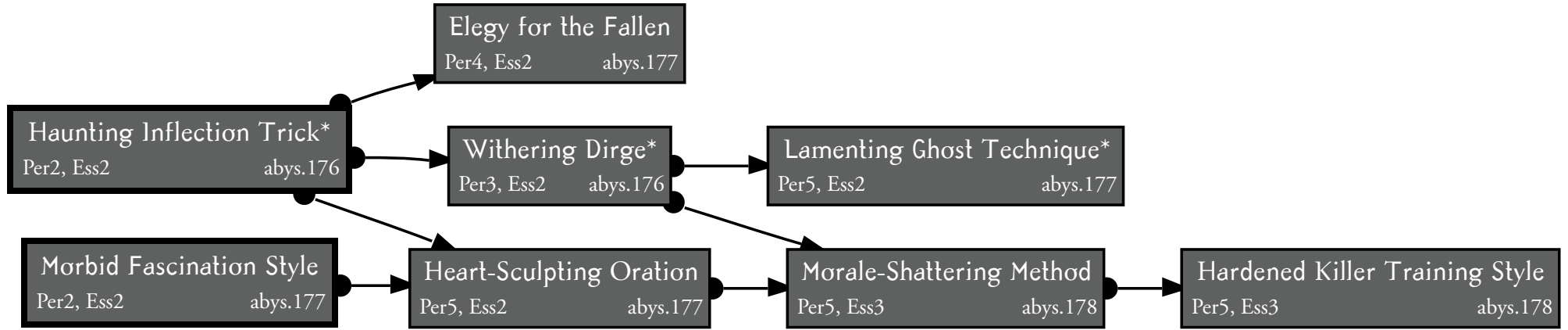


# Abyssal: Occult

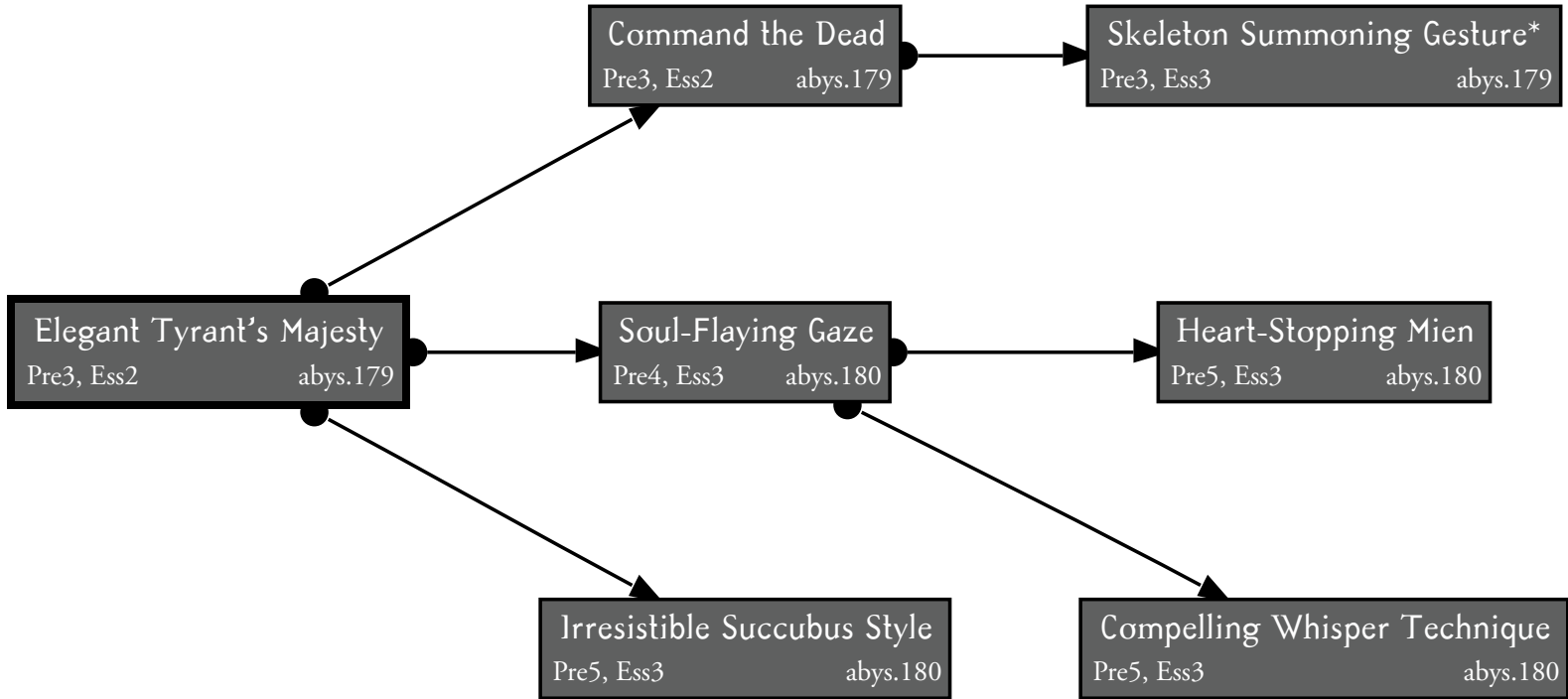




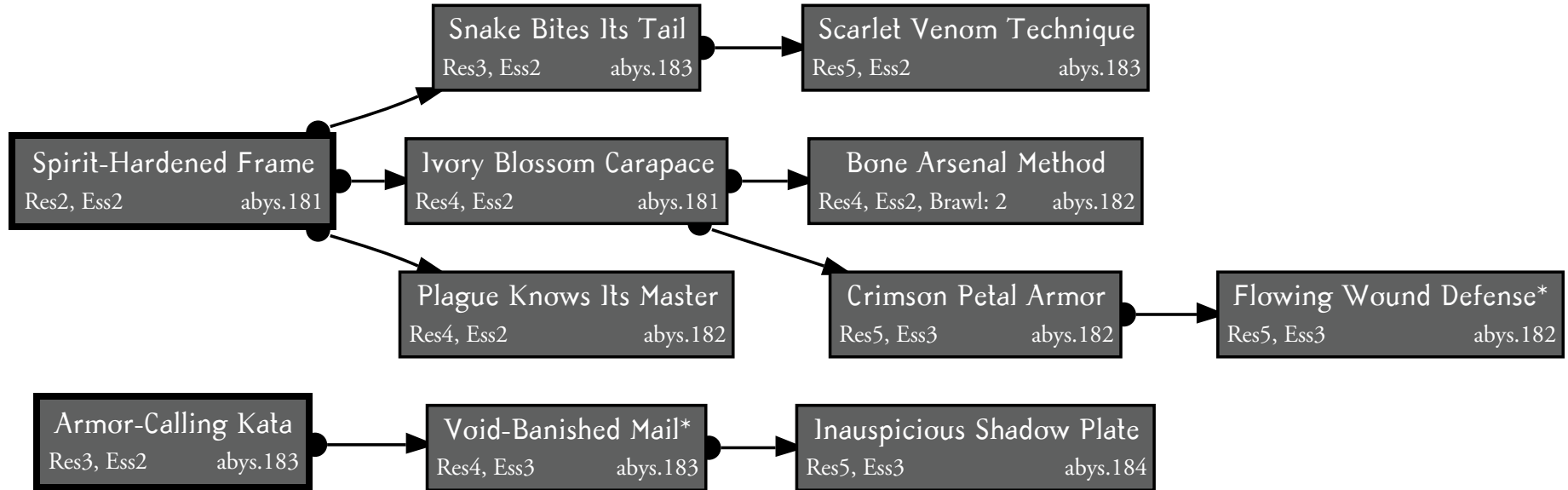
# Abyssal: Performance



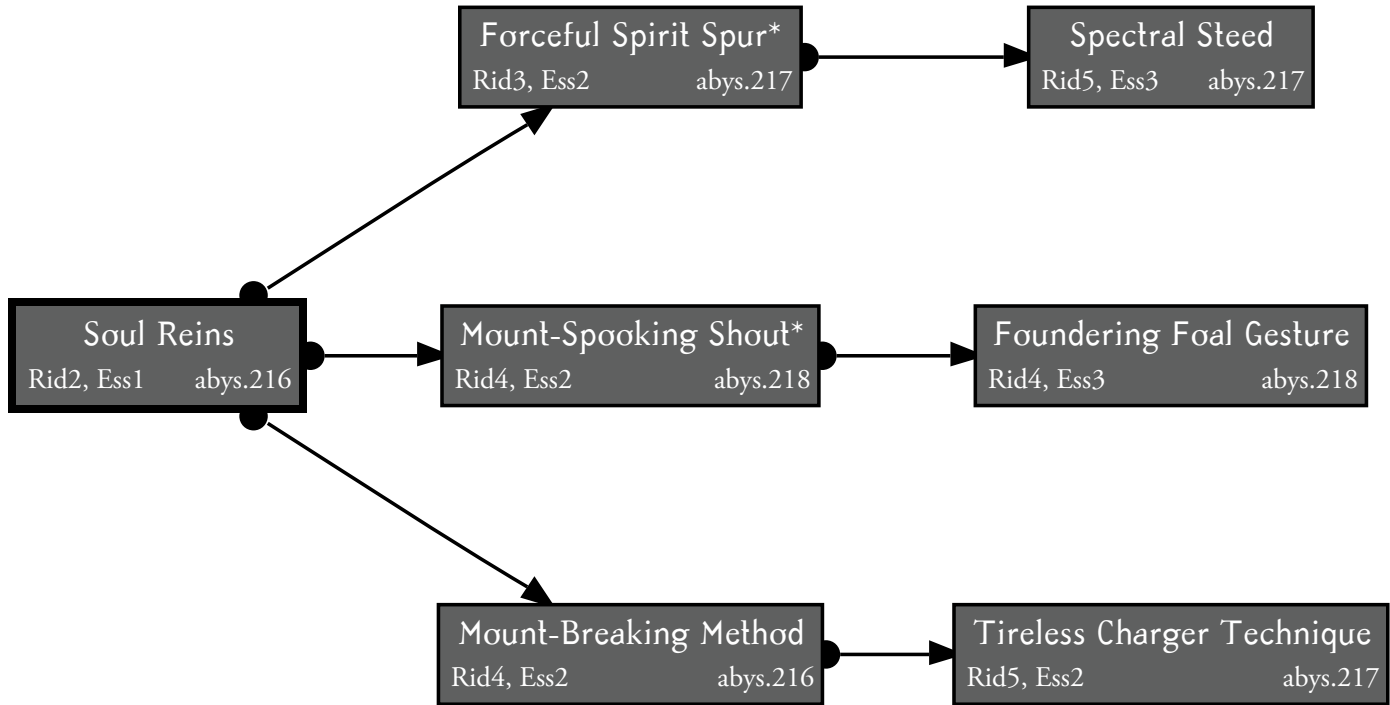
# Abyssal: Presence



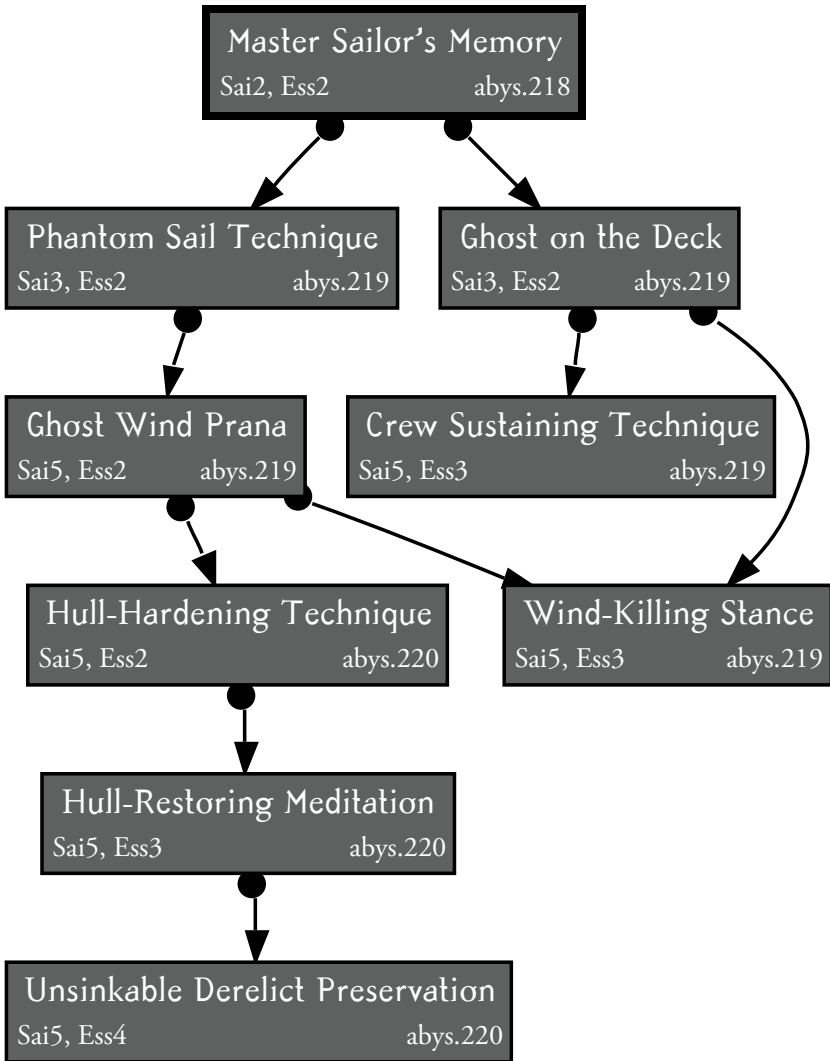
# Abyssal: Resistance



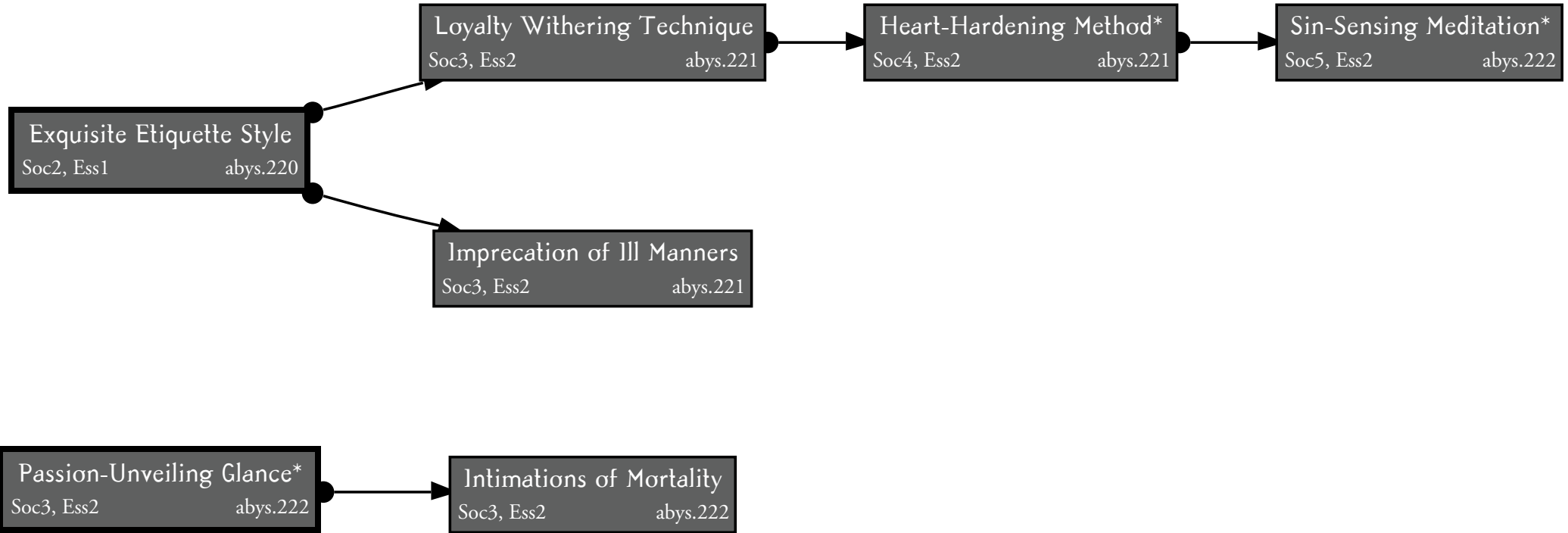
# Abyssal: Ride



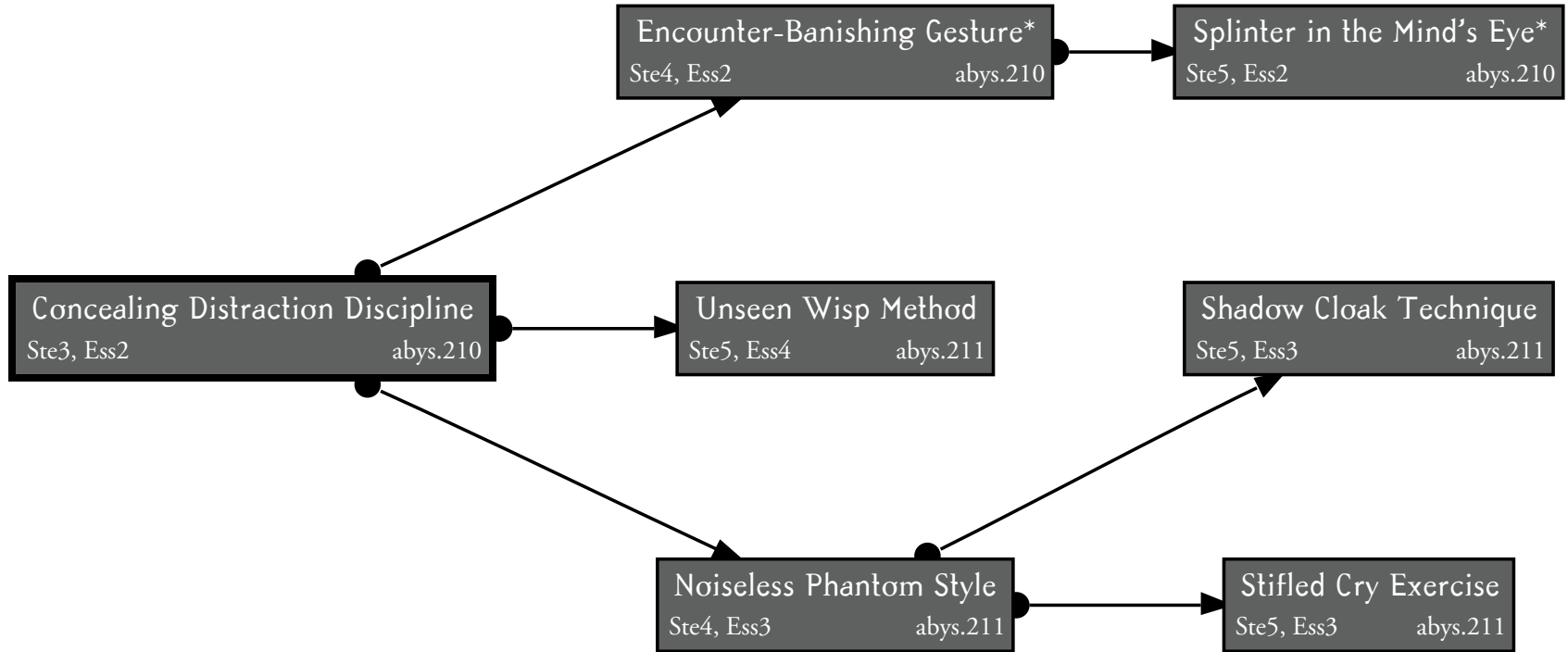
# Abyssal: Sail



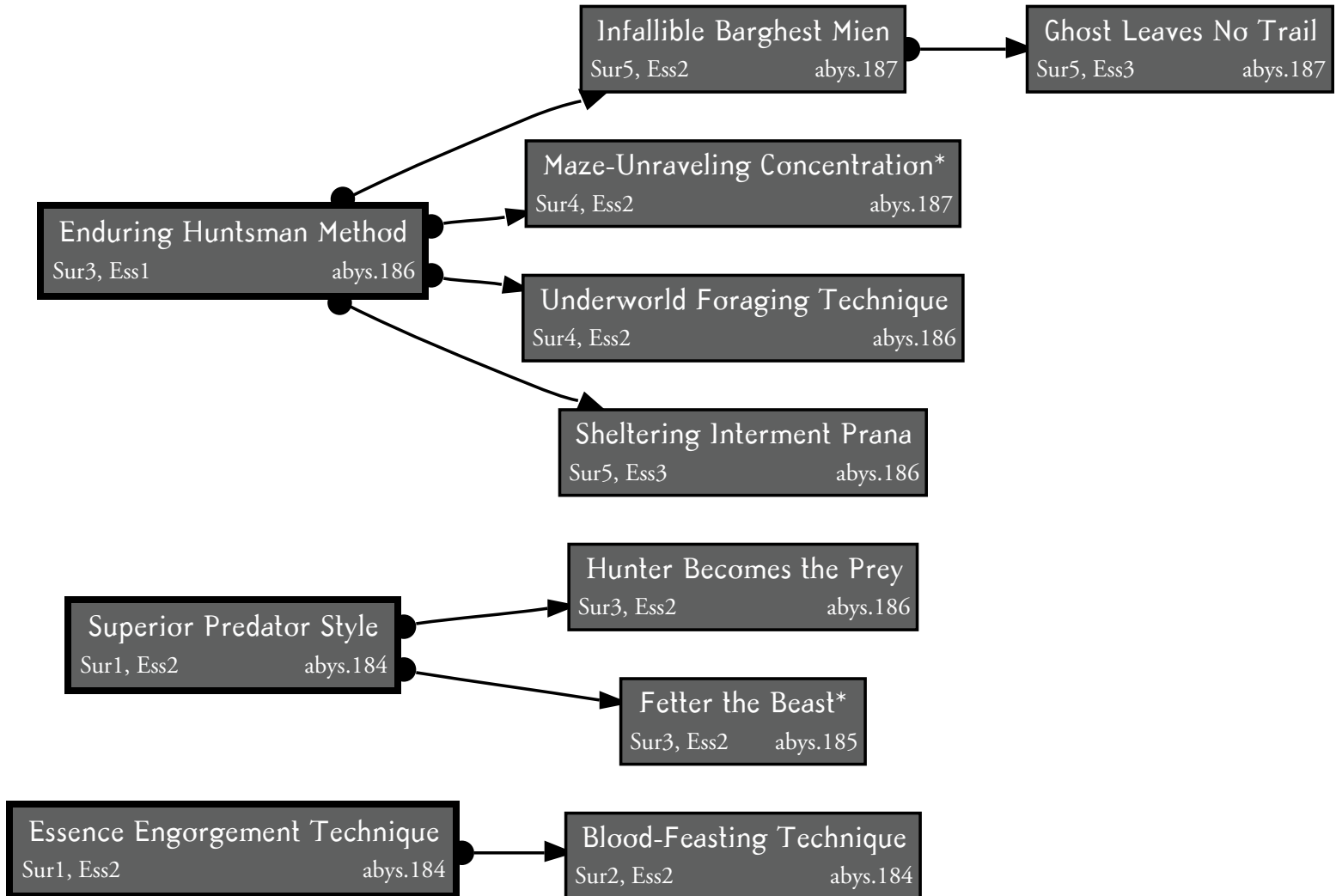
# Abyssal: Socialize



# Abyssal: Stealth

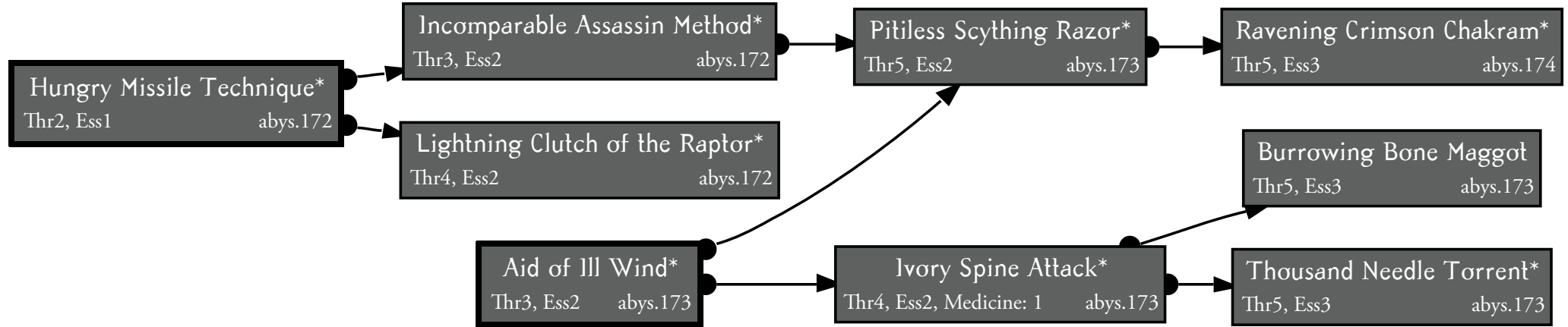


# Abyssal: Survival

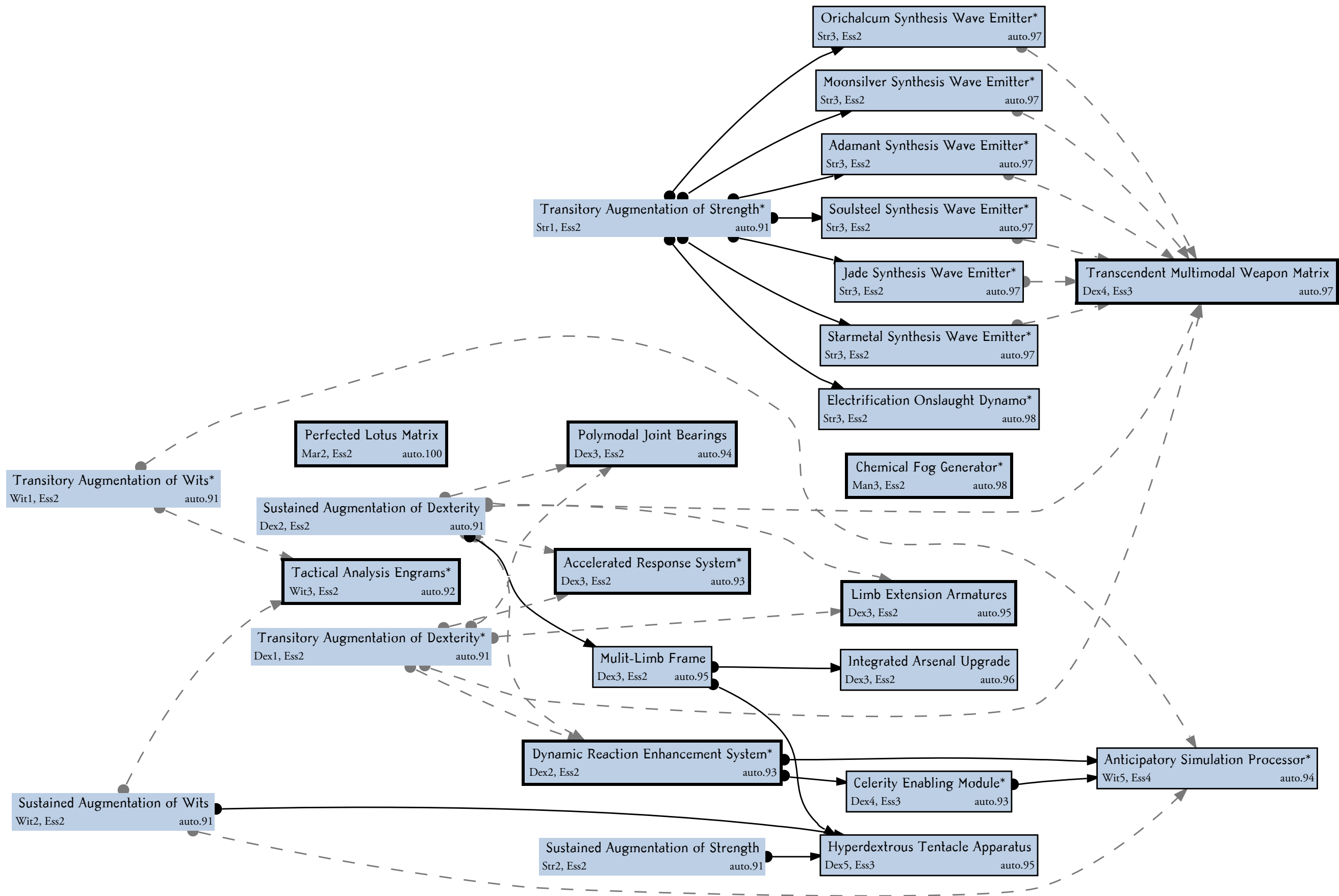




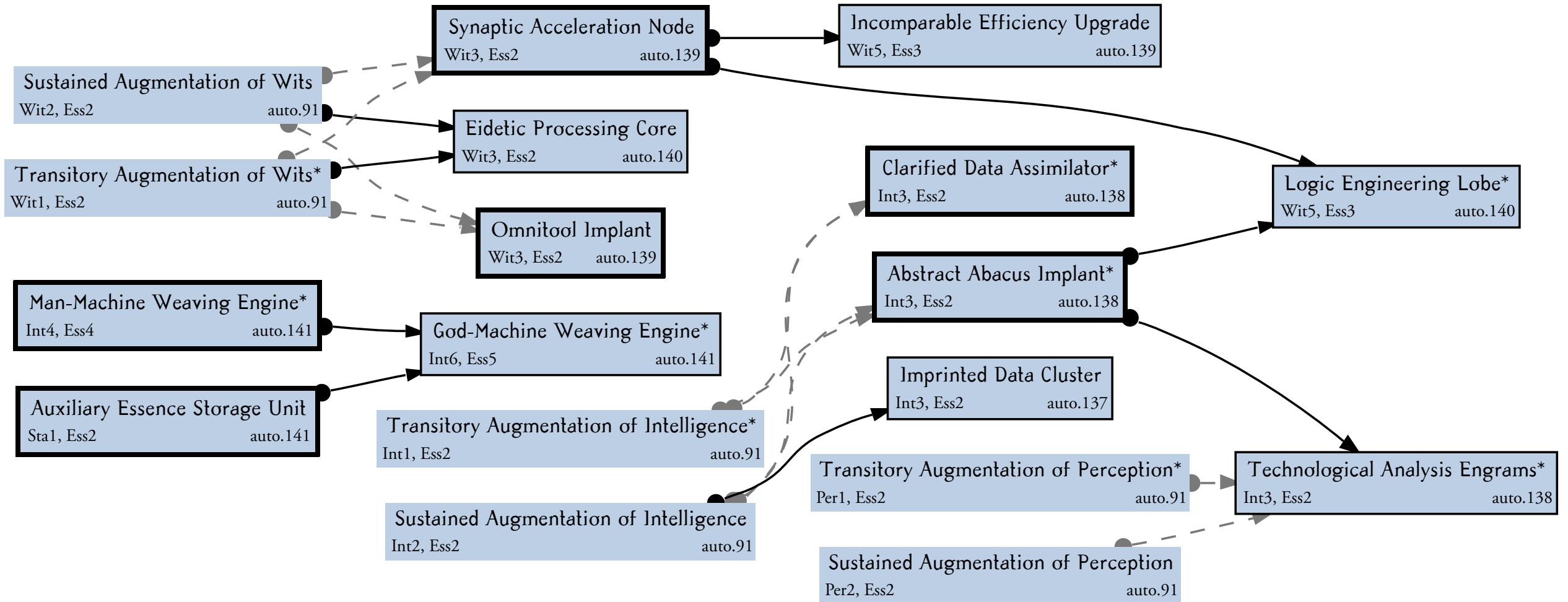
# Abyssal: Thrown



# Alchemical: Close Combat



# Alchemical: Cognitive



# Alchemical: General

Sustained Augmentation of Stamina

Sta2, Ess2

auto.91

Transitory Augmentation of Appearance\*

App1, Ess2

auto.91

Transitory Augmentation of Charisma\*

Cha1, Ess2

auto.91

Transitory Augmentation of Dexterity\*

Dex1, Ess2

auto.91

Transitory Augmentation of Intelligence\*

Int1, Ess2

auto.91

Transitory Augmentation of Manipulation\*

Man1, Ess2

auto.91

Transitory Augmentation of Perception\*

Per1, Ess2

auto.91

Transitory Augmentation of Stamina\*

Sta1, Ess2

auto.91

Transitory Augmentation of Strength\*

Str1, Ess2

auto.91

Transitory Augmentation of Wits\*

Wit1, Ess2

auto.91

Sustained Augmentation of Intelligence

Int2, Ess2

auto.91

Sustained Augmentation of Dexterity

Dex2, Ess2

auto.91

Sustained Augmentation of Charisma

Cha2, Ess2

auto.91

Sustained Augmentation of Appearance

App2, Ess2

auto.91

Sustained Augmentation of Strength

Str2, Ess2

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Sustained Augmentation of Perception

Per2, Ess2

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Sustained Augmentation of Manipulation

Man2, Ess2

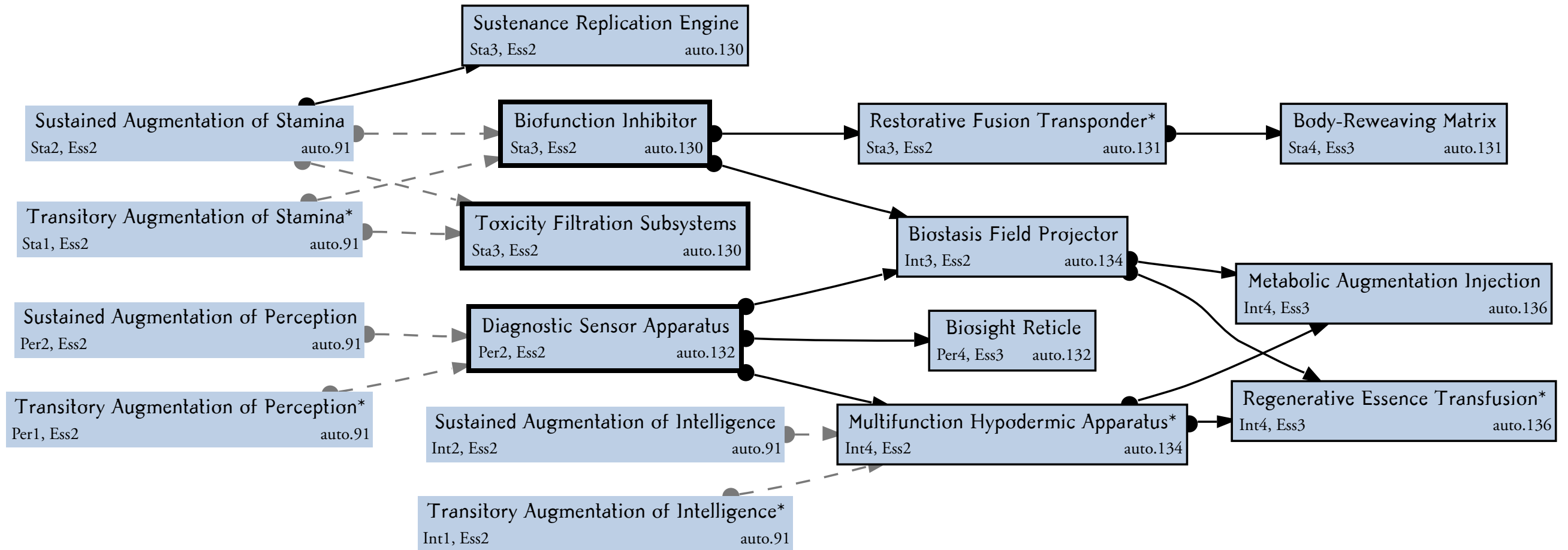
auto.91

Sustained Augmentation of Wits

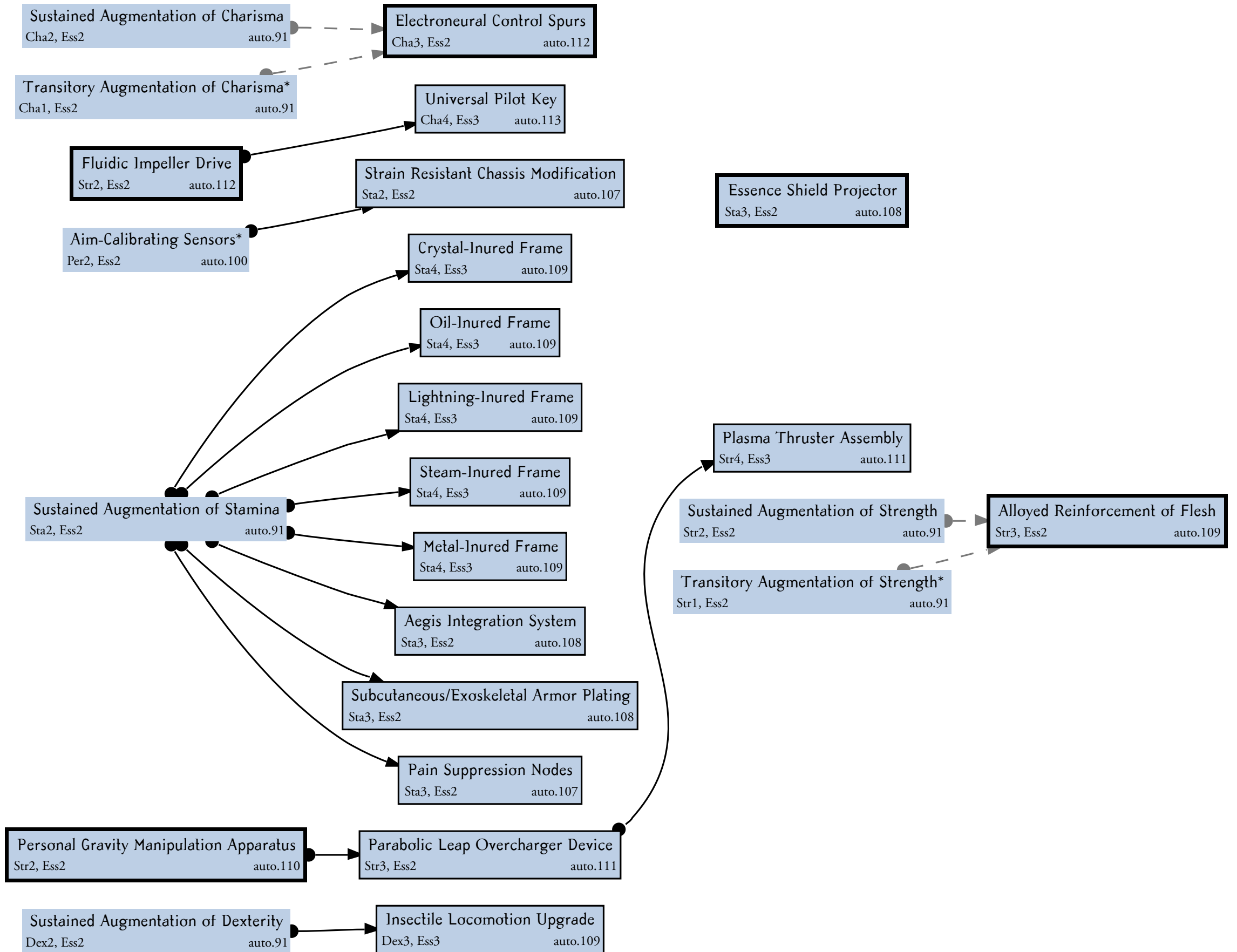
Wit2, Ess2

auto.91

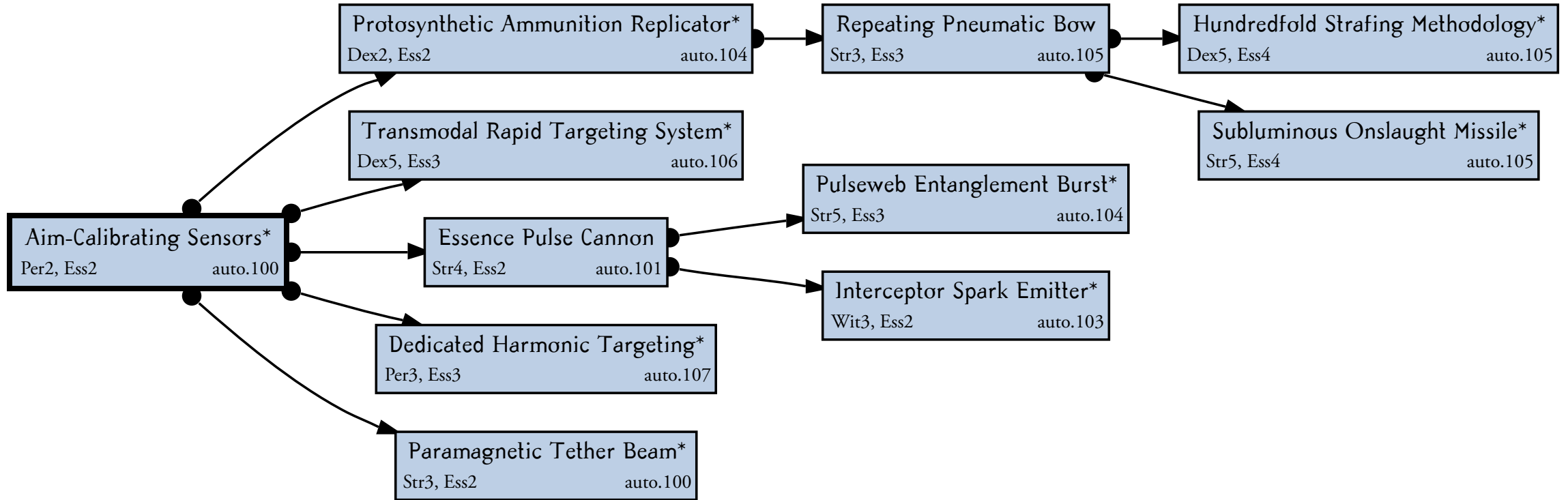
# Alchemical: Medical



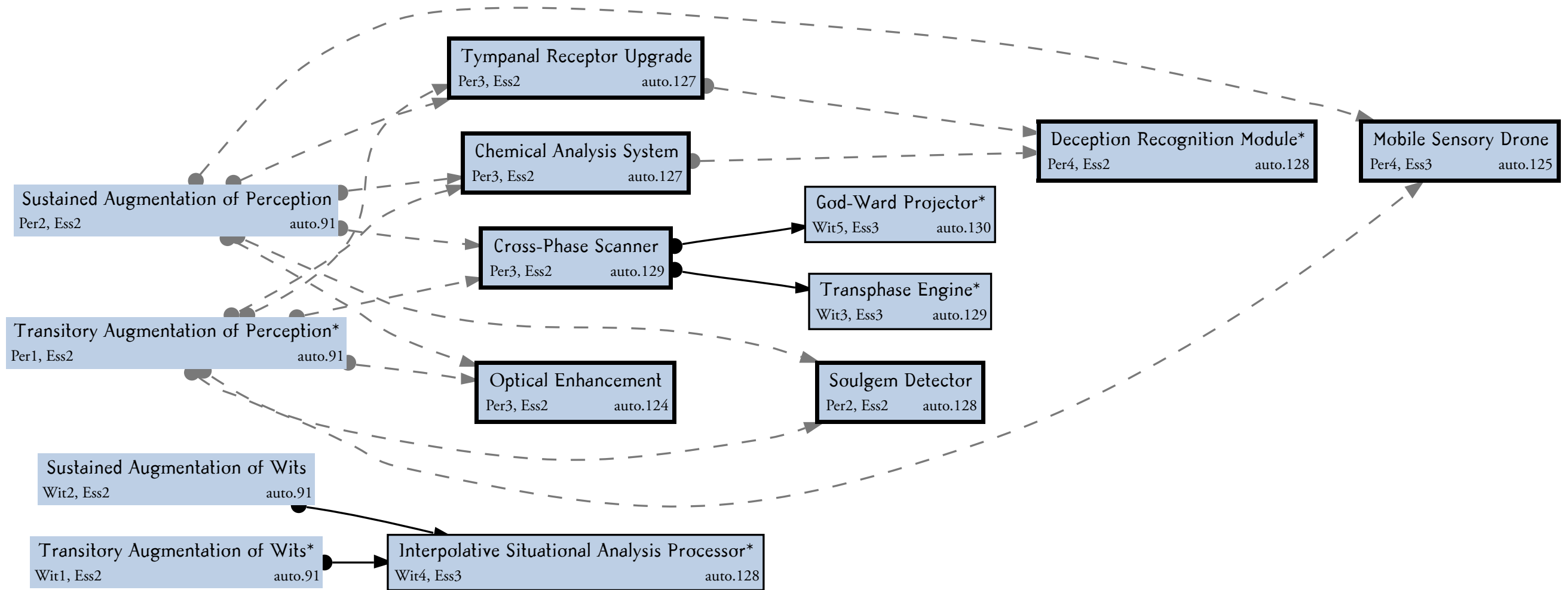
# Alchemical: Might and Mobility



# Alchemical: Ranged Combat

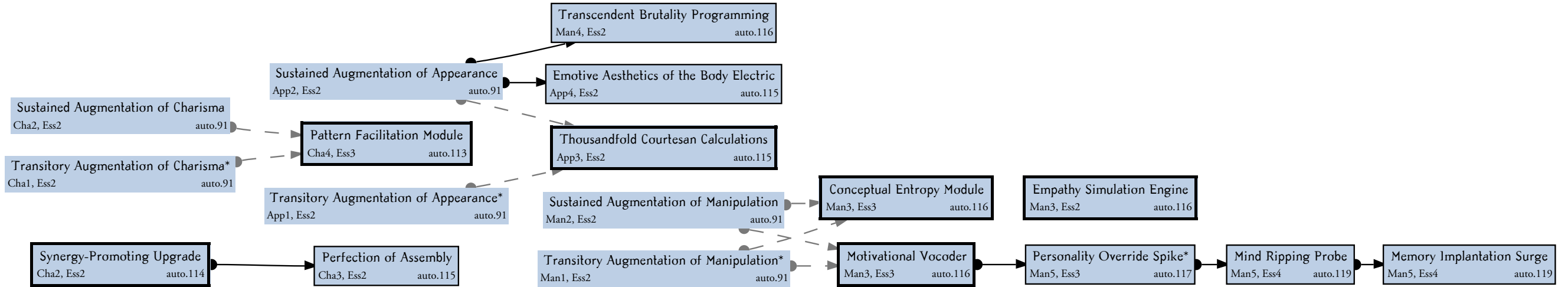


# Alchemical: Sensory and Spiritual

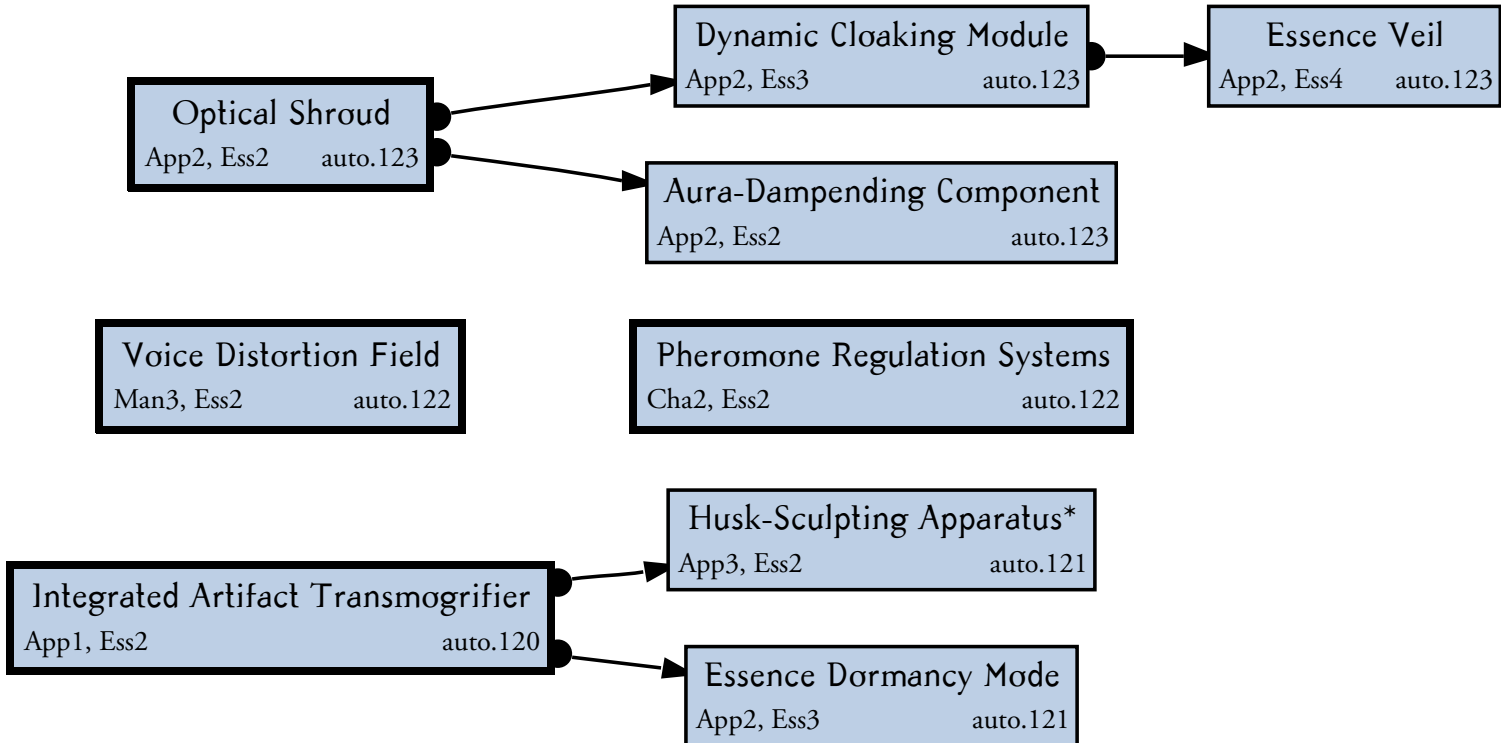




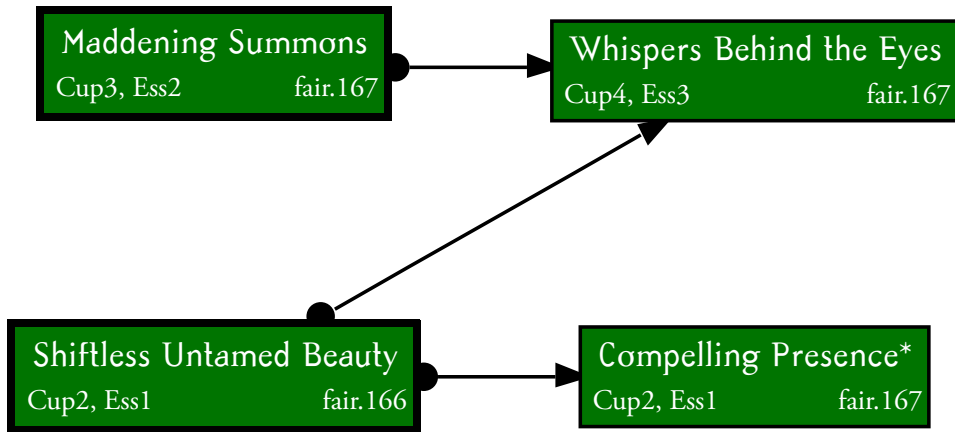
# Alchemical: Social



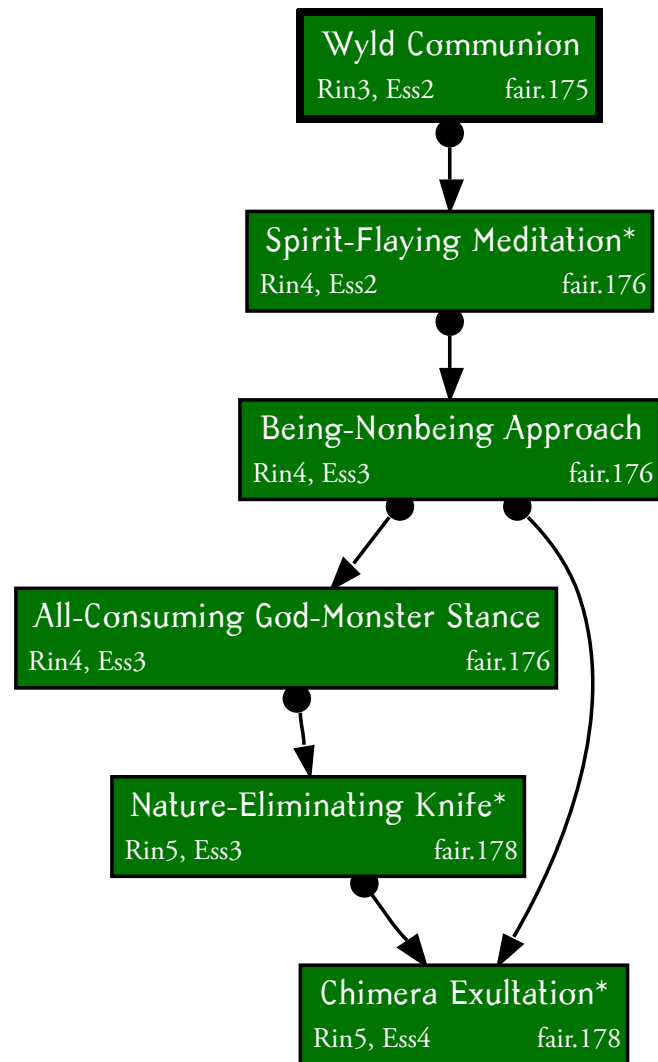
# Alchemical: Stealth and Disguise



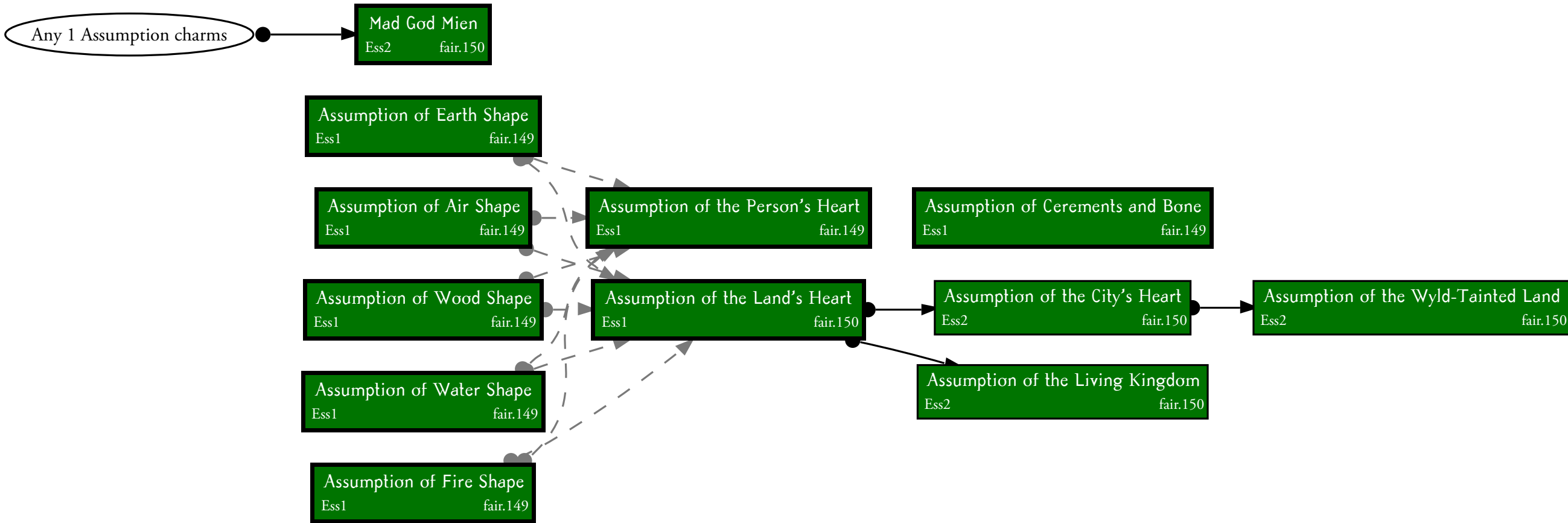
# Fair Folk: Addiction



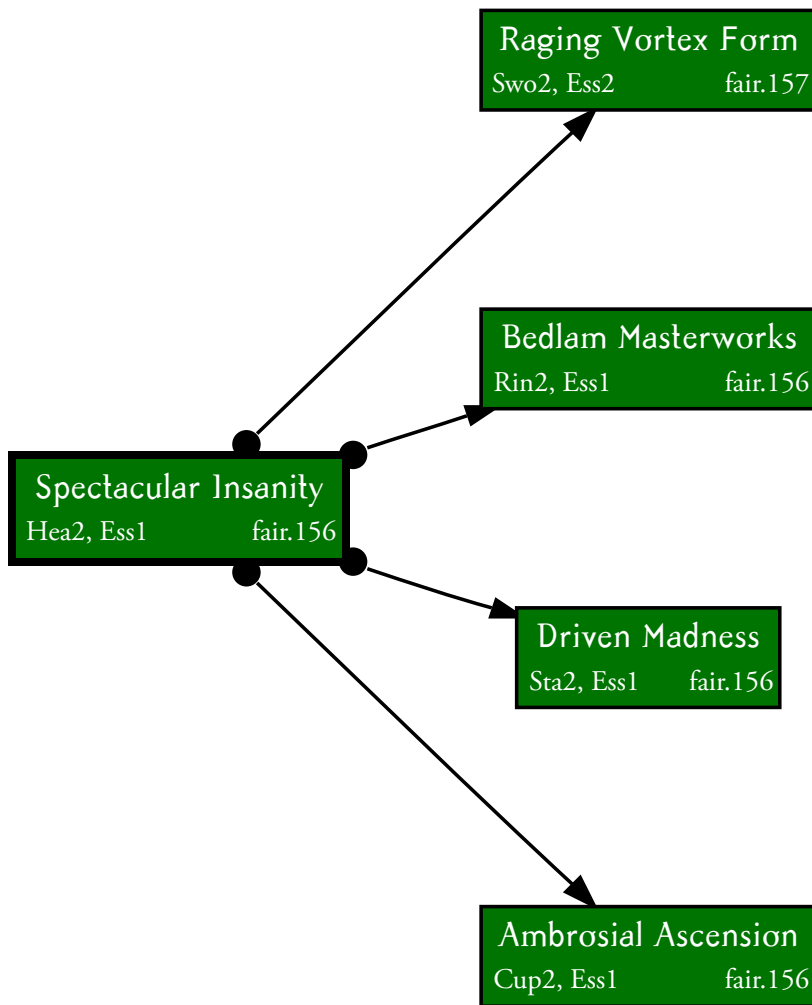
# Fair Folk: All-Consuming God-Monster Style



# Fair Folk: Assumption



# Fair Folk: Bedlam-Influencing



# Fair Folk: Body-Strengthening

Ox-Body Technique

Rin1, Ess1 fair.179

Knife-Hand Dream

Rin1, Ess1 fair.178

Opalescent Gossamer Raiment

Rin1, Ess1 fair.178

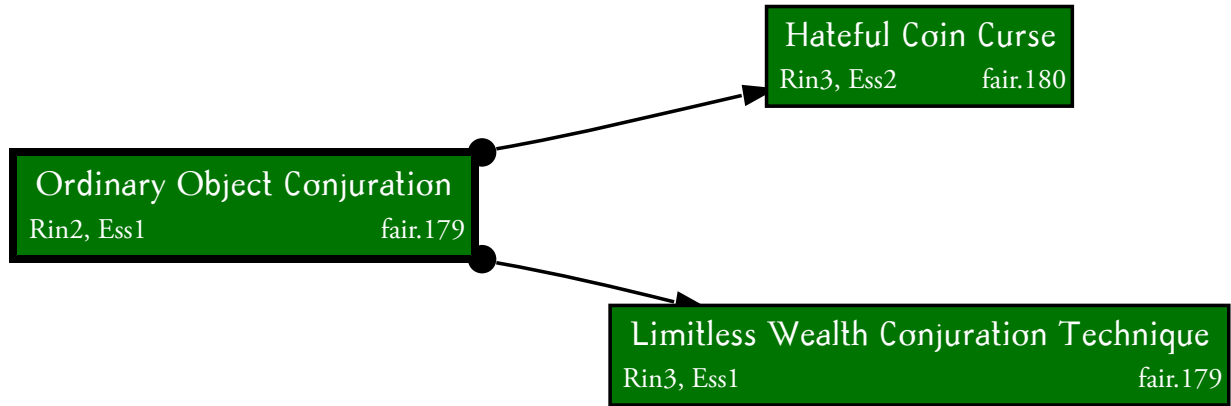
Blade-Turning Skin

Rin1, Ess1 fair.179

Inviolable Presence

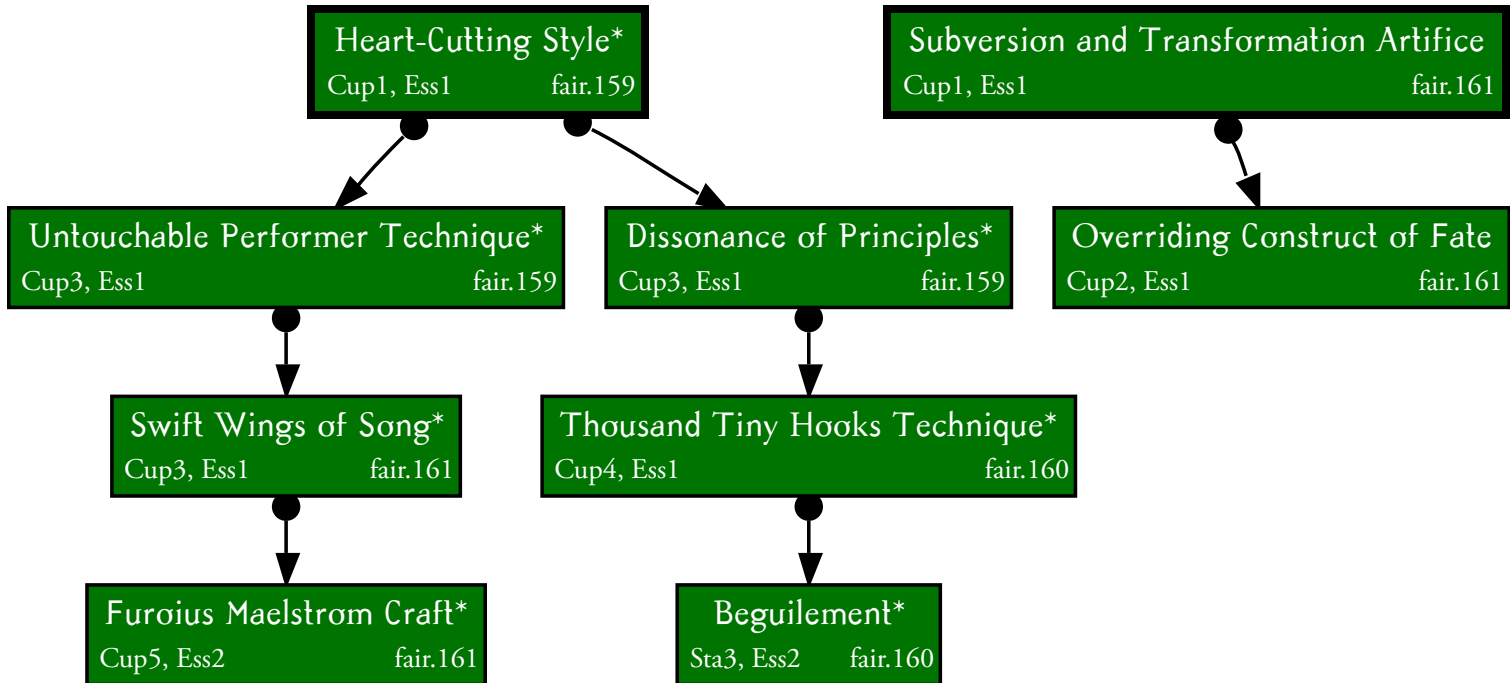
Rin3, Ess1 fair.179

# Fair Folk: Creation-Based Crafting

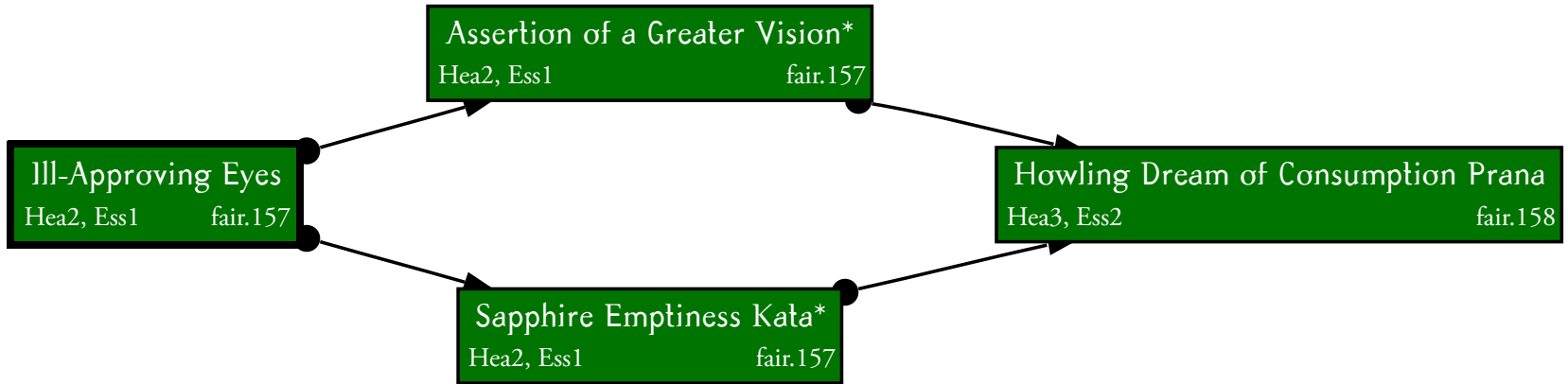




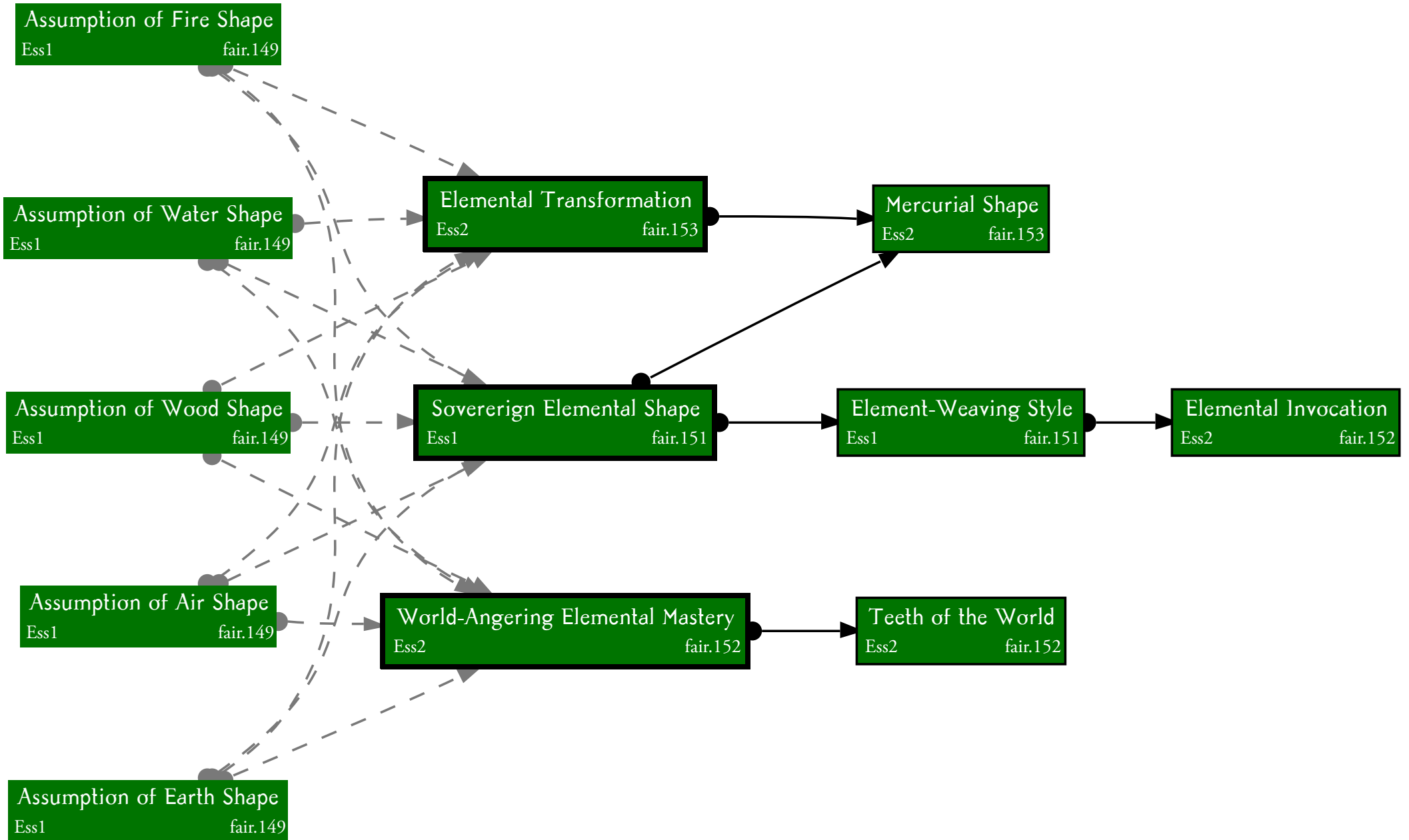
# Fair Folk: Cup Combat



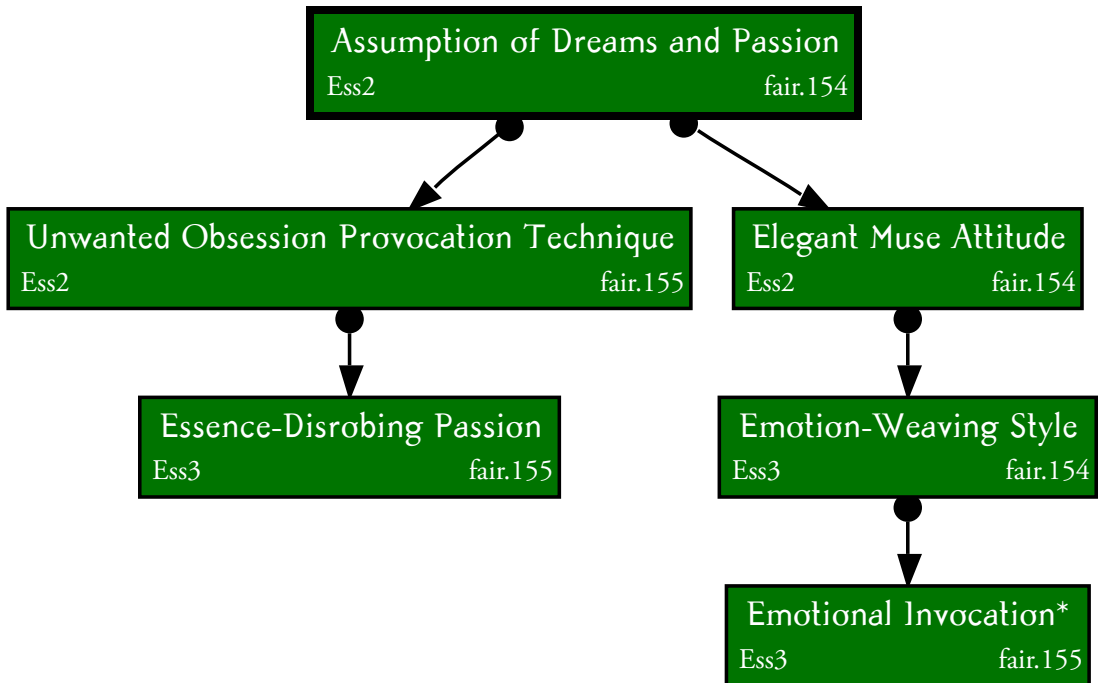
# Fair Folk: Dodge



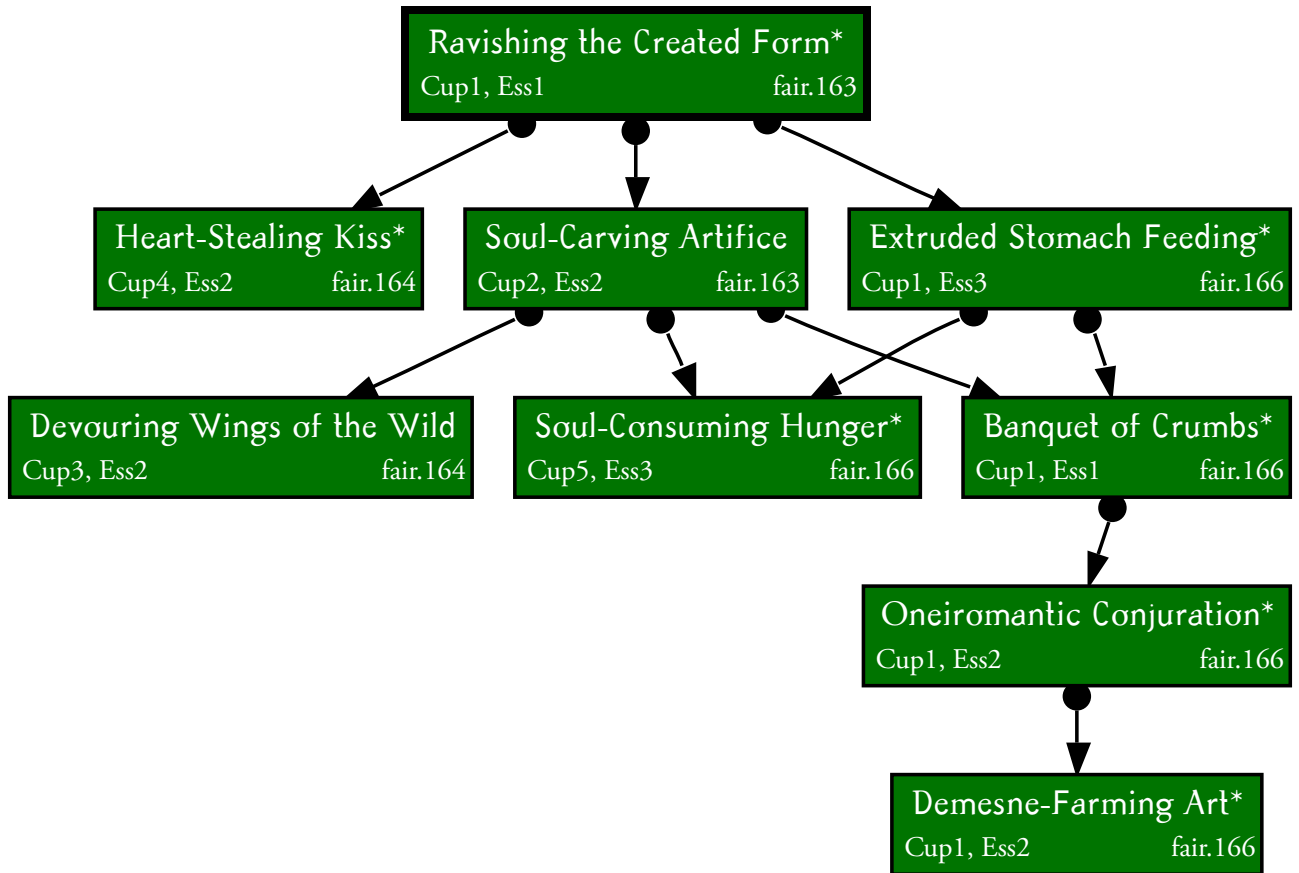
# Fair Folk: Elemental Influence



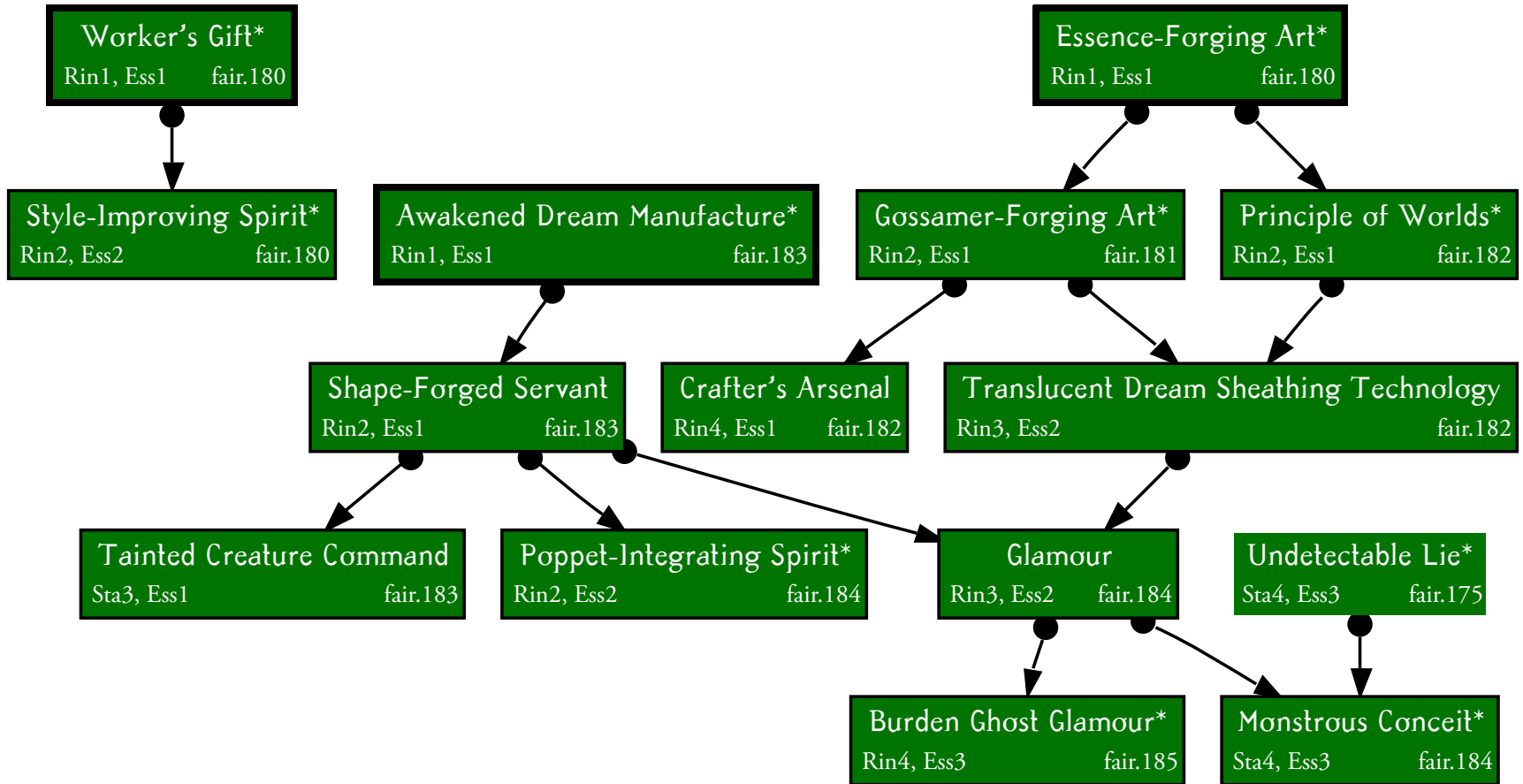
# Fair Folk: Emotional Influence



# Fair Folk: Feeding



# Fair Folk: Glamour



# Fair Folk: God-Monster Body Gift

Heart-Stopping Numinous Power

fair.177

Lumbering Feet of God

fair.177

Calling Upon the Dragon's Ire

fair.177

Advaita Harmony

fair.177

Chain-Defying Art

fair.177

Untouchable Infinite Spirit

fair.177

Graces of the Wyld

fair.177

Terrible Shaping Suasion

fair.177

Fearsome Radiance

fair.177

World-Devourer's Shadow

fair.177

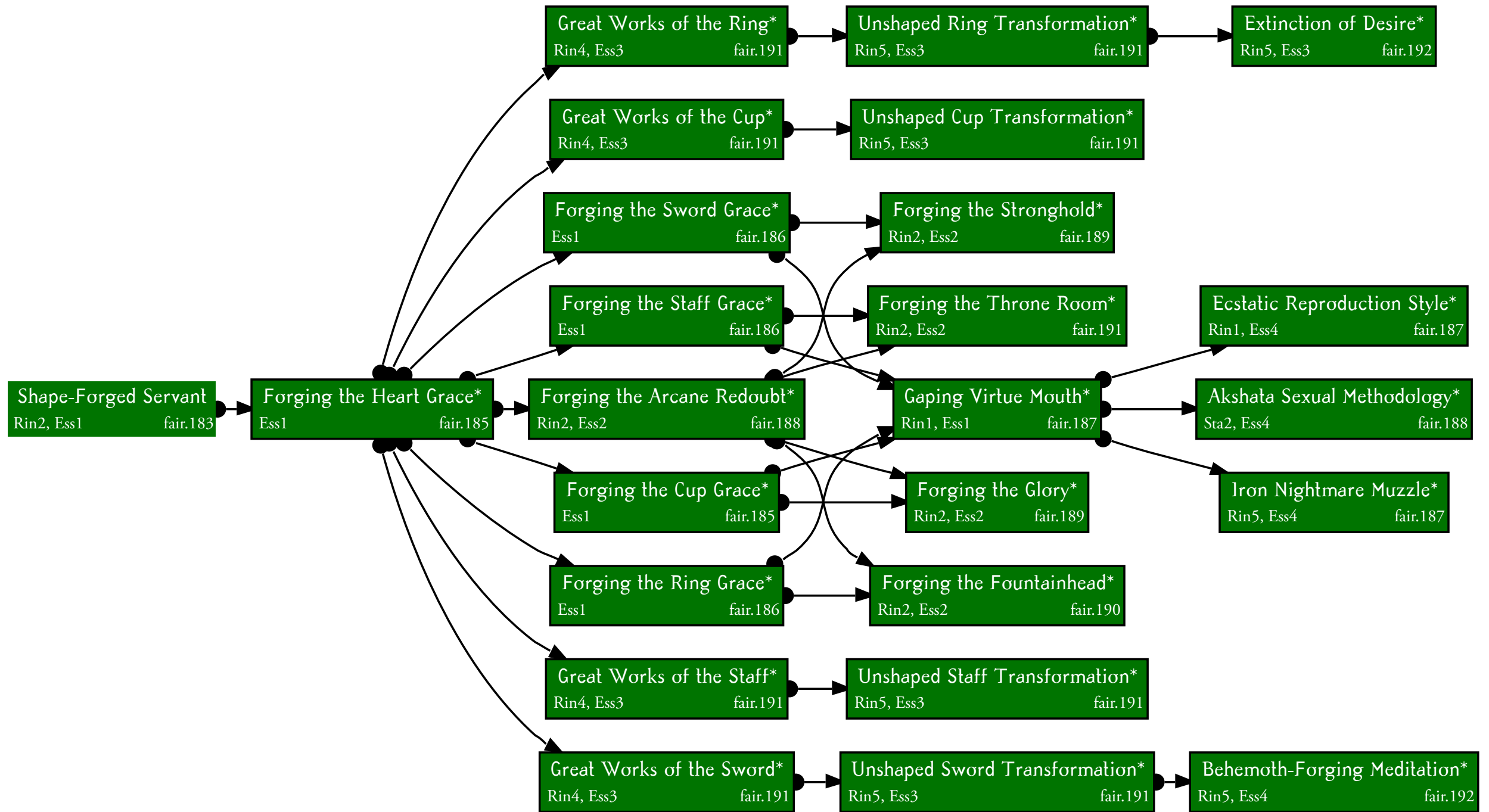
Unshapable Transcendent Essence

fair.177

Miasma of Principle

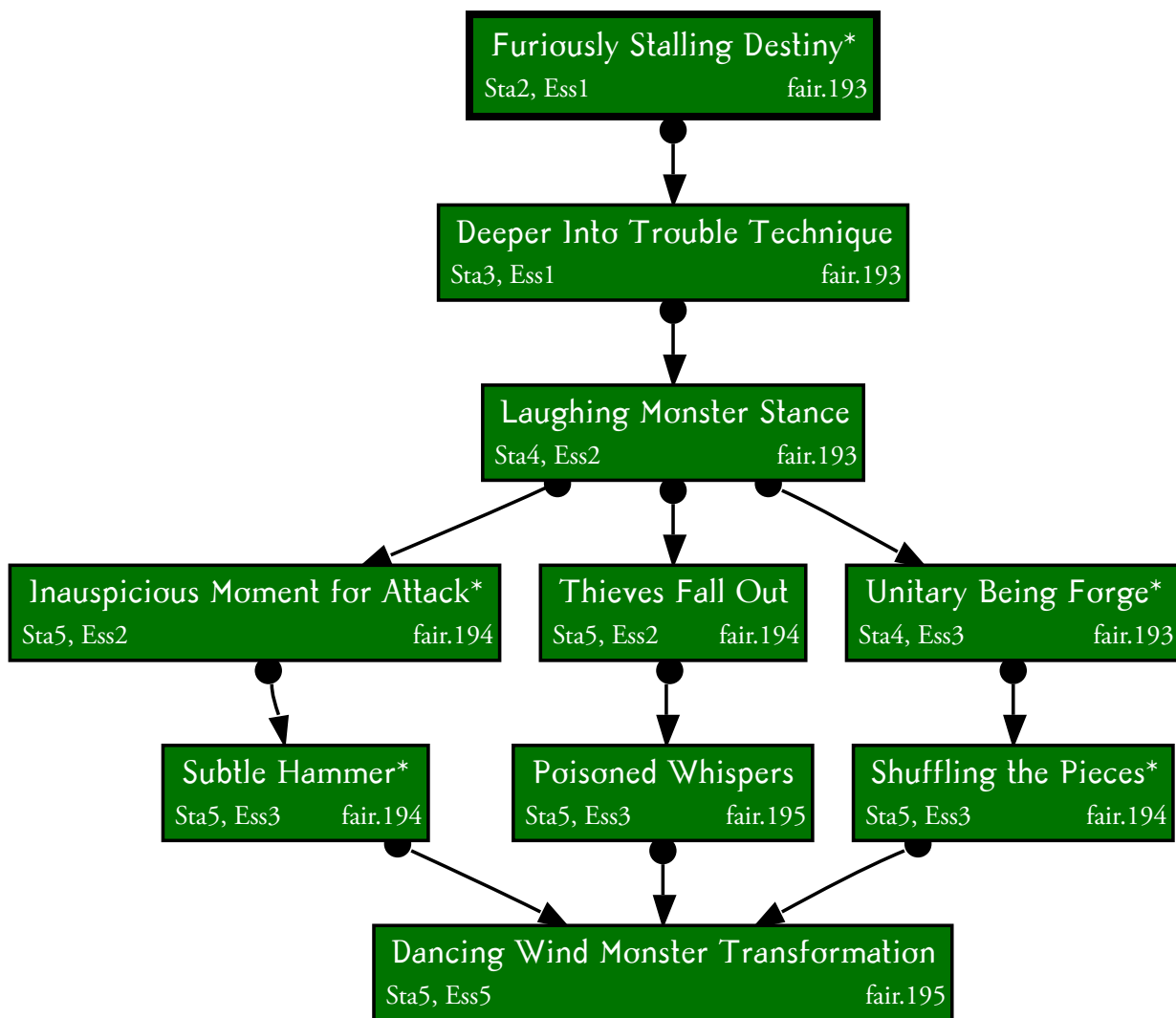
fair.177

# Fair Folk: Greater Arts of Glamour

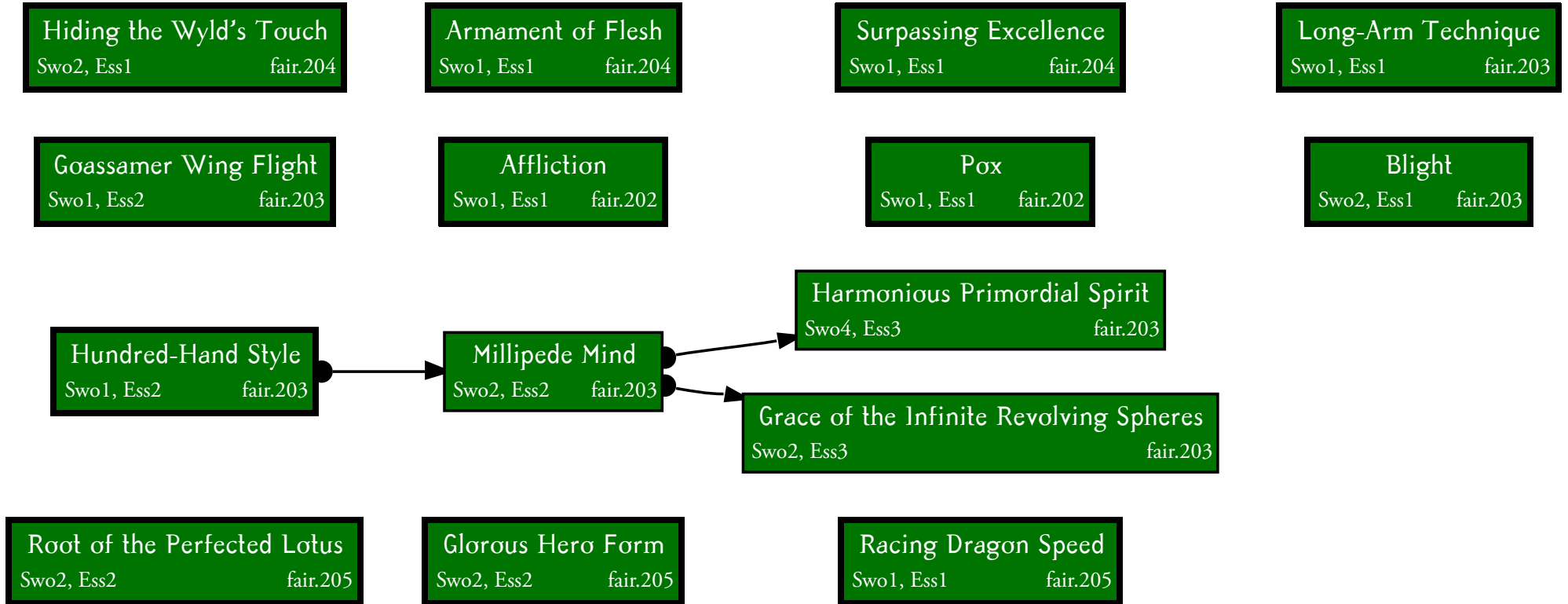




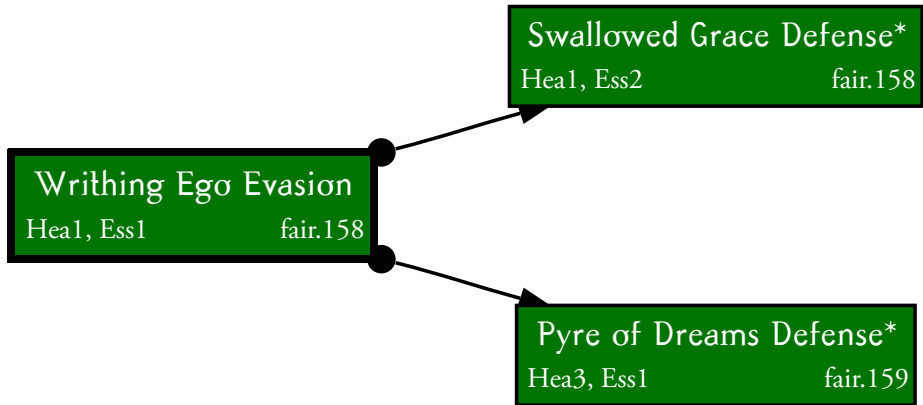
# Fair Folk: Laughing Monster Style



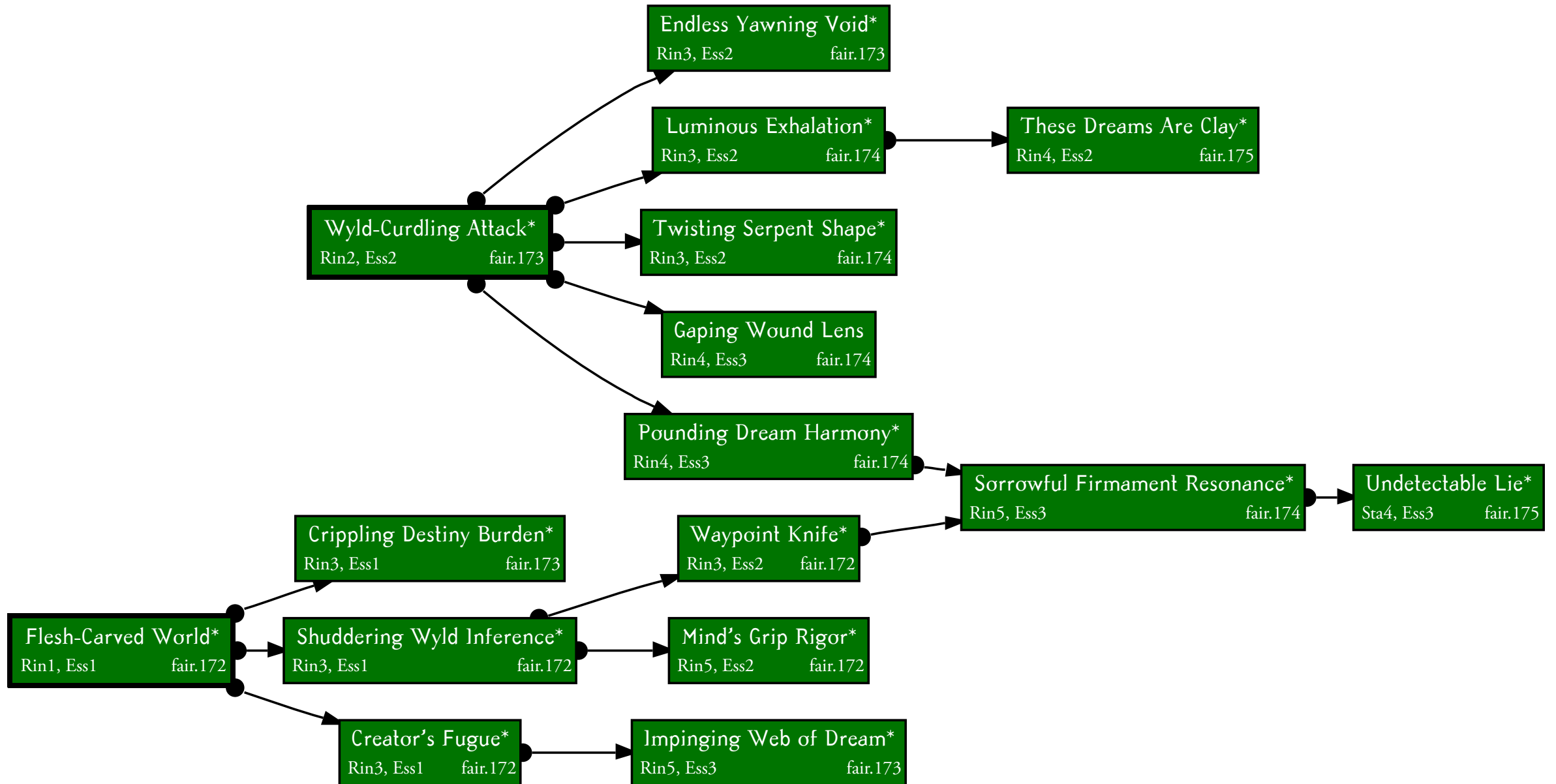
# Fair Folk: Mutation



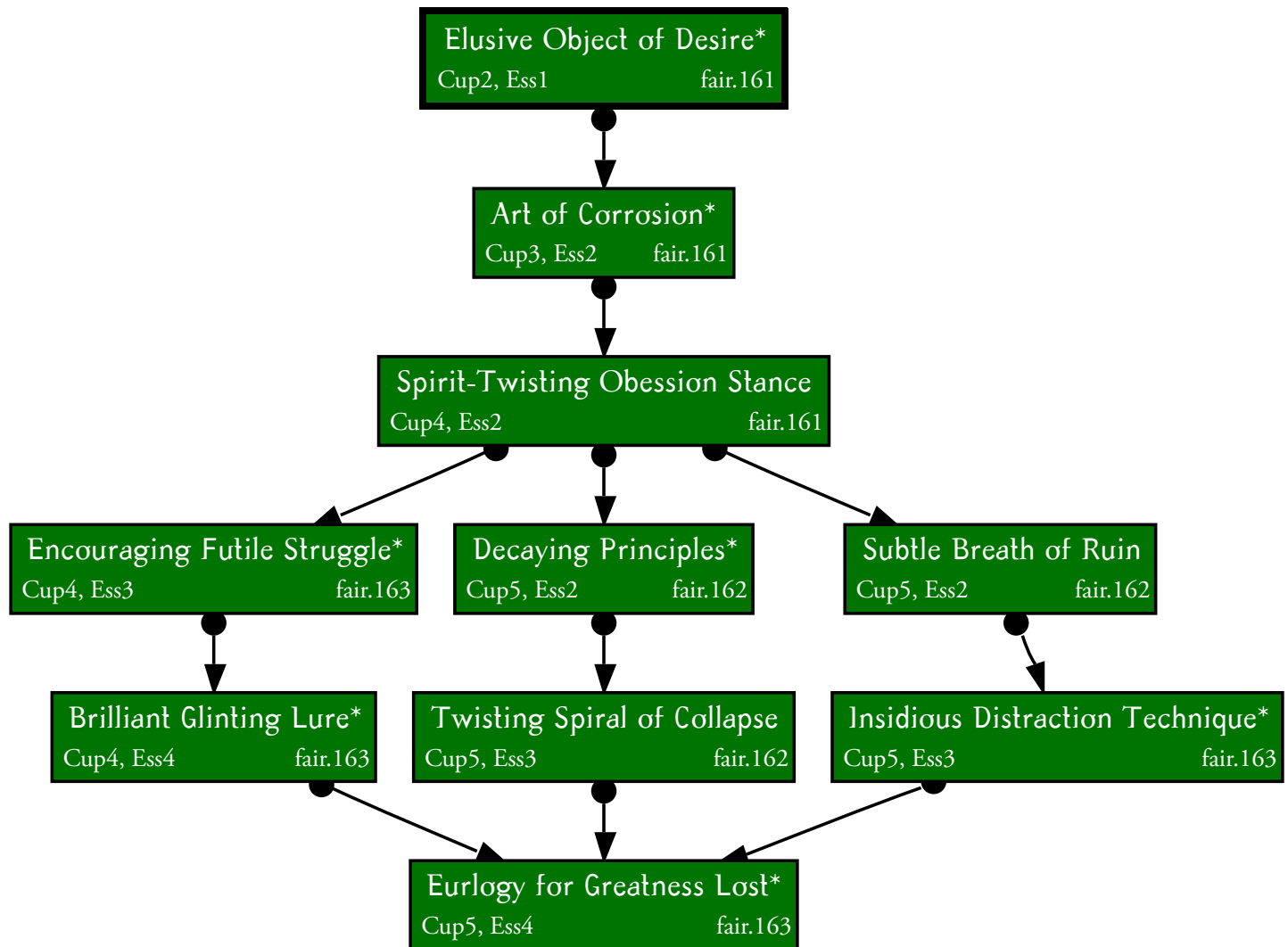
# Fair Folk: Resistance



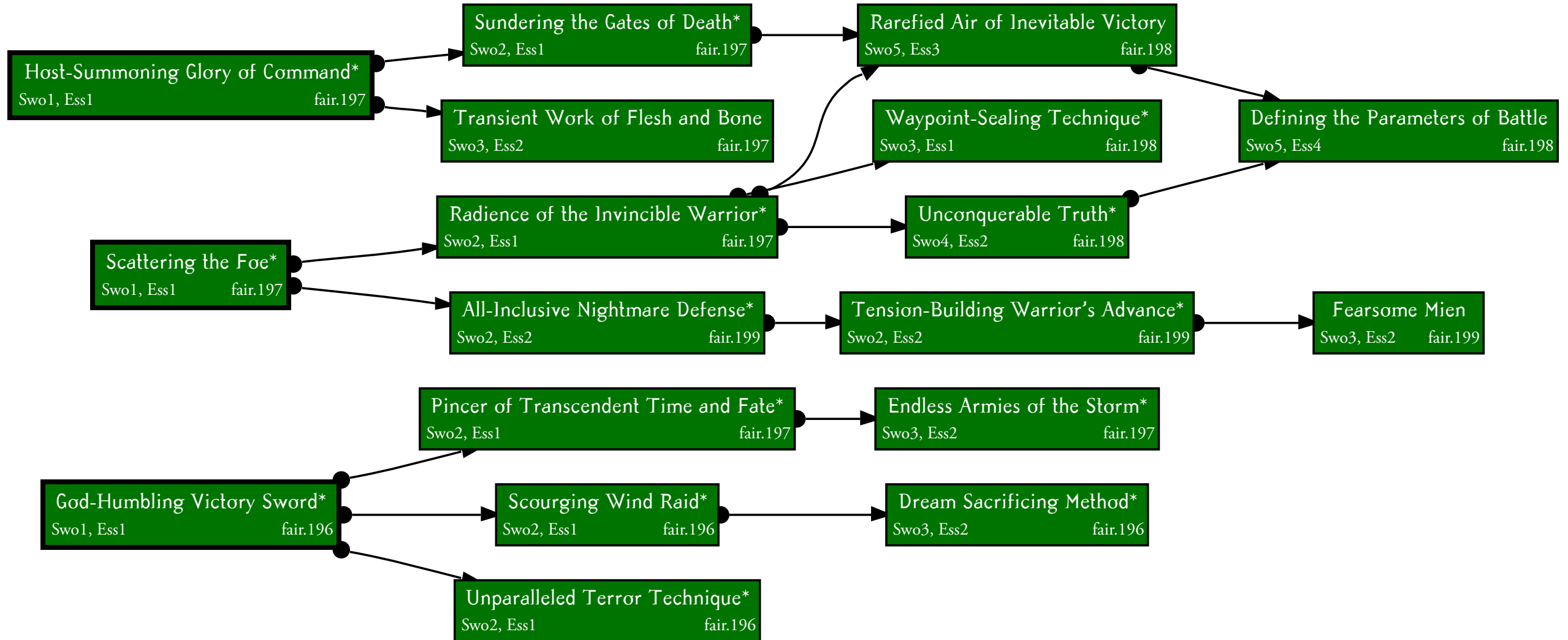
# Fair Folk: Ring Combat



# Fair Folk: Spirit-Twisting Obsession Style



# Fair Folk: Sword Combat



# Fair Folk: Various

Bastion of the Self  
Hea2, Ess1      fair.156

Imposition of Law  
Hea1, Ess1      fair.155

Perfect Reckoning Technique  
Way3, Ess1      fair.211

Oath Gossamer  
Sta1, Ess1      fair.195



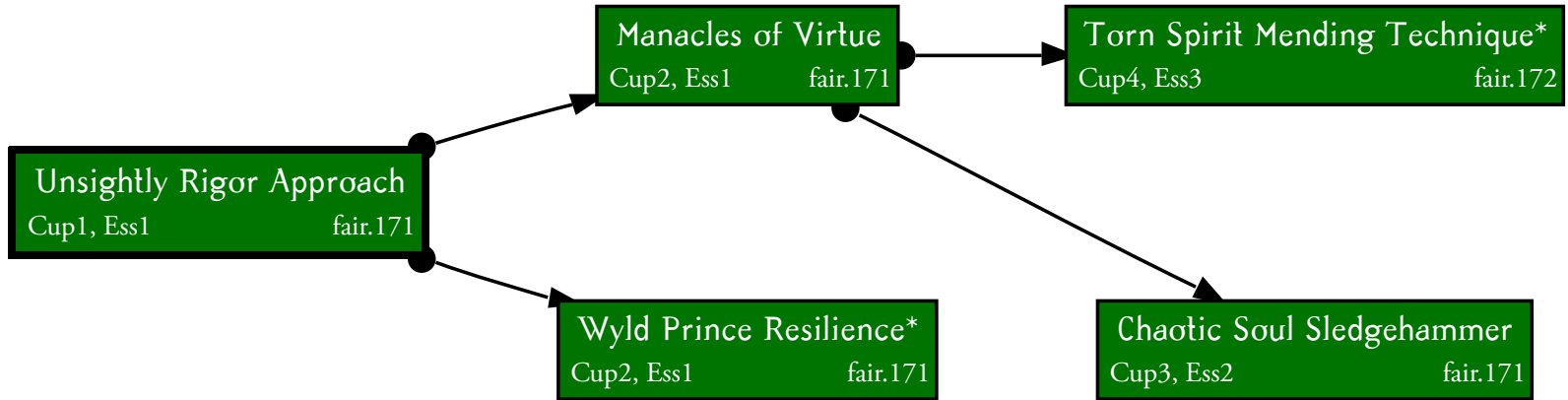
Eight-Corner Ring Binding  
Sta3, Ess2      fair.195

Forging the Heart Grace\*  
Ess1      fair.185



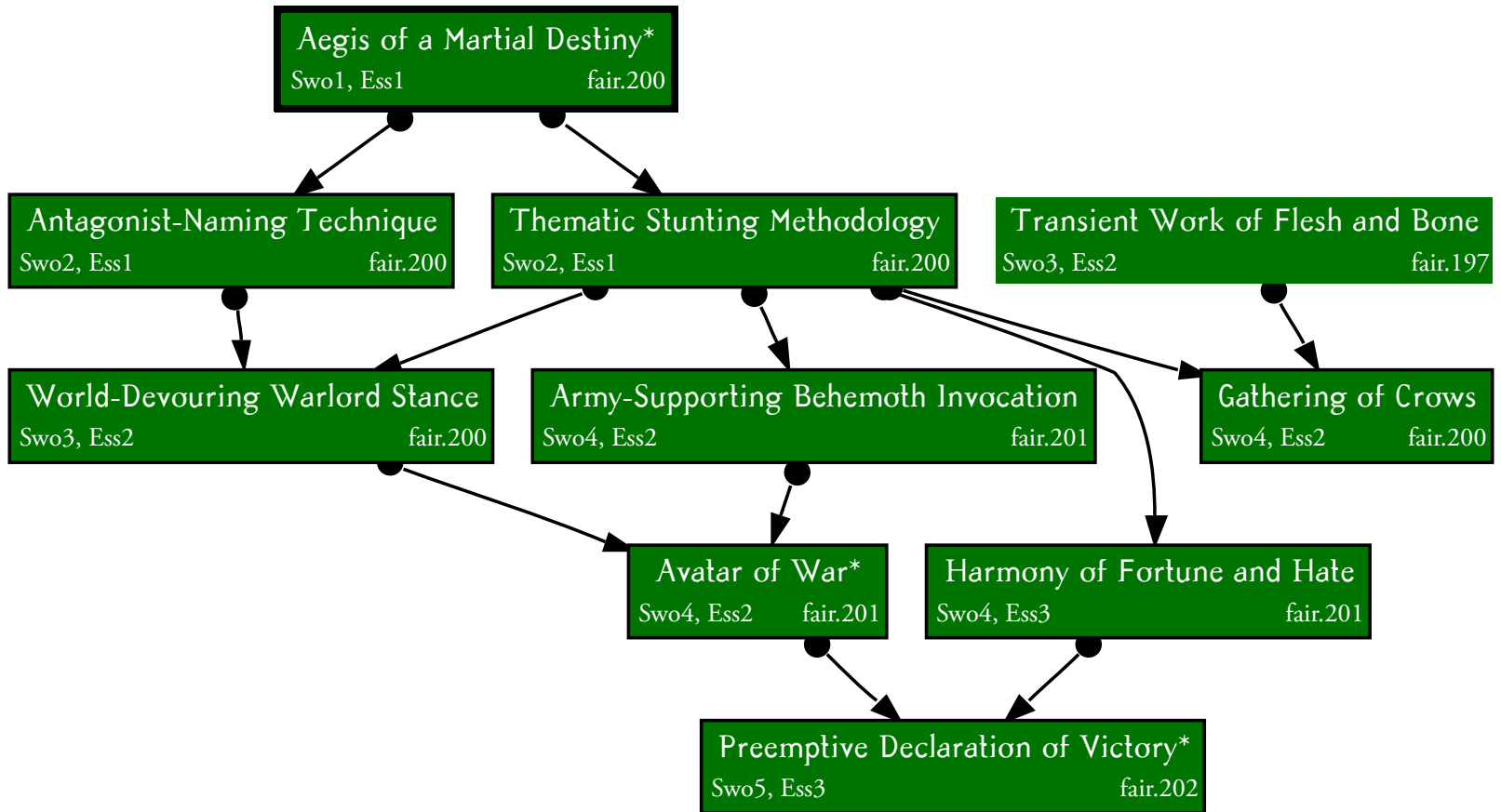
Forging the Way Grace\*  
Ess1      fair.211

# Fair Folk: Virtue-Shaping

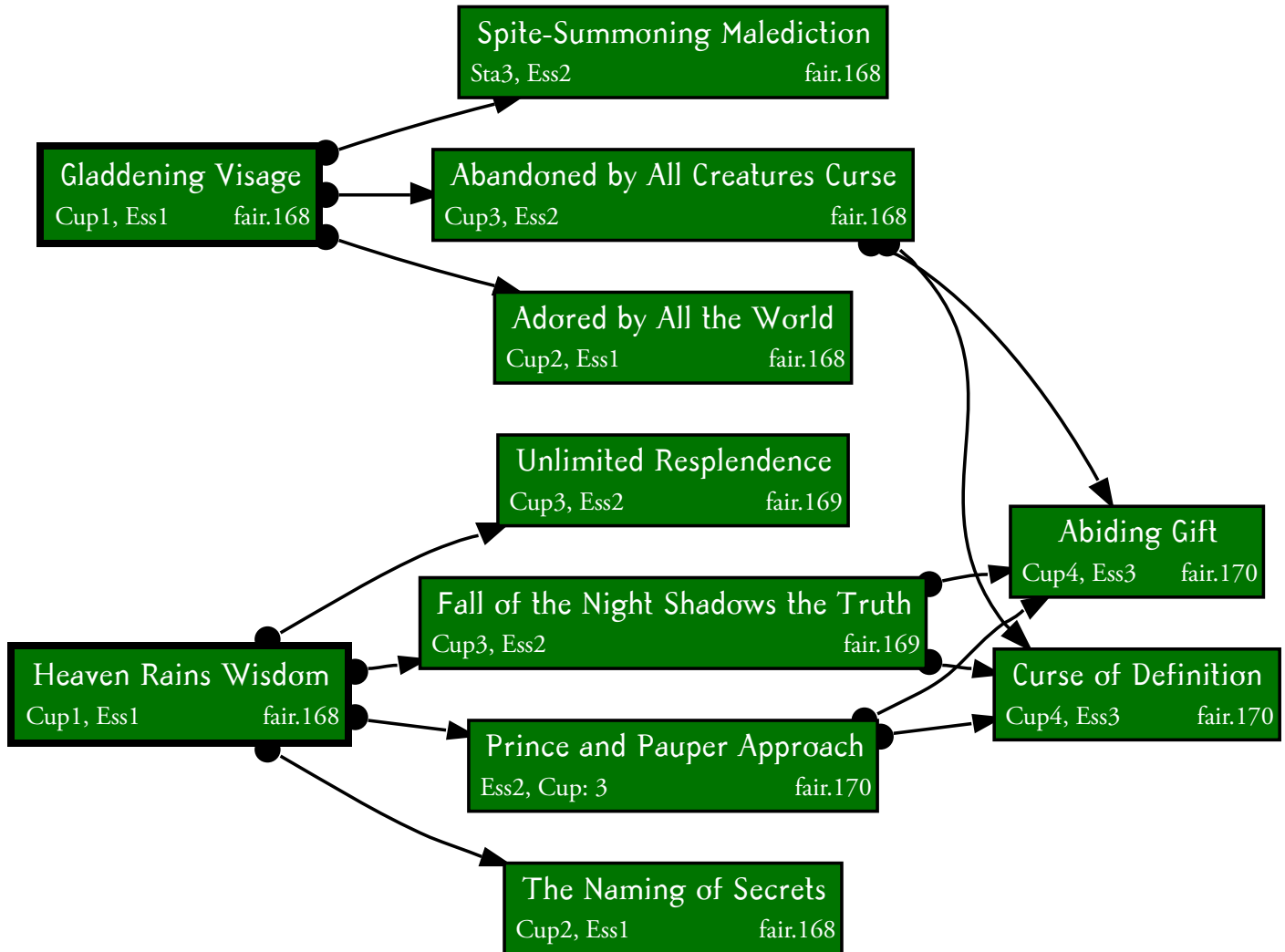




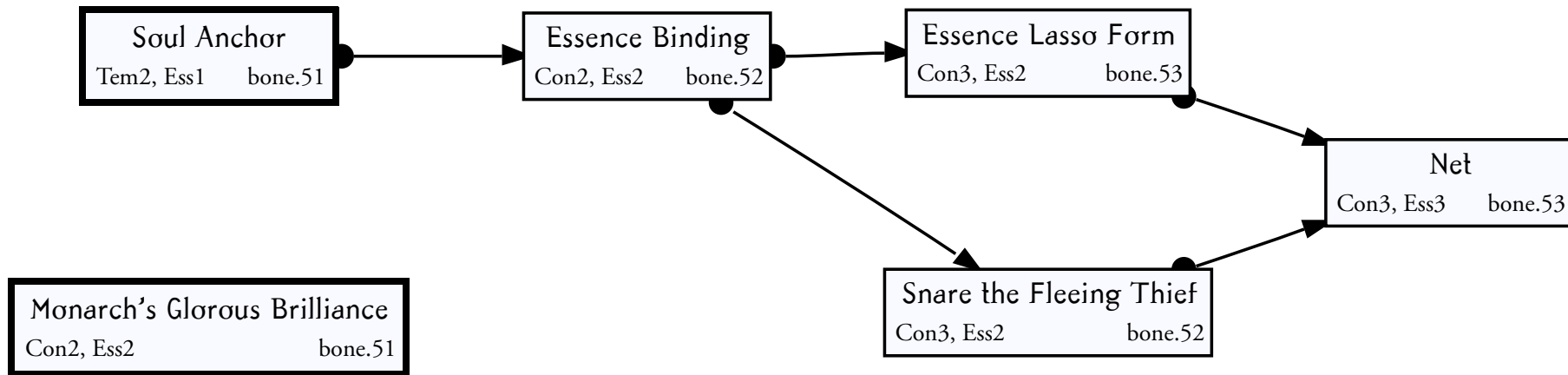
# Fair Folk: World-Devouring Warlord Style



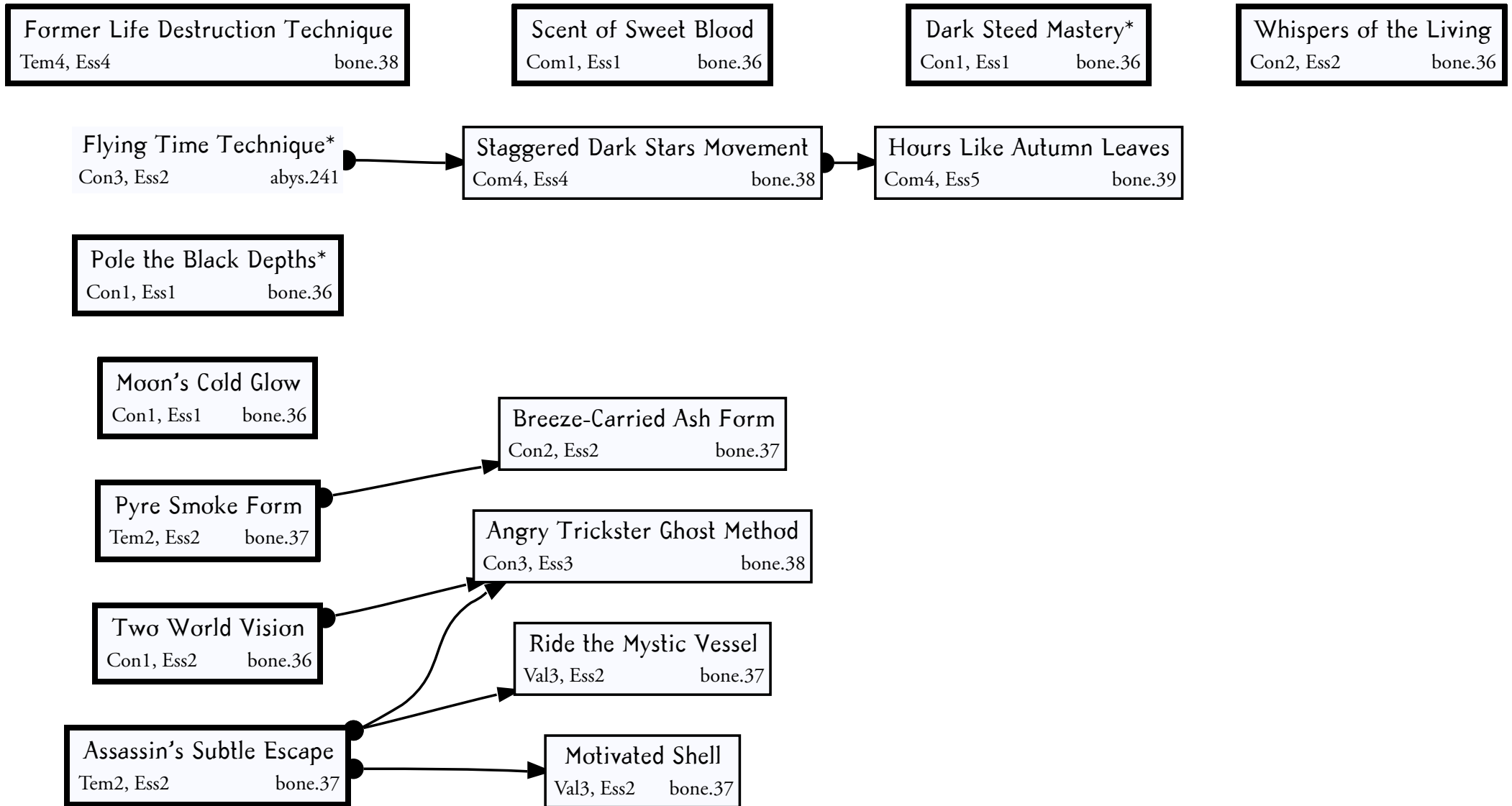
# Fair Folk: World-Shaping



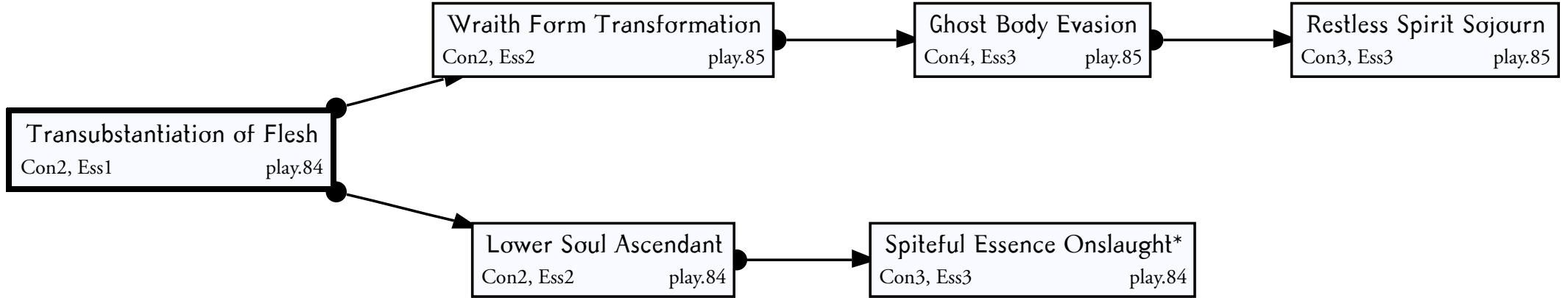
# Ghost: Chains of the Ancient Monarchs



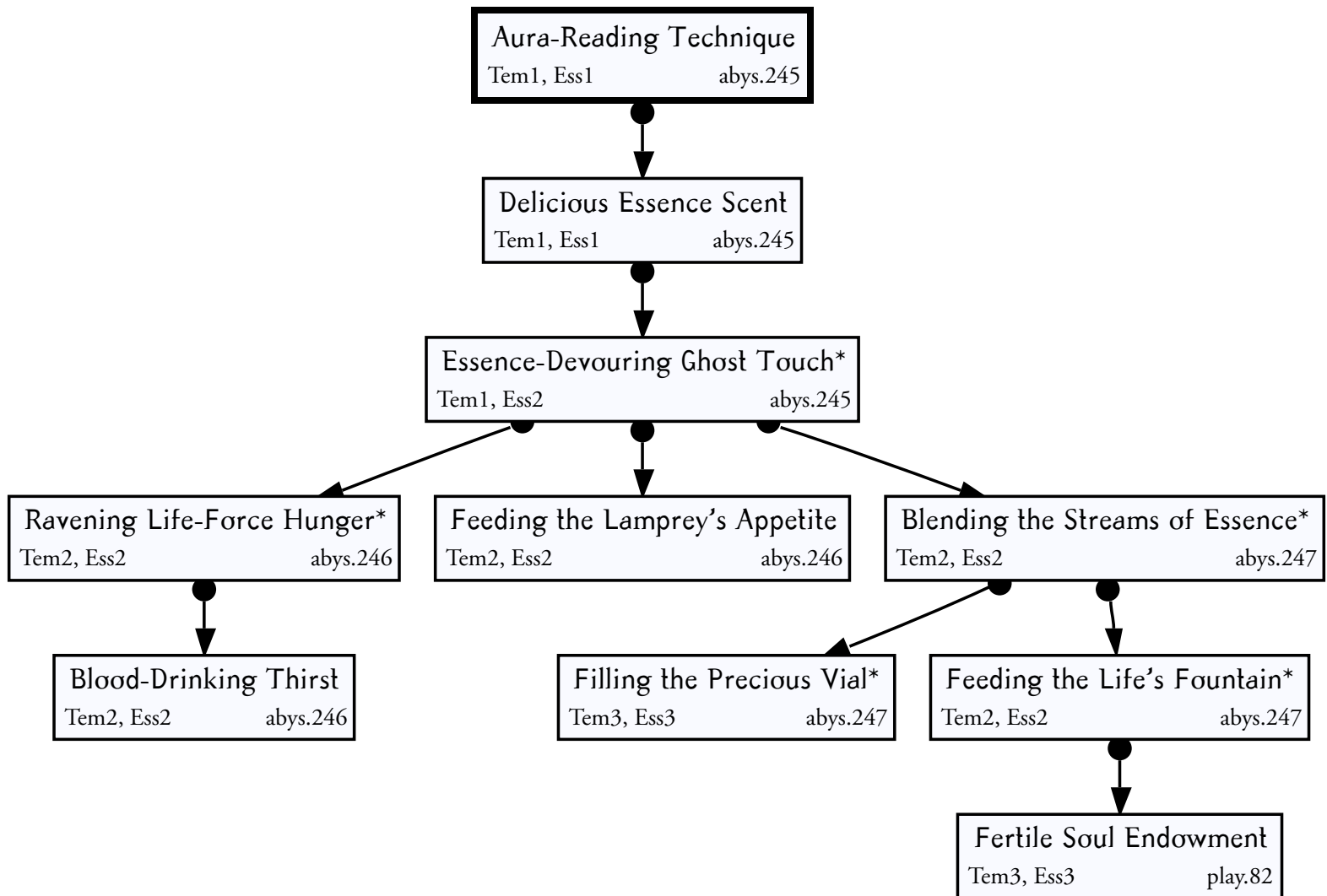
# Ghost: Common Arcanoi



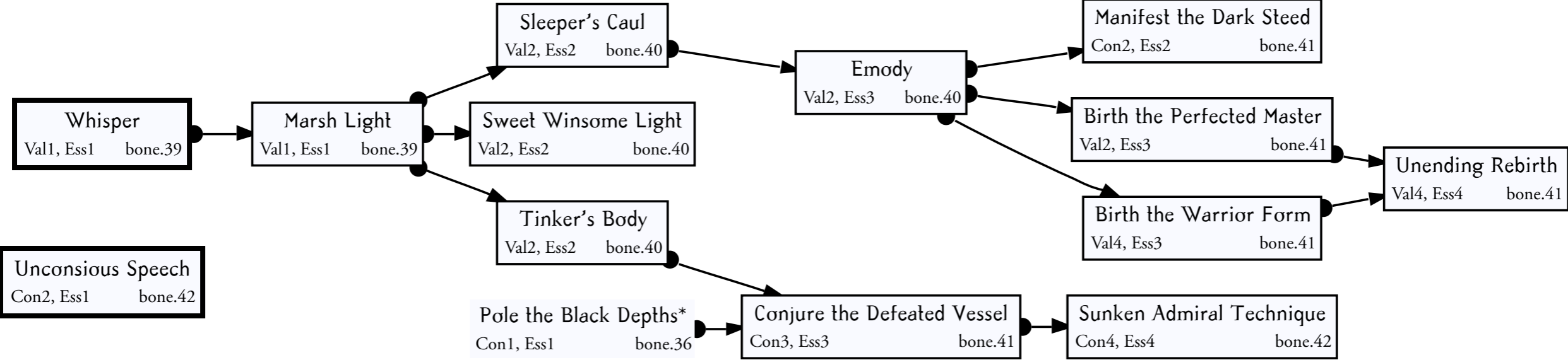
# Ghost: Death in Life Path



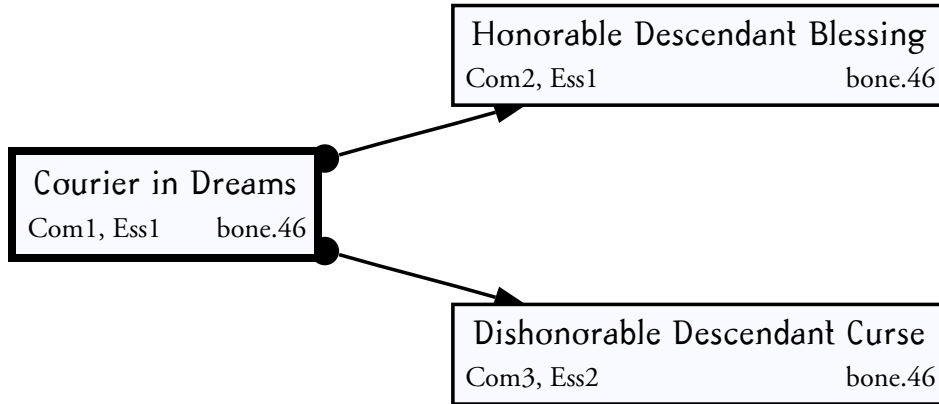
# Ghost: Essence-Measuring Thief Arts



# Ghost: Evoke the Ancient Clay

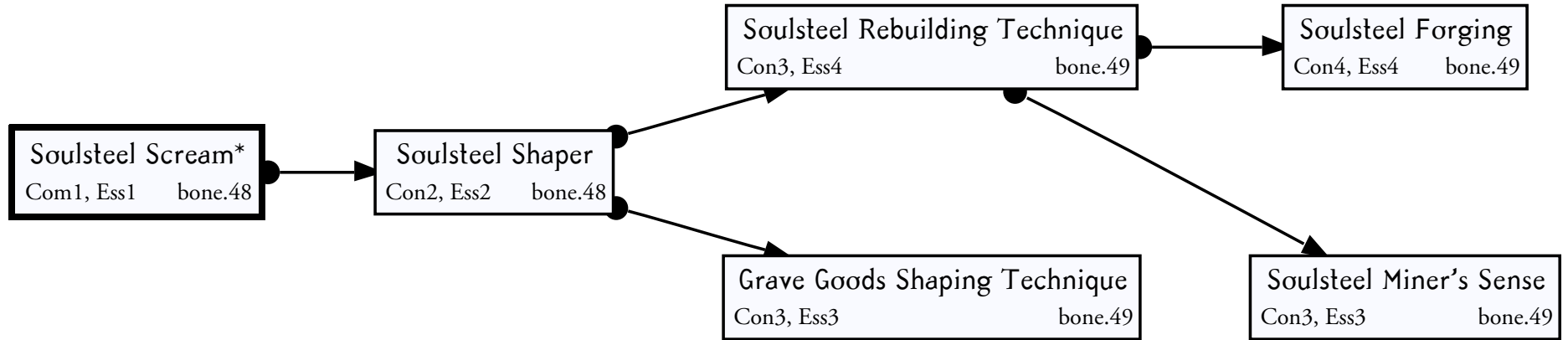


# Ghost: Honored Ancestor Ways

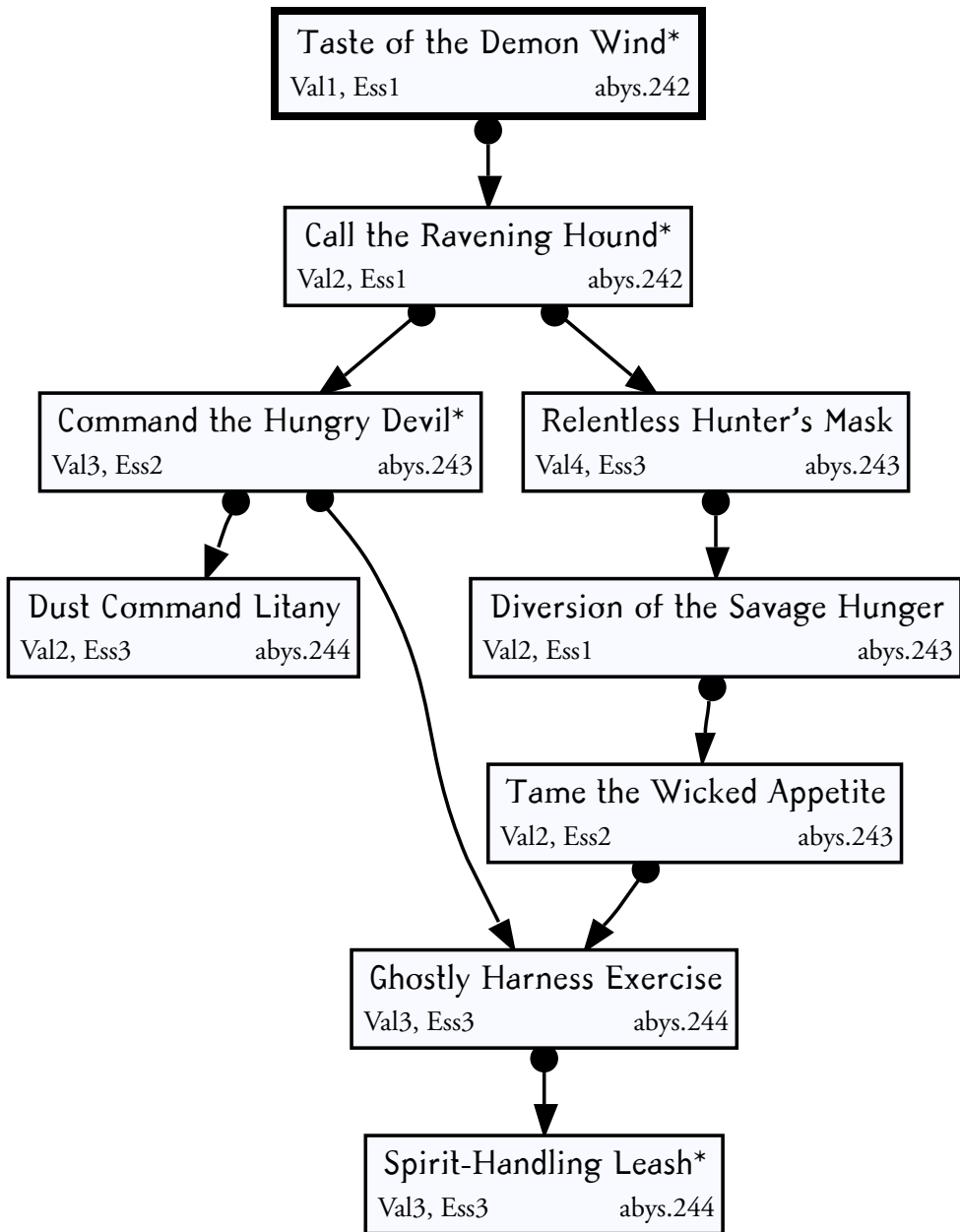




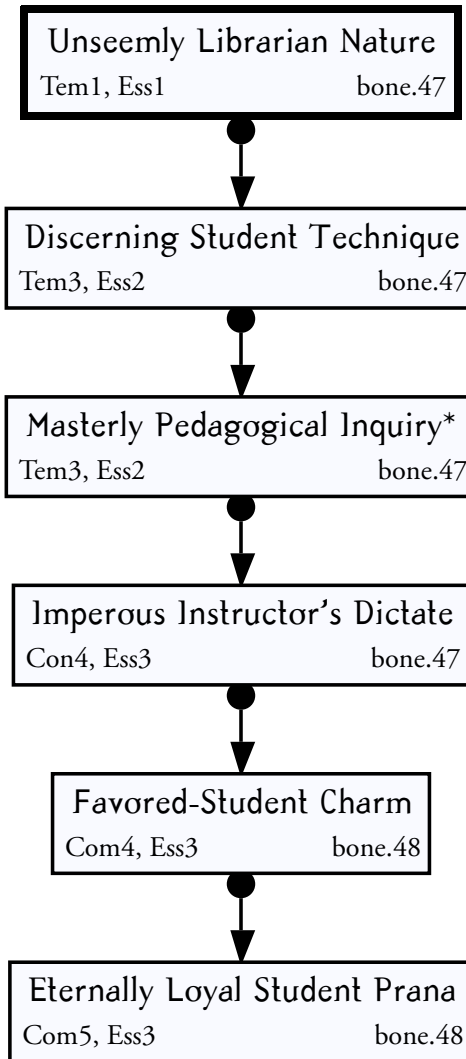
# Ghost: Noble Craftsman Ways



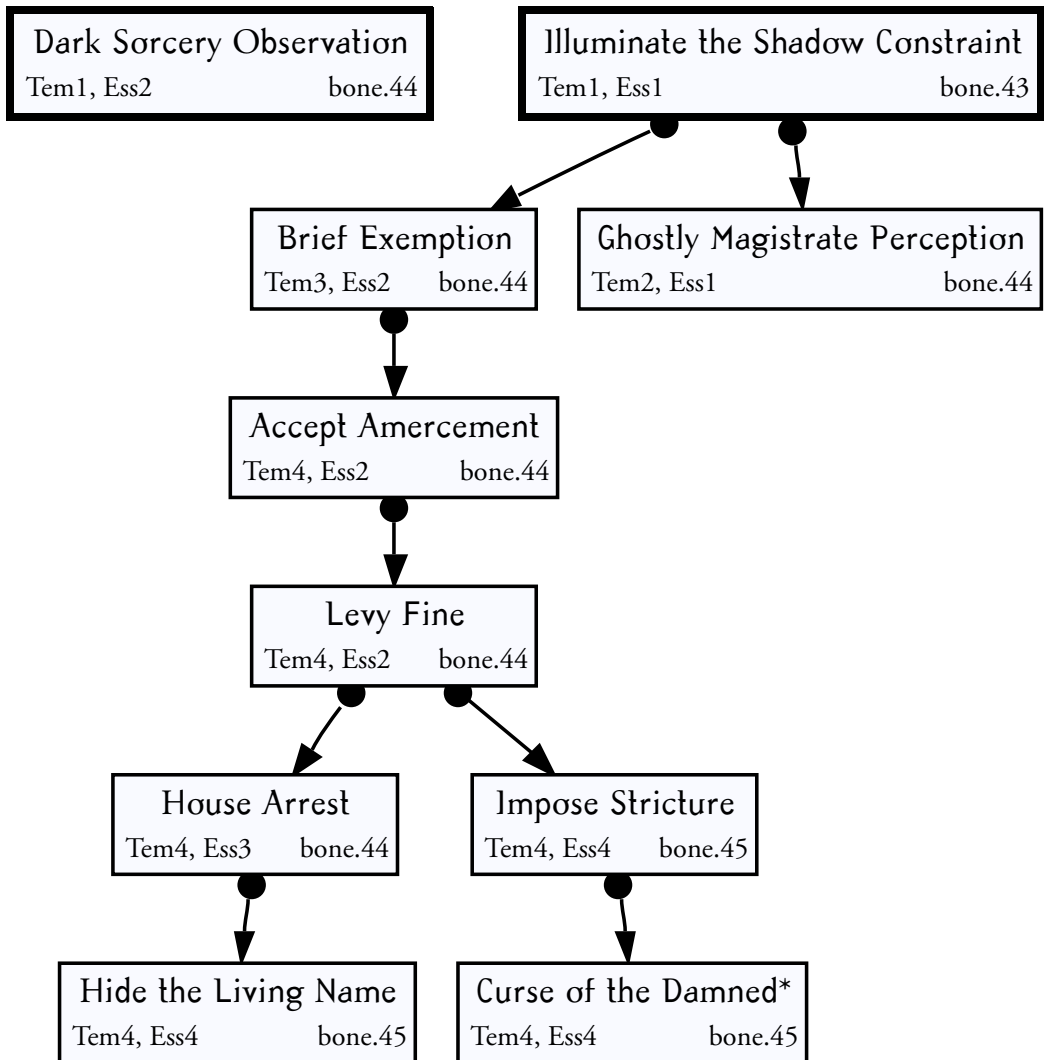
# Ghost: Savage Ghost Tamer Arts



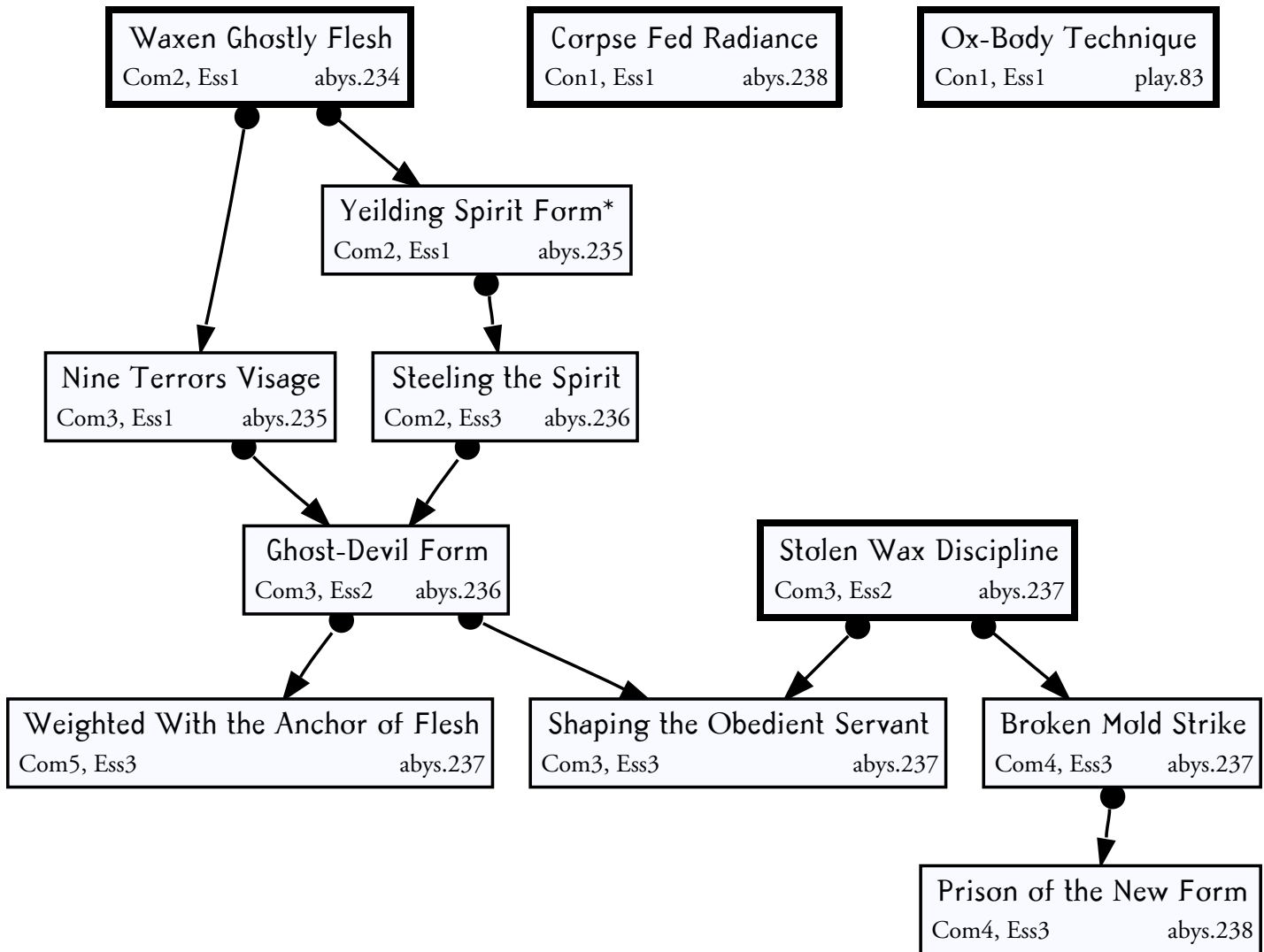
# Ghost: Scholarly Ways



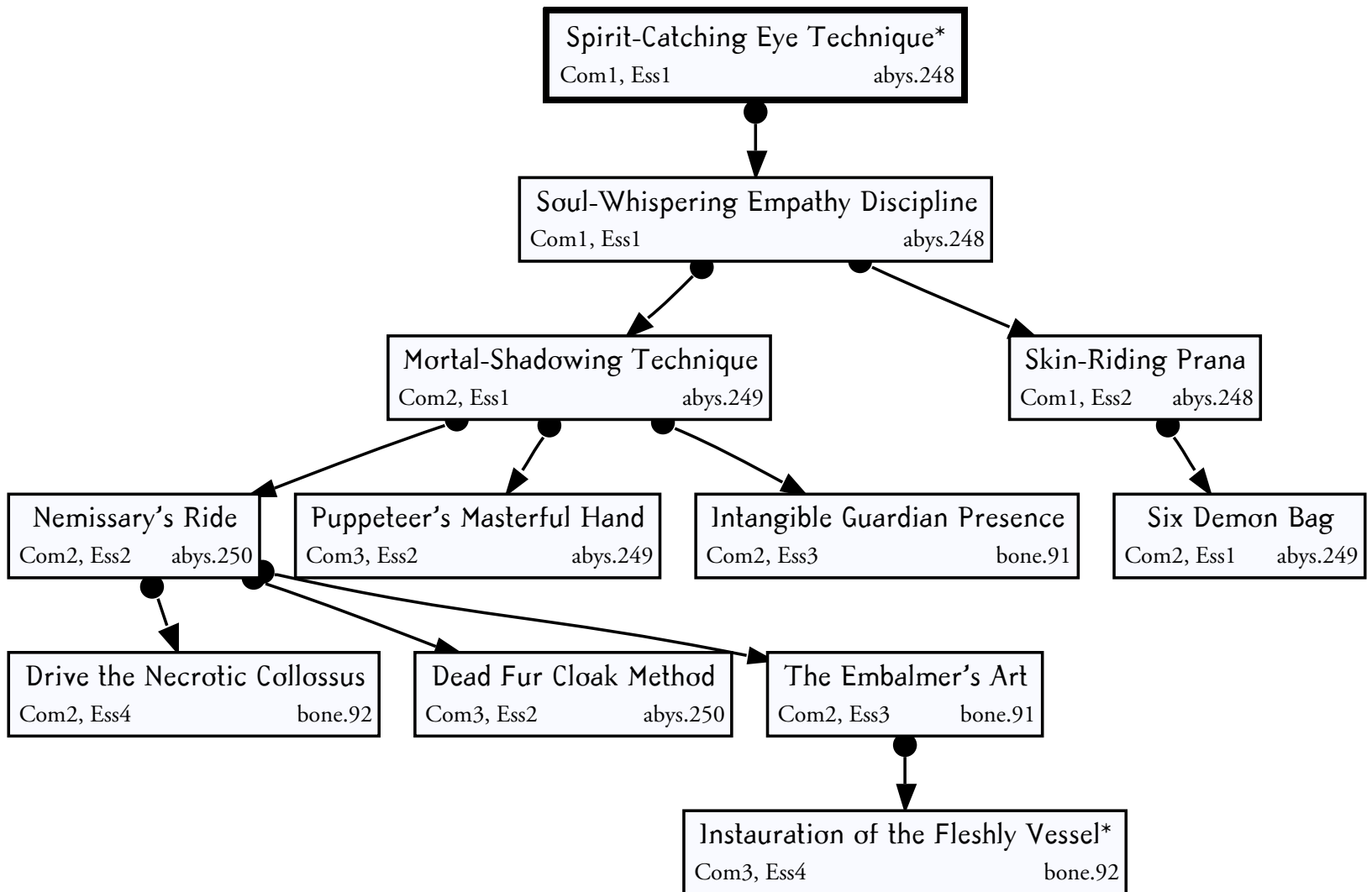
# Ghost: Shadow Constraint Craft



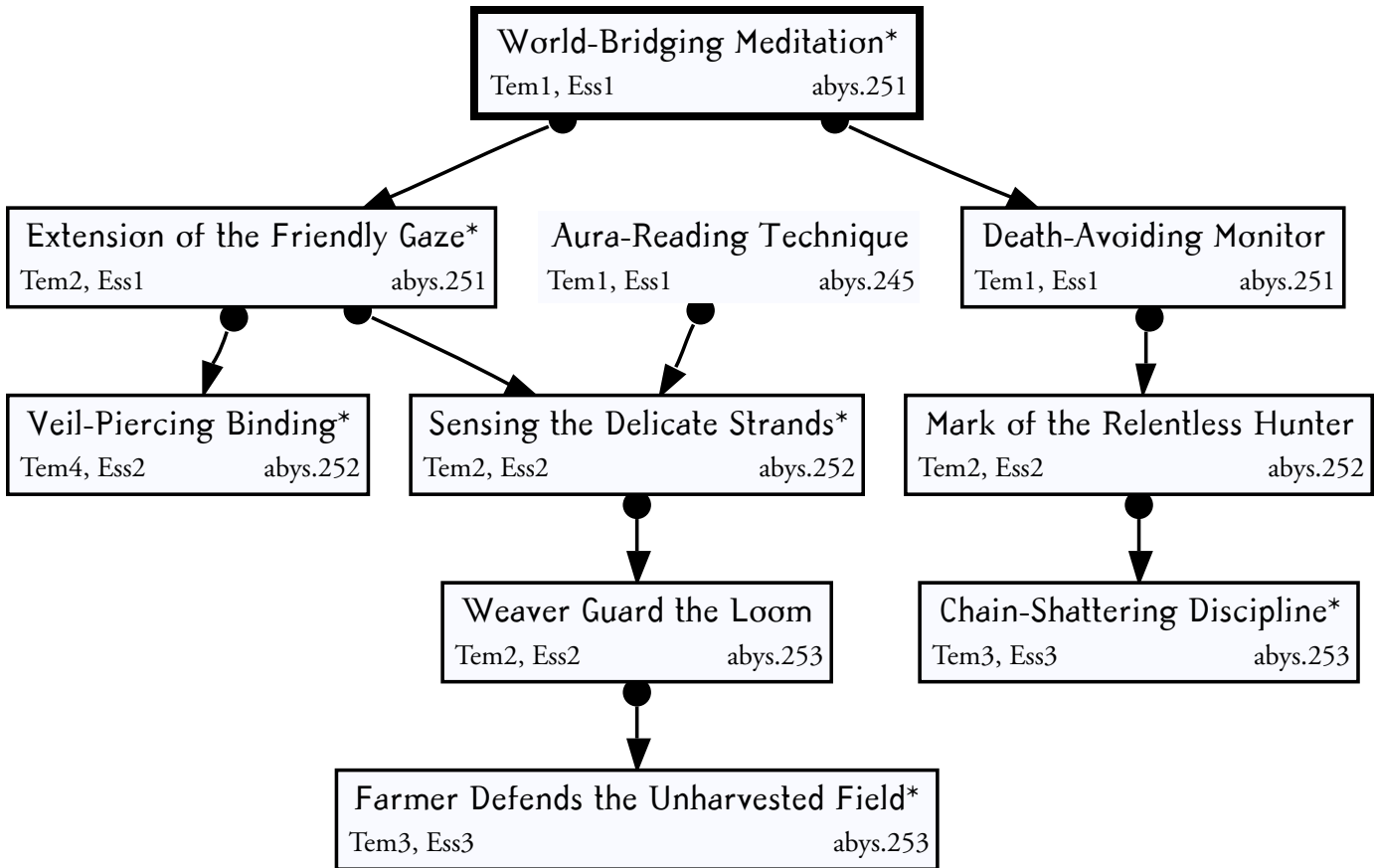
# Ghost: Shifting Ghost-Clay Path



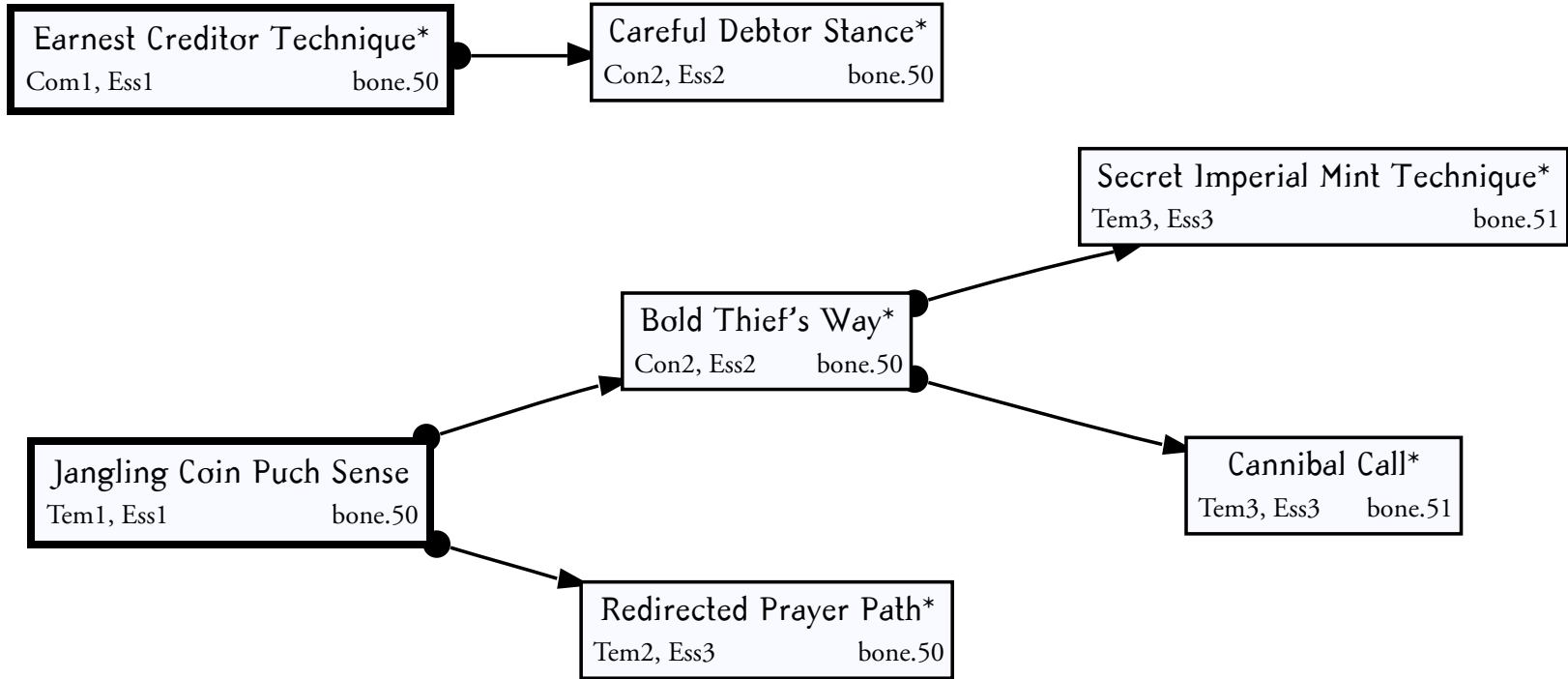
# Ghost: Stringless Puppeteer Art



# Ghost: Tangled Web Arts

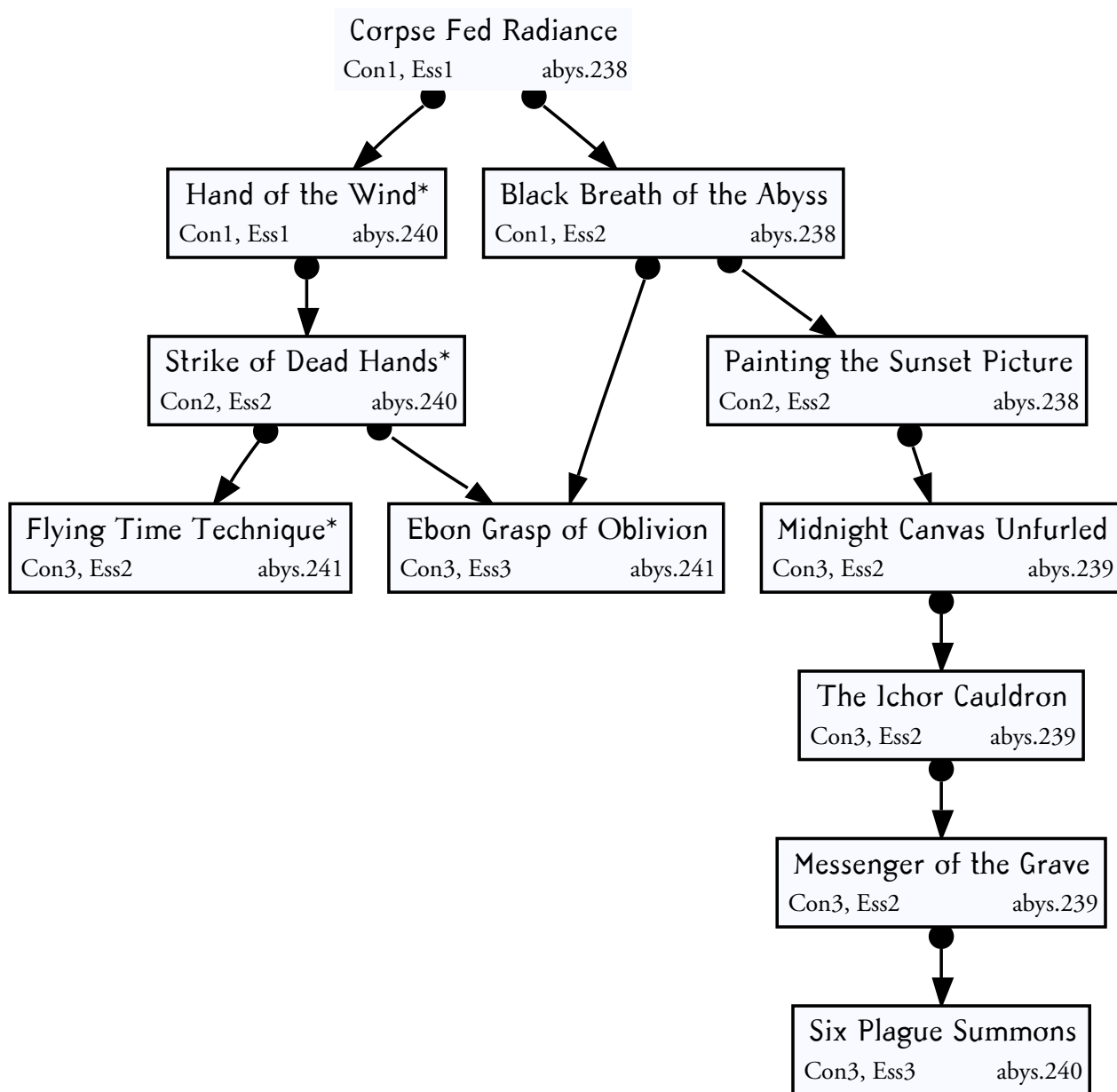


# Ghost: Tenacious Merchant's Way

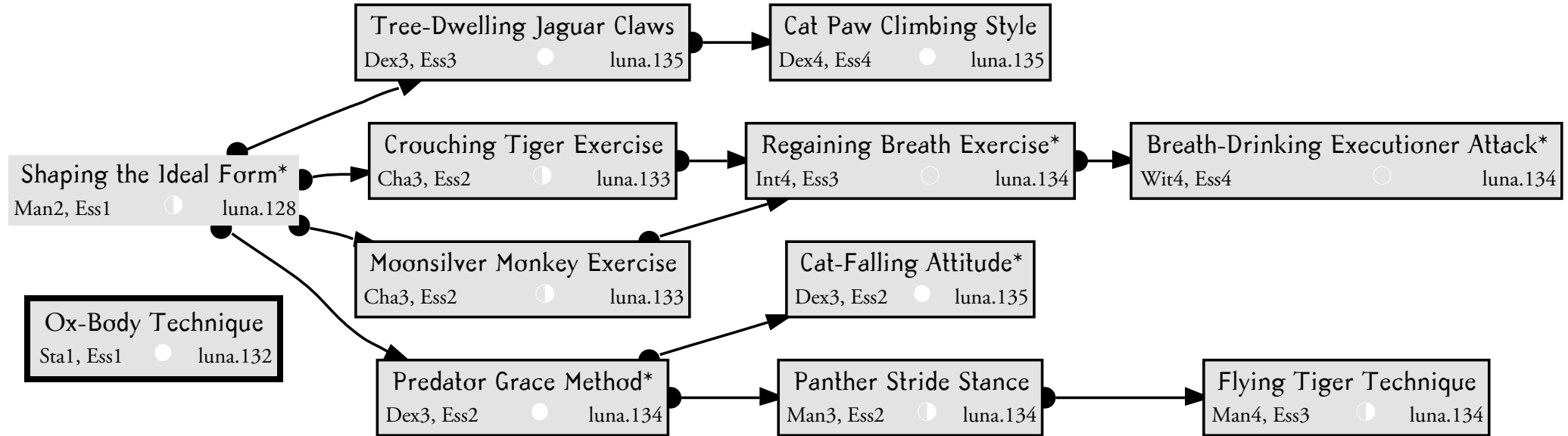




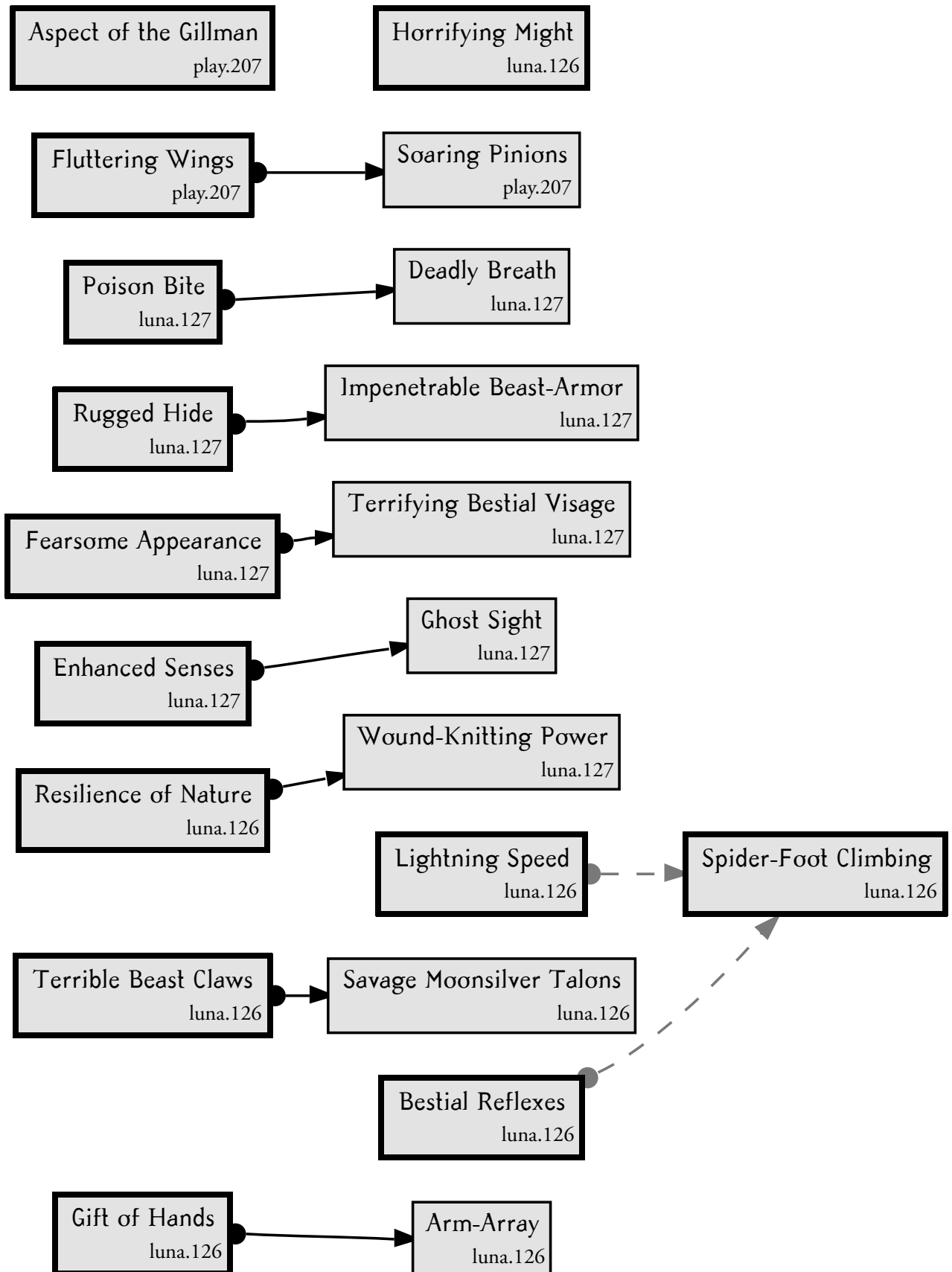
# Ghost: Terror-Spreading Art



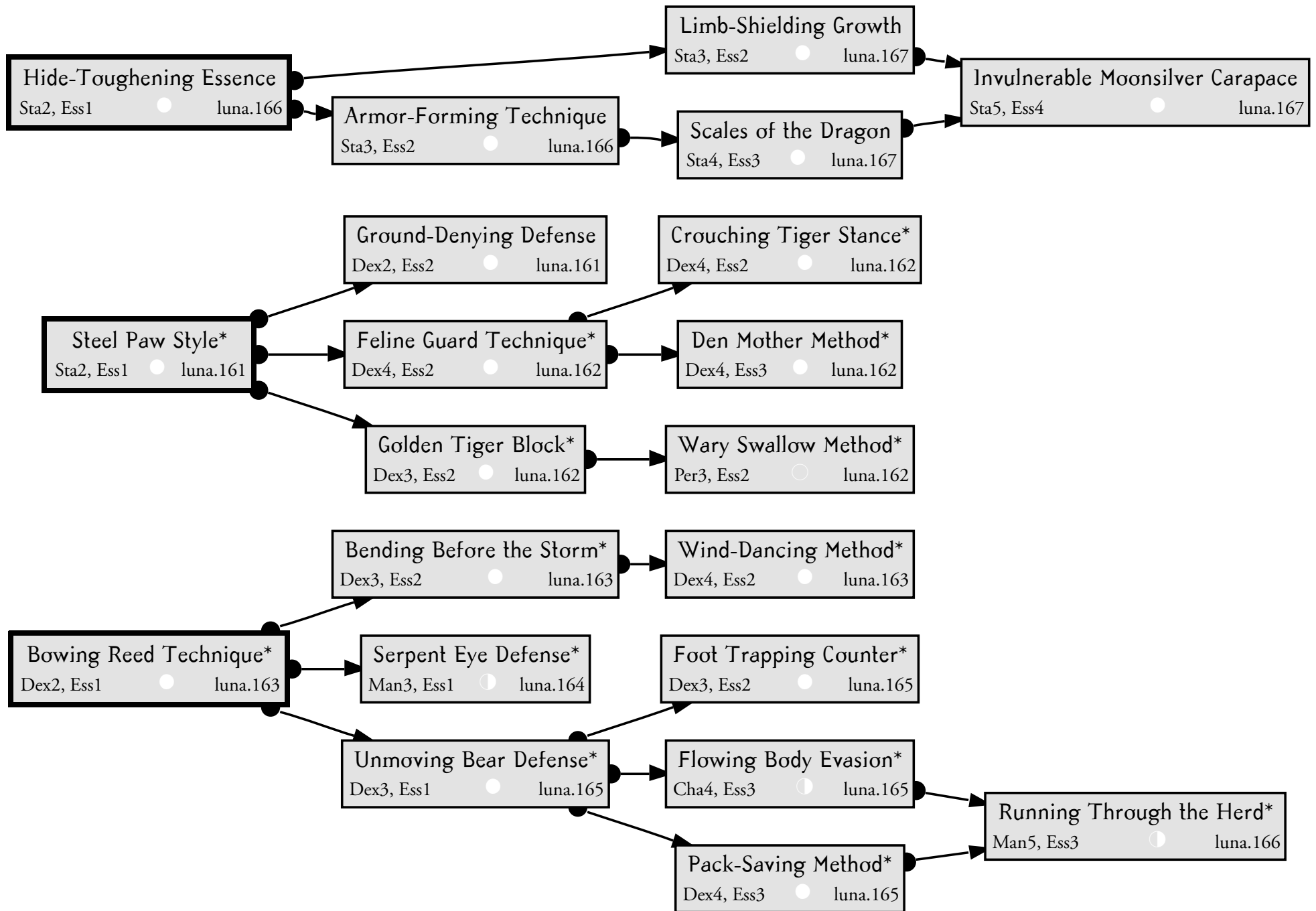
# Lunar: Body Enhancement



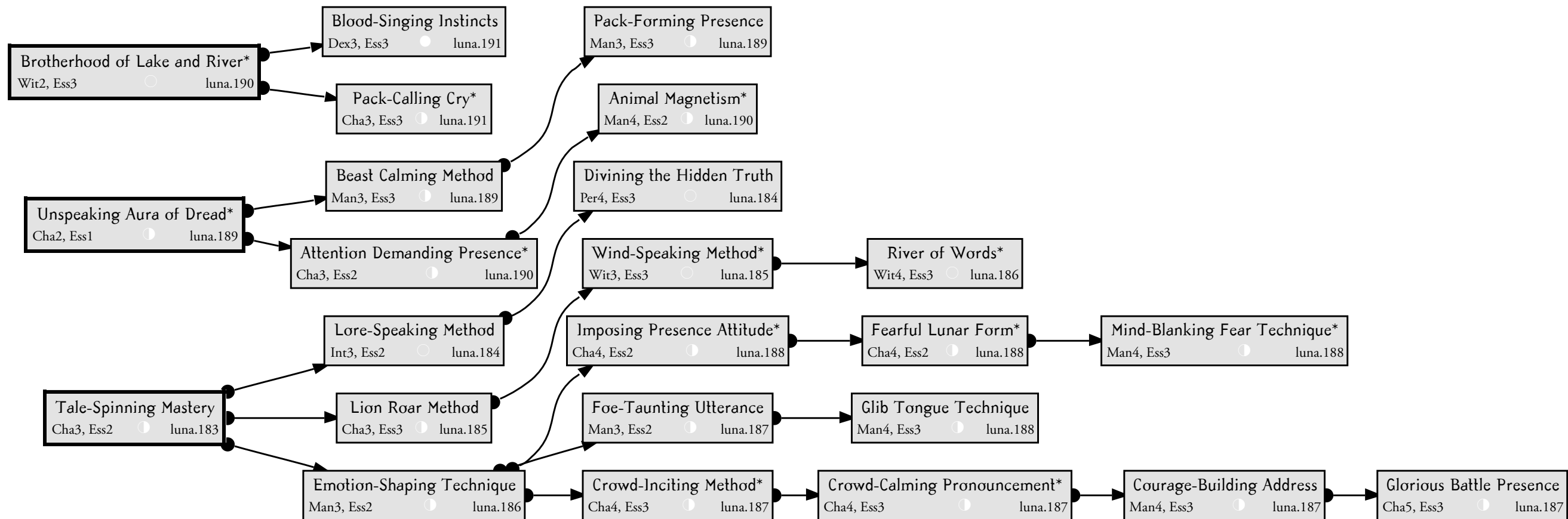
# Lunar: Deadly Beastman Gift



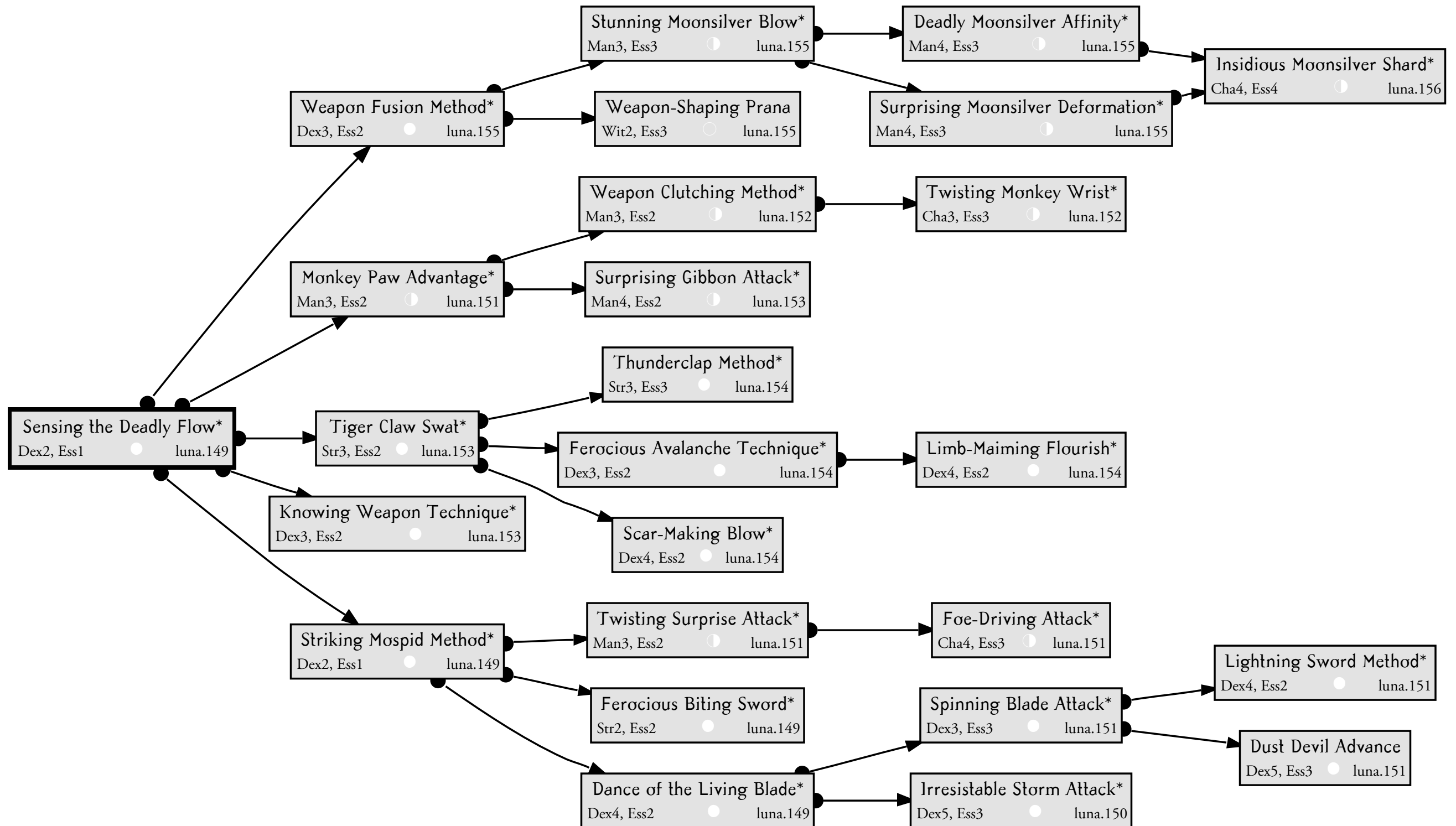
# Lunar: Defensive



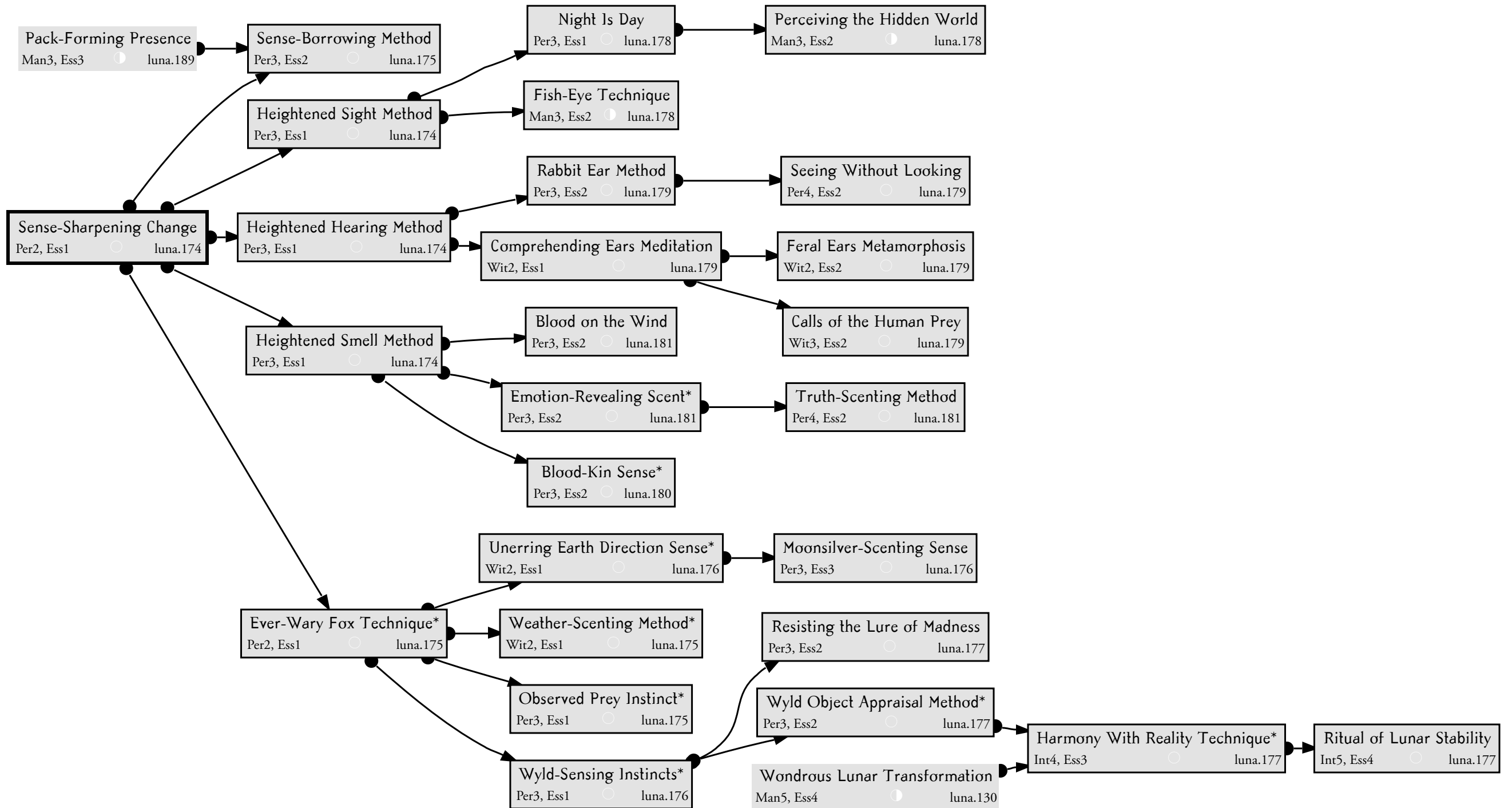
# Lunar: Interaction / Knowledge



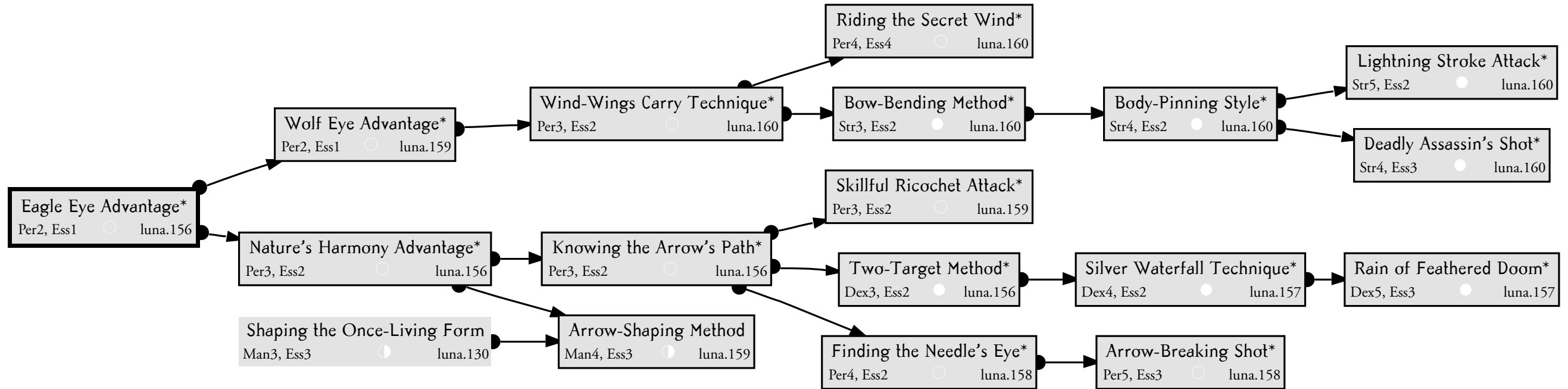
# Lunar: Melee



# Lunar: Perception

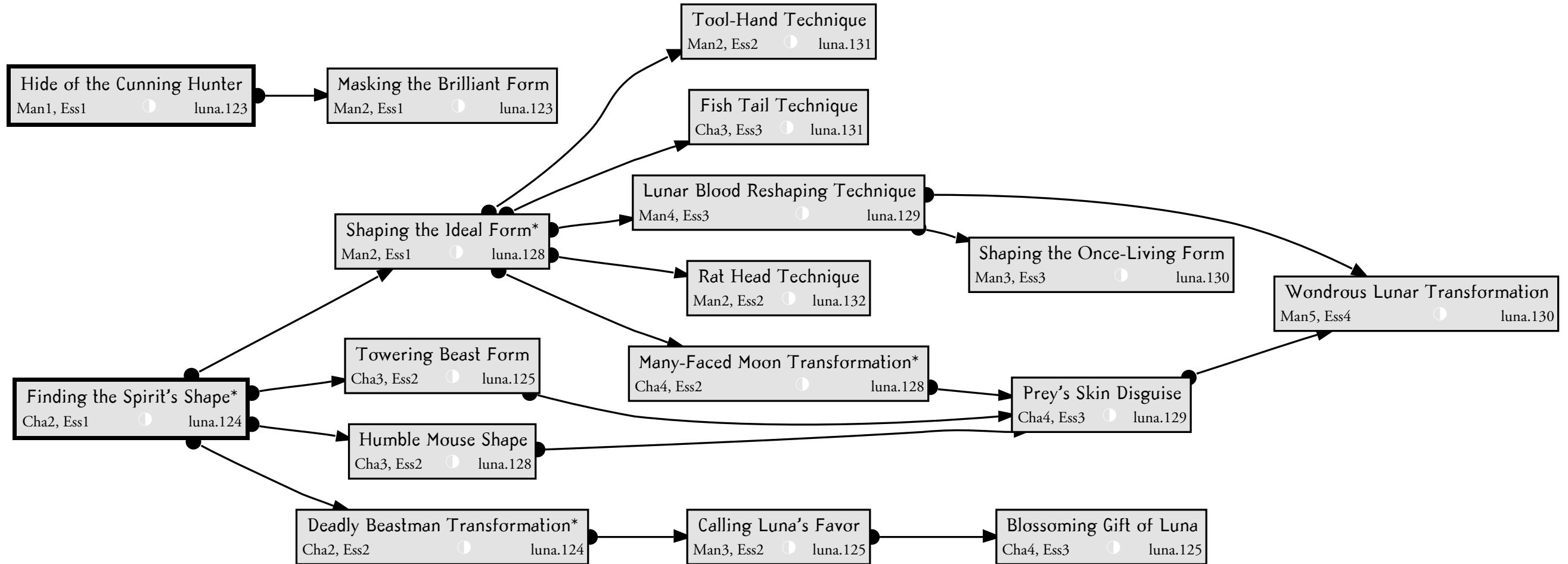


# Lunar: Ranged Combat

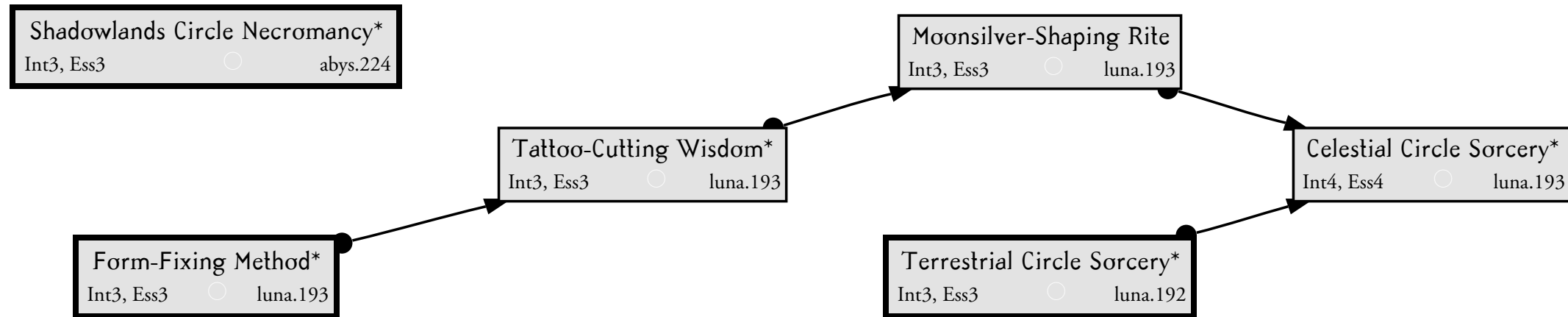




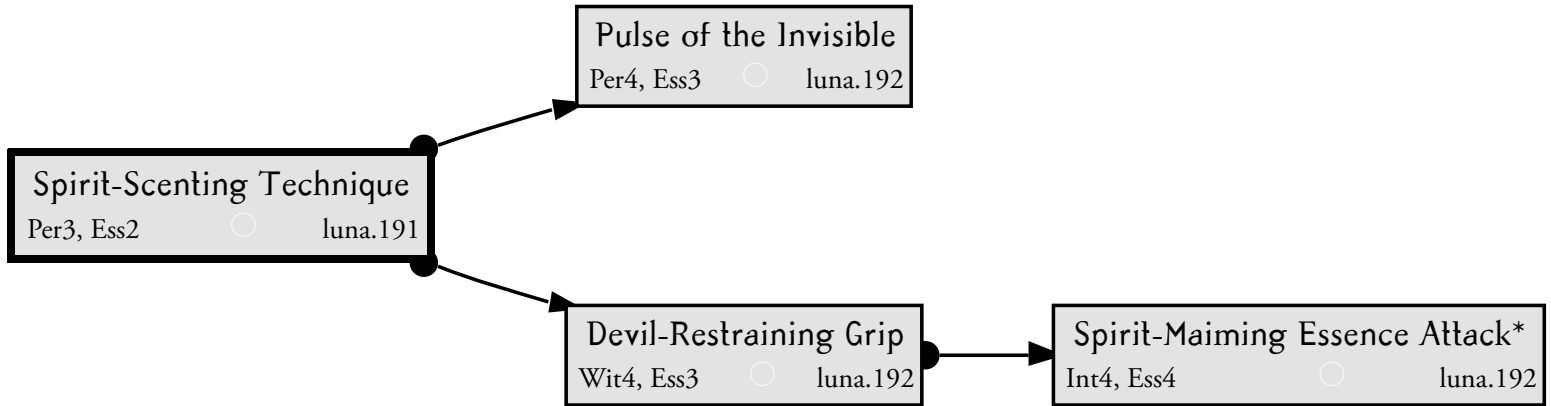
# Lunar: Shapeshifting



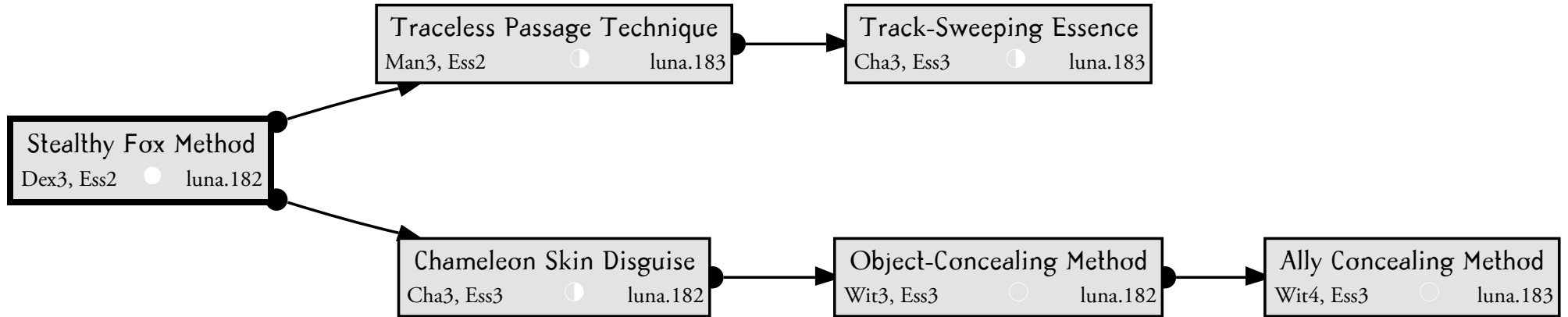
# Lunar: Sorcery



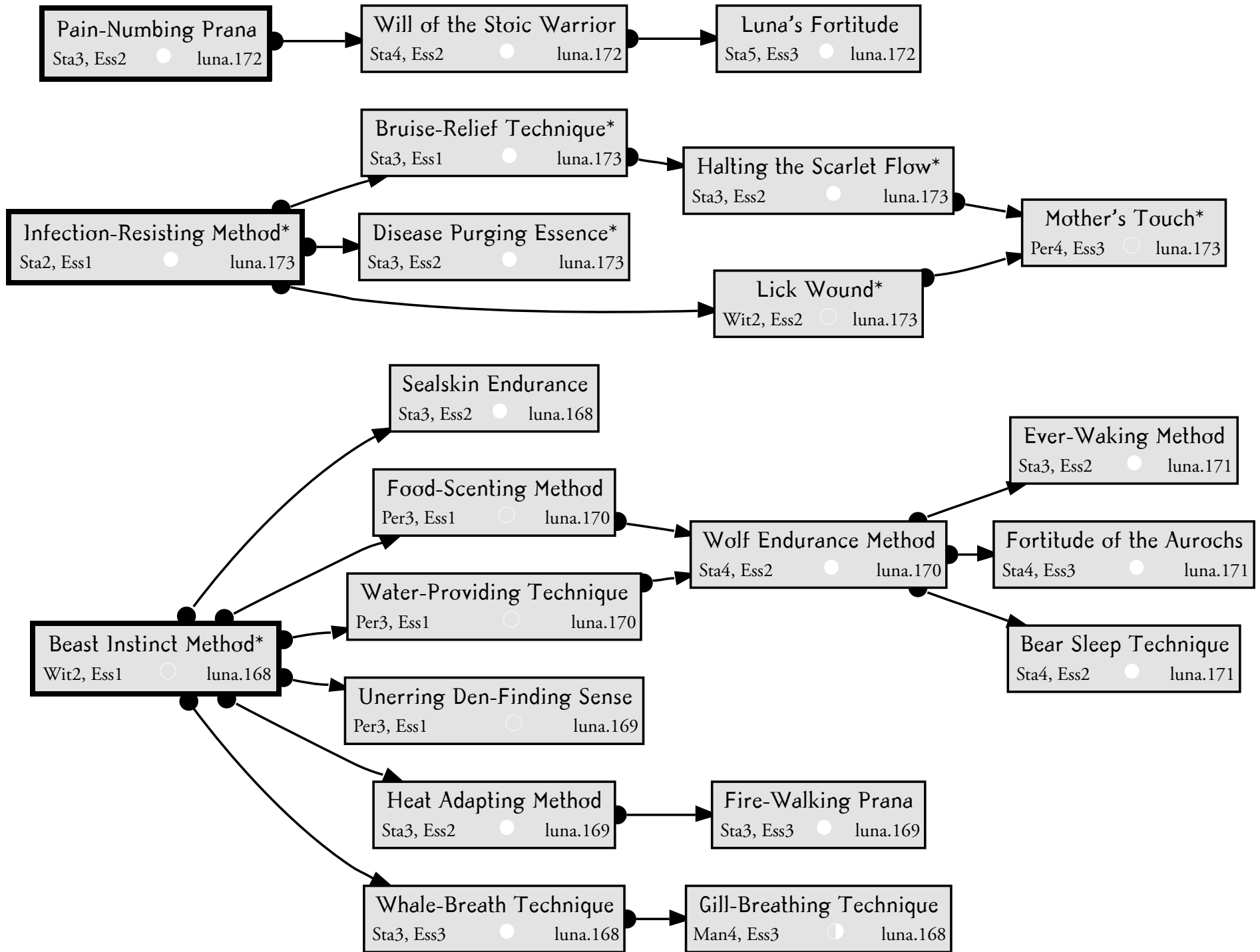
# Lunar: Spirit



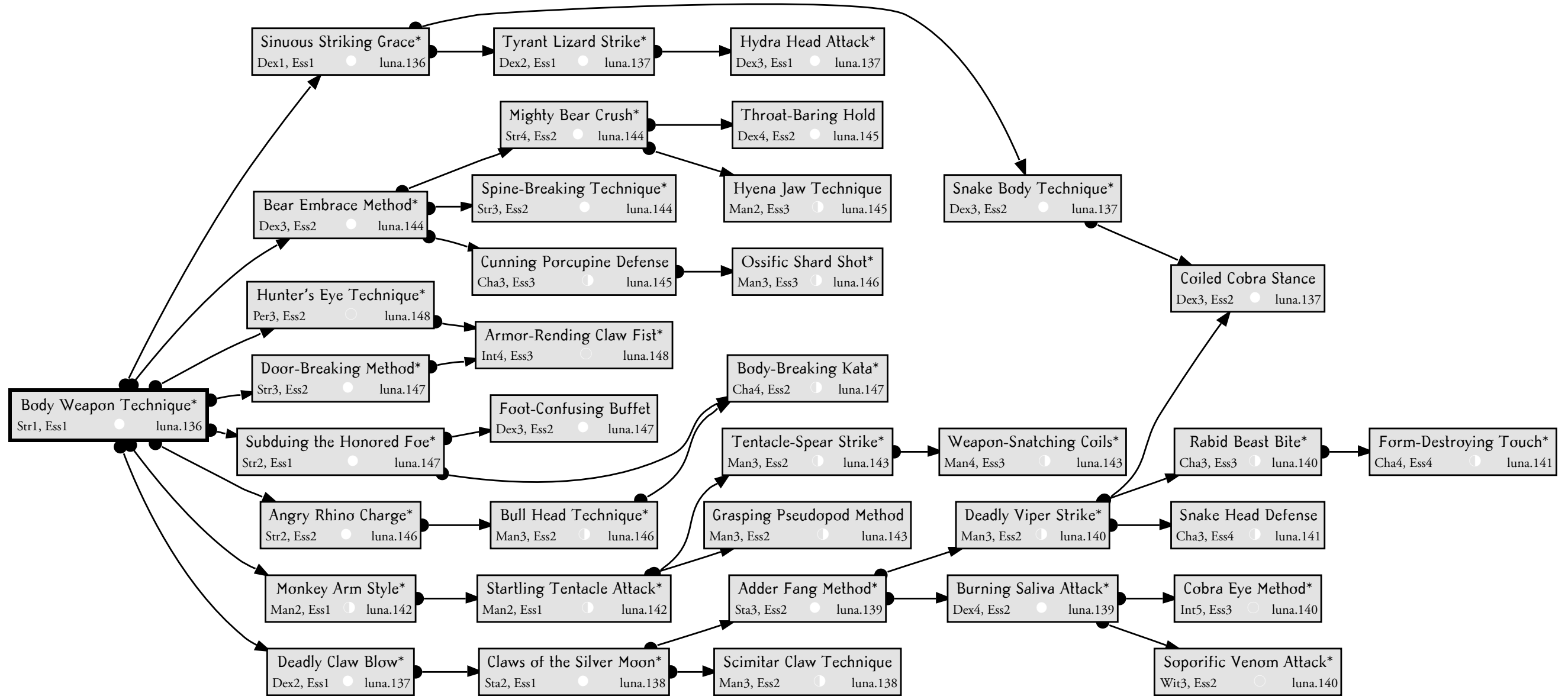
# Lunar: Stealth



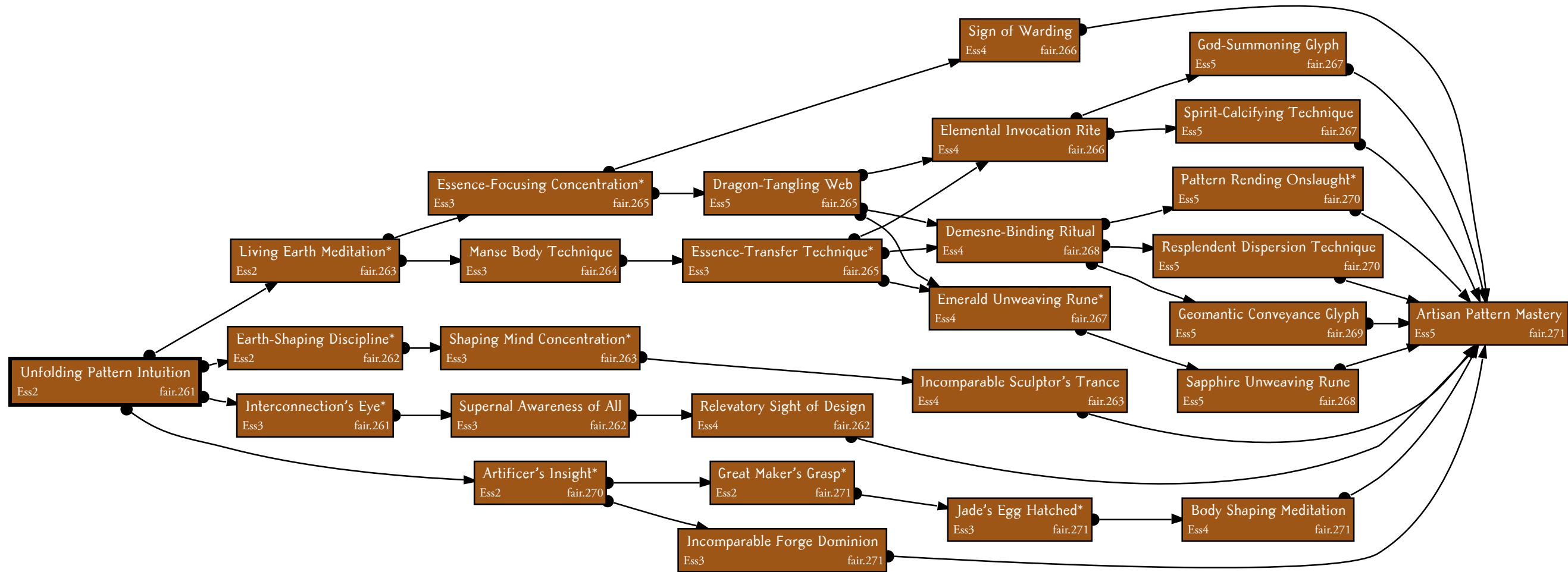
# Lunar: Survival/Health



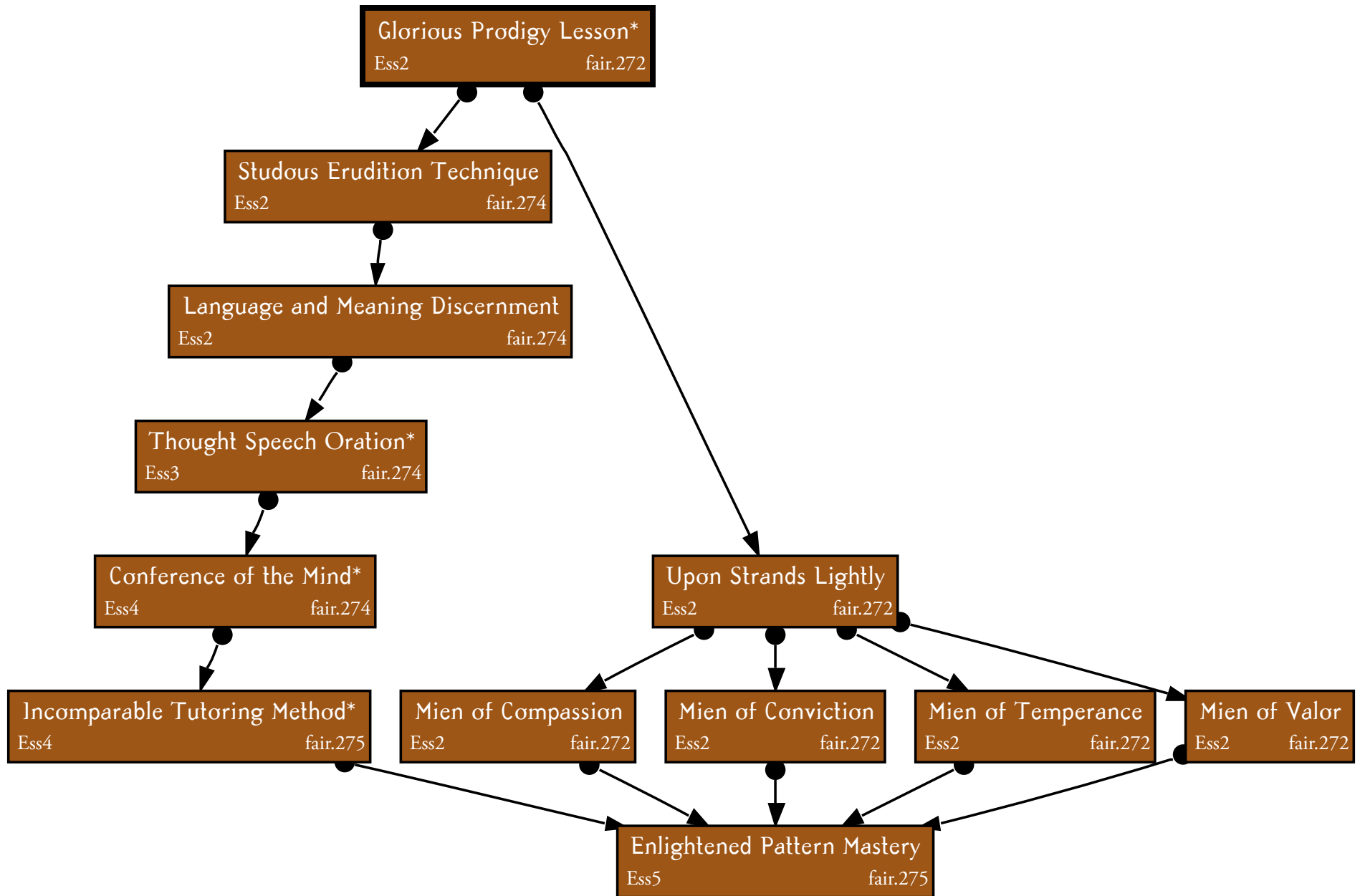
# Lunar: Unarmed Combat



# Mountain Folk: Artisan Pattern

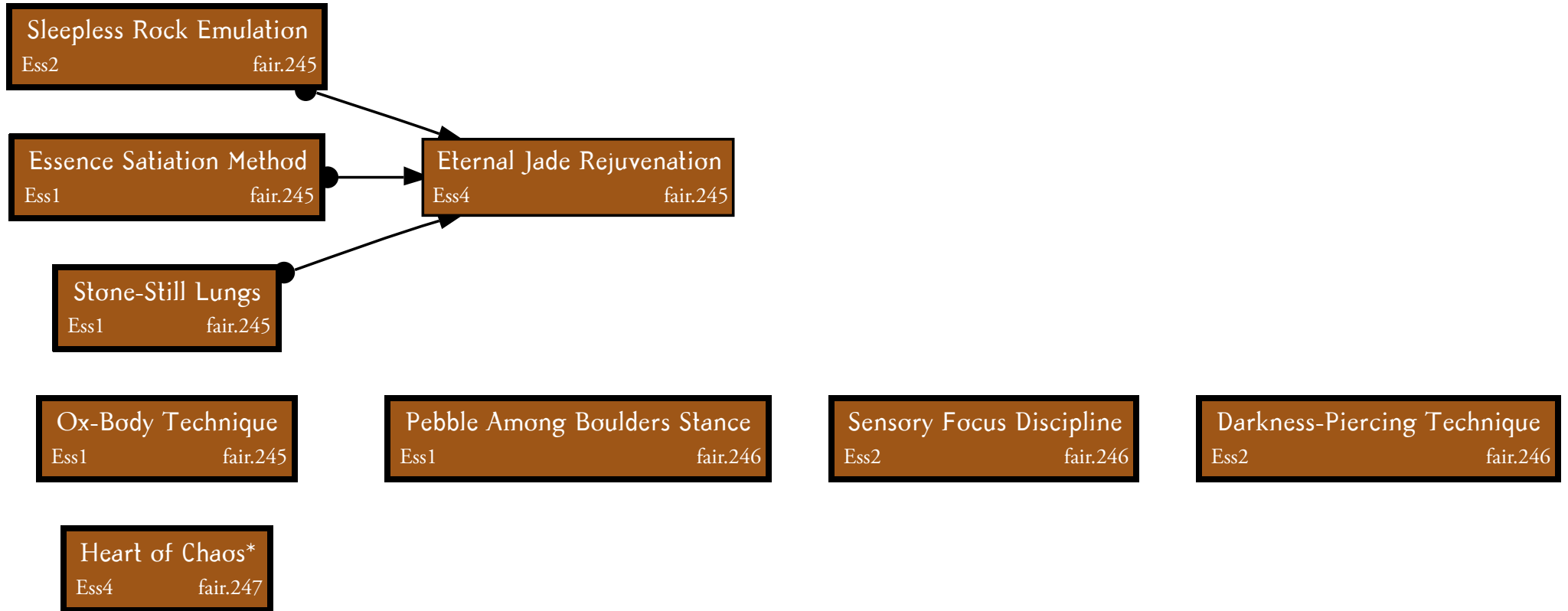


# Mountain Folk: Enlightened Pattern

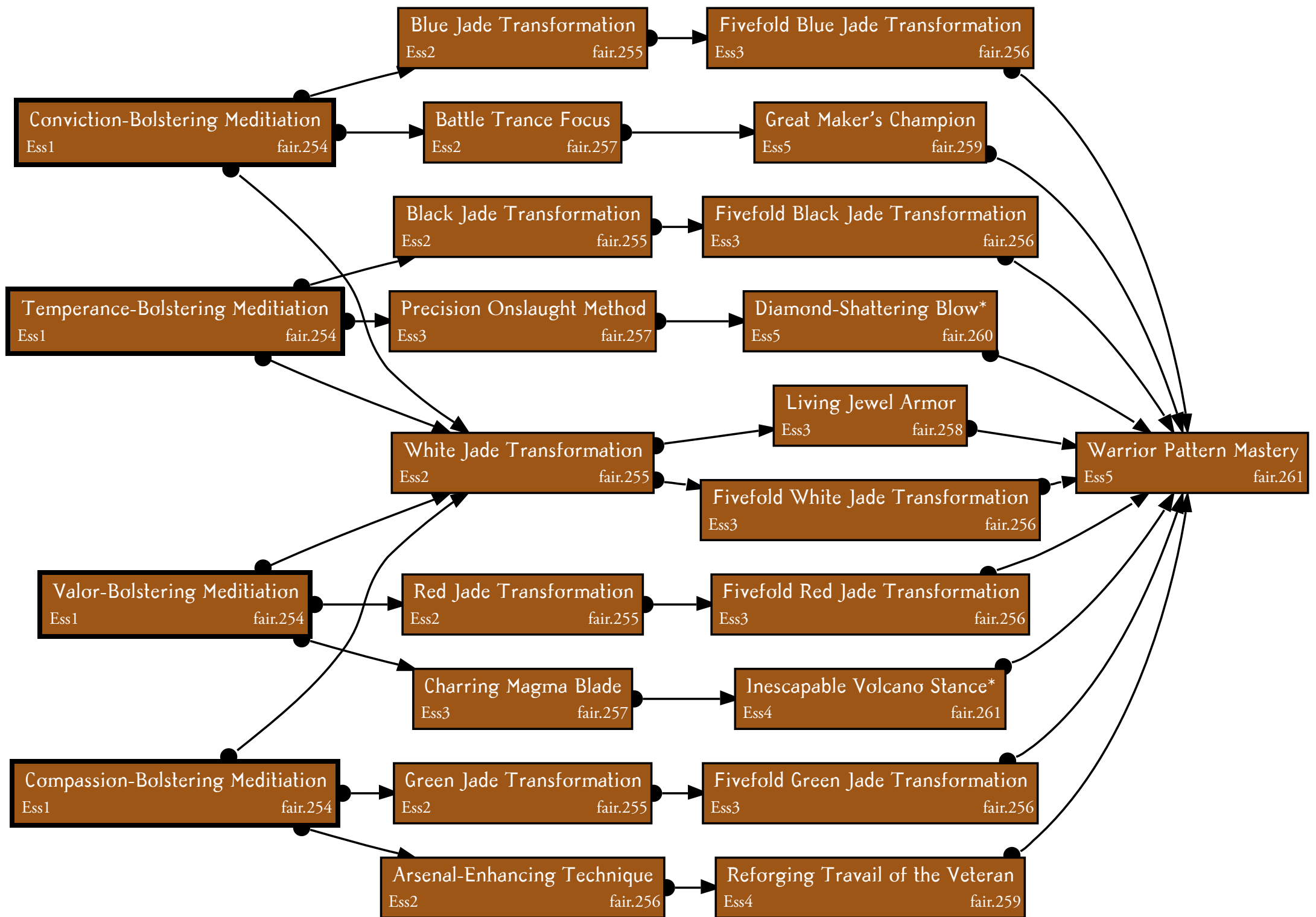




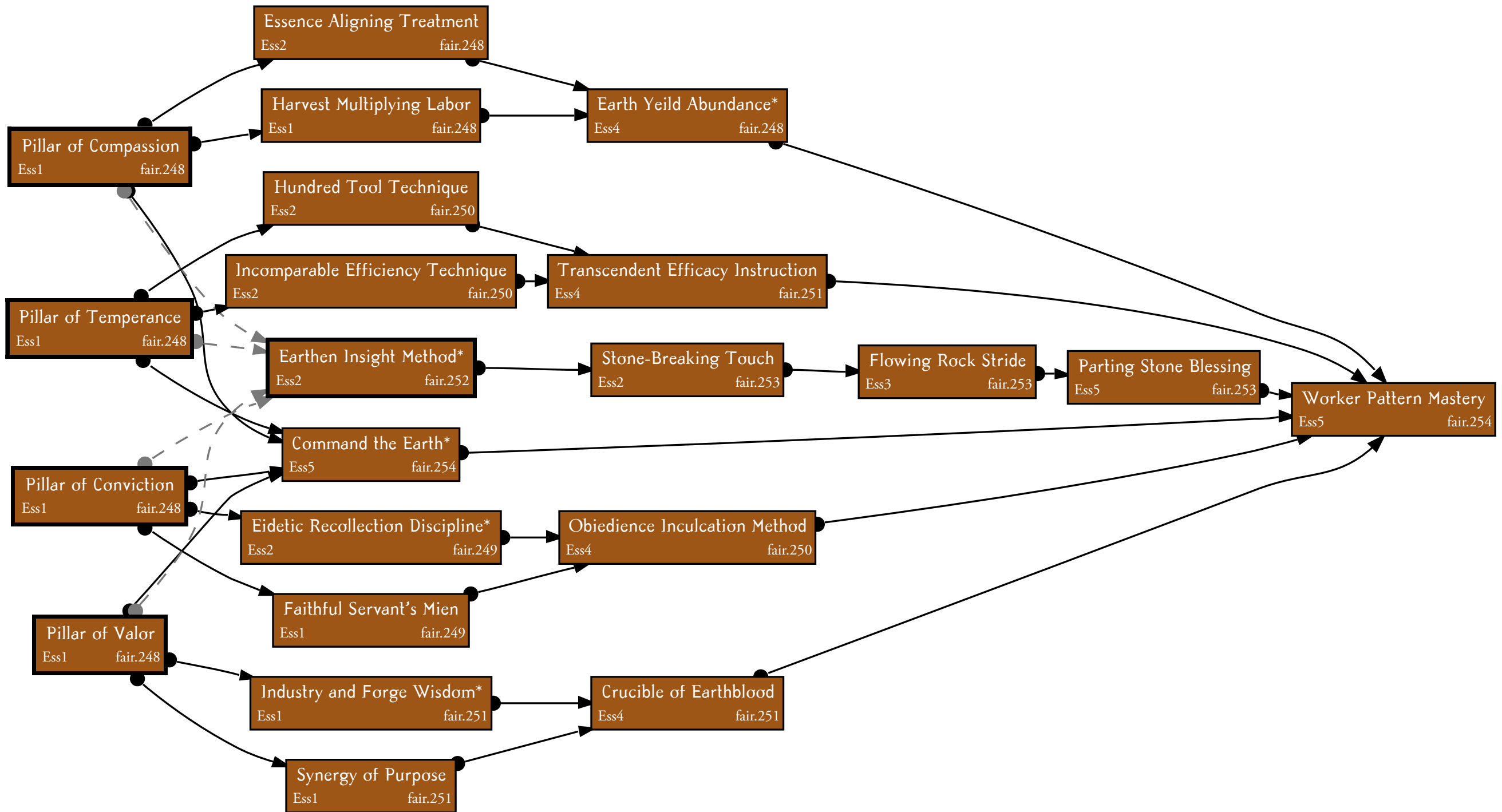
# Mountain Folk: Foundation



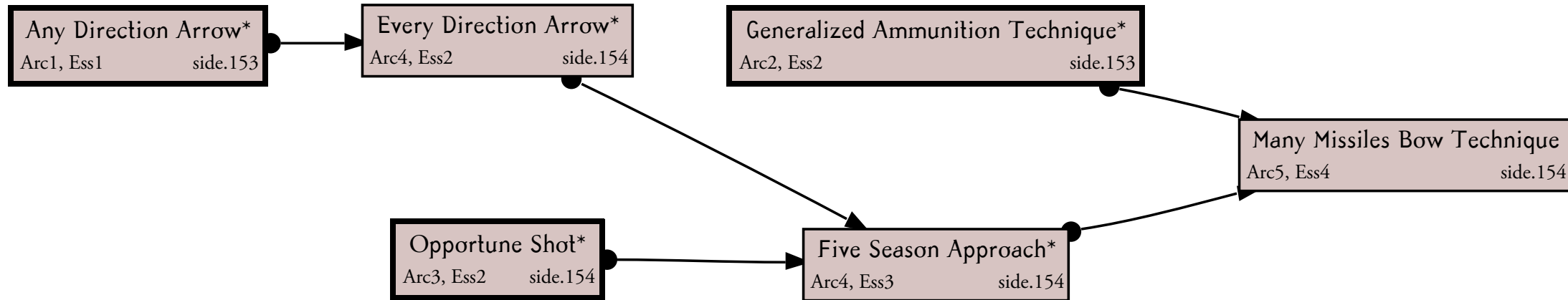
# Mountain Folk: Warrior Pattern



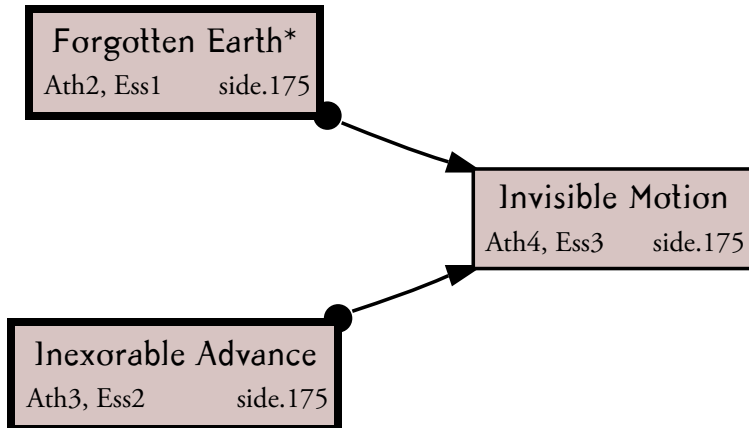
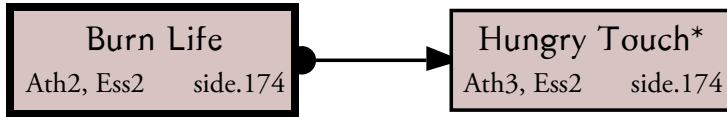
# Mountain Folk: Worker Pattern



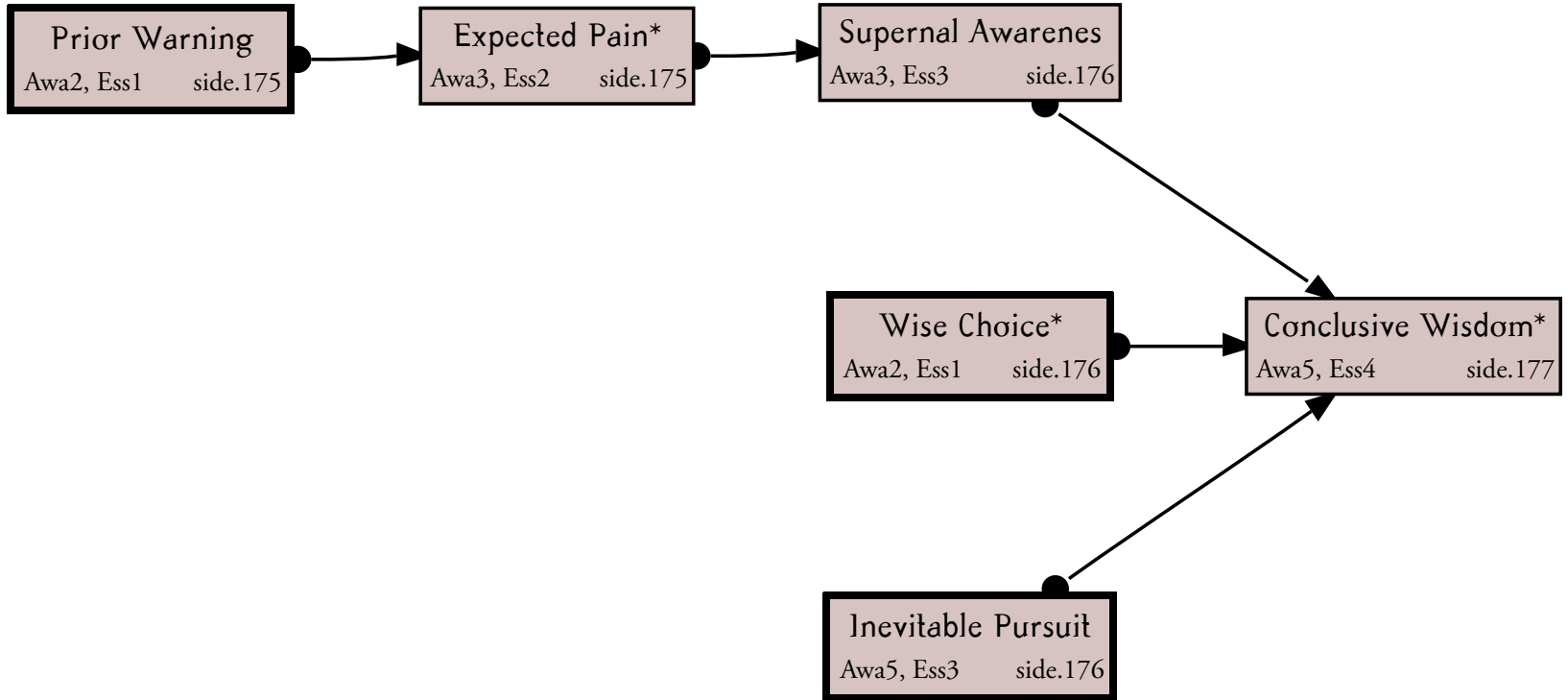
# Sidereal: Archery



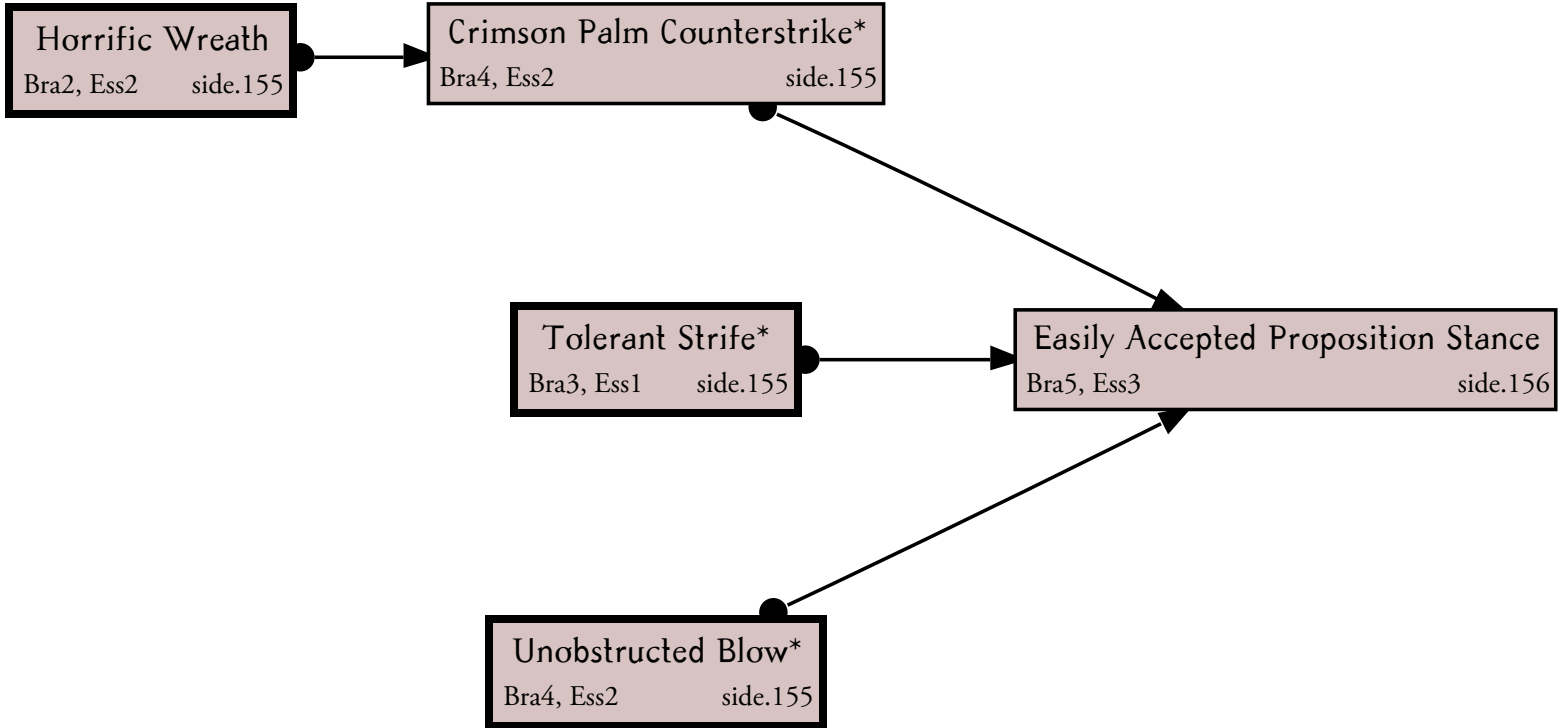
# Sidereal: Athletics



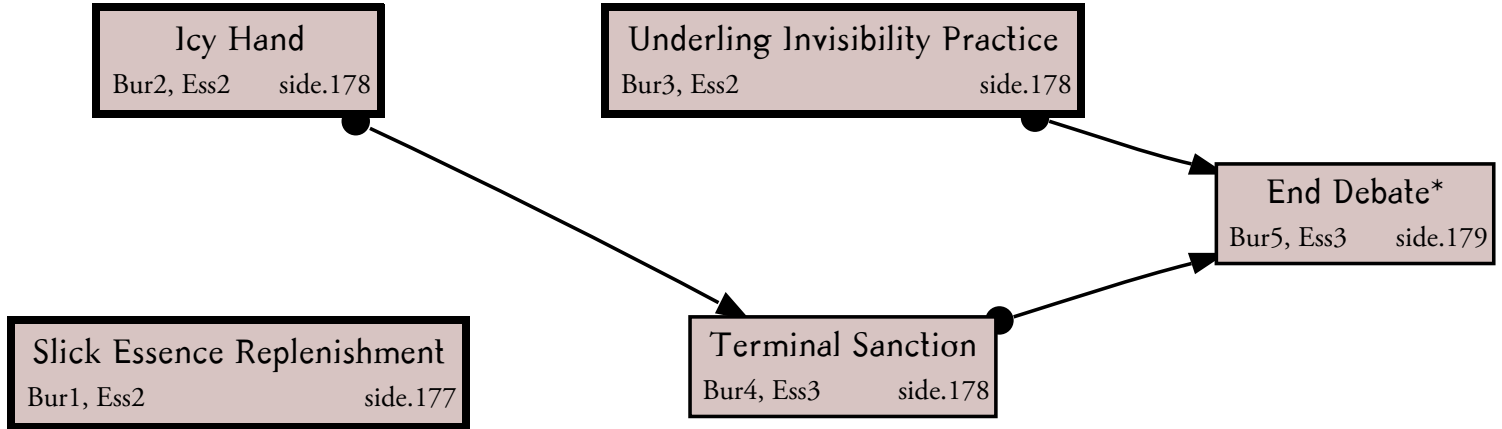
# Sidereal: Awareness



# Sidereal: Brawl

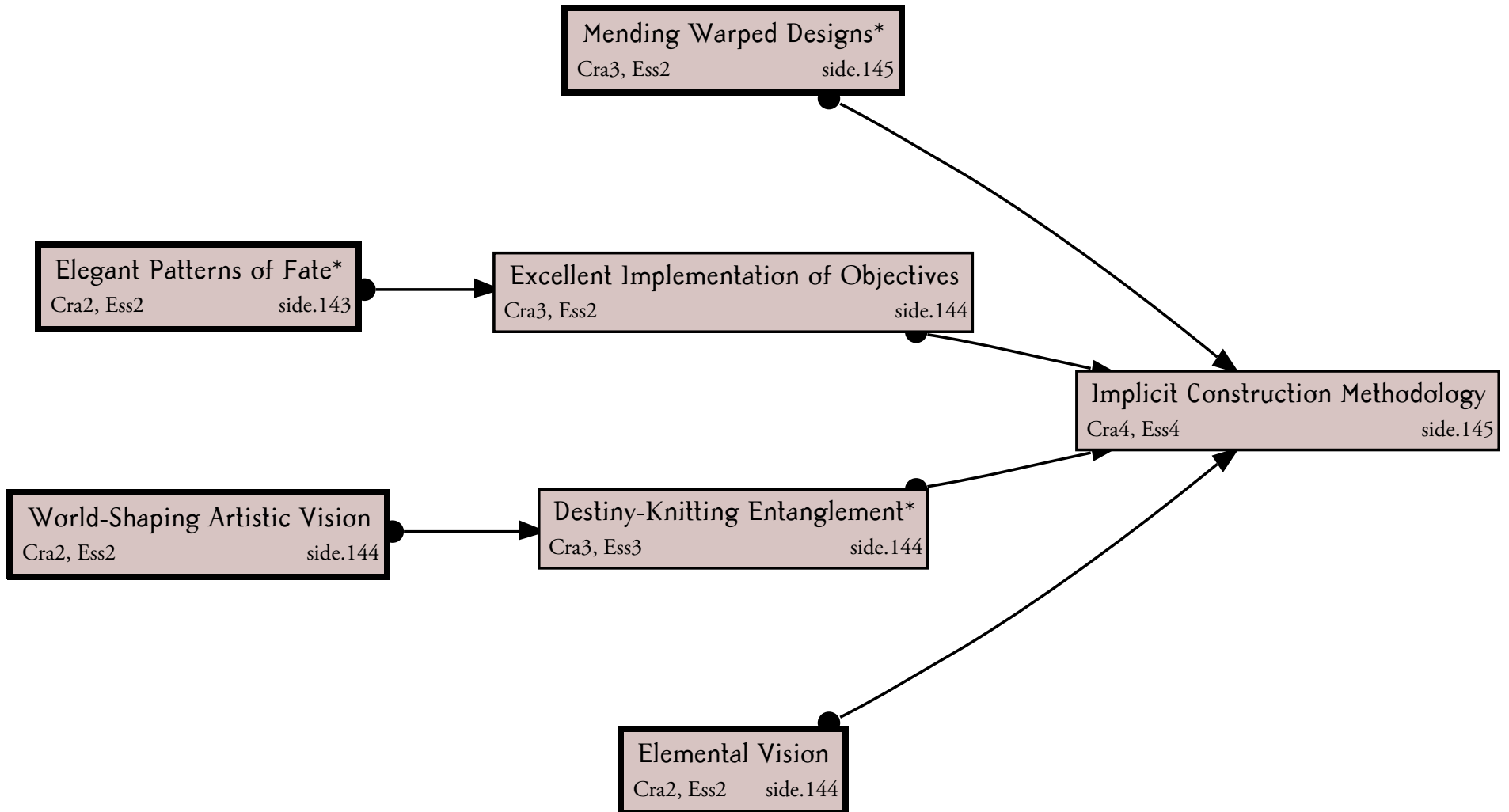


# Sidereal: Bureaucracy

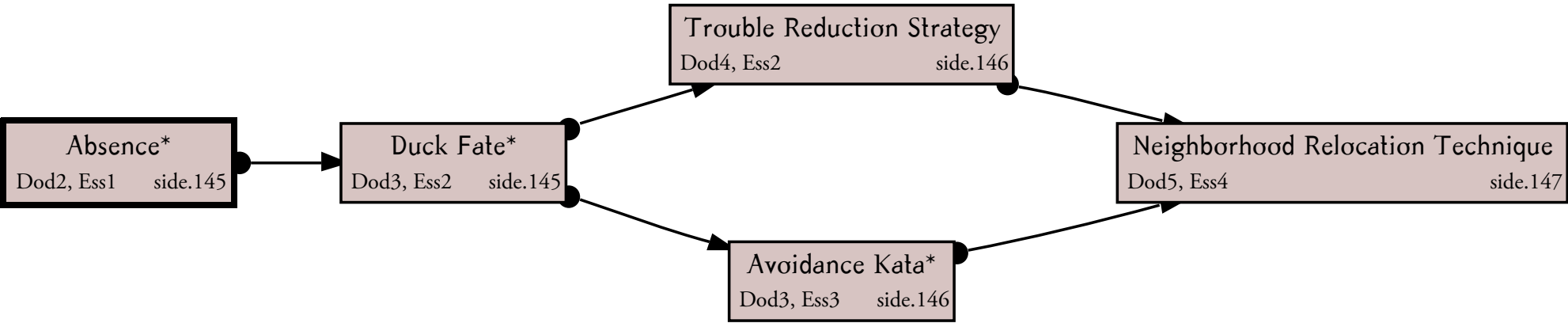




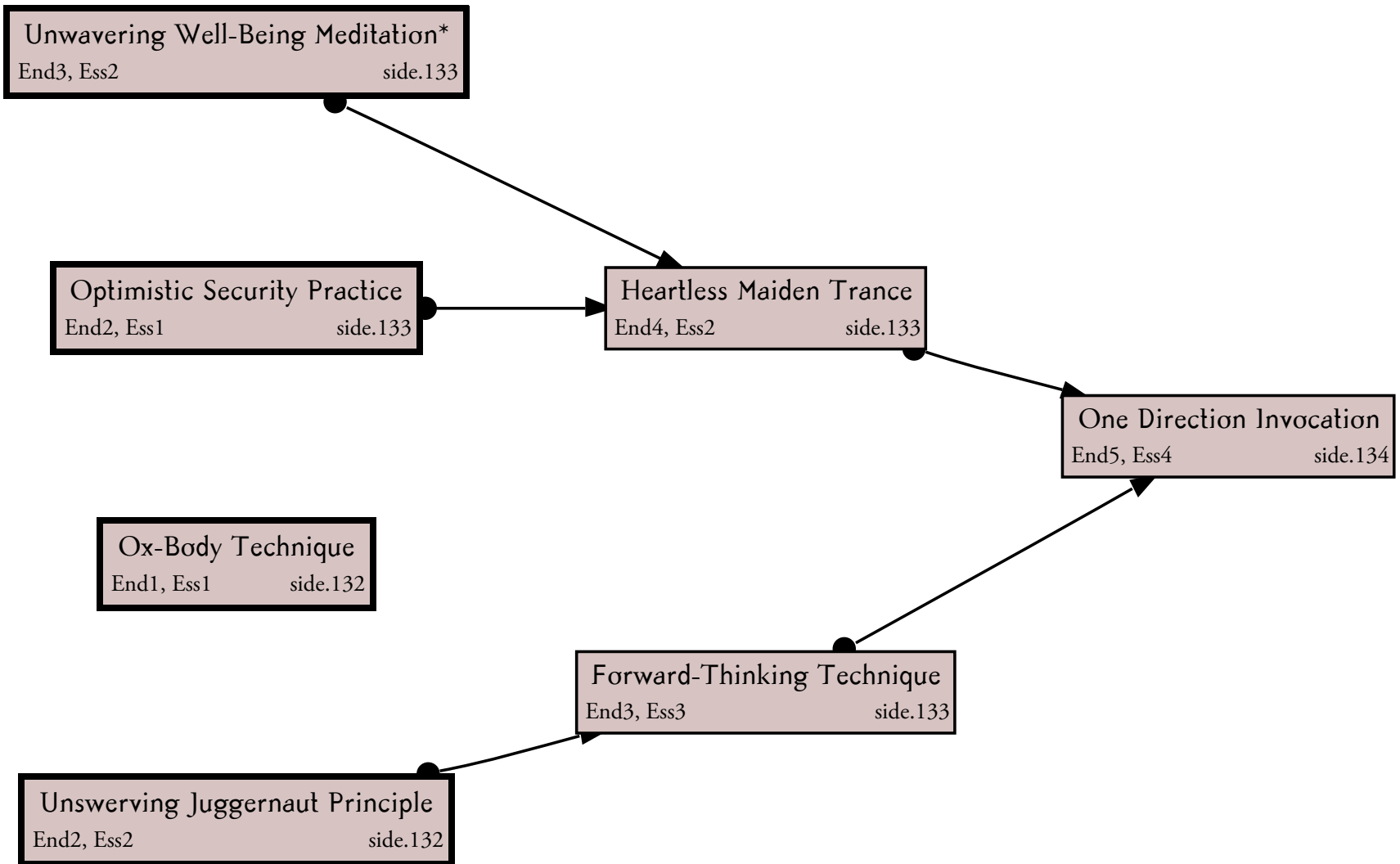
# Sidereal: Craft



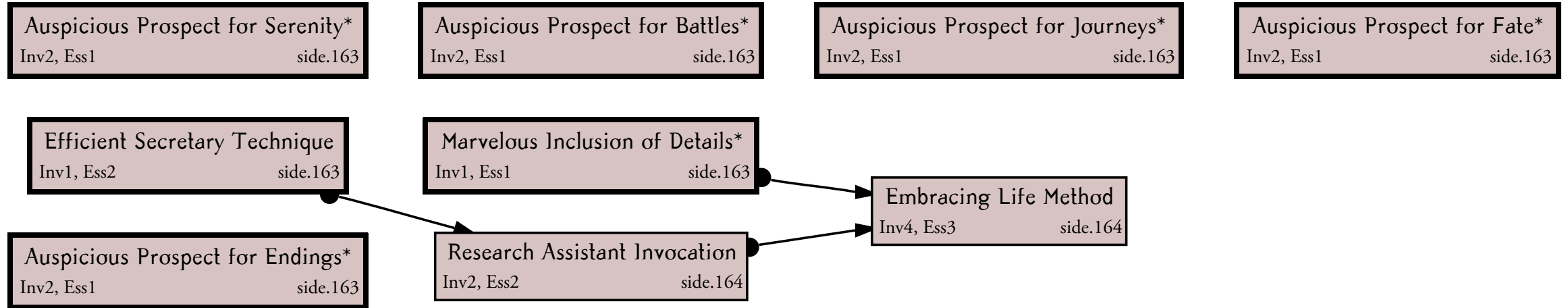
# Sidereal: Dodge



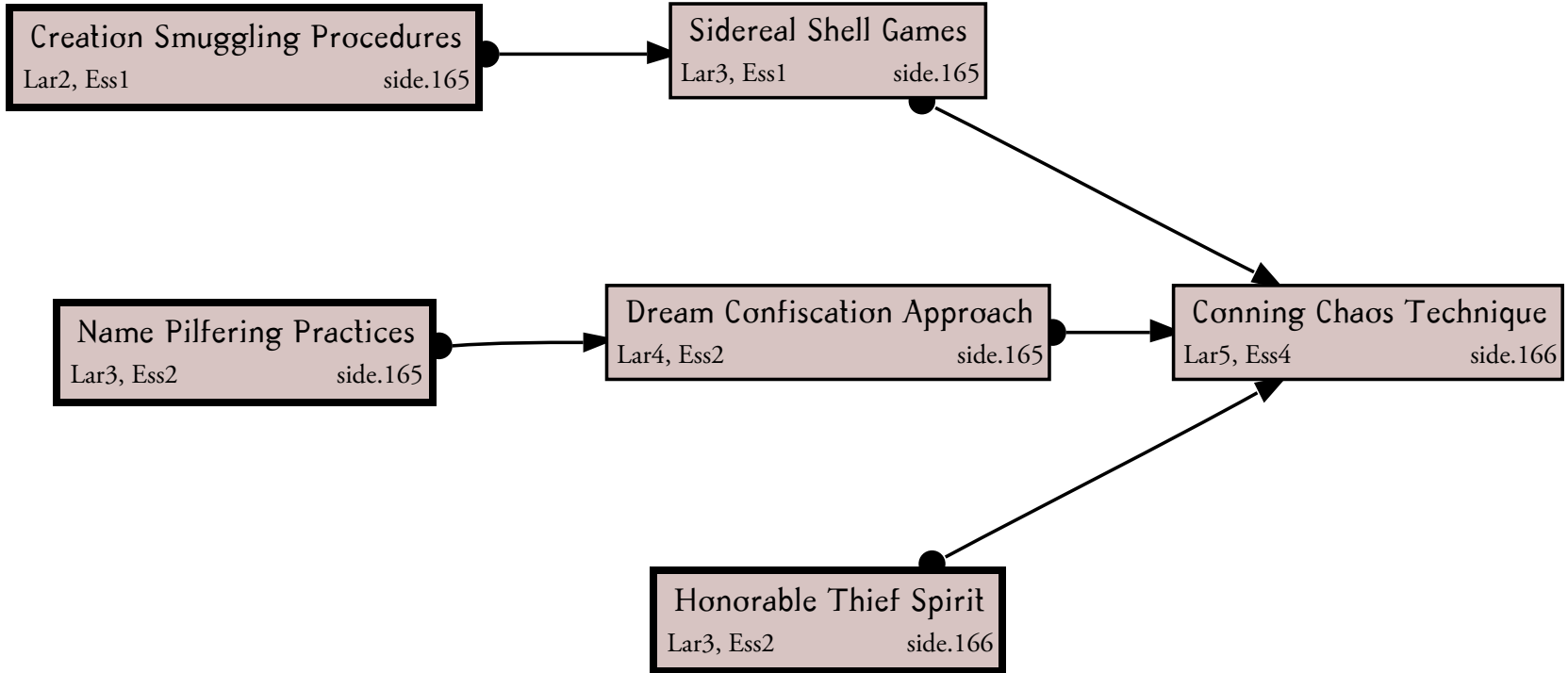
# Sidereal: Endurance



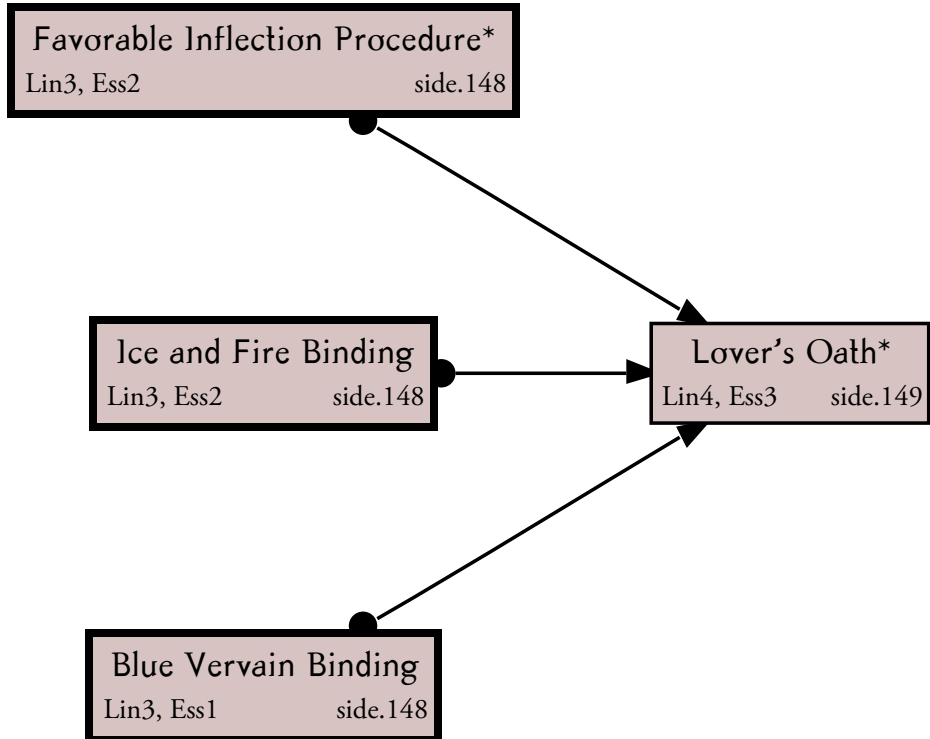
# Sidereal: Investigation



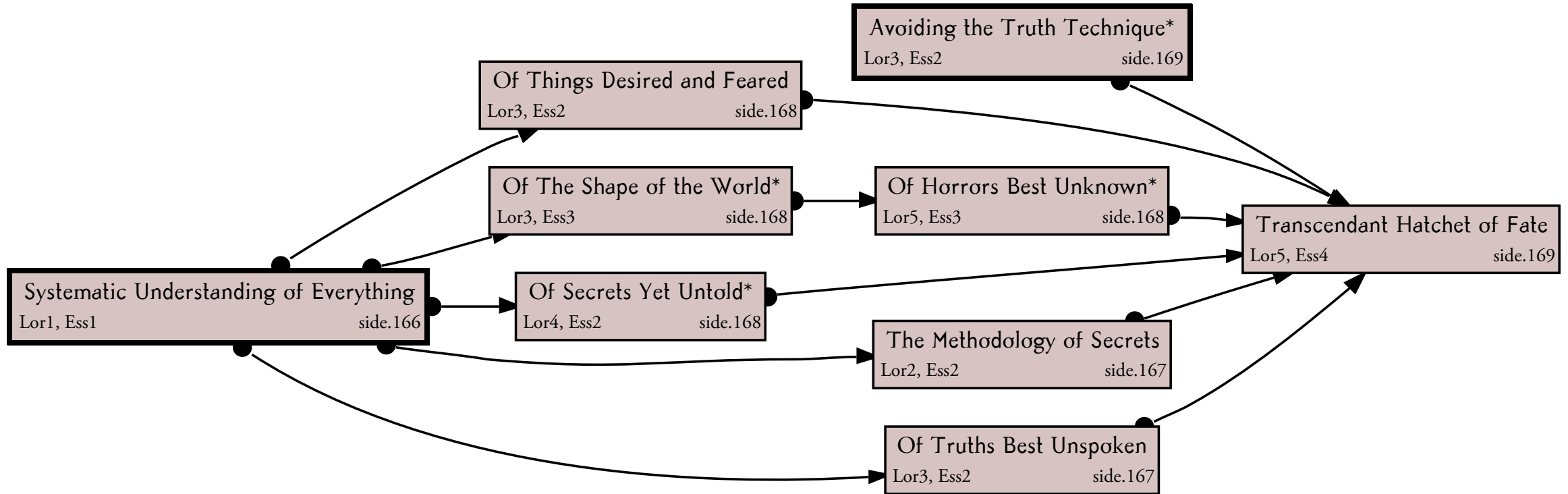
# Sidereal: Larceny



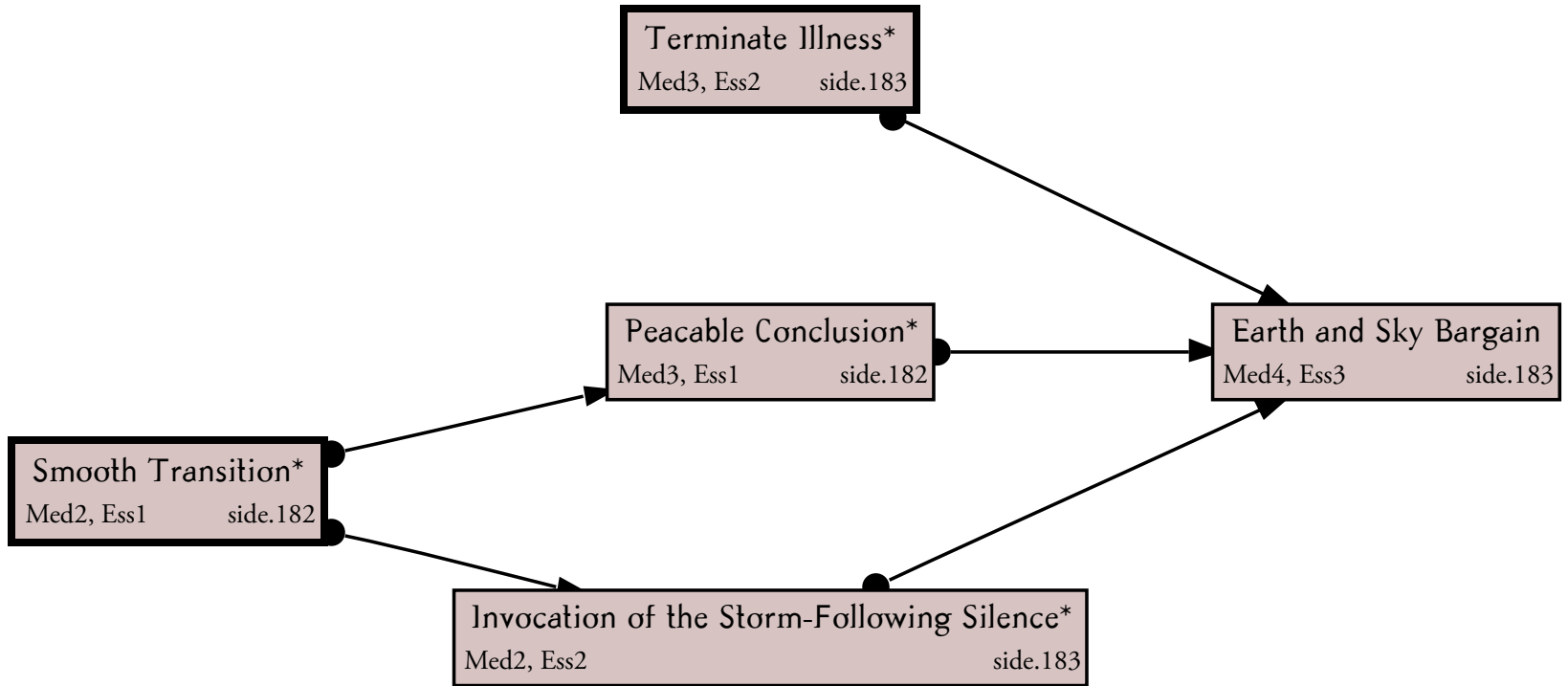
# Sidereal: Linguistics



# Sidereal: Lore

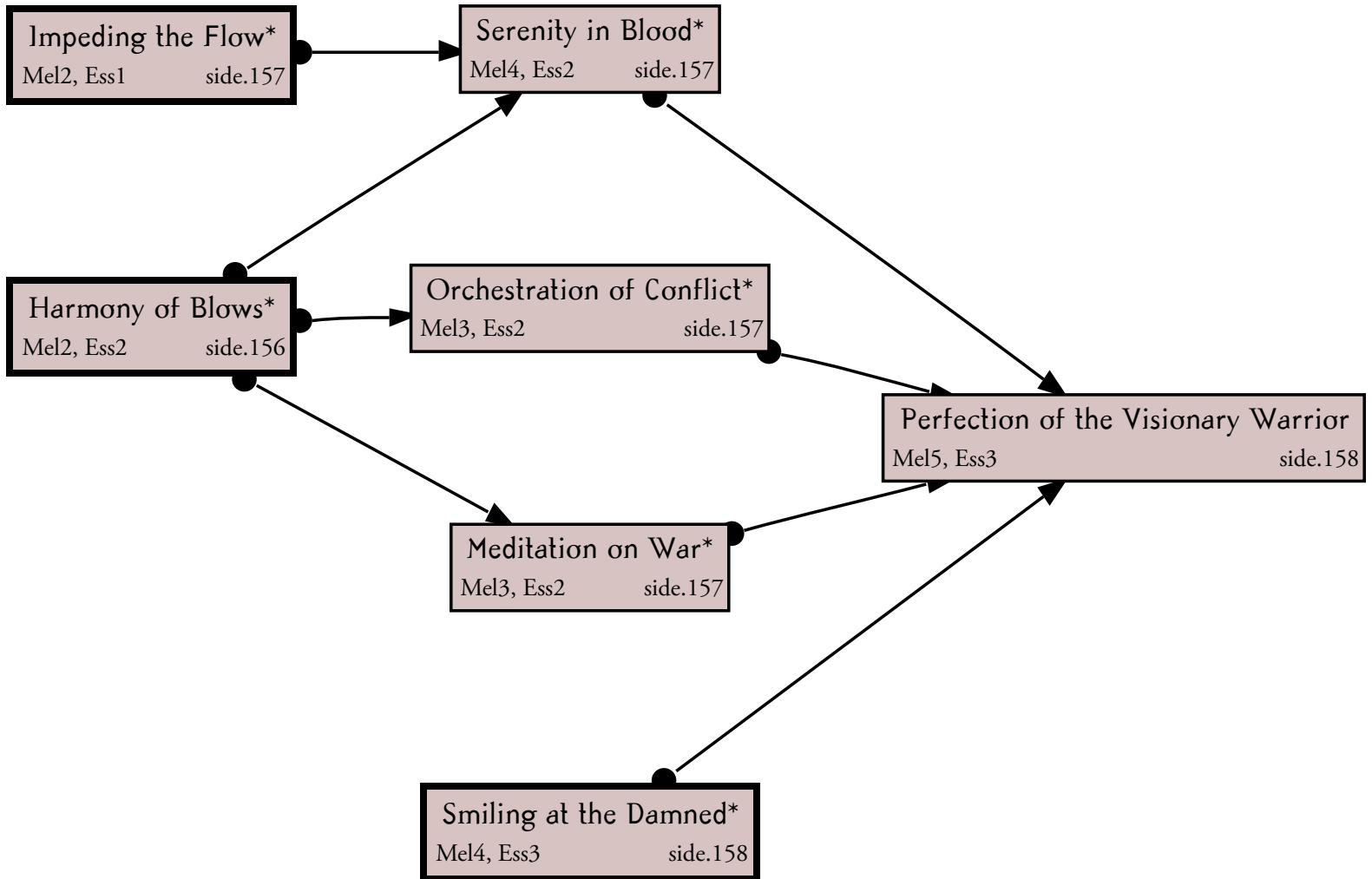


# Sidereal: Medicine

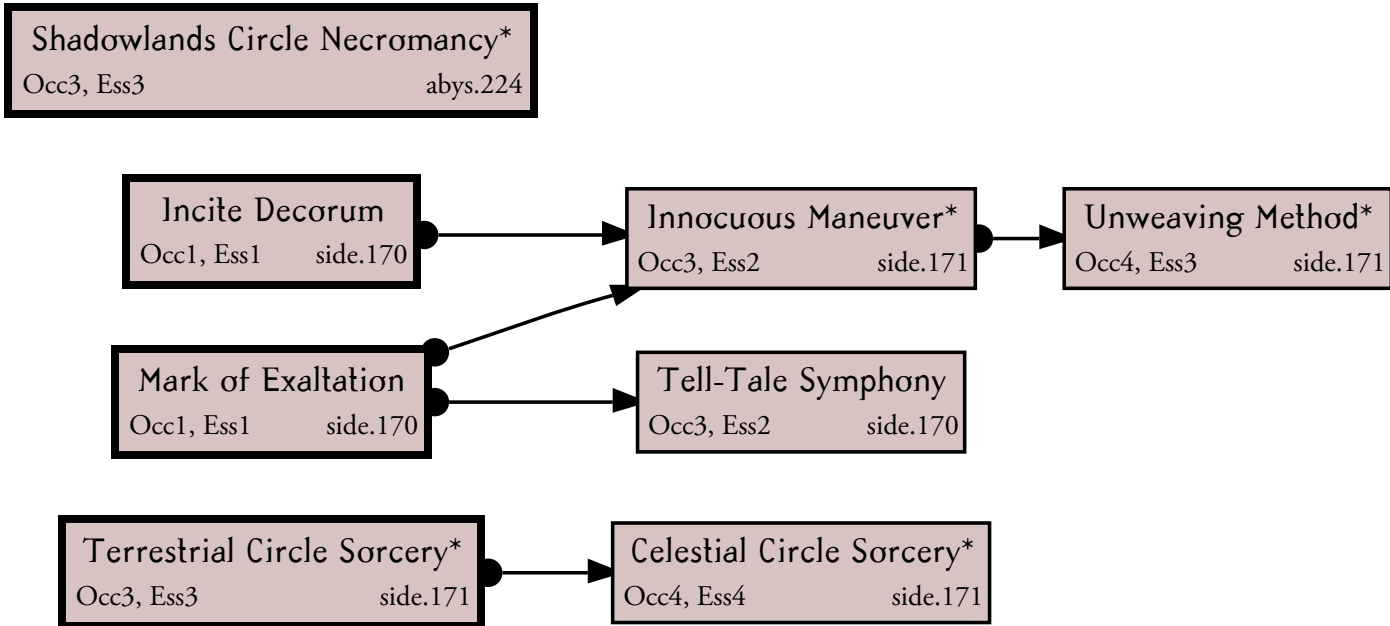




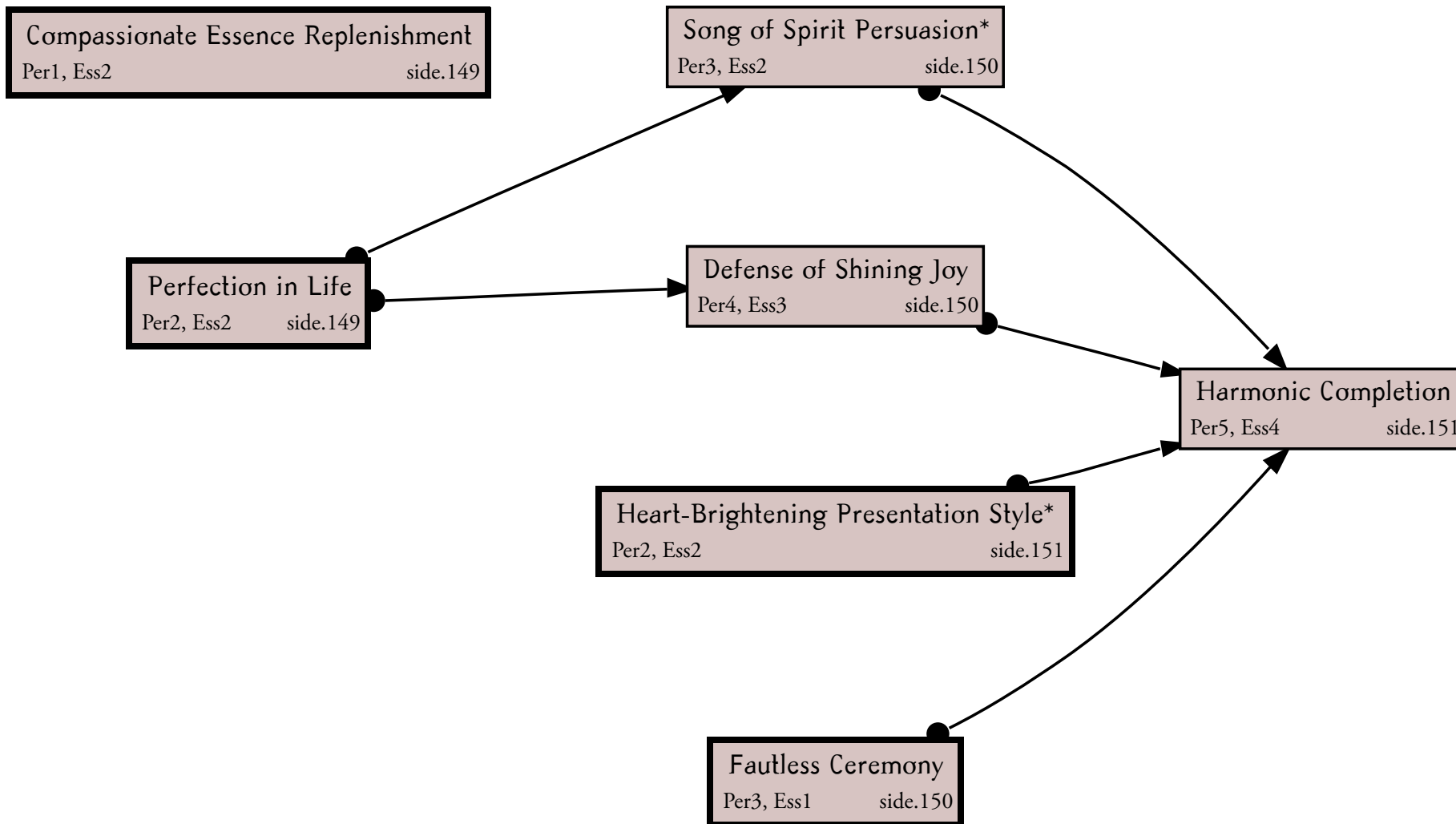
# Sidereal: Melee



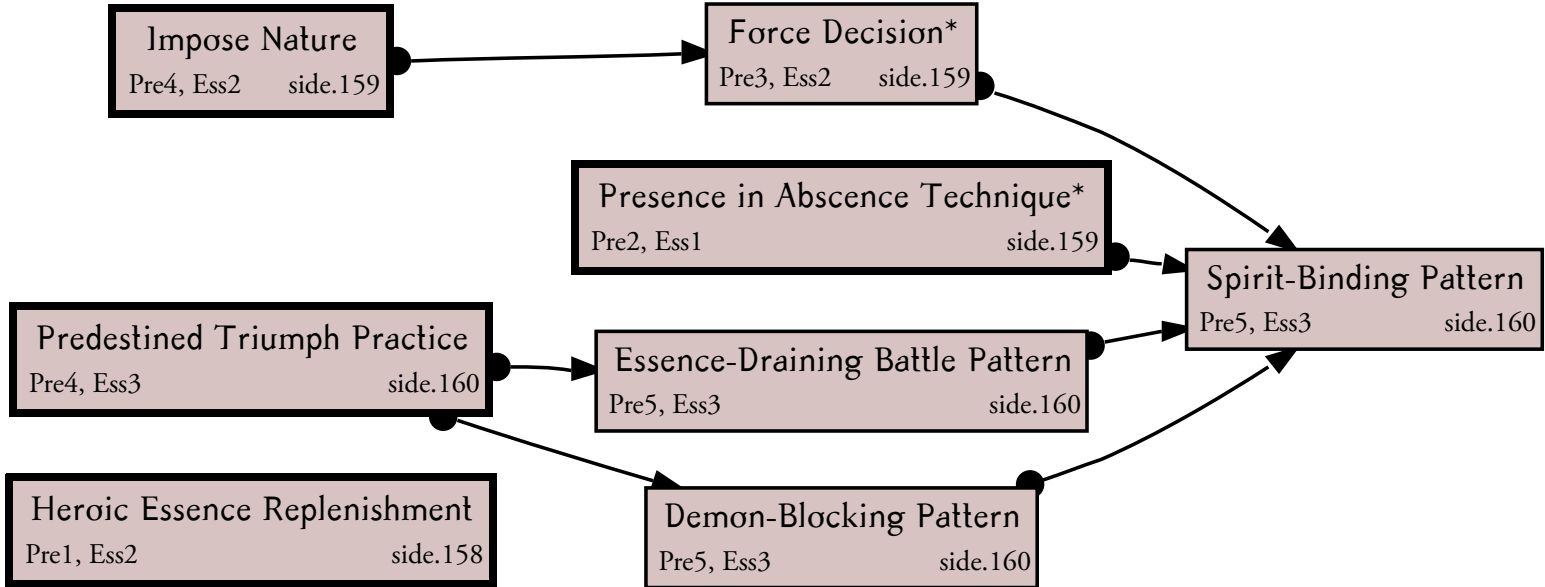
# Sidereal: Occult



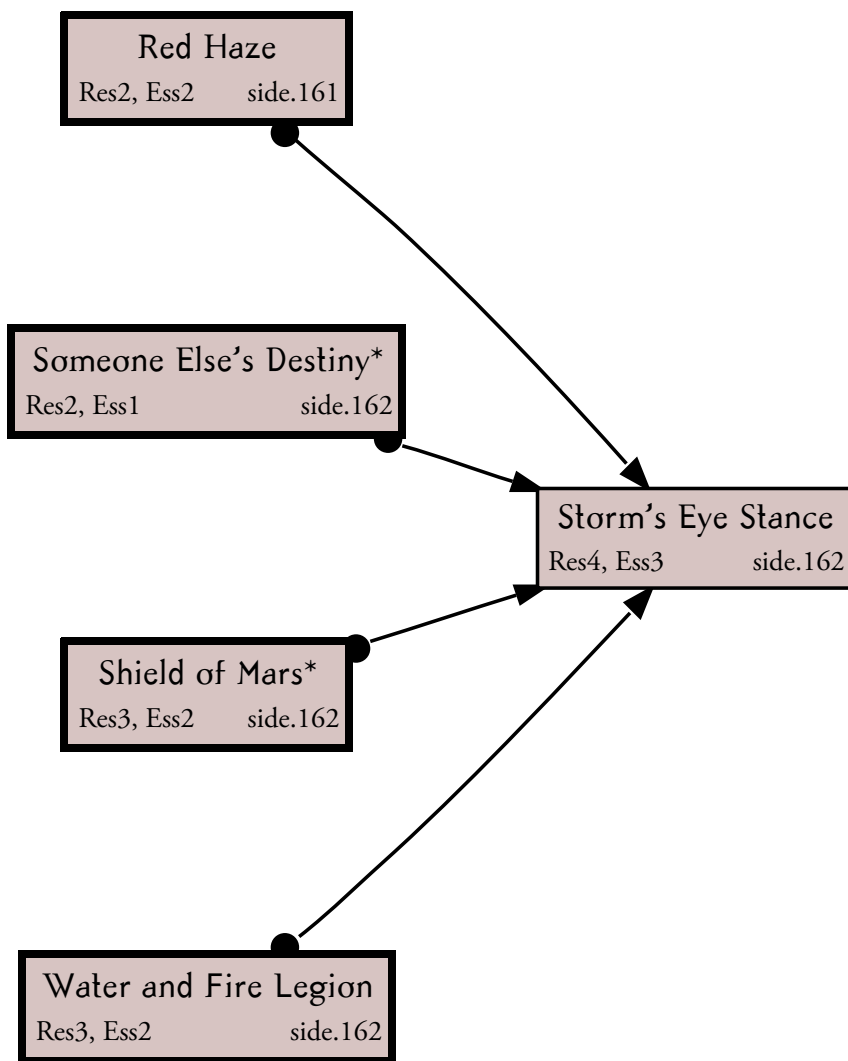
# Sidereal: Performance



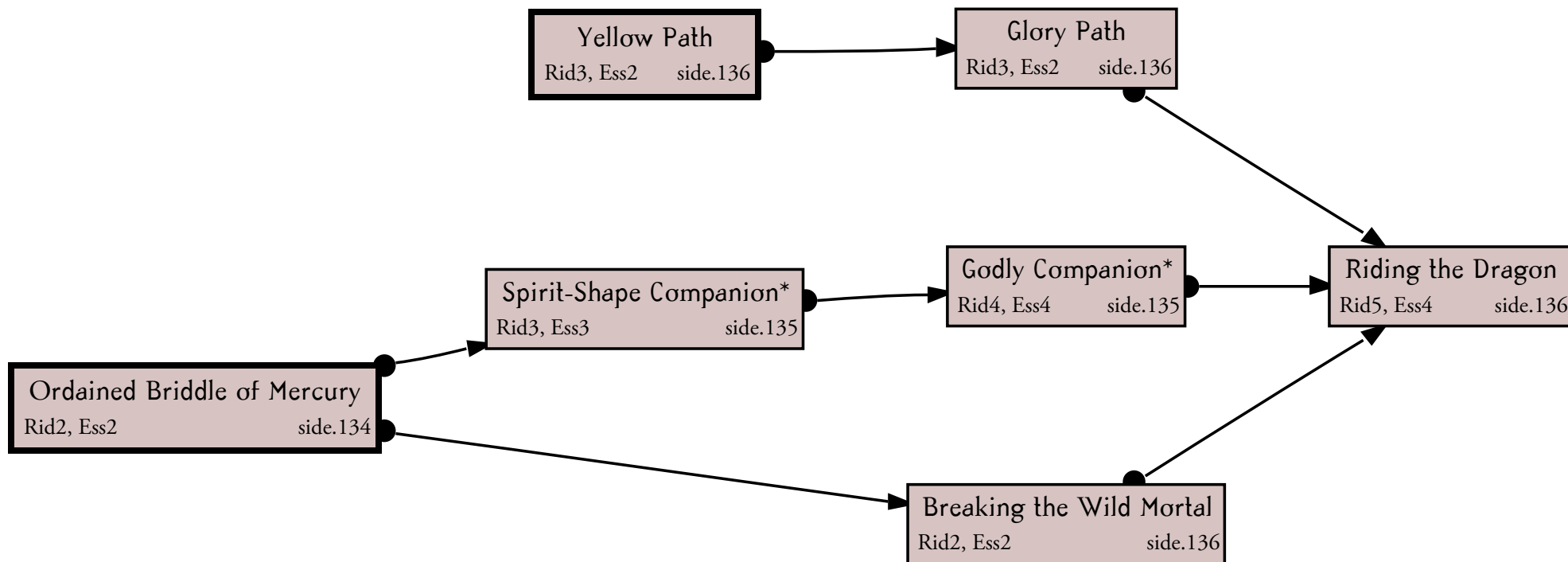
# Sidereal: Presence



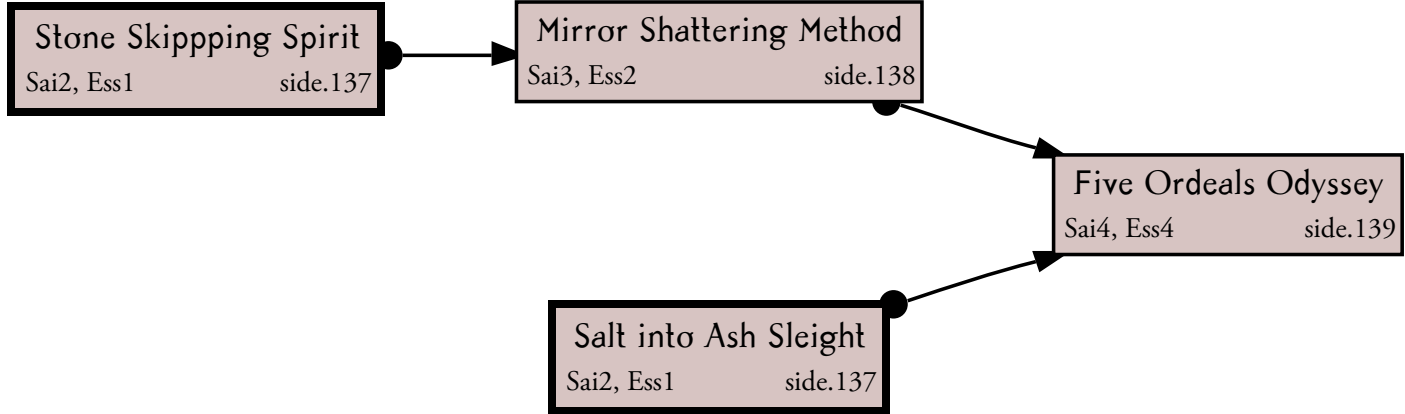
# Sidereal: Resistance



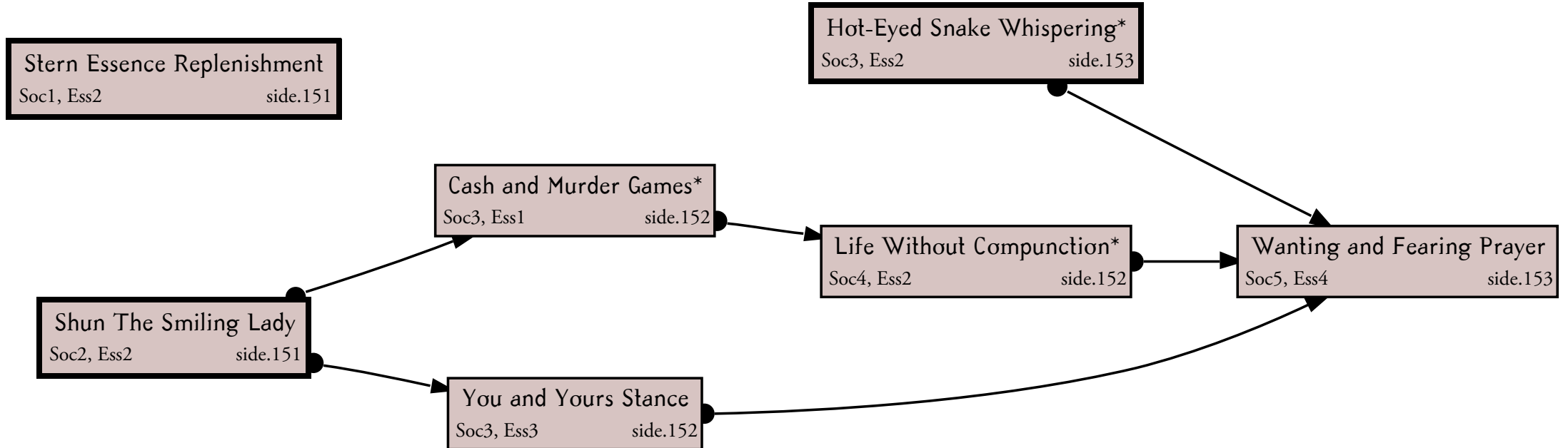
# Sidereal: Ride



# Sidereal: Sail

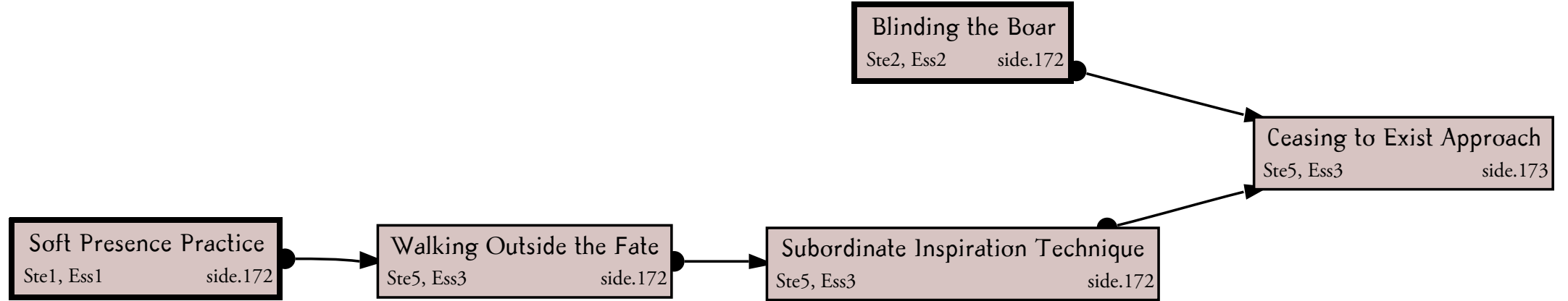


# Sidereal: Socialize

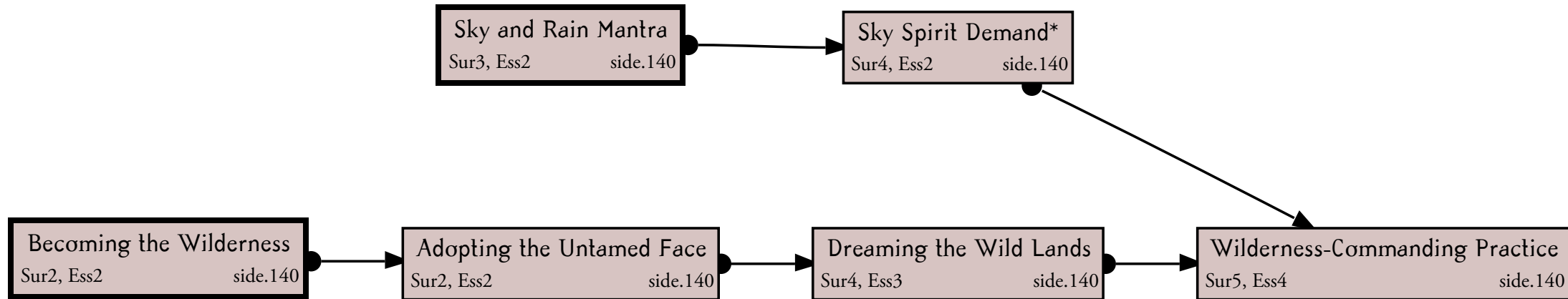




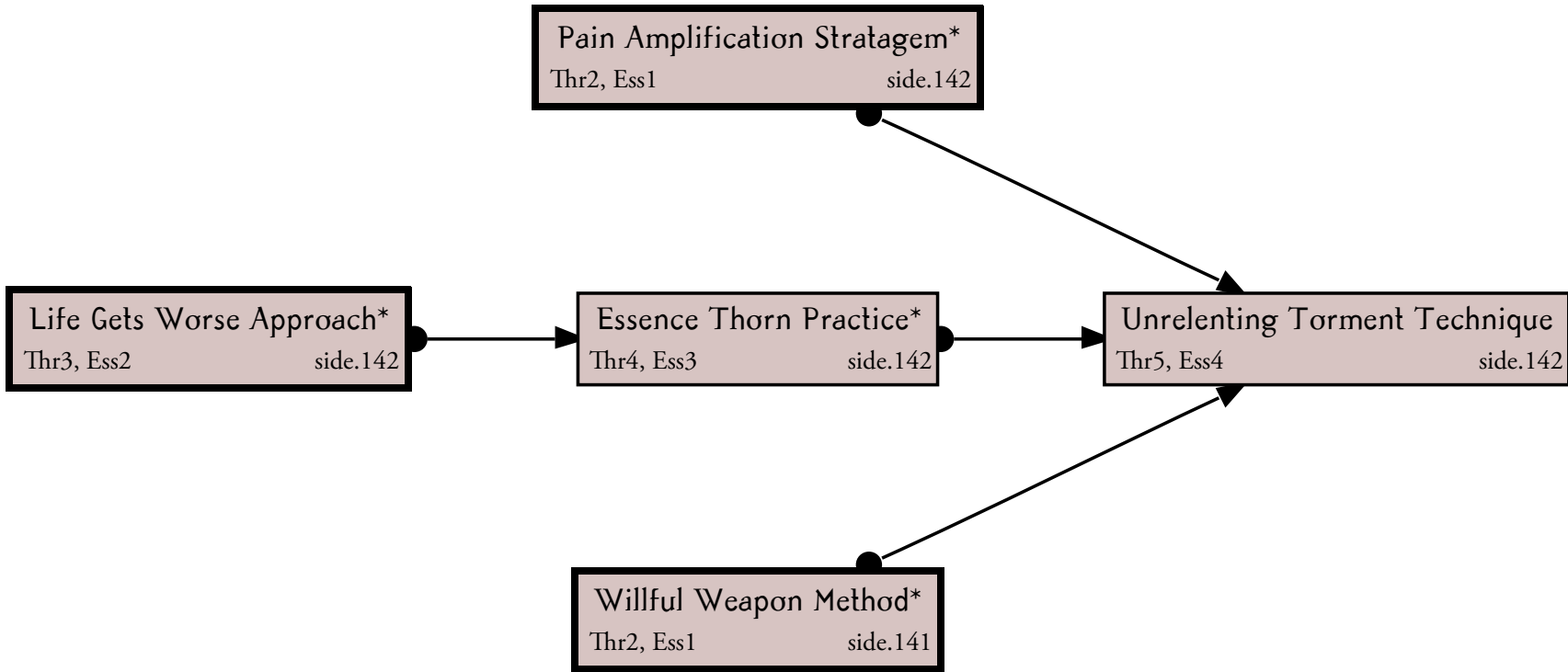
# Sidereal: Stealth



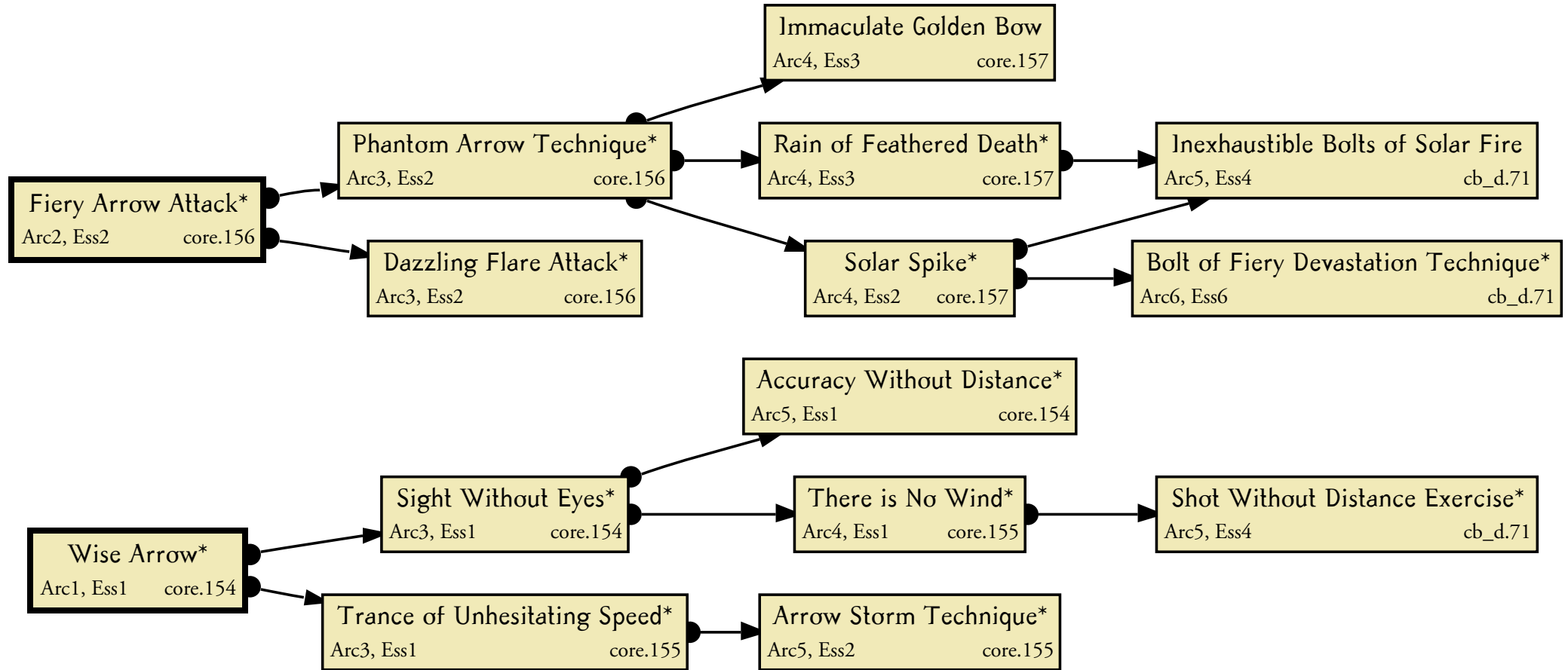
# Sidereal: Survival



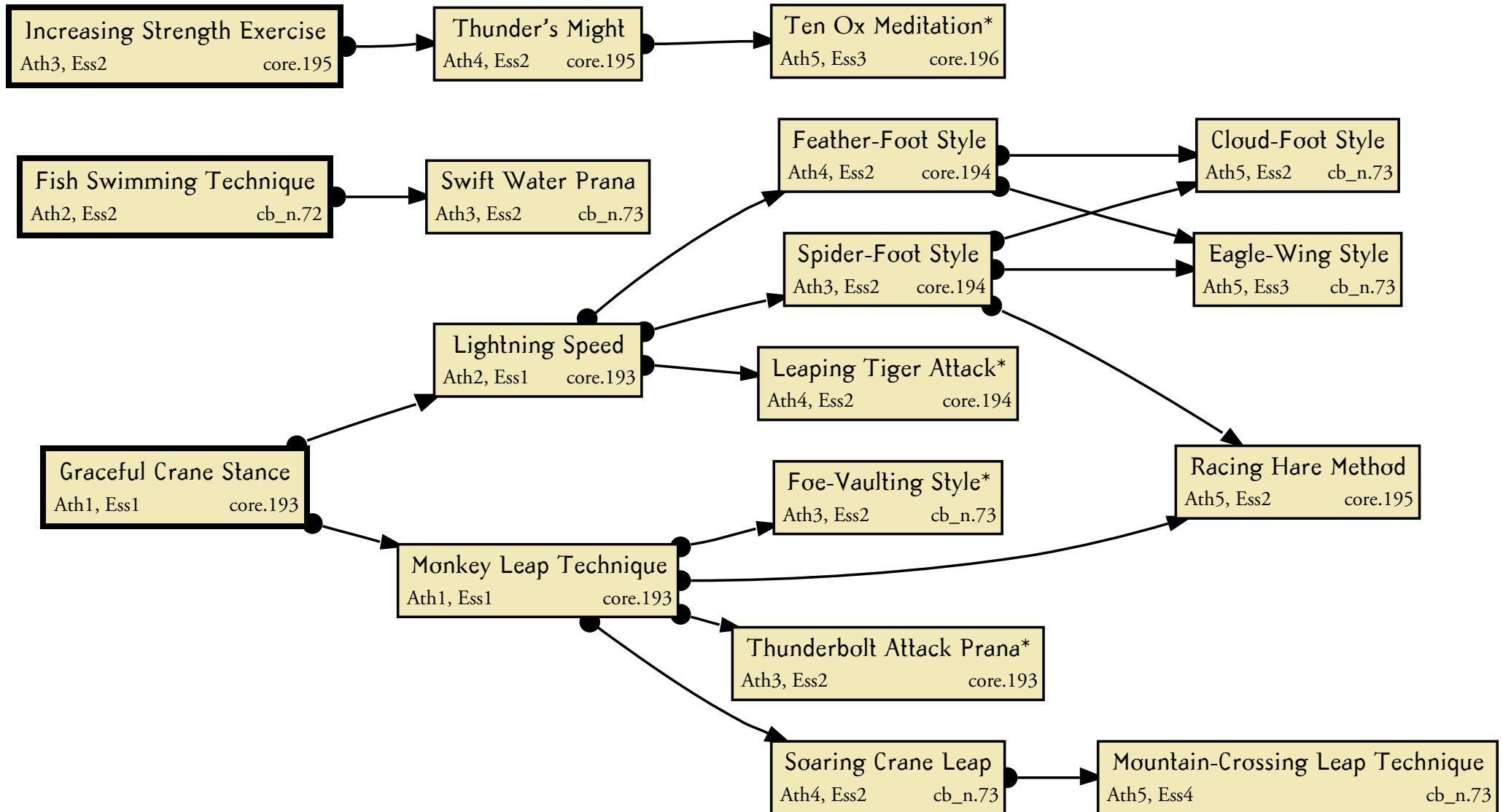
# Sidereal: Thrown



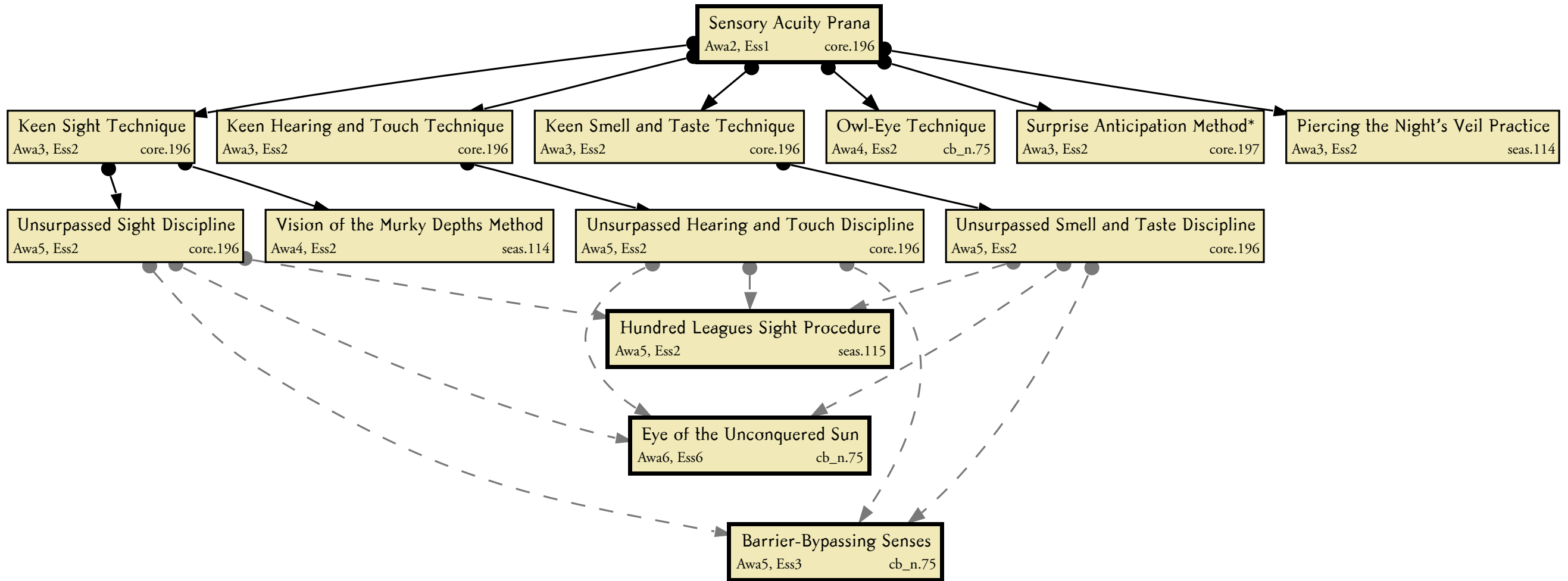
# Solar: Archery



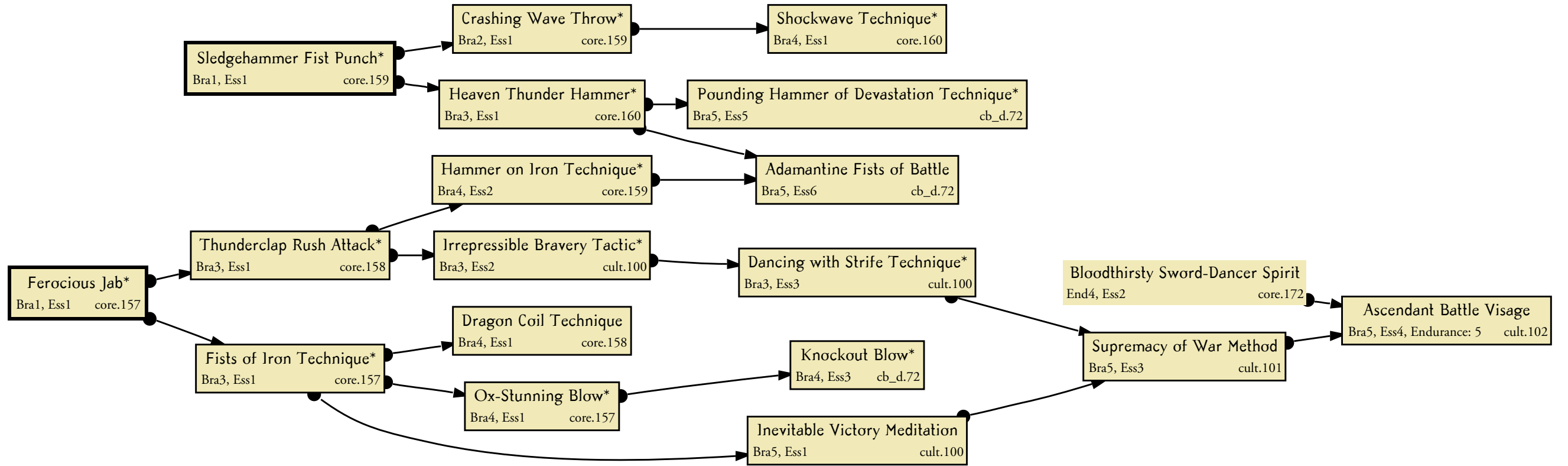
# Solar: Athletics



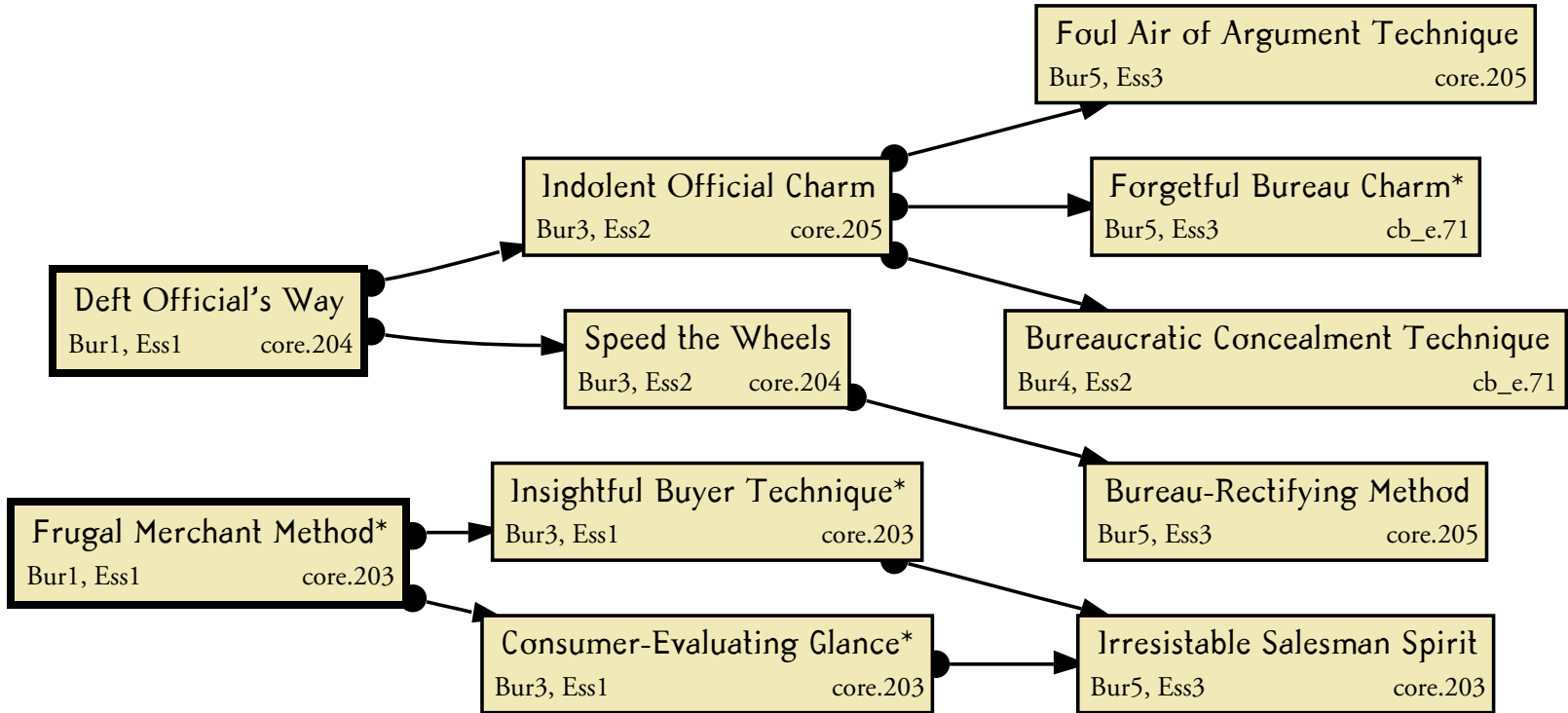
# Solar: Awareness



# Solar: Brawl

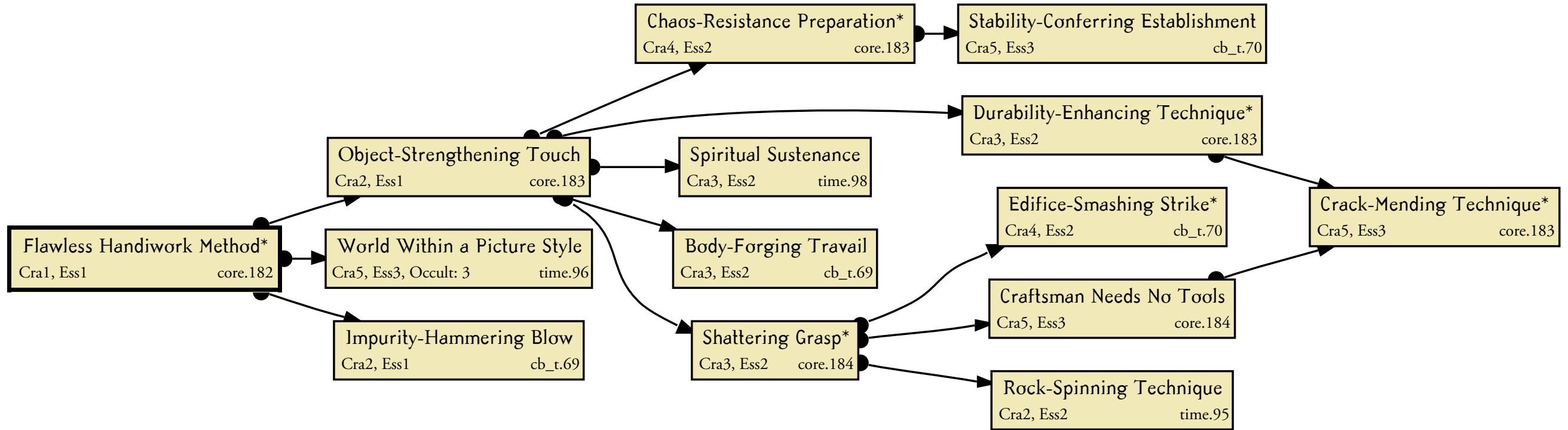


# Solar: Bureaucracy

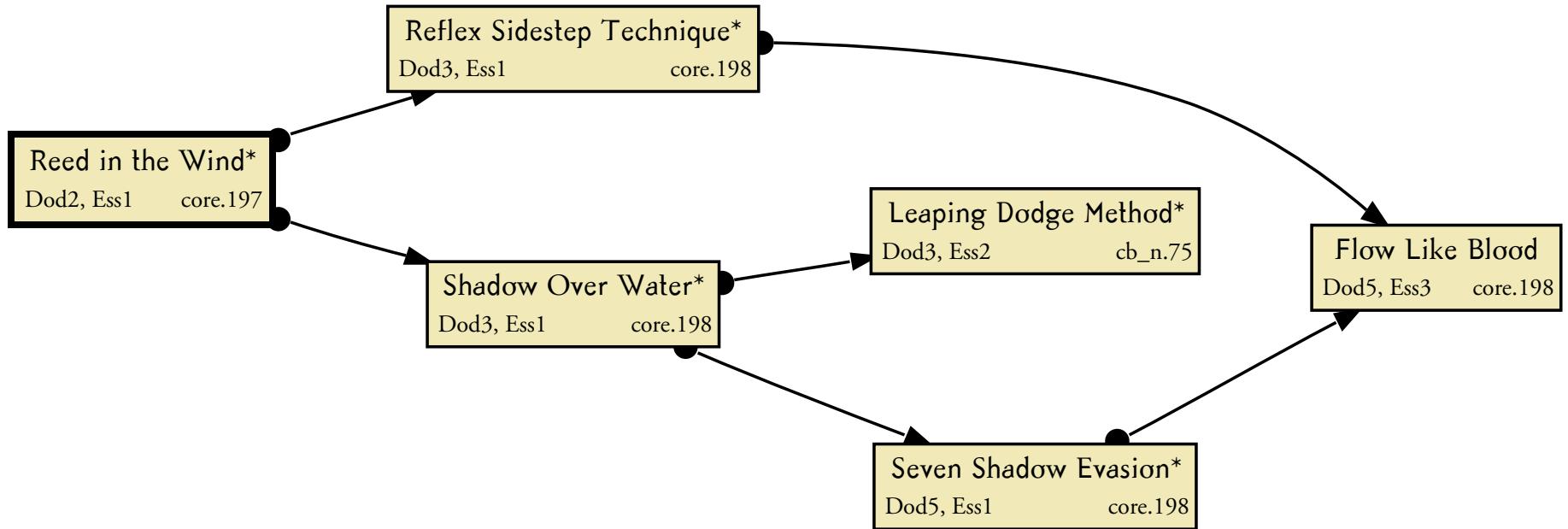




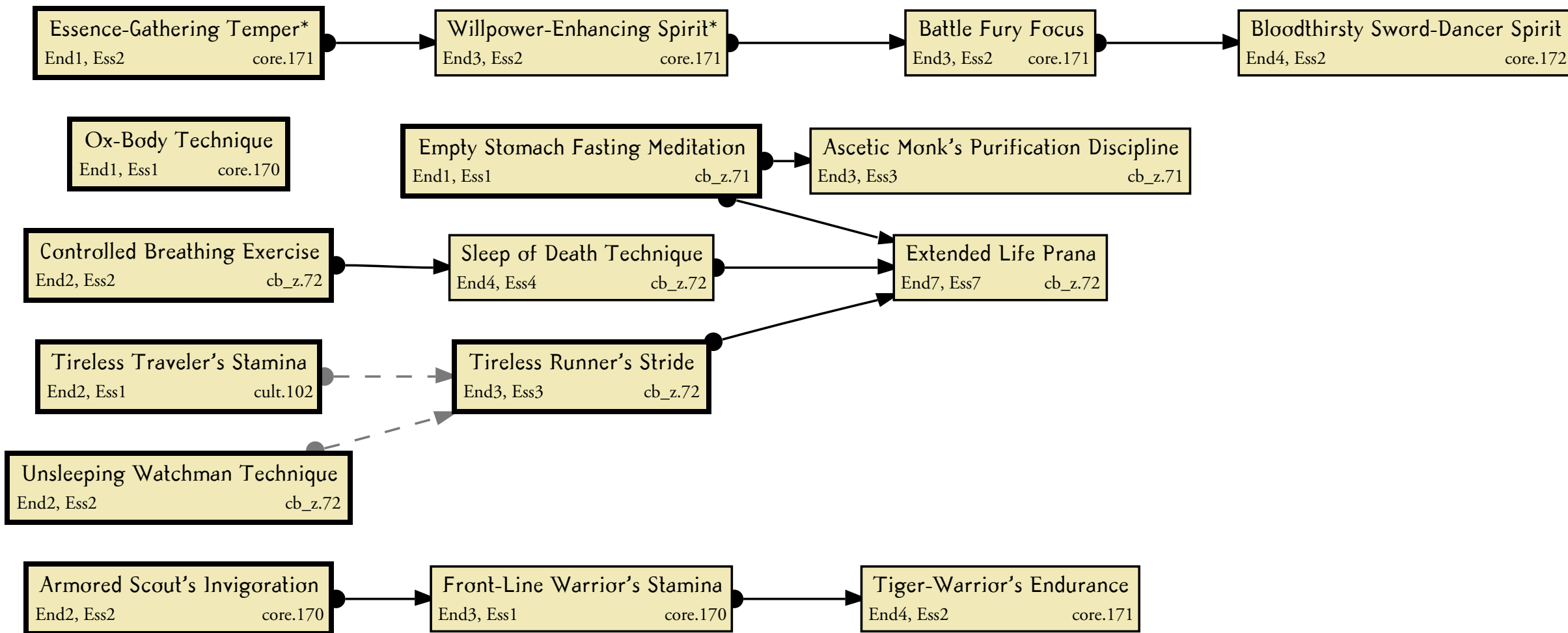
# Solar: Craft



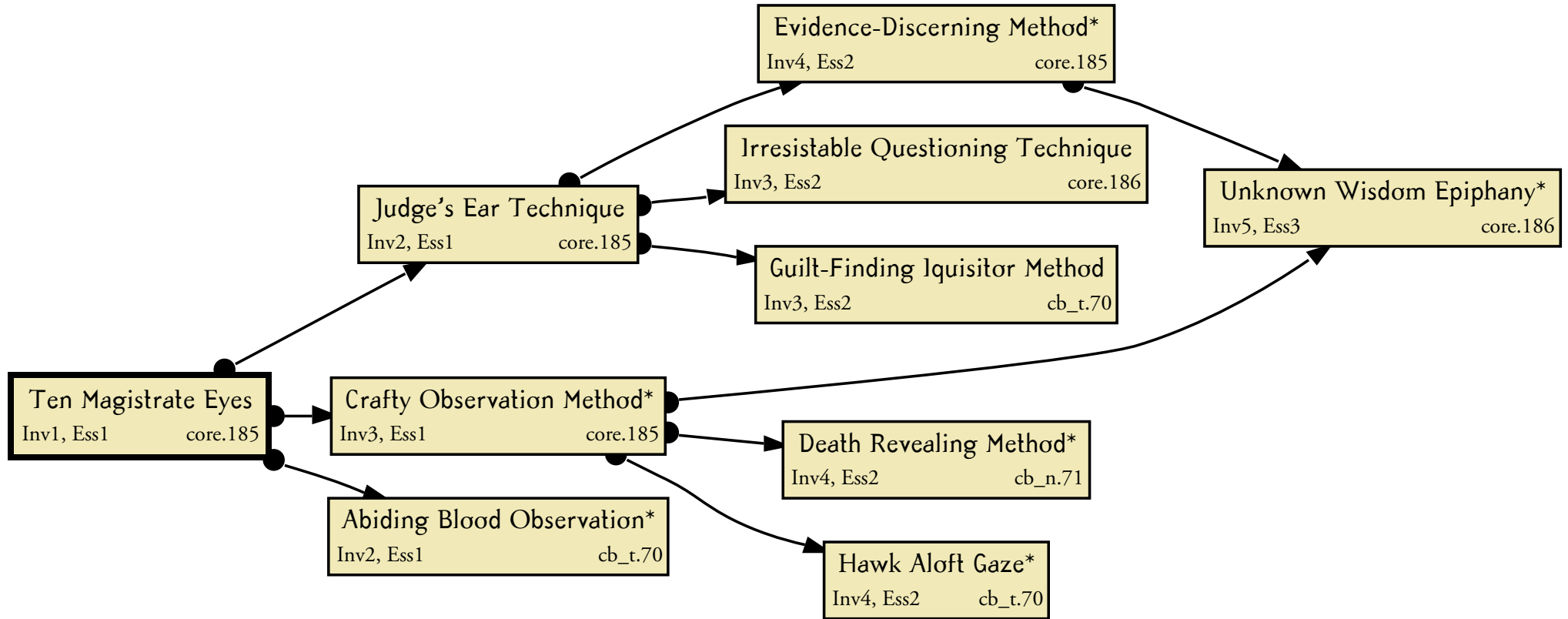
# Solar: Dodge



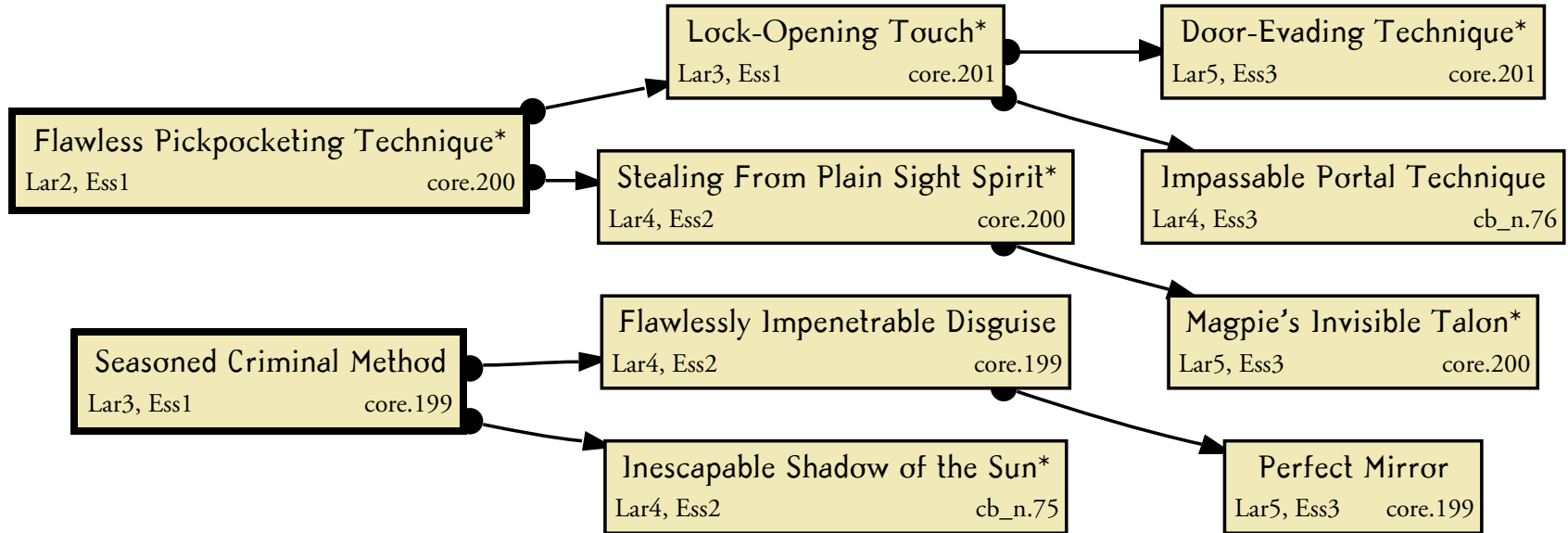
# Solar: Endurance



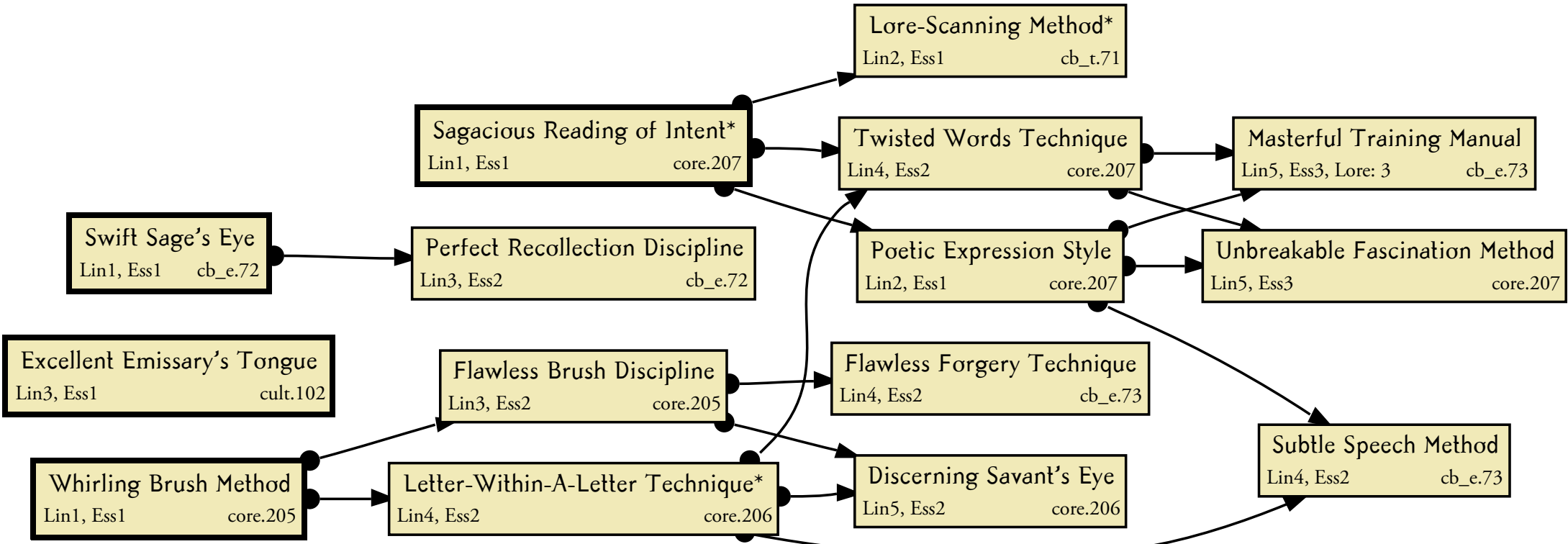
# Solar: Investigation



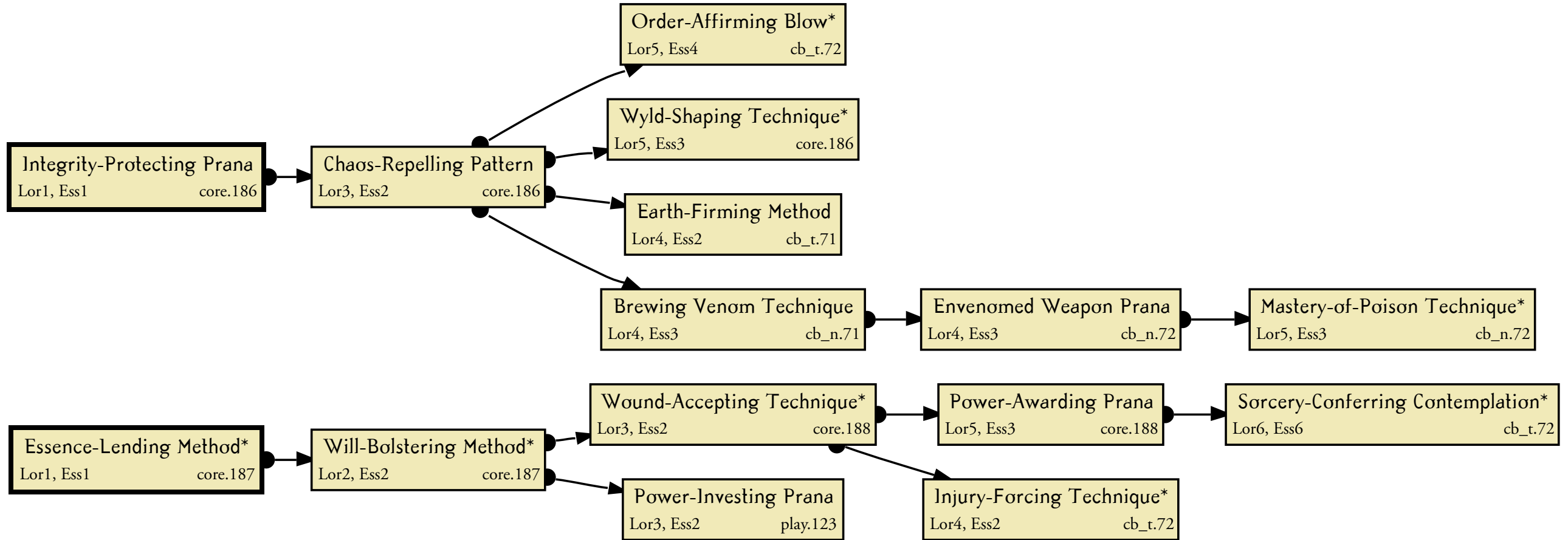
# Solar: Larceny



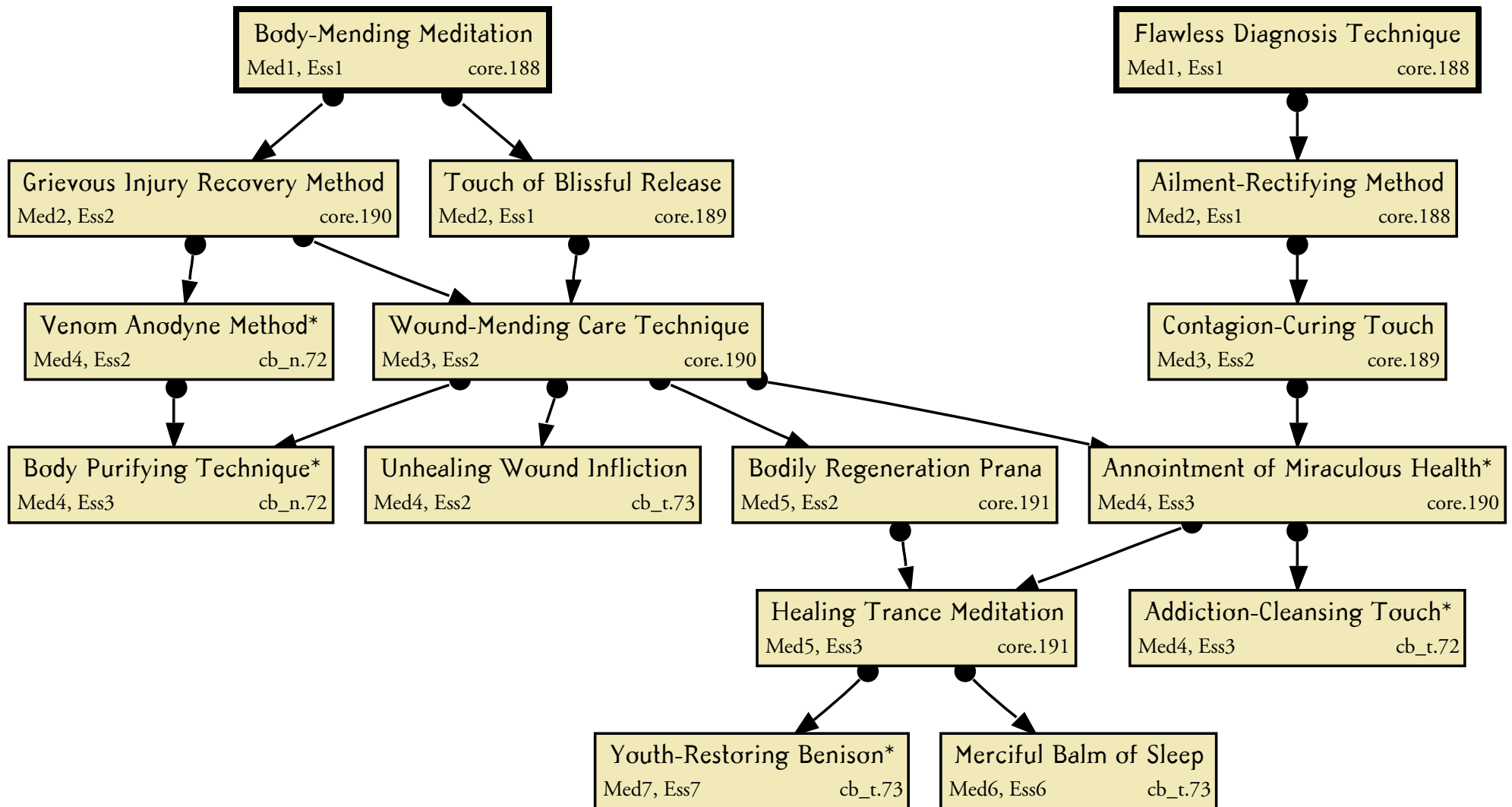
# Solar: Linguistics



# Solar: Lore

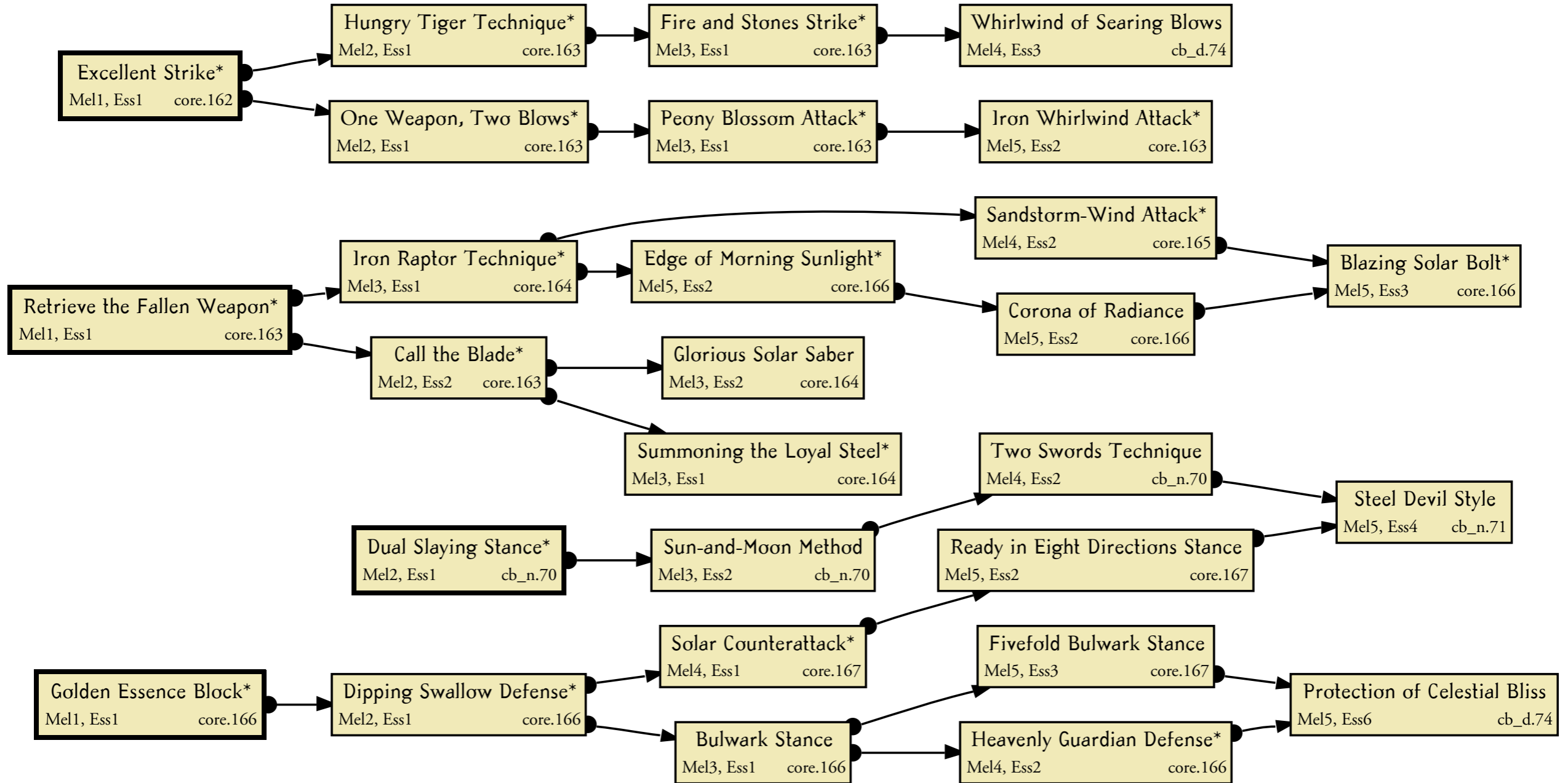


# Solar: Medicine

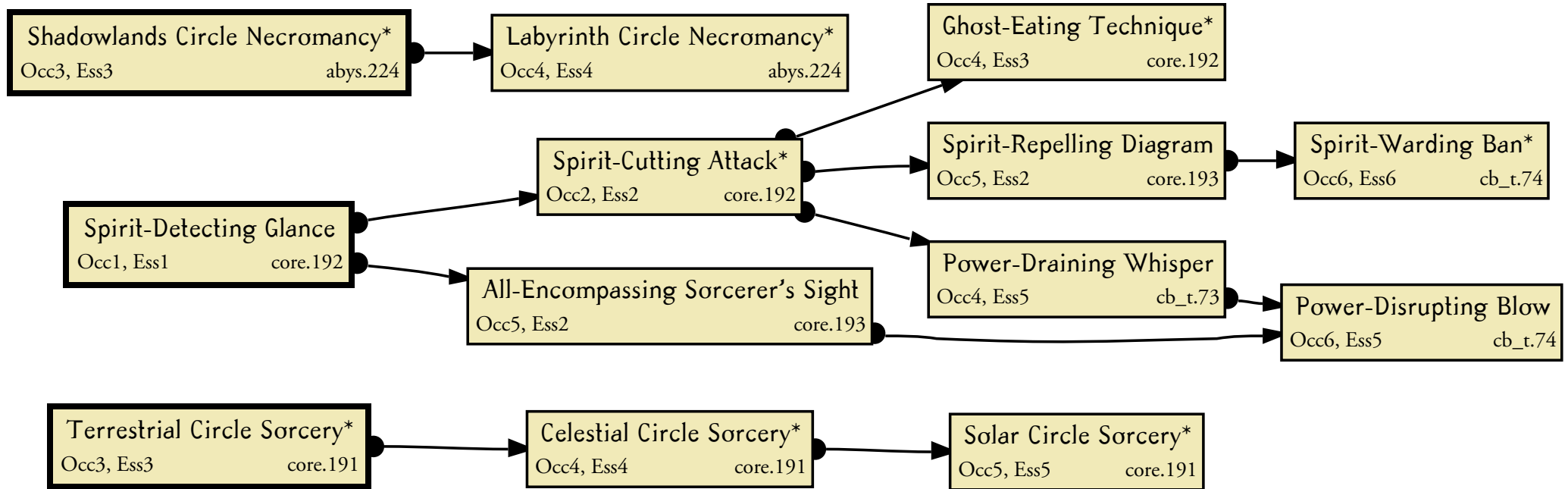




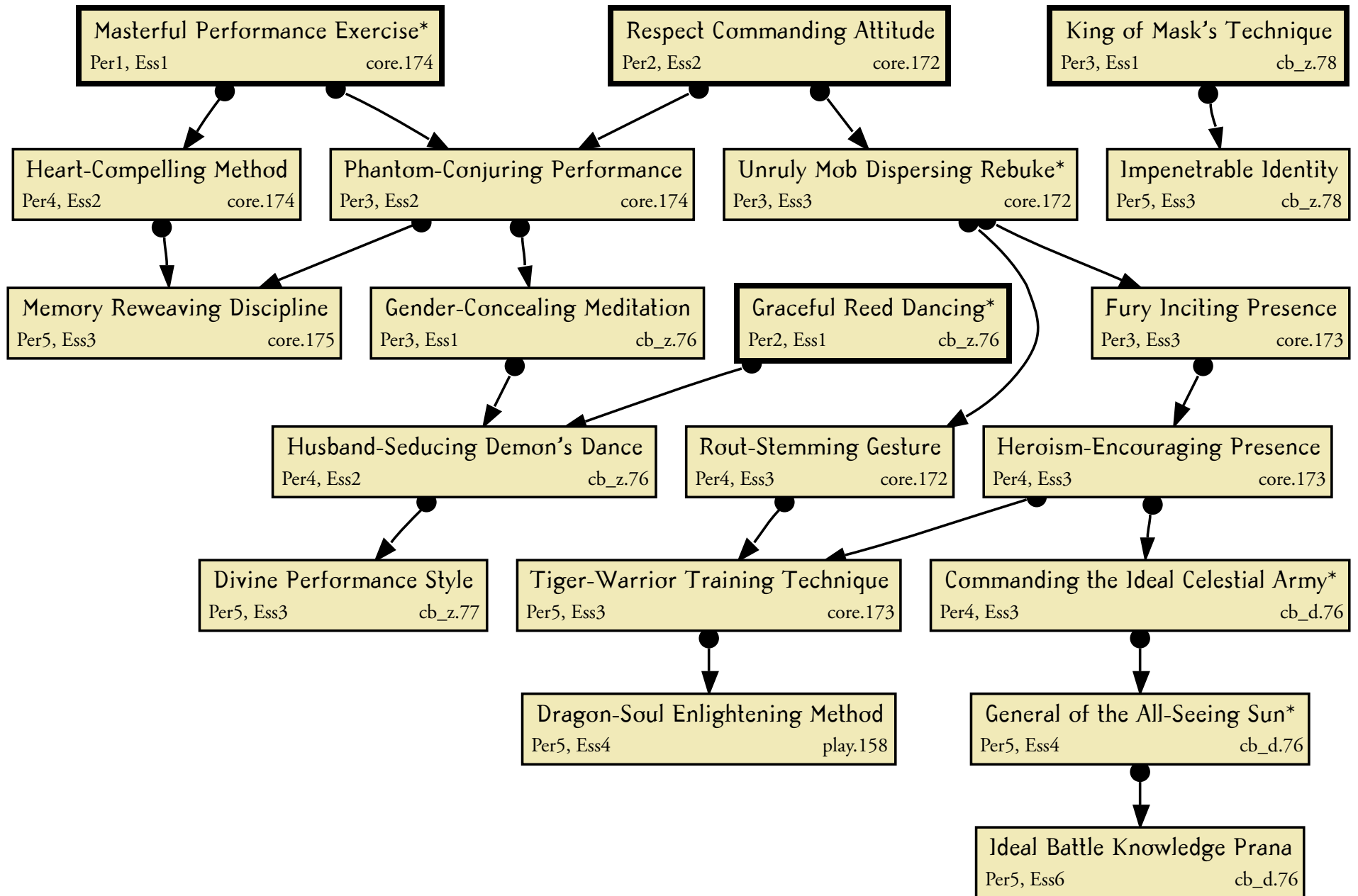
# Solar: Melee



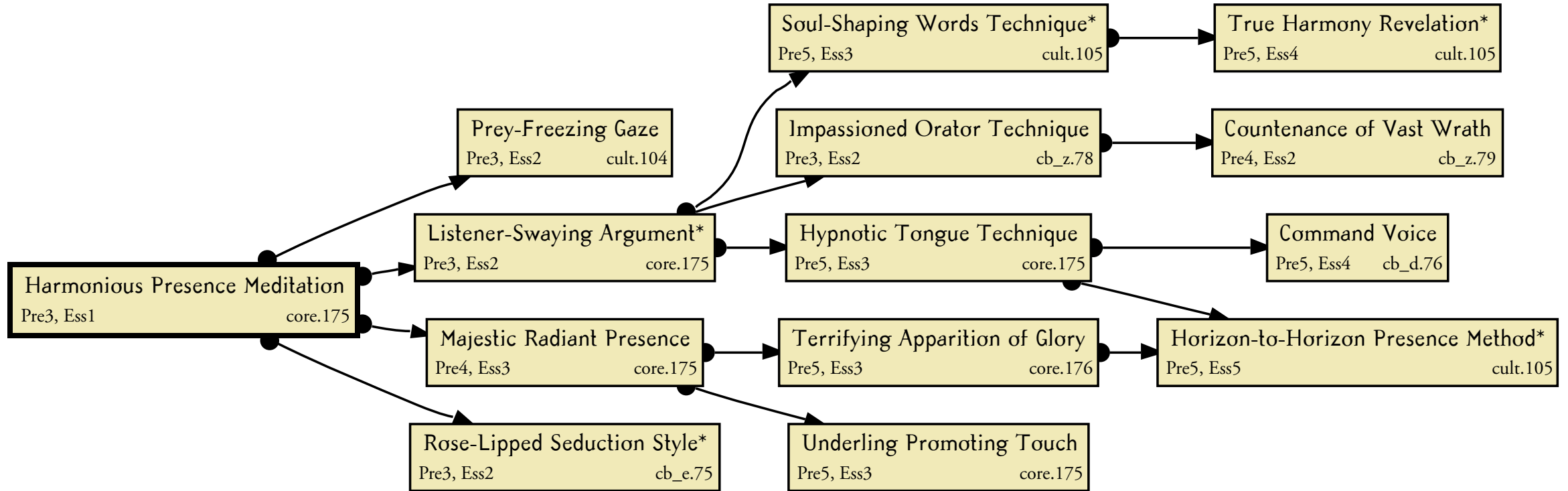
# Solar: Occult



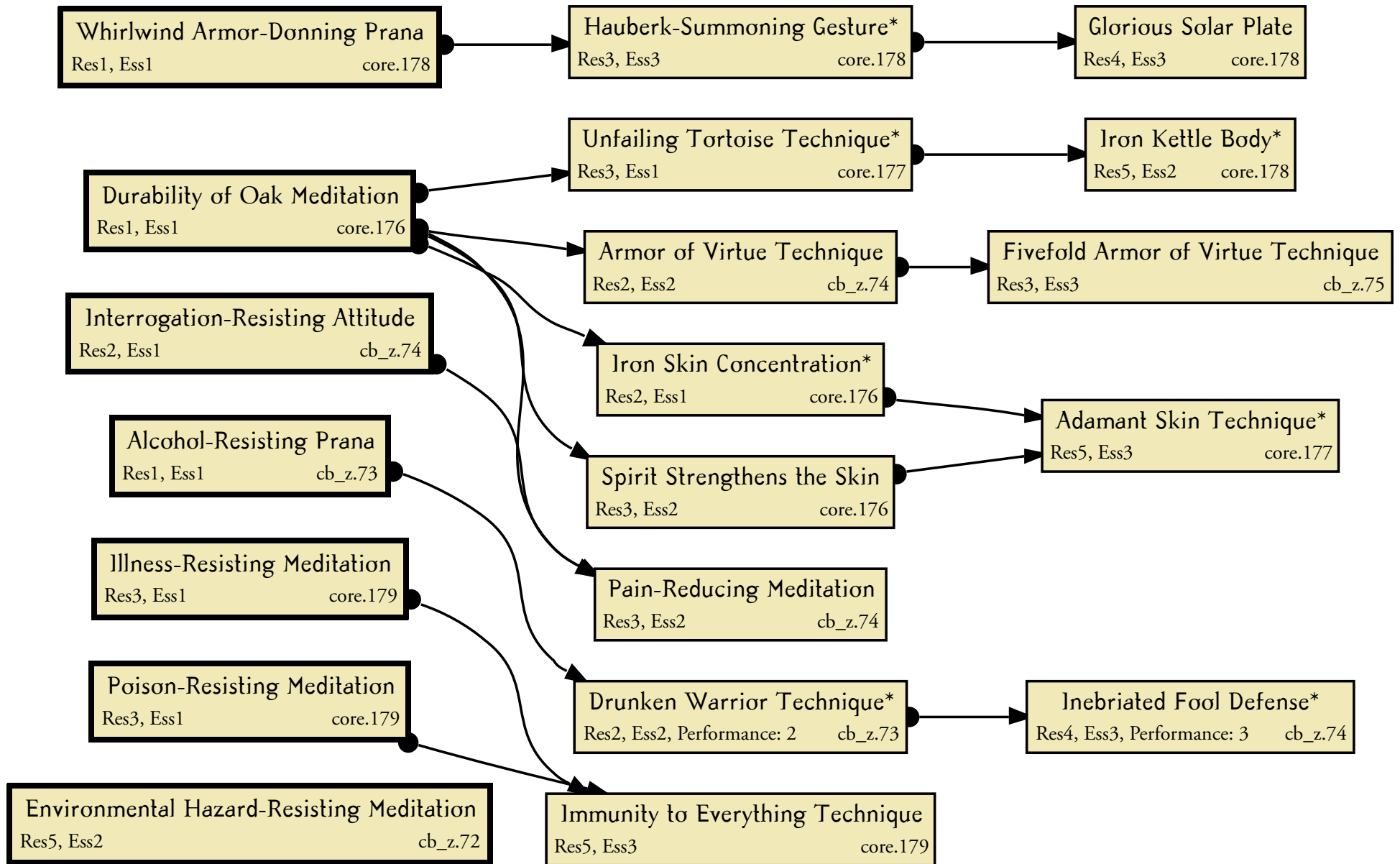
# Solar: Performance



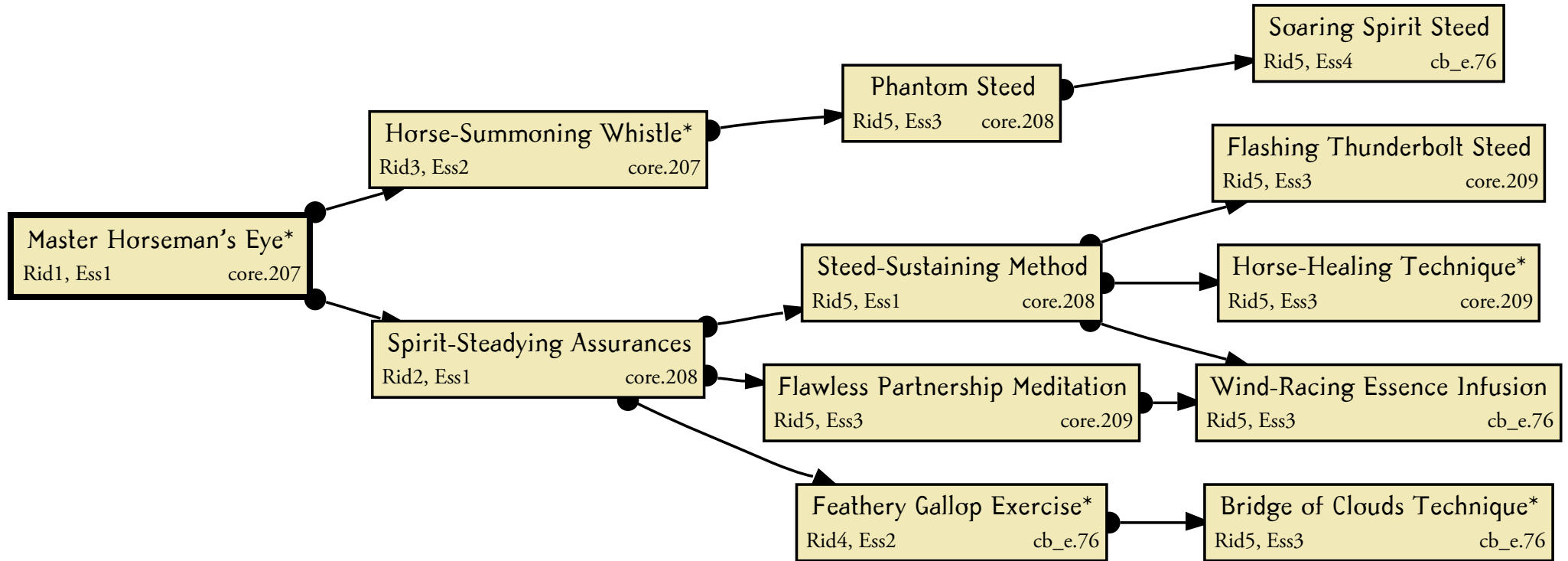
# Solar: Presence



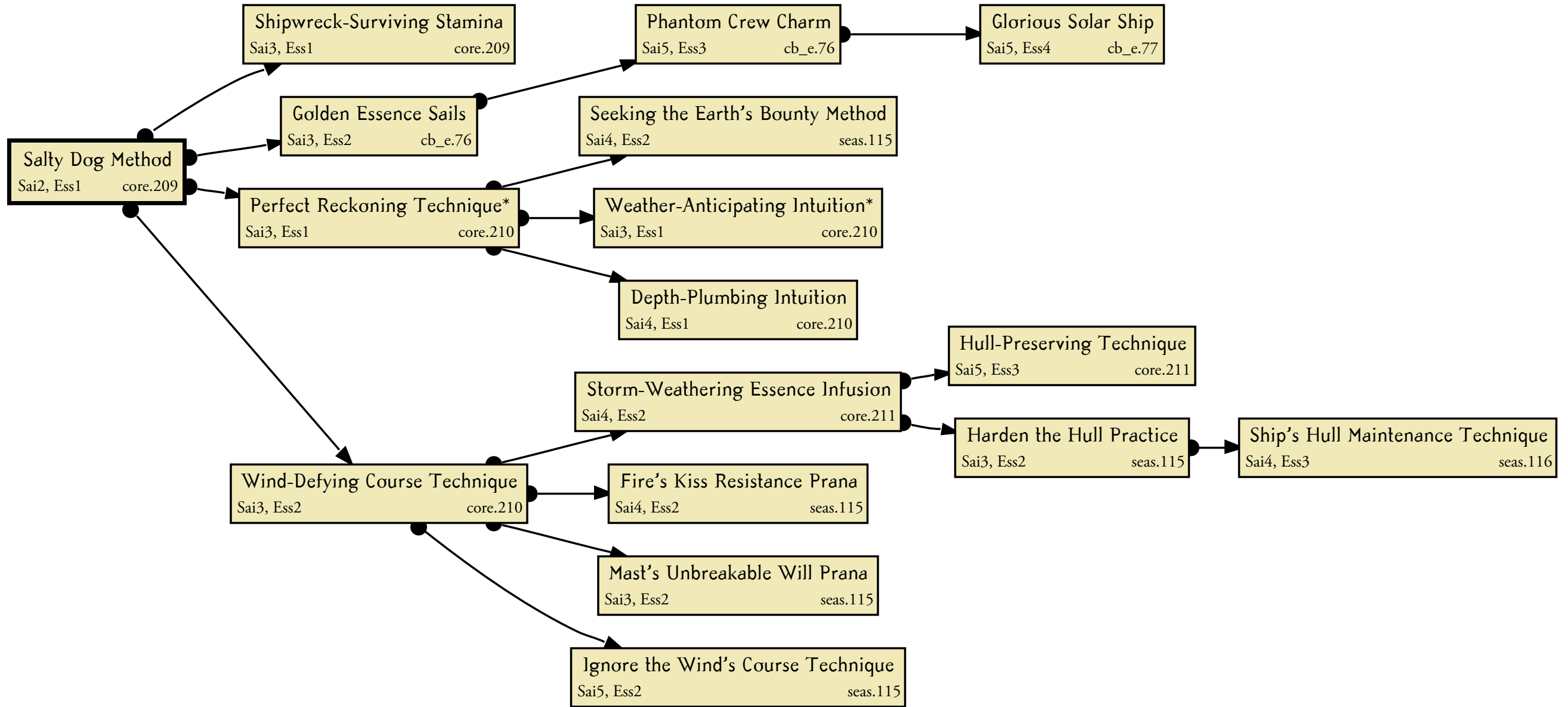
# Solar: Resistance



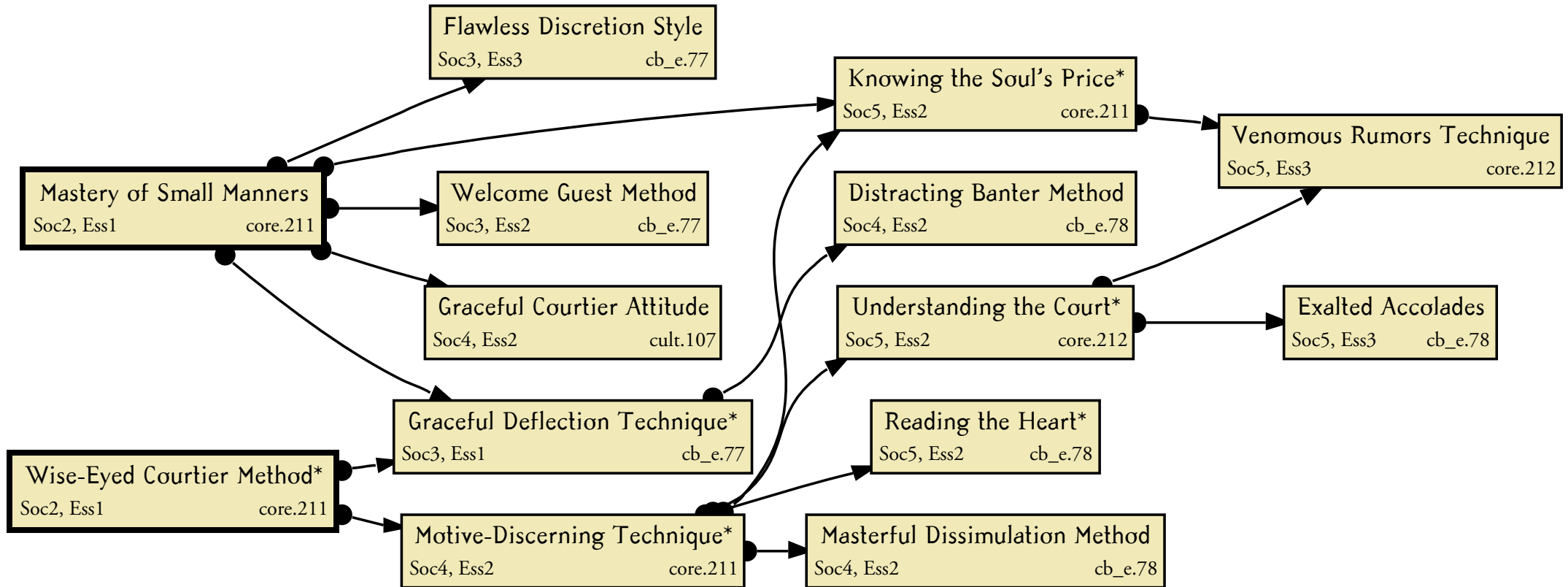
# Solar: Ride



# Solar: Sail

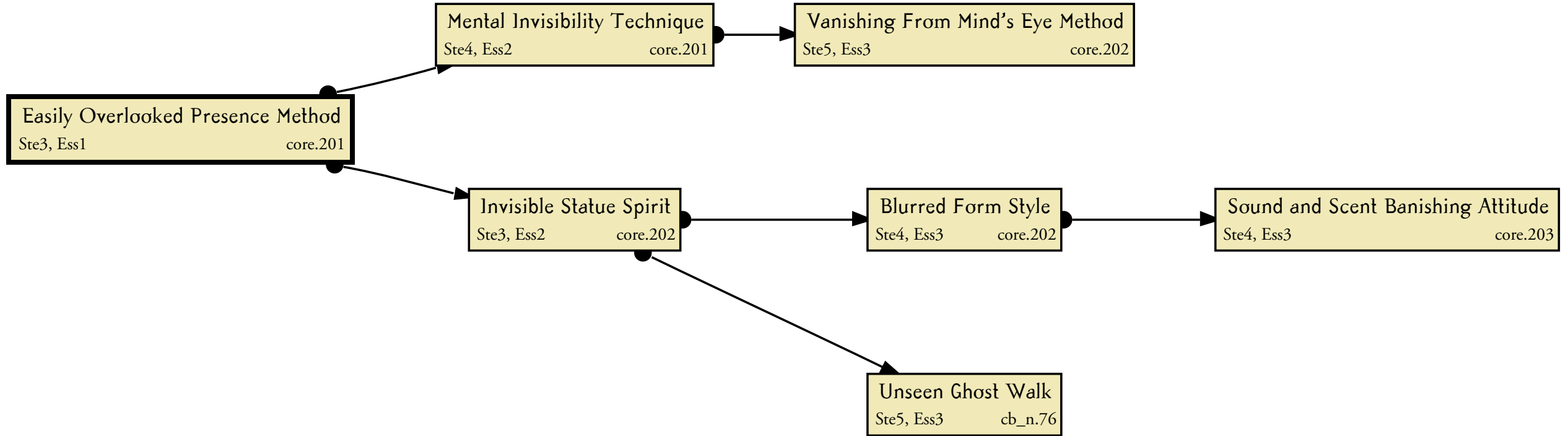


# Solar: Socialize

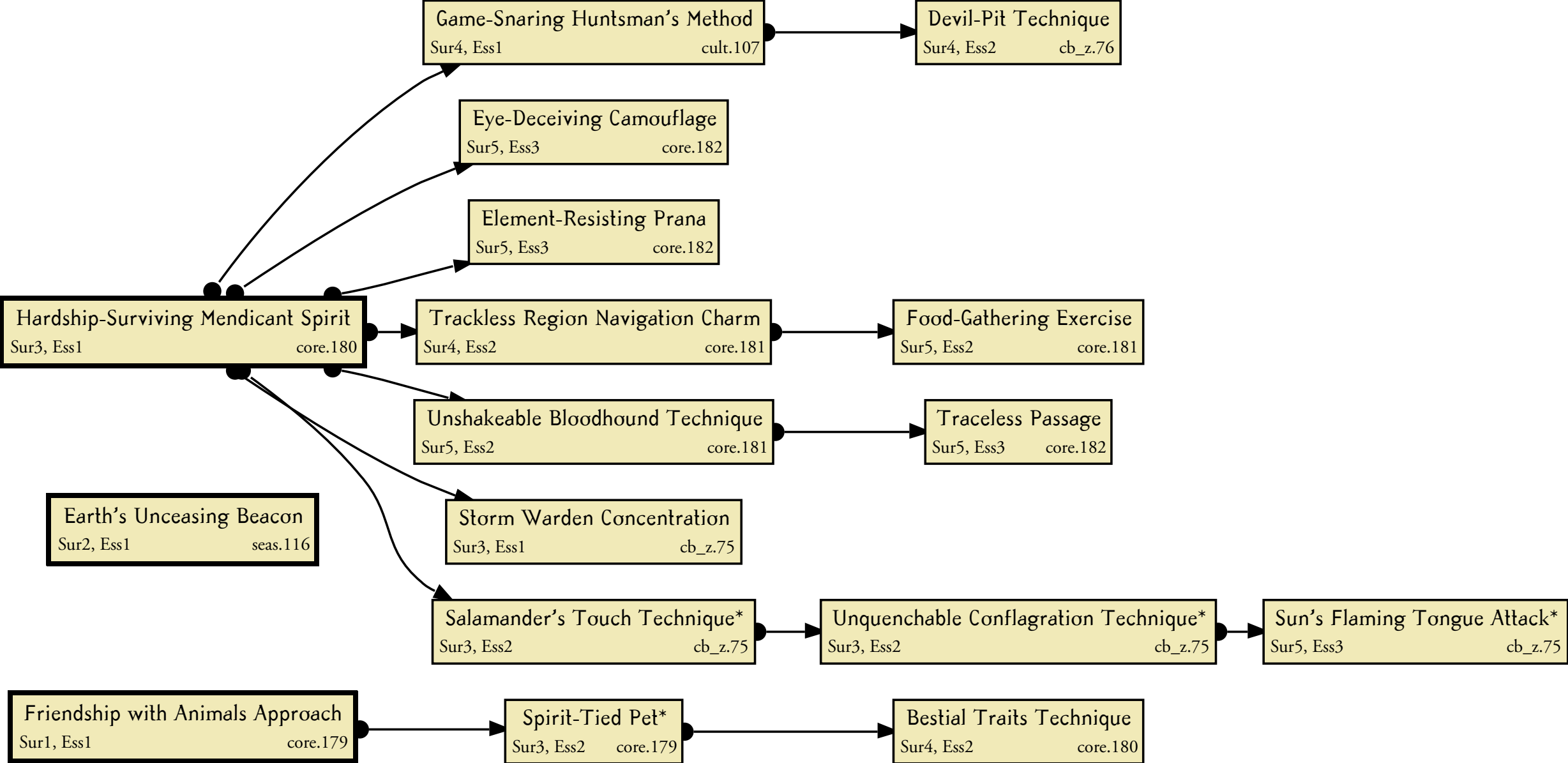




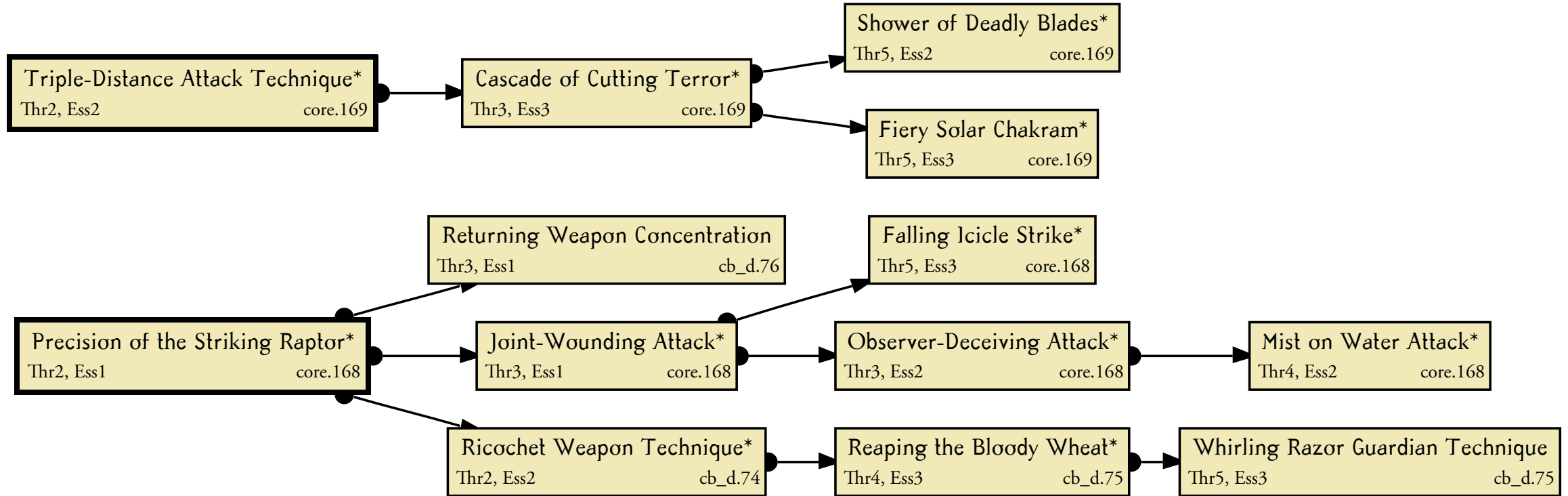
# Solar: Stealth



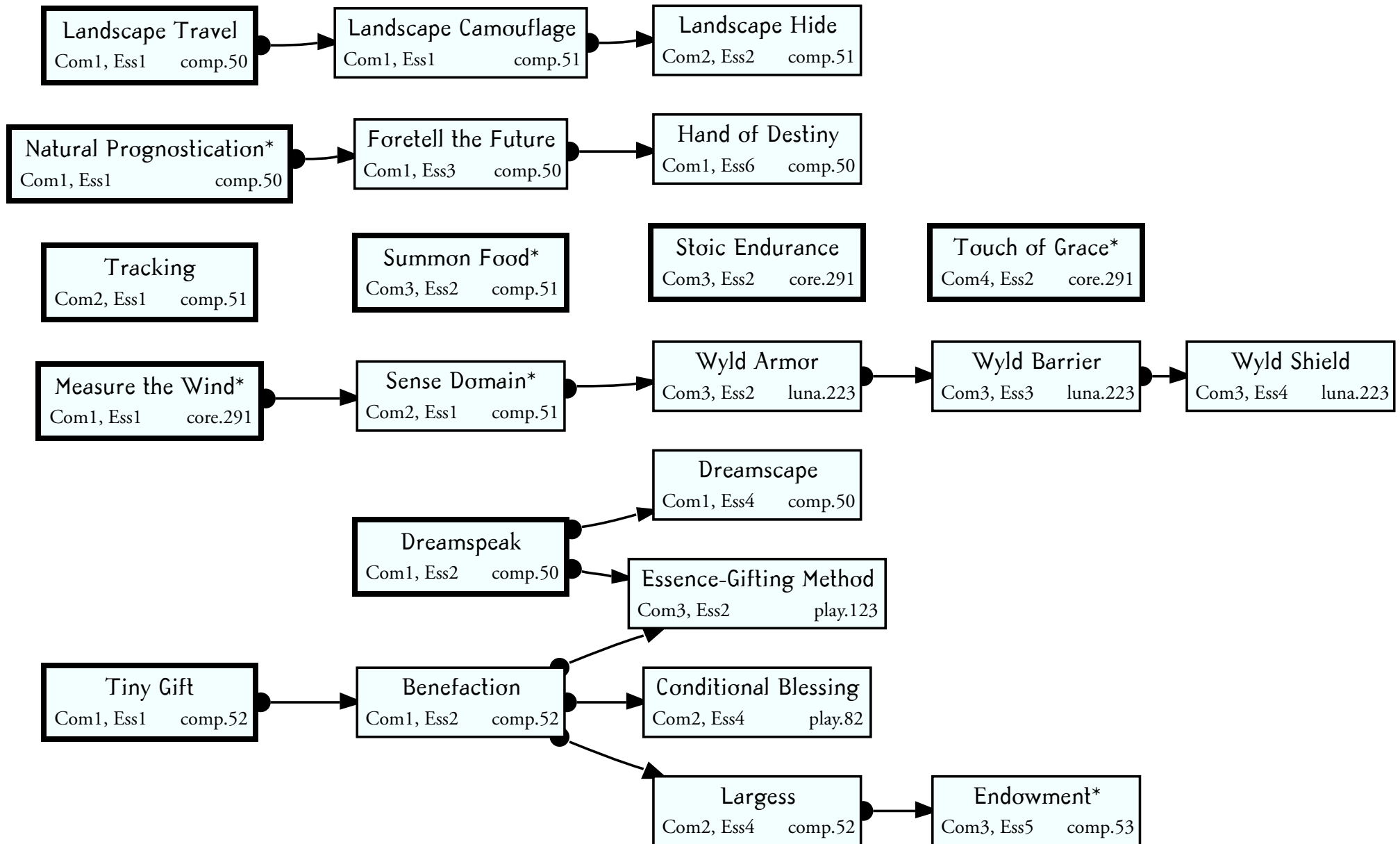
# Solar: Survival



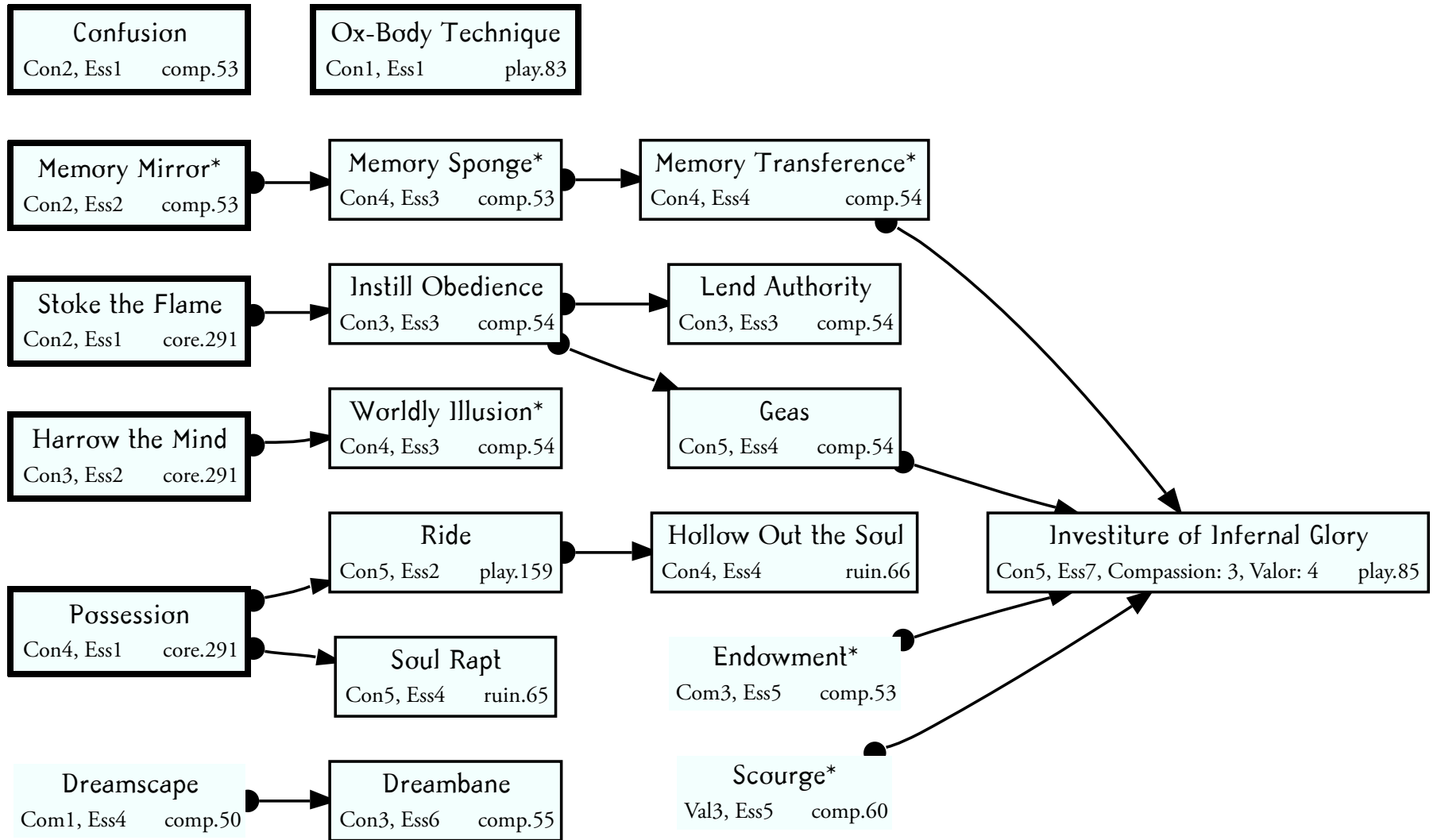
# Solar: Thrown



# Spirit: Compassion



# Spirit: Conviction



# Spirit: Elemental

Consume Element\*  
game.56

Day to Night  
game.56

Foul the Waters  
game.56

Immolation  
game.56

Plague of Menaces  
game.56

Rejuvenation  
core.296

Mobility  
core.296

Enshroud  
core.296

Element's Domain  
core.296

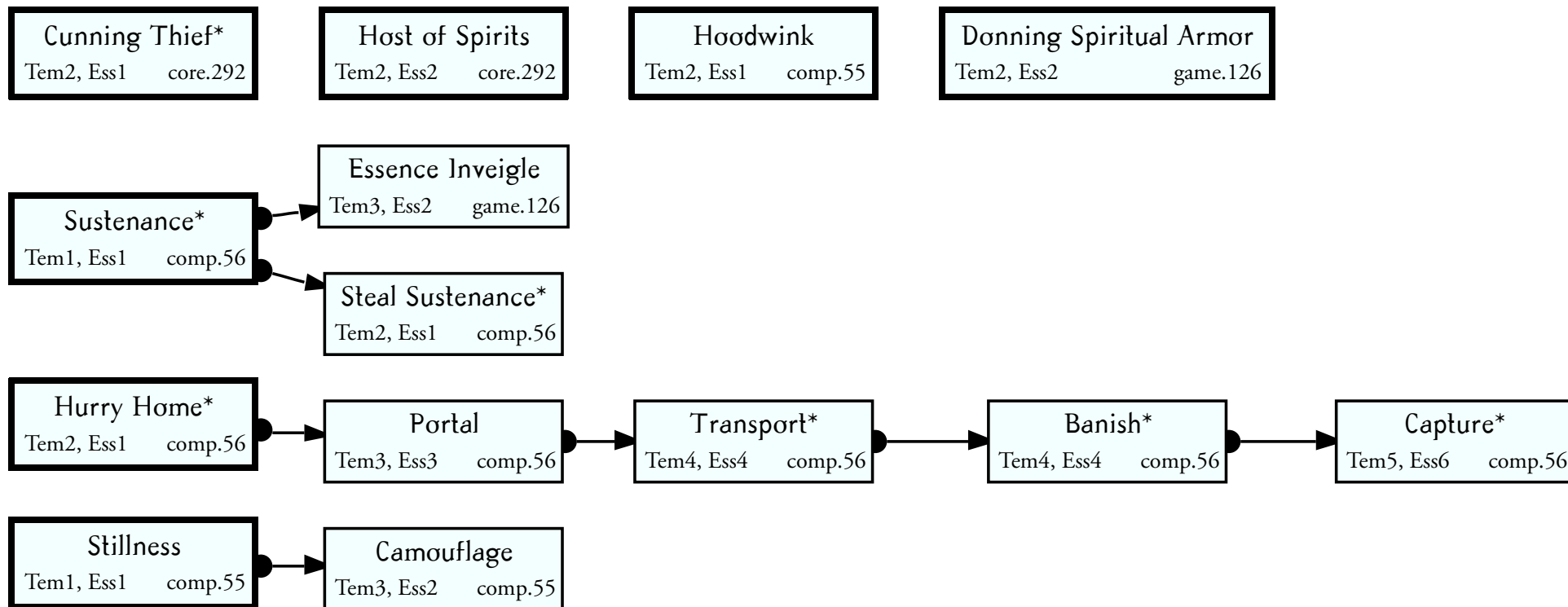
Dragon's Suspire\*  
core.296

Coarse Skin  
core.296

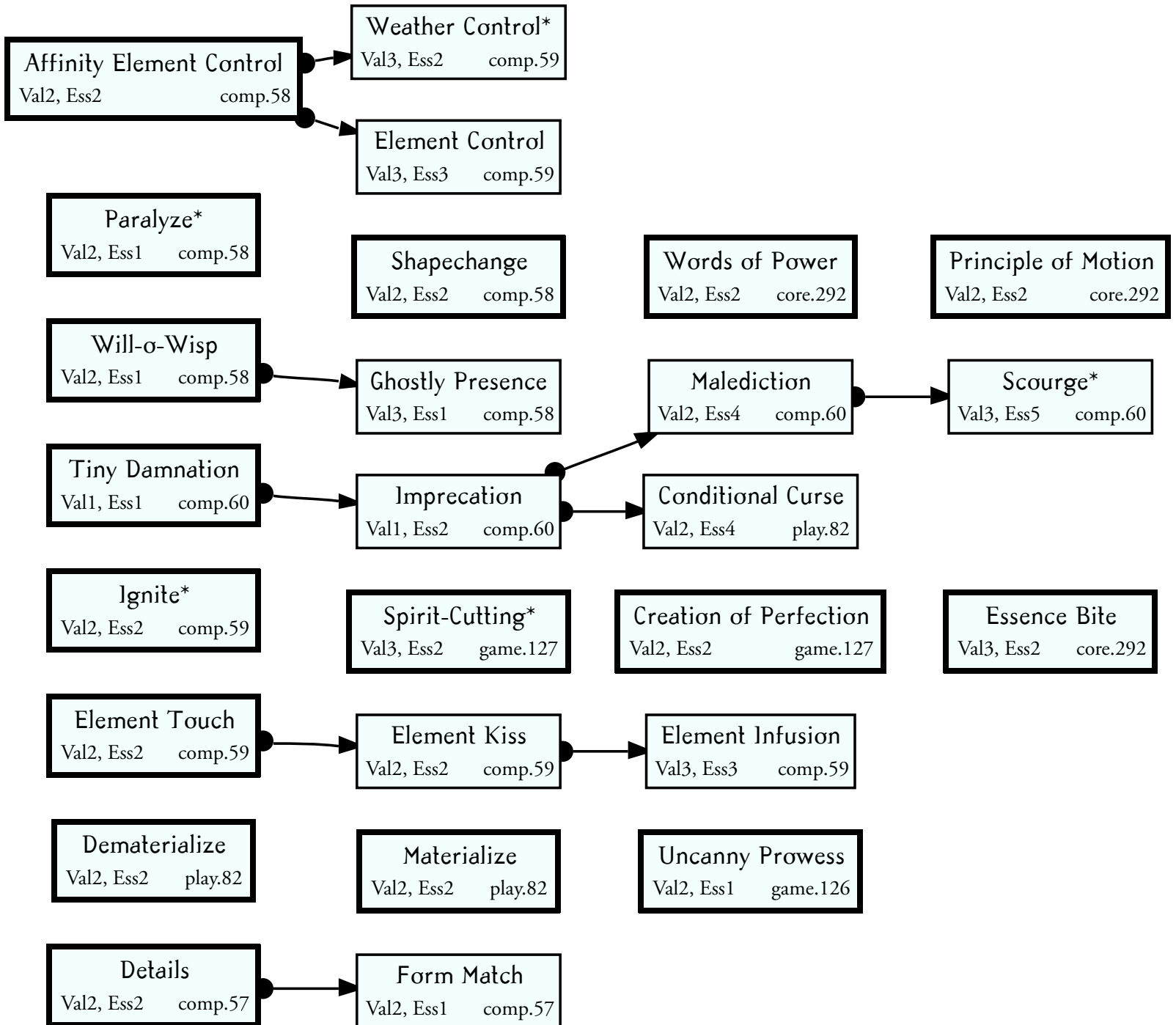
Aegis  
core.296

Elemental Unction  
game.56

# Spirit: Temperance

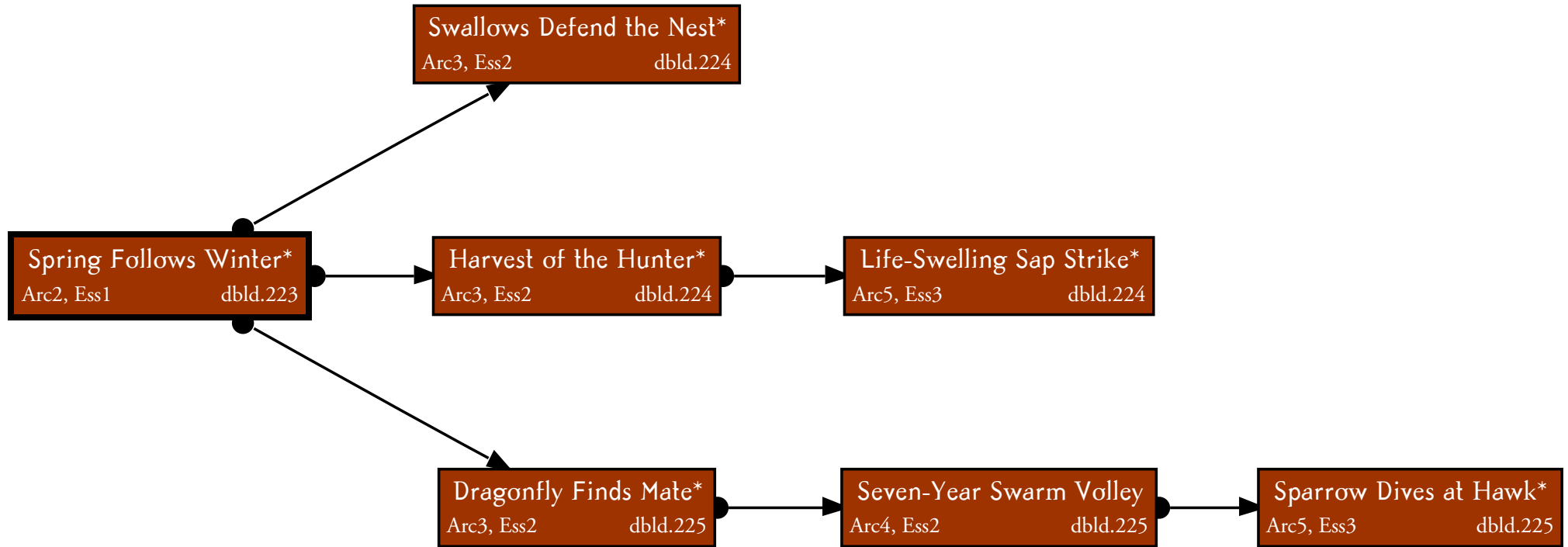


# Spirit: Valor

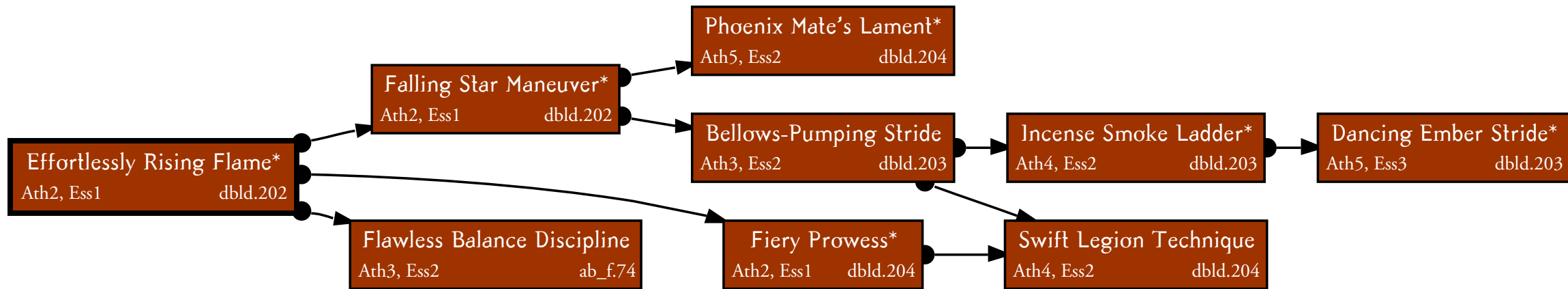




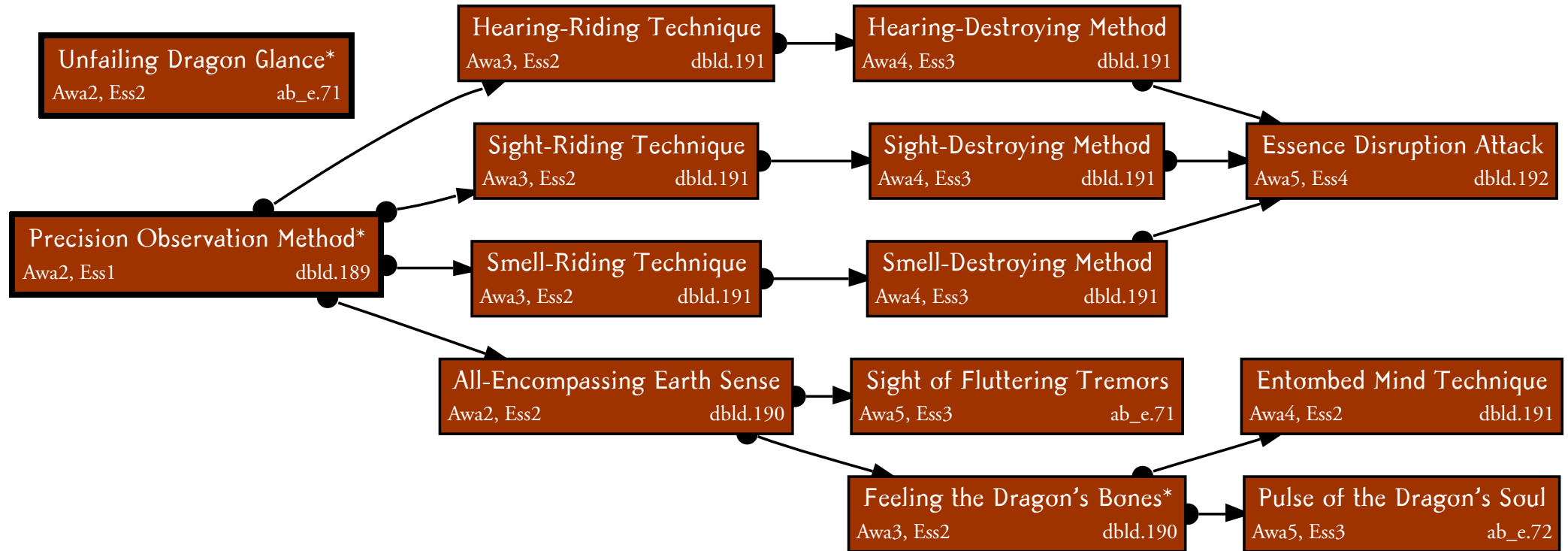
# Terrestrial: Archery



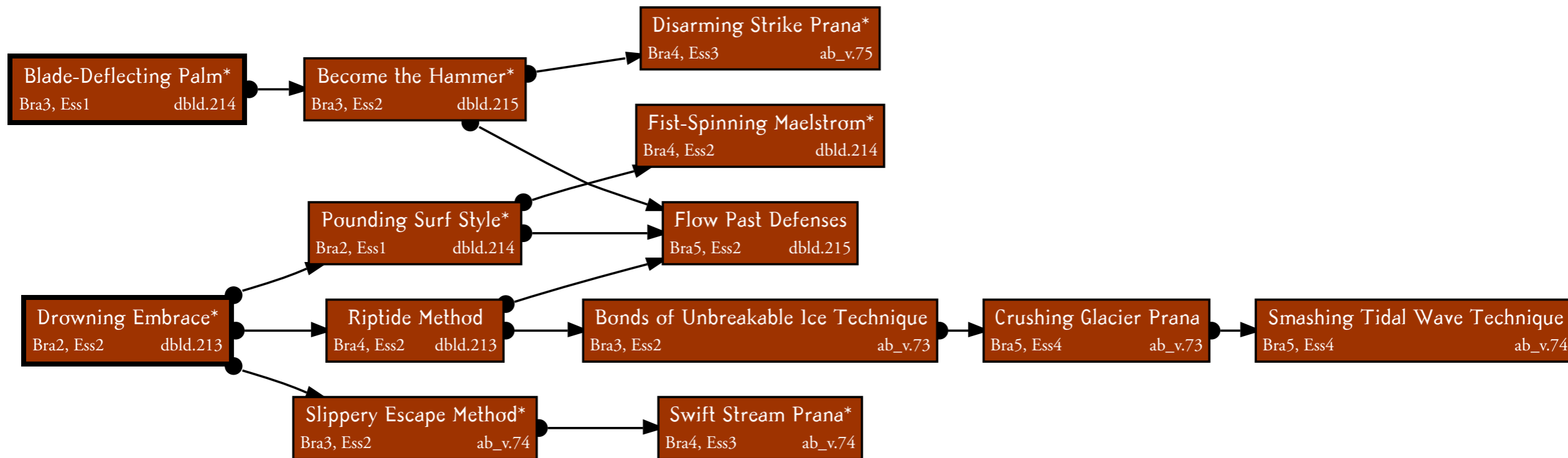
# Terrestrial: Athletics



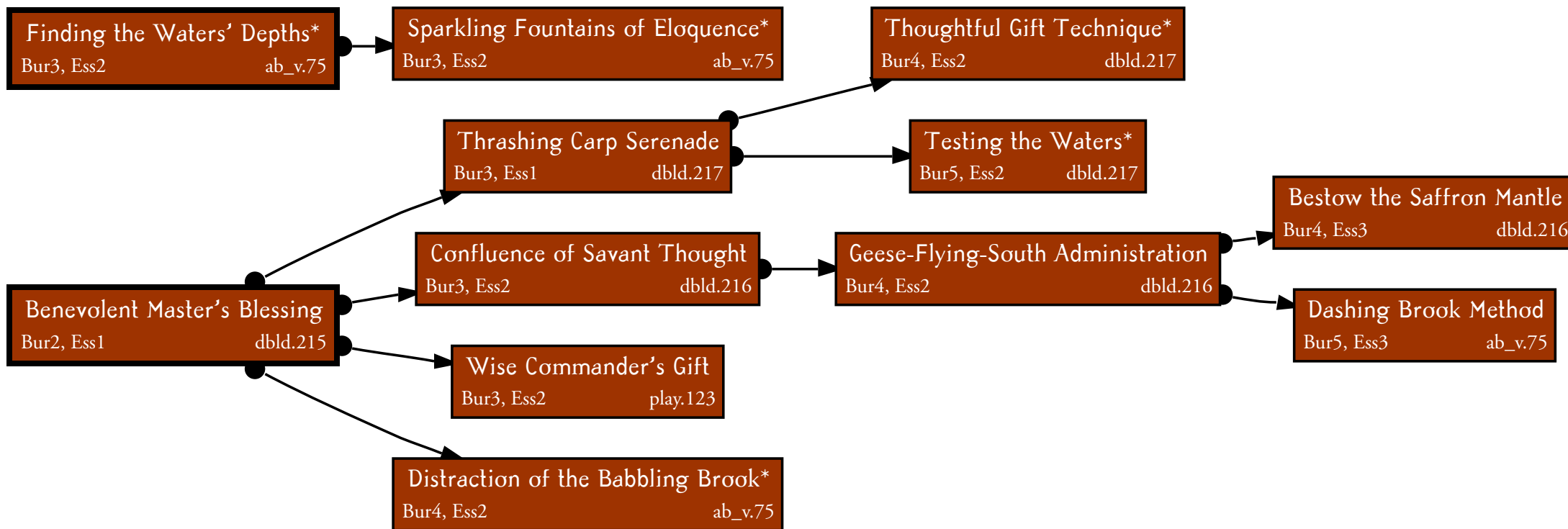
# Terrestrial: Awareness



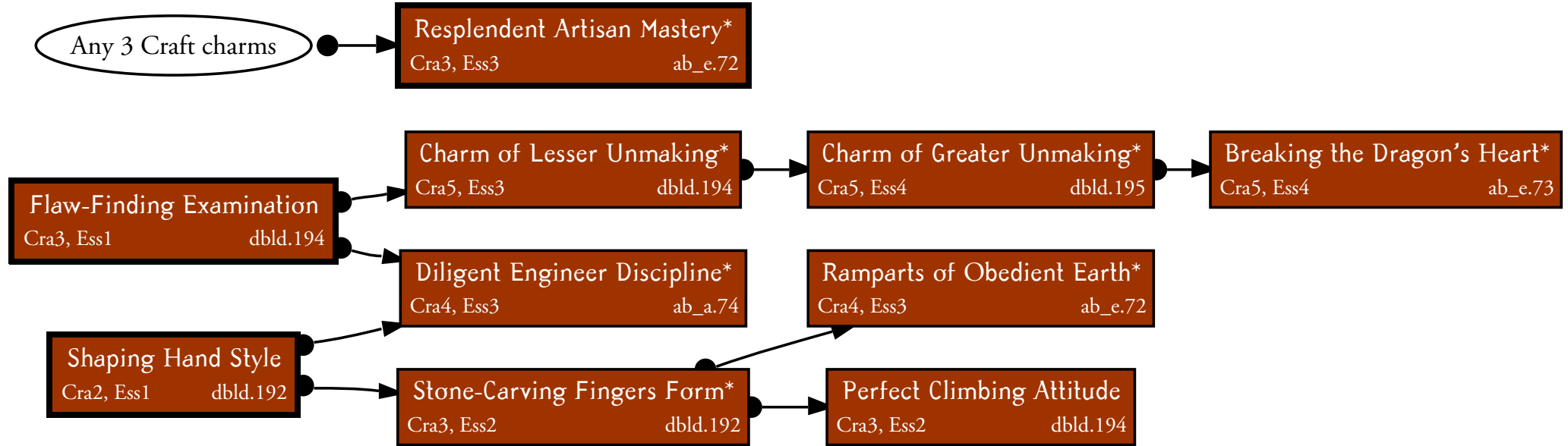
# Terrestrial: Brawl



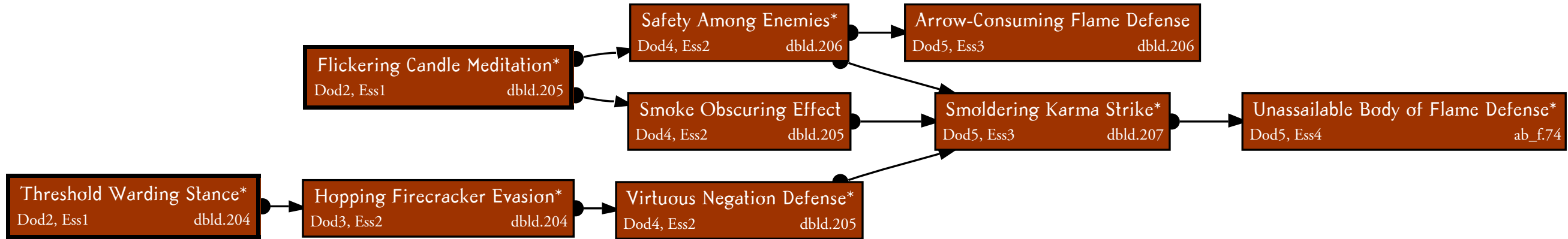
# Terrestrial: Bureaucracy



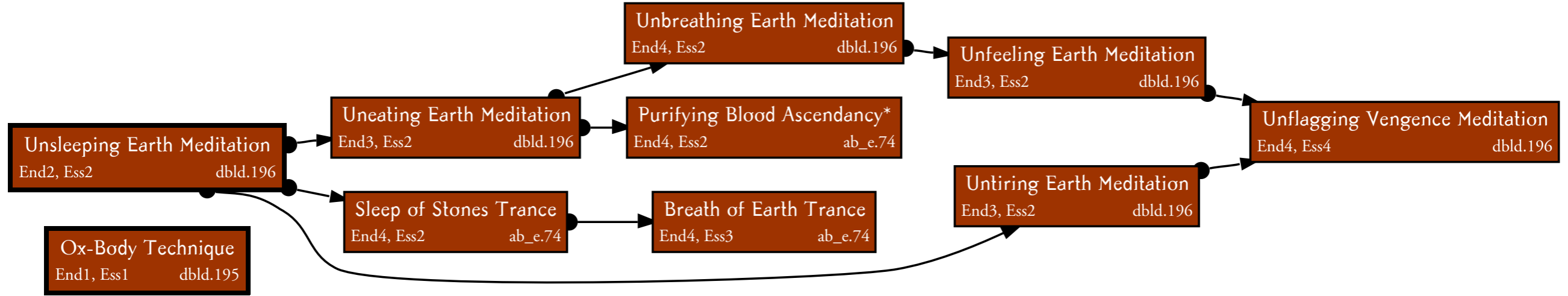
# Terrestrial: Craft



# Terrestrial: Dodge

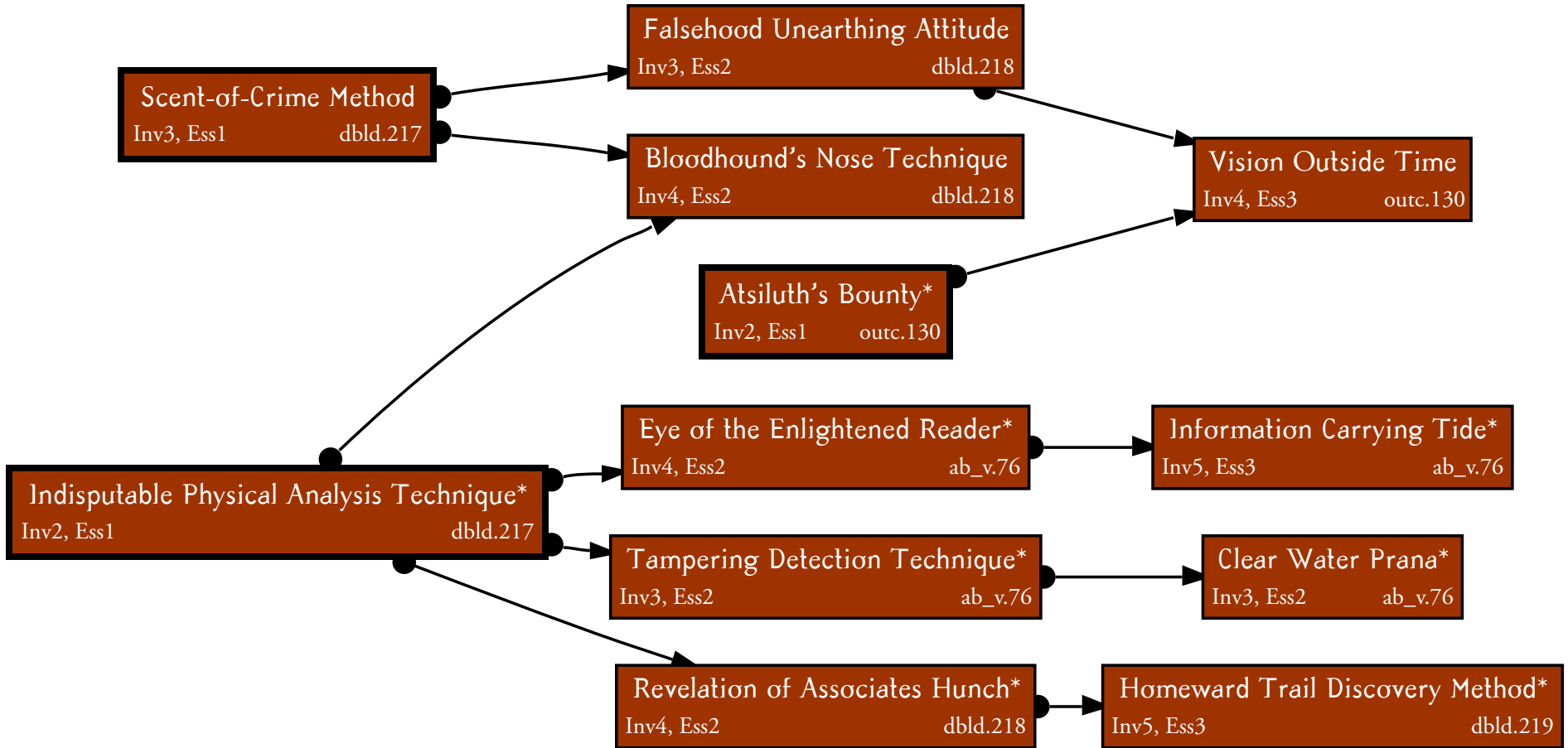


# Terrestrial: Endurance

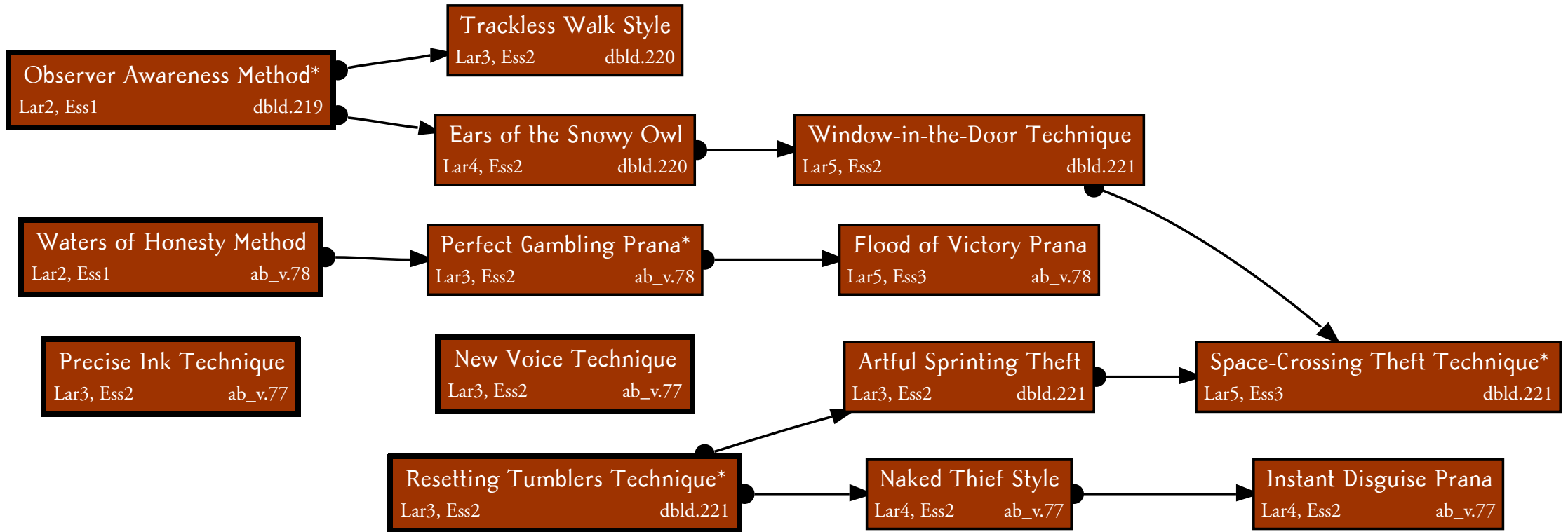




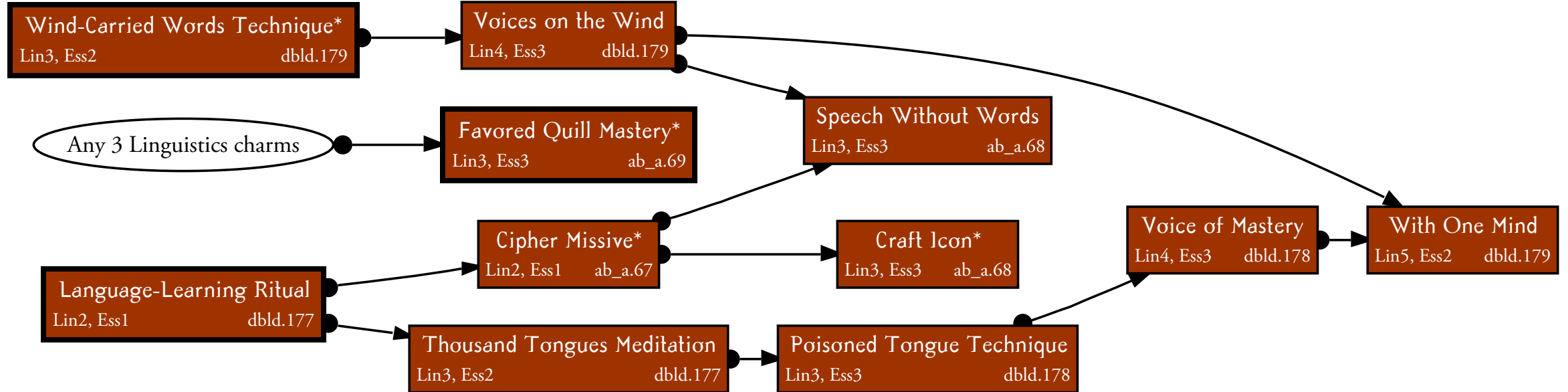
# Terrestrial: Investigation



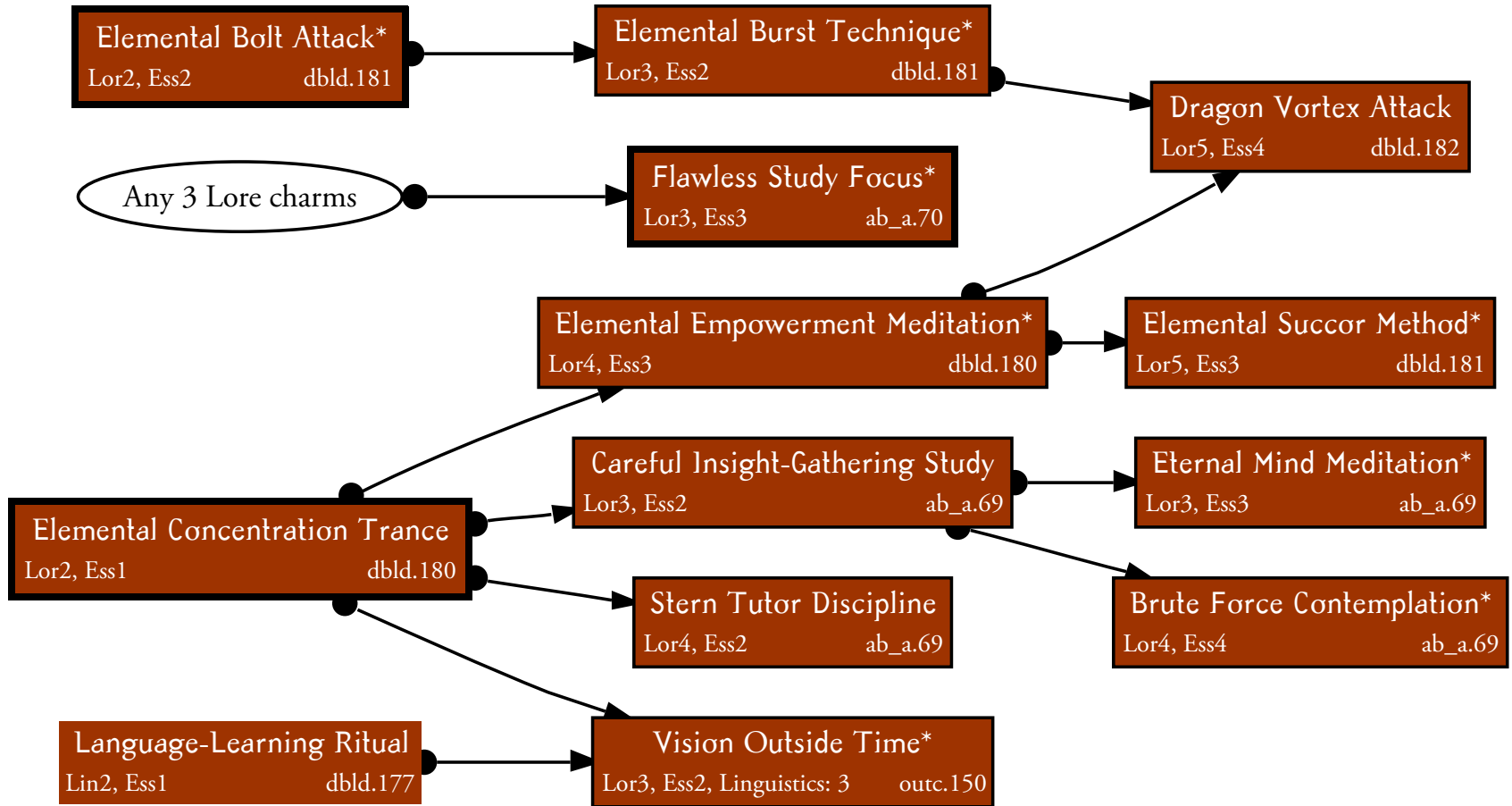
# Terrestrial: Larceny



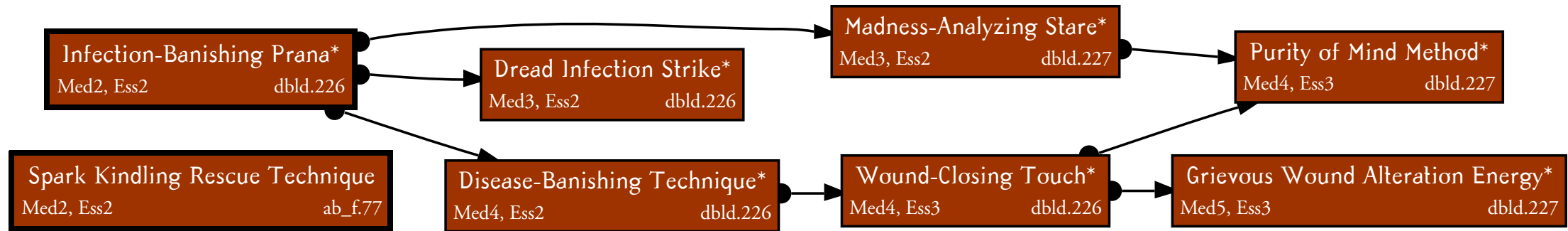
# Terrestrial: Linguistics



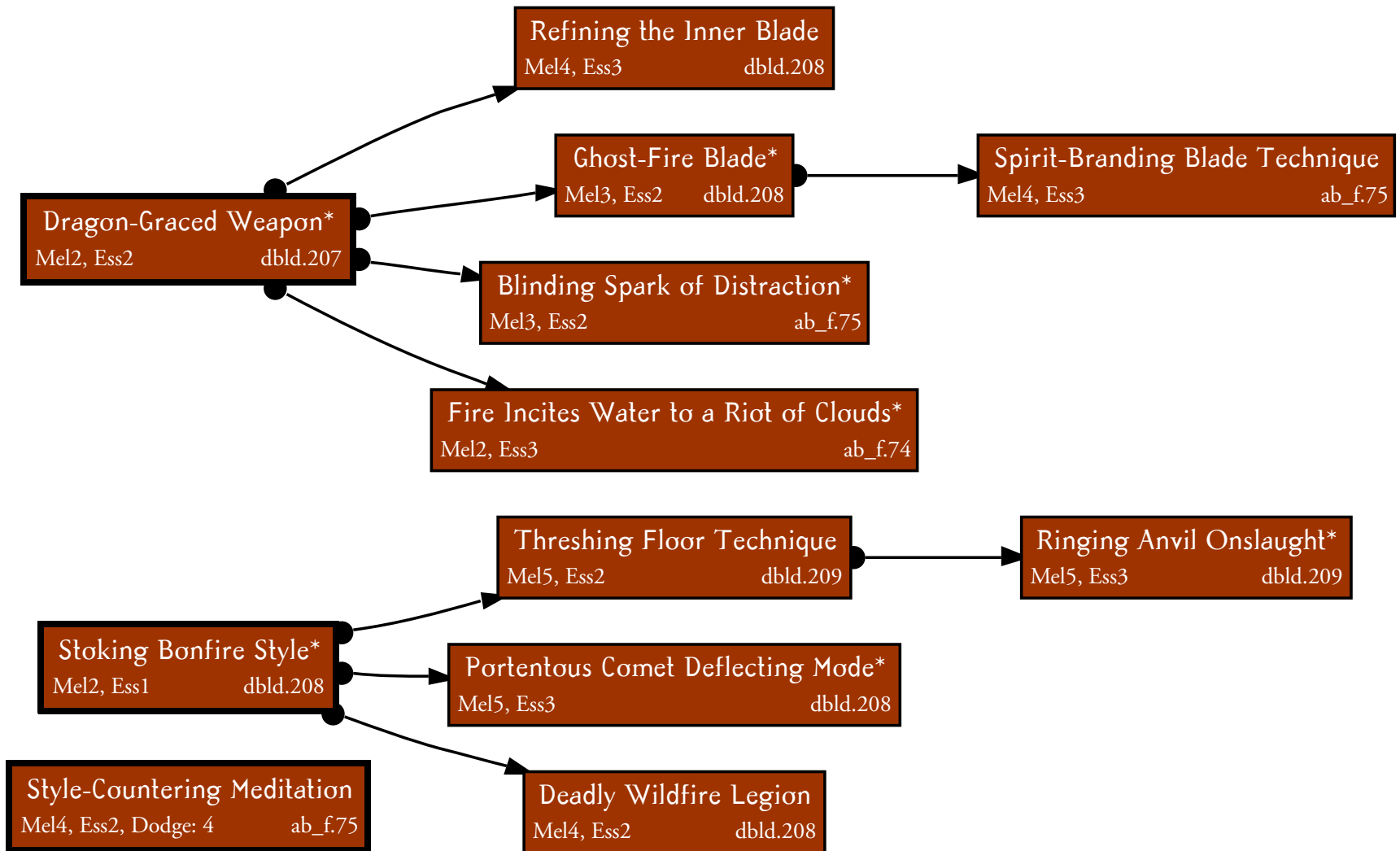
# Terrestrial: Lore



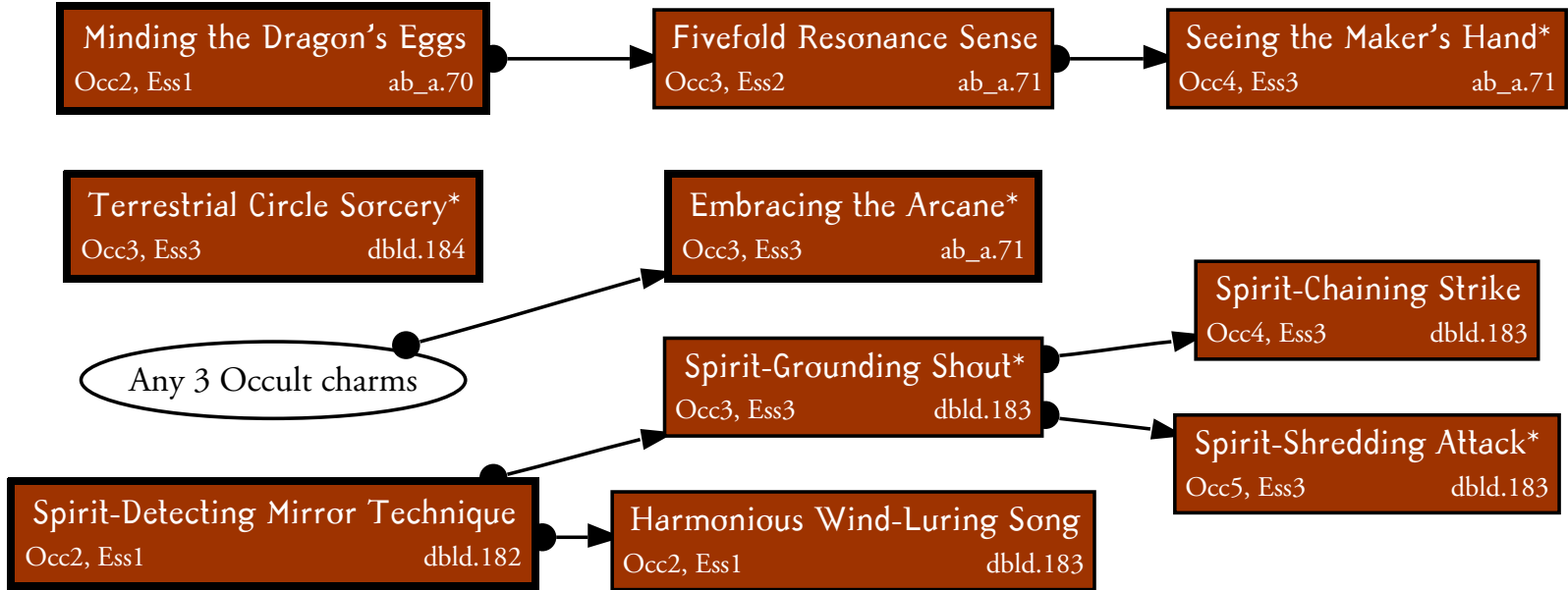
# Terrestrial: Medicine



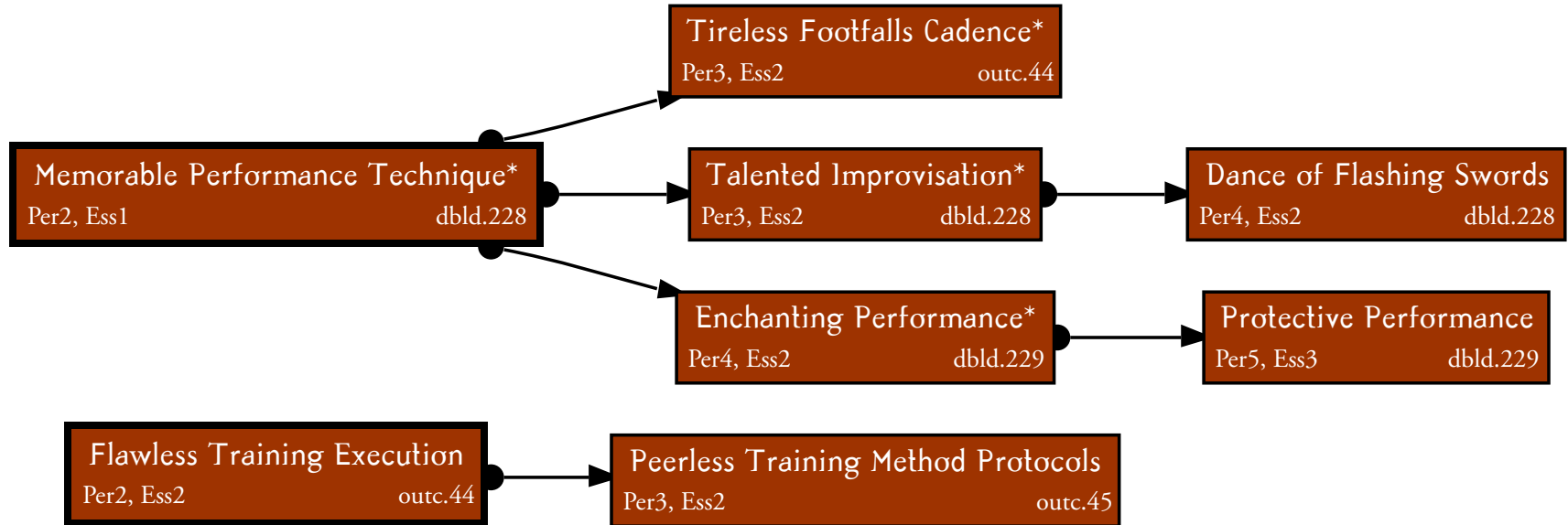
# Terrestrial: Melee



# Terrestrial: Occult

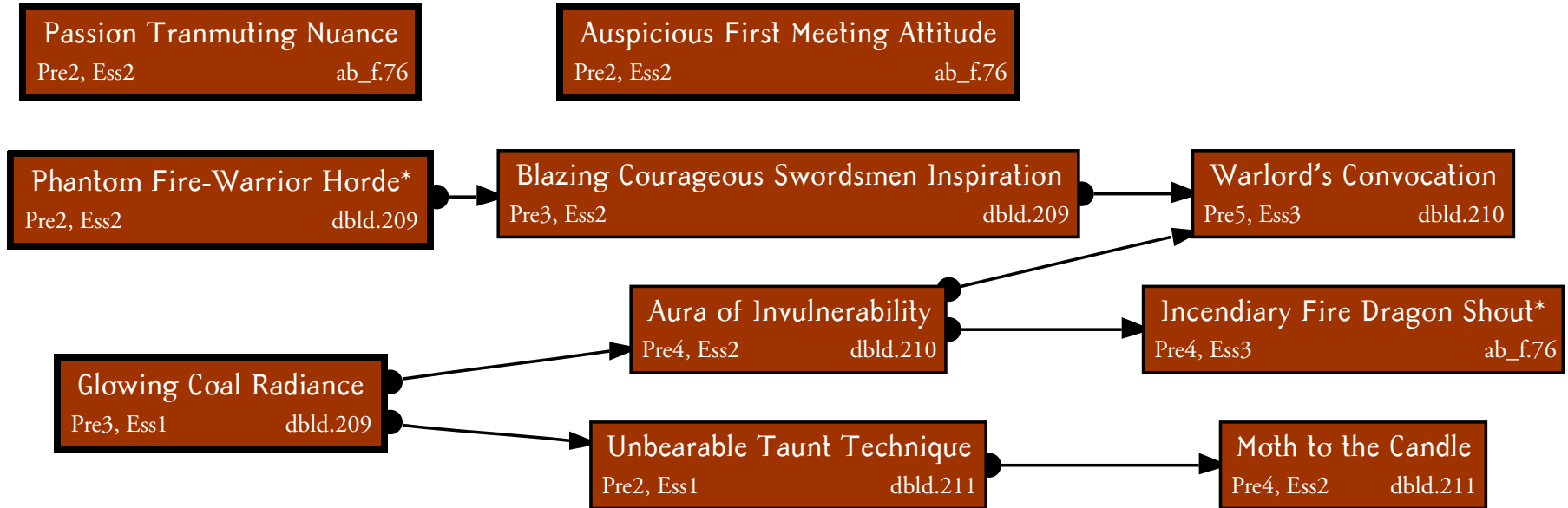


# Terrestrial: Performance

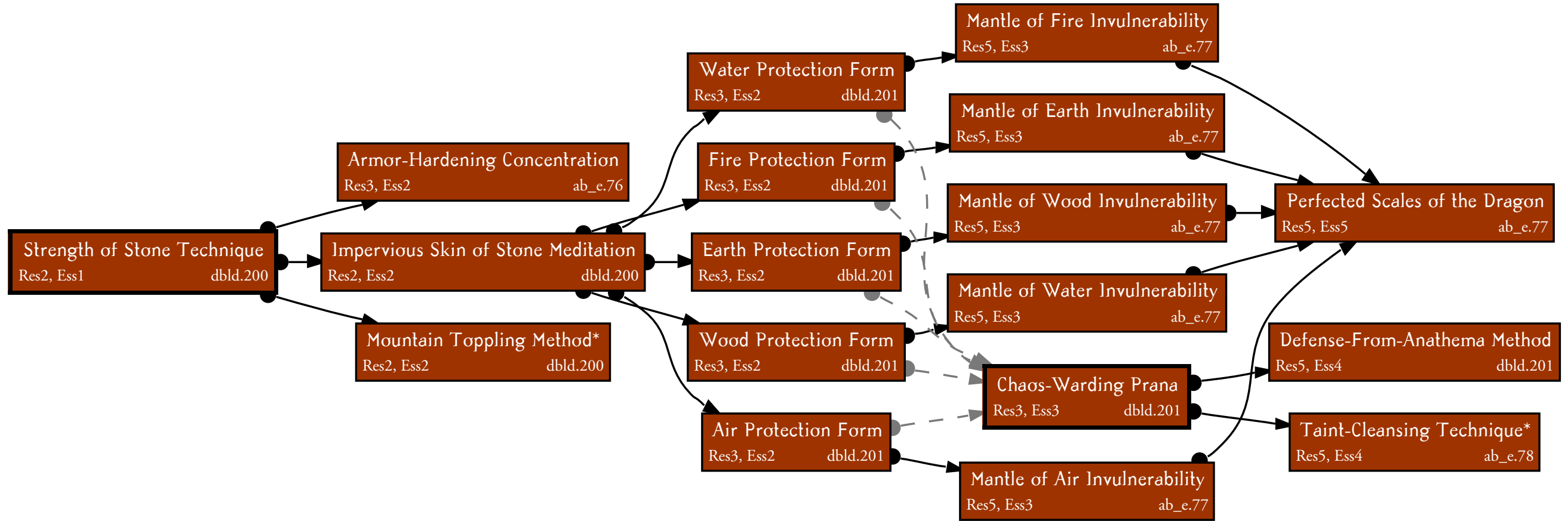




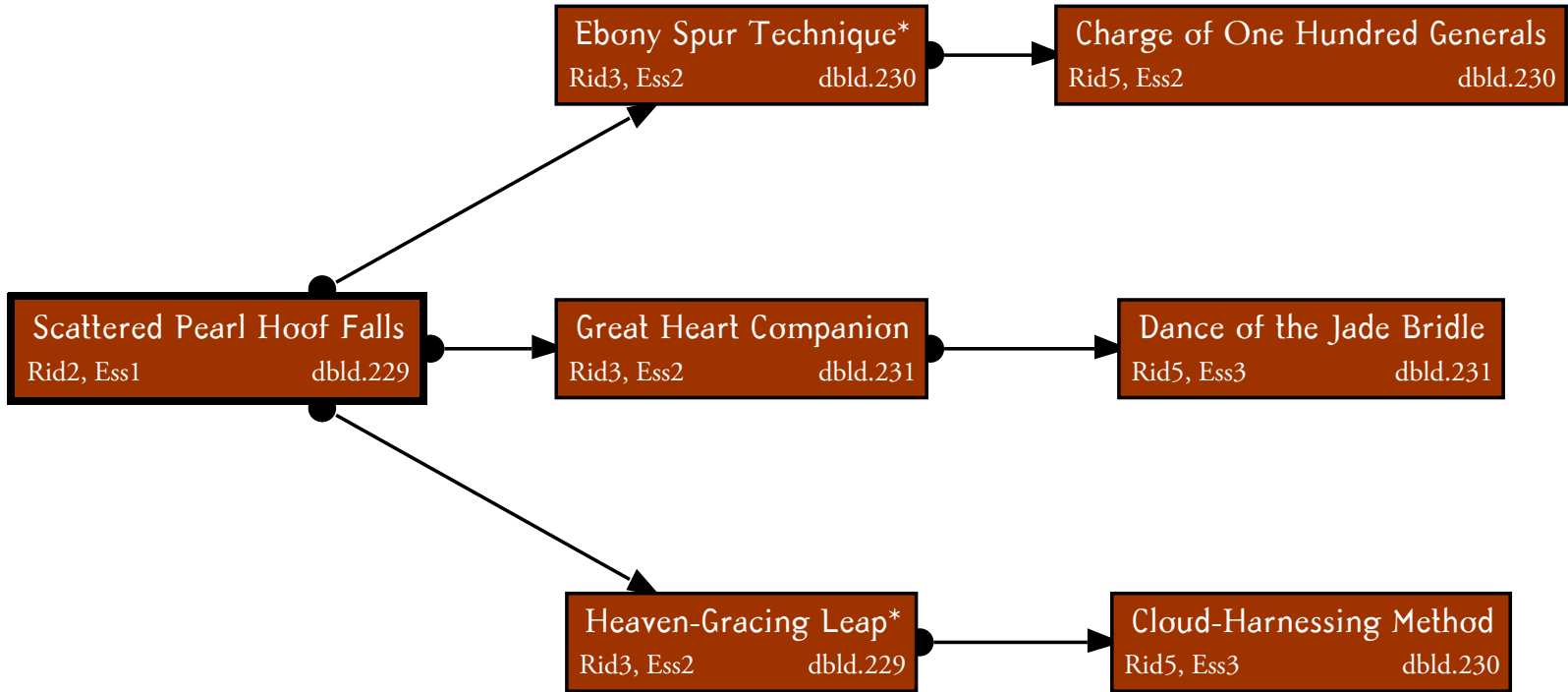
# Terrestrial: Presence



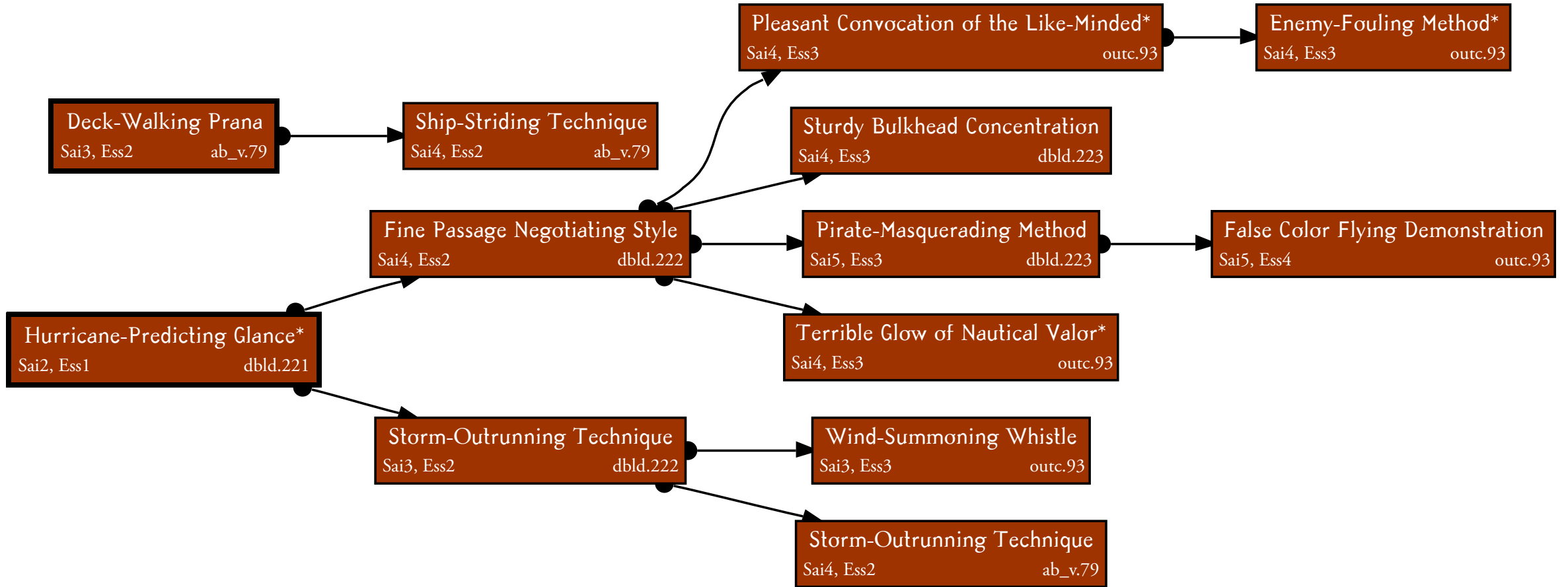
# Terrestrial: Resistance



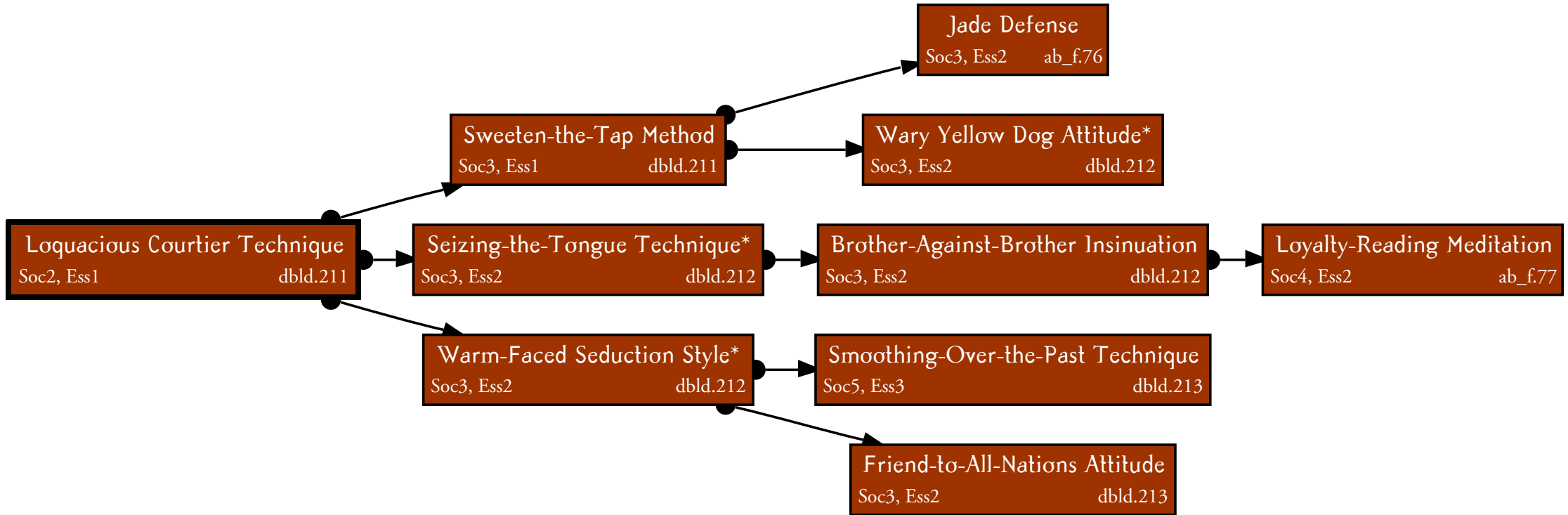
# Terrestrial: Ride



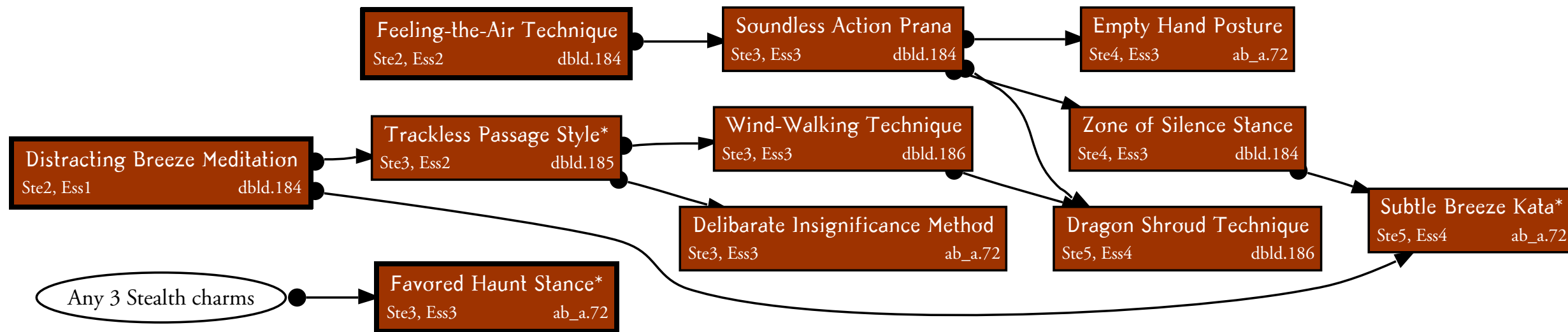
# Terrestrial: Sail



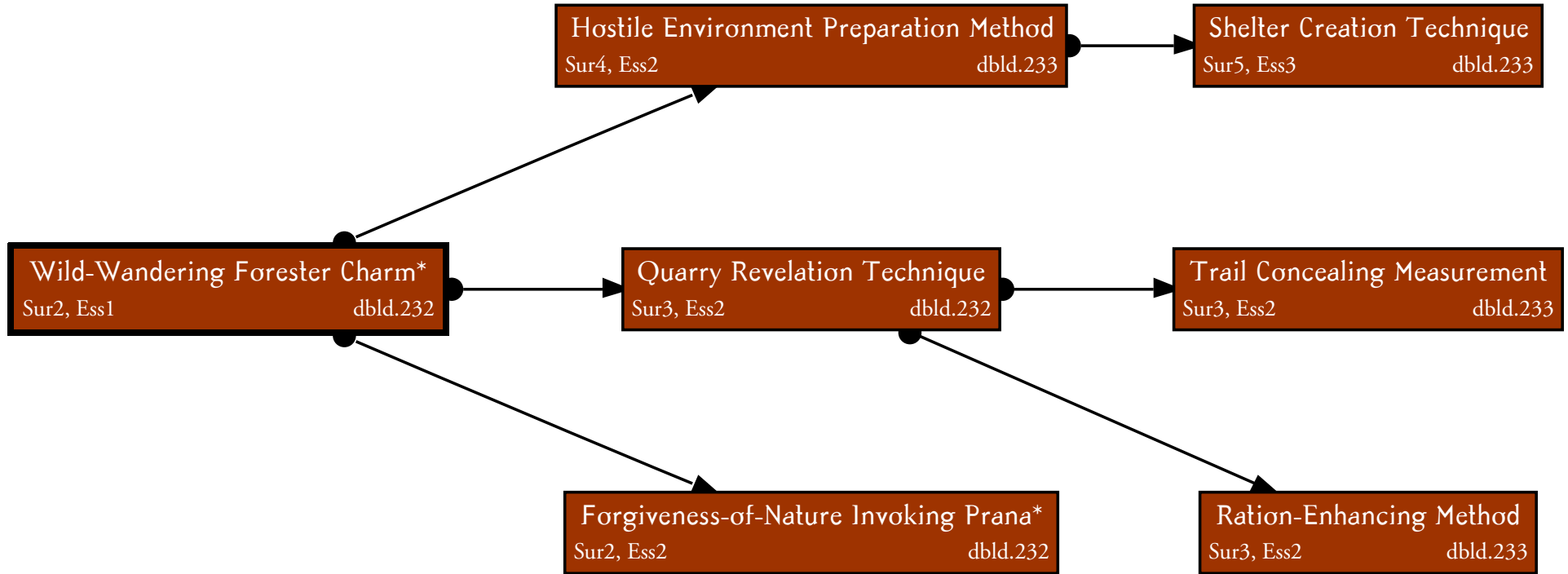
# Terrestrial: Socialize



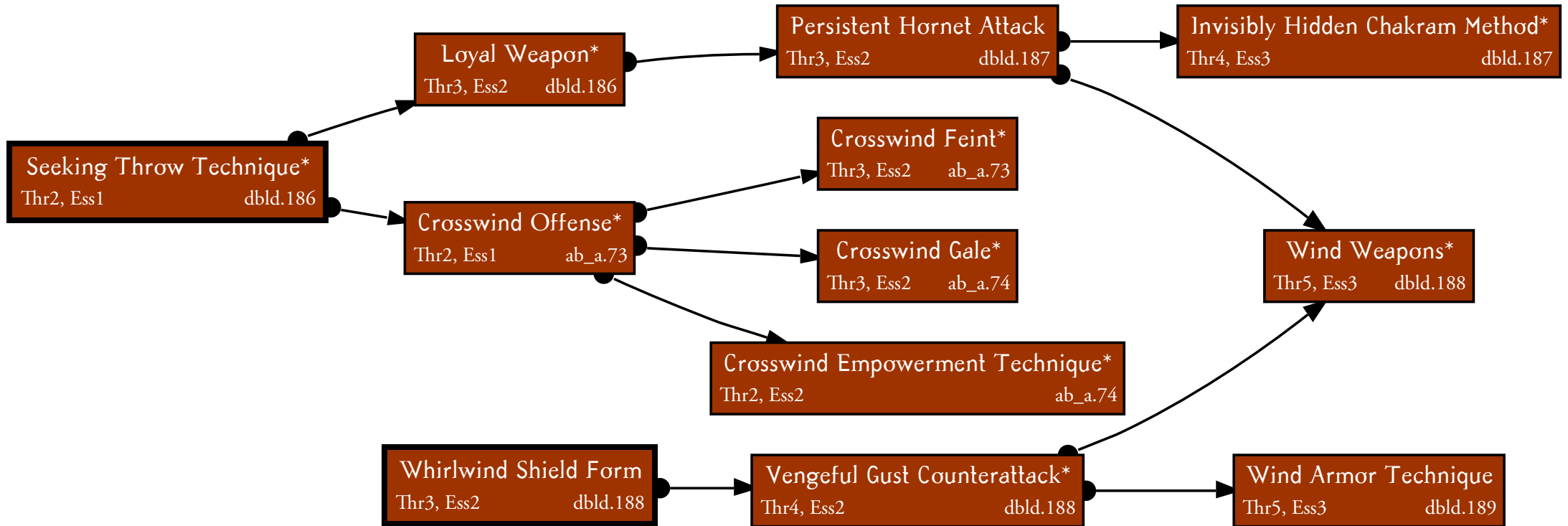
# Terrestrial: Stealth



# Terrestrial: Survival

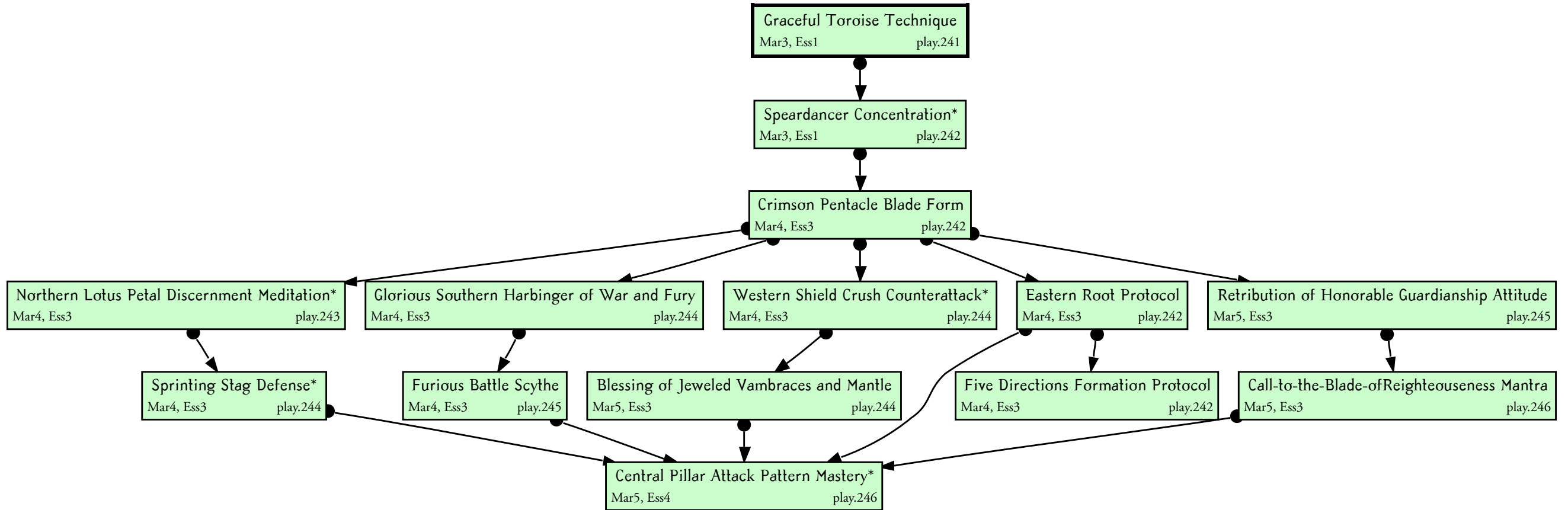


# Terrestrial: Thrown

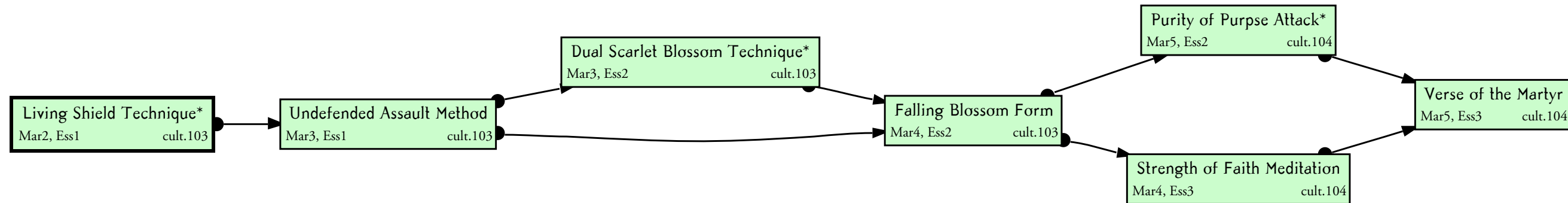




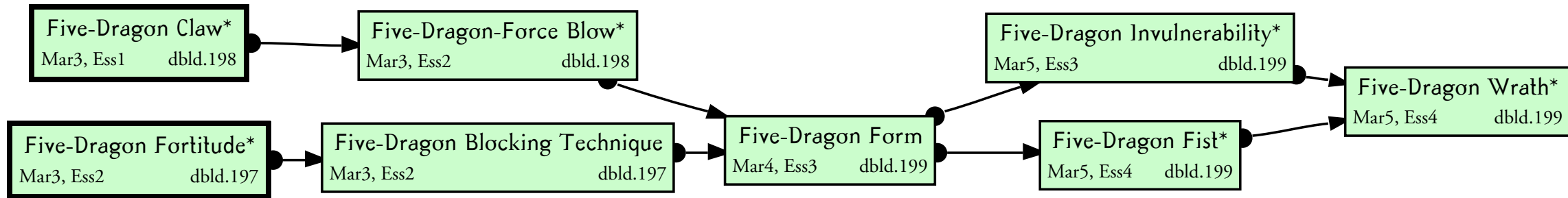
# Terrestrial Martial Art: Crimson Pentacle Blade



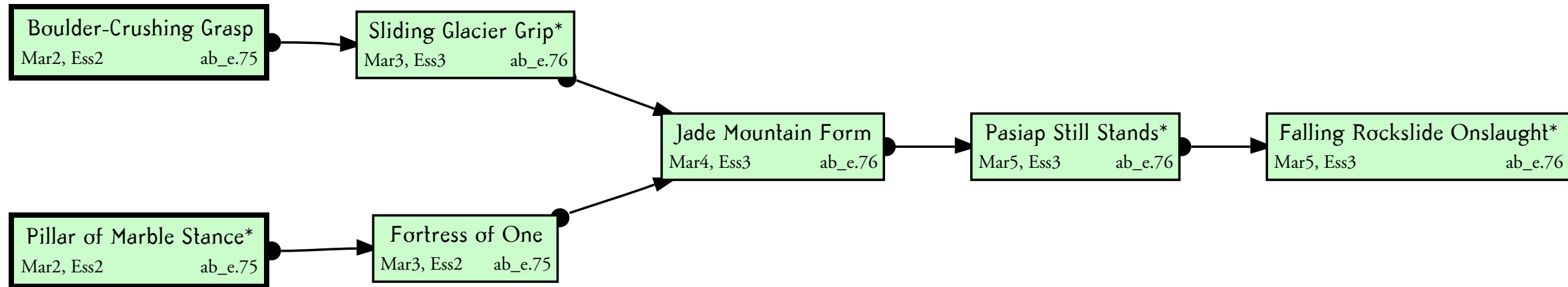
# Terrestrial Martial Art: Falling Blossom



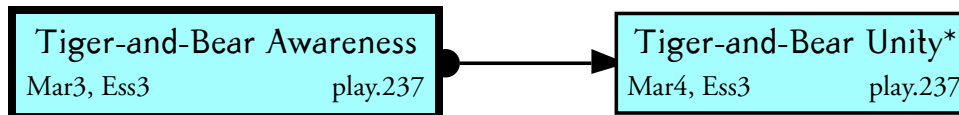
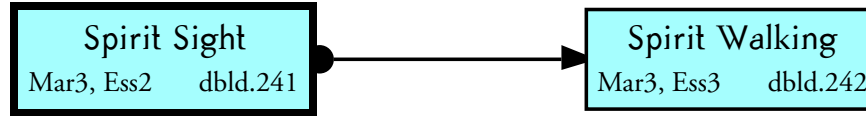
# Terrestrial Martial Art: Five-Dragon



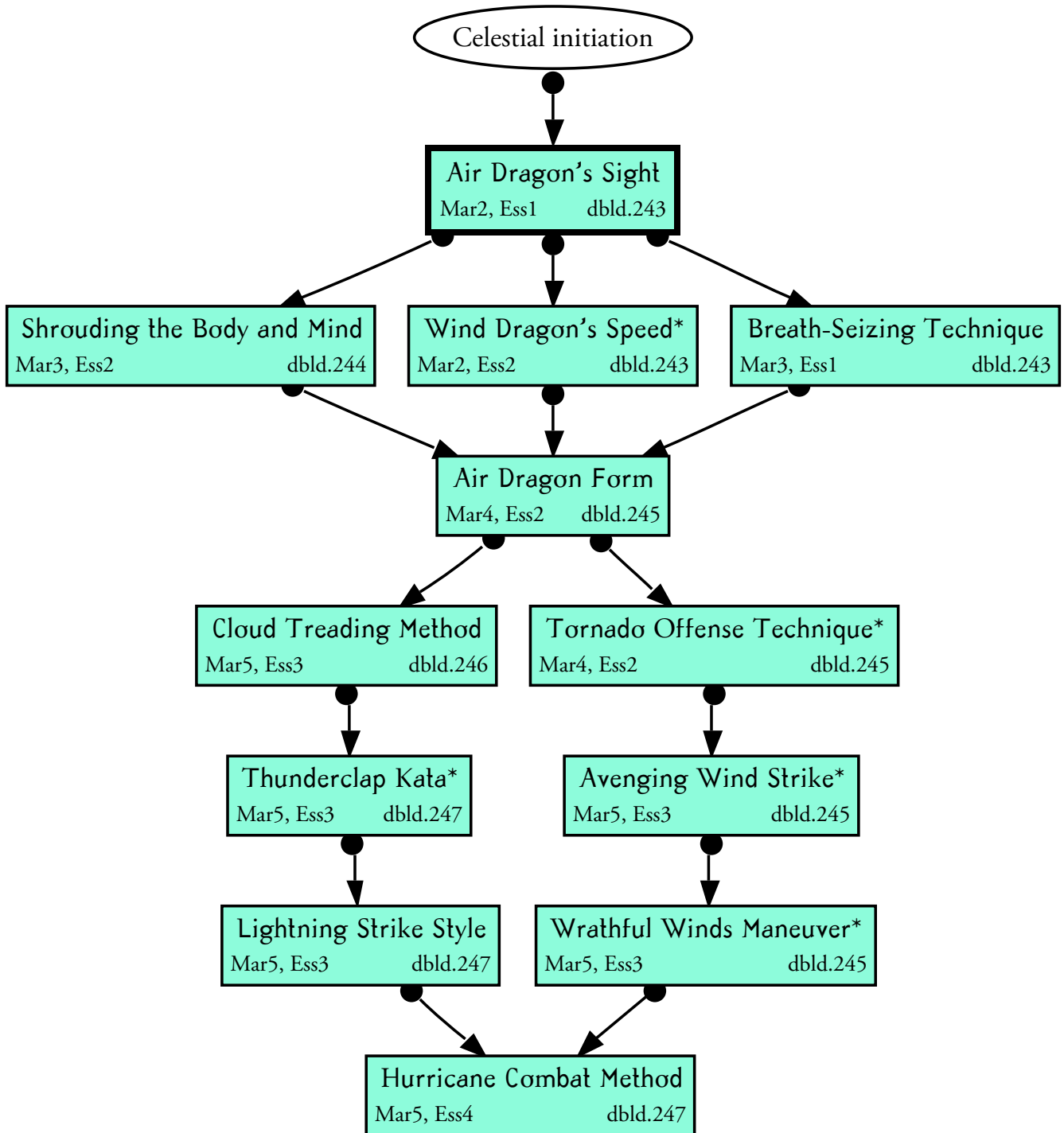
# Terrestrial Martial Art: Jade Mountain



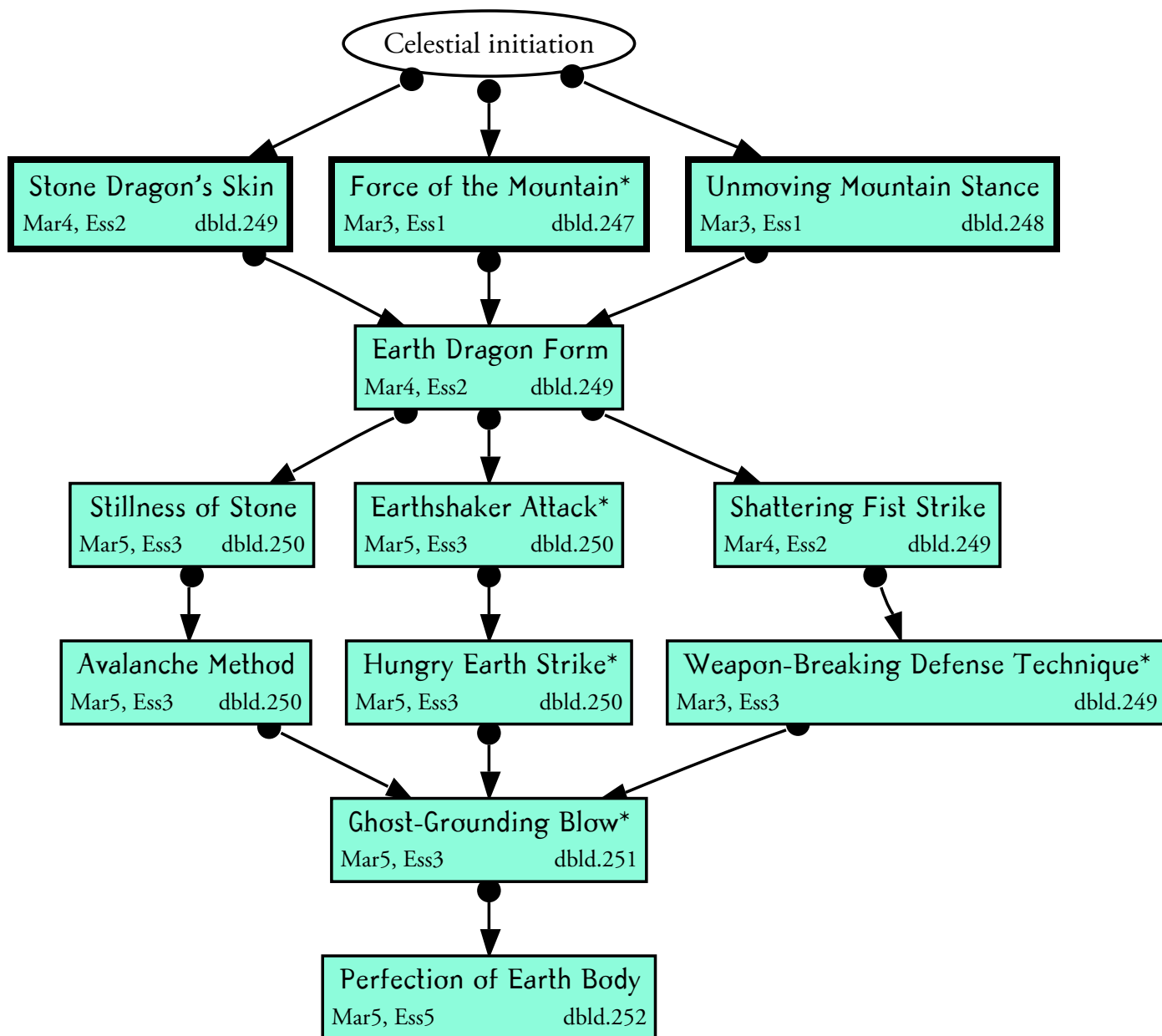
# Celestial Martial Art: Celestial Initiation



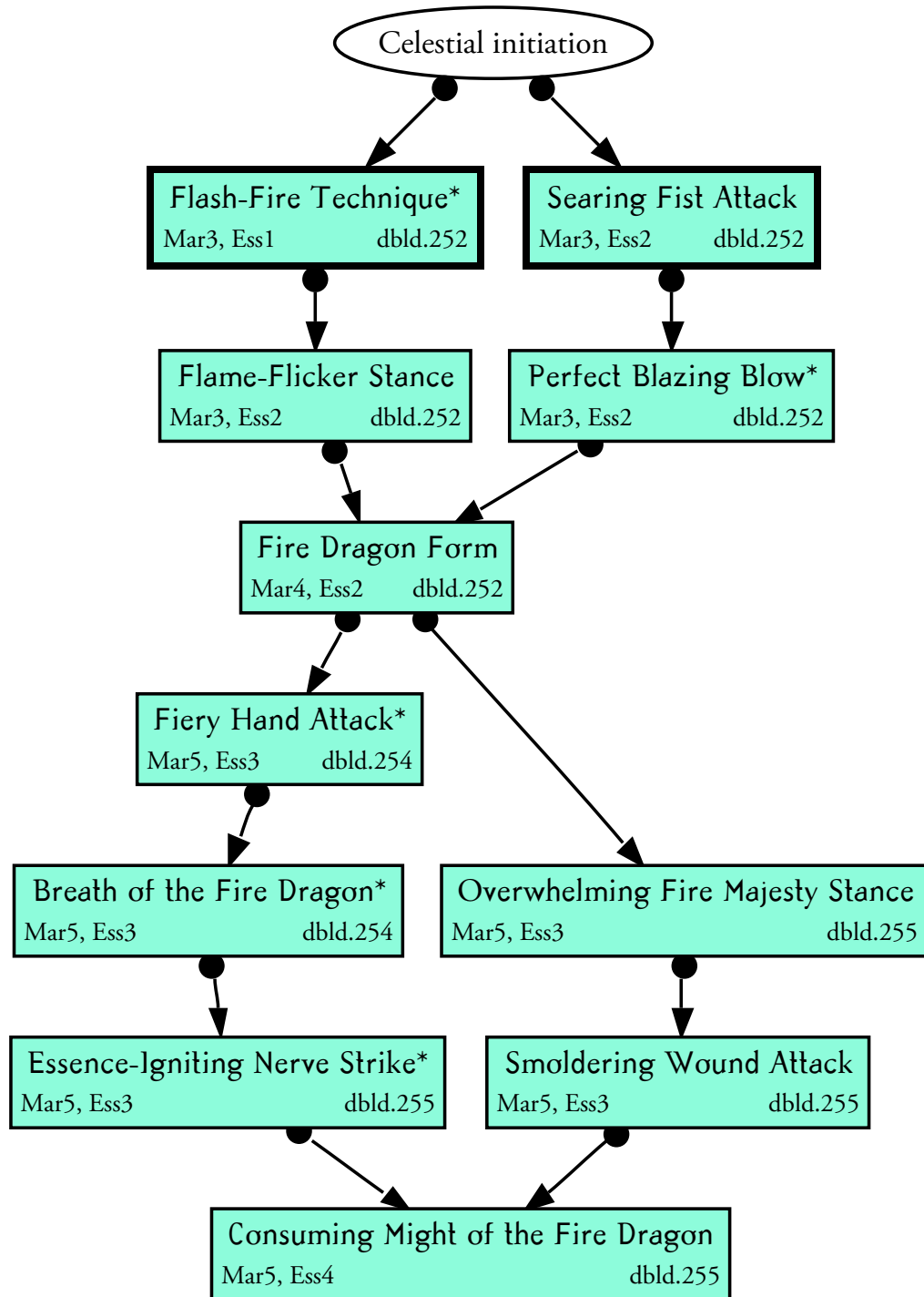
# Immaculate Martial Art: Air Dragon



# Immaculate Martial Art: Earth Dragon

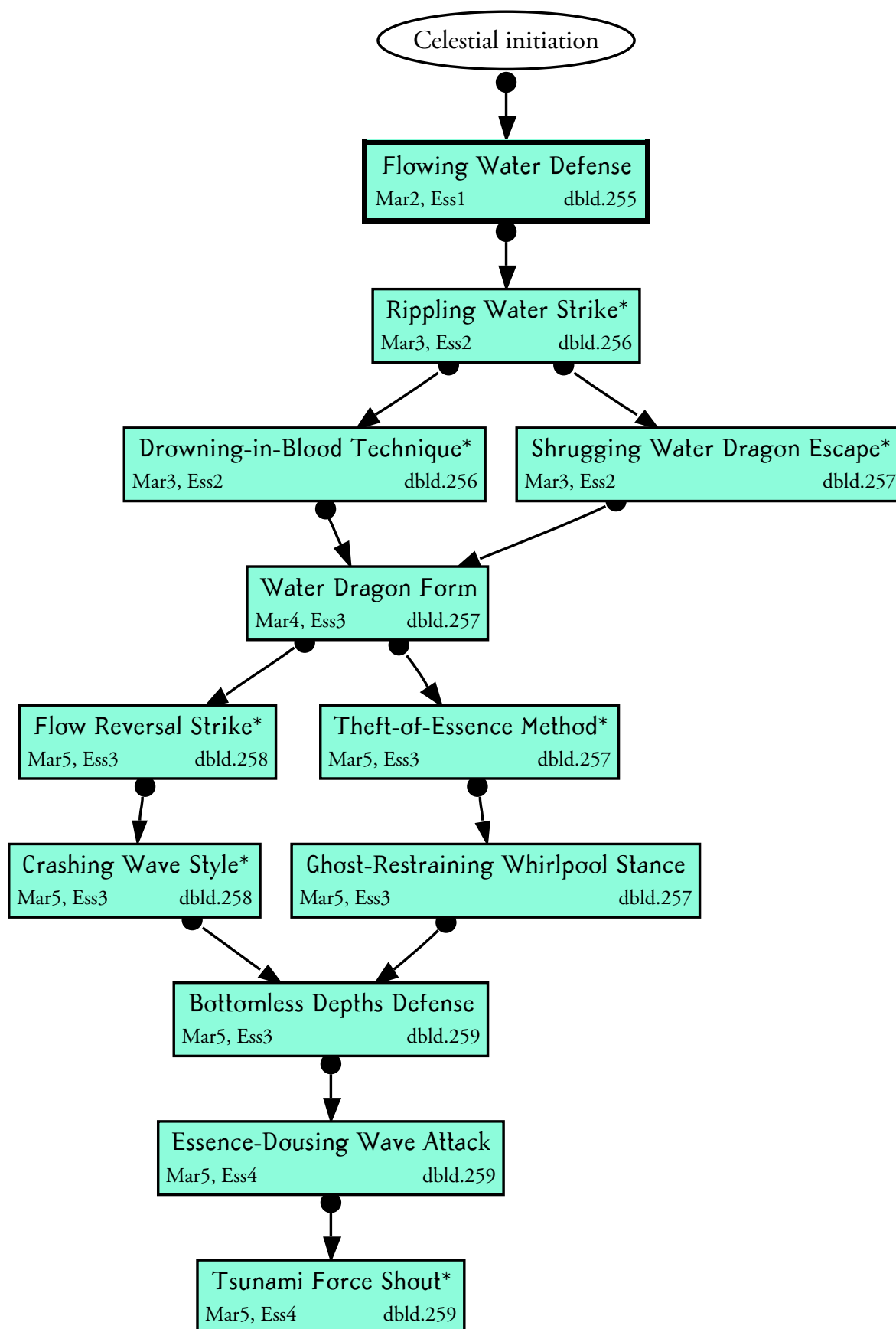


# Immaculate Martial Art: Fire Dragon

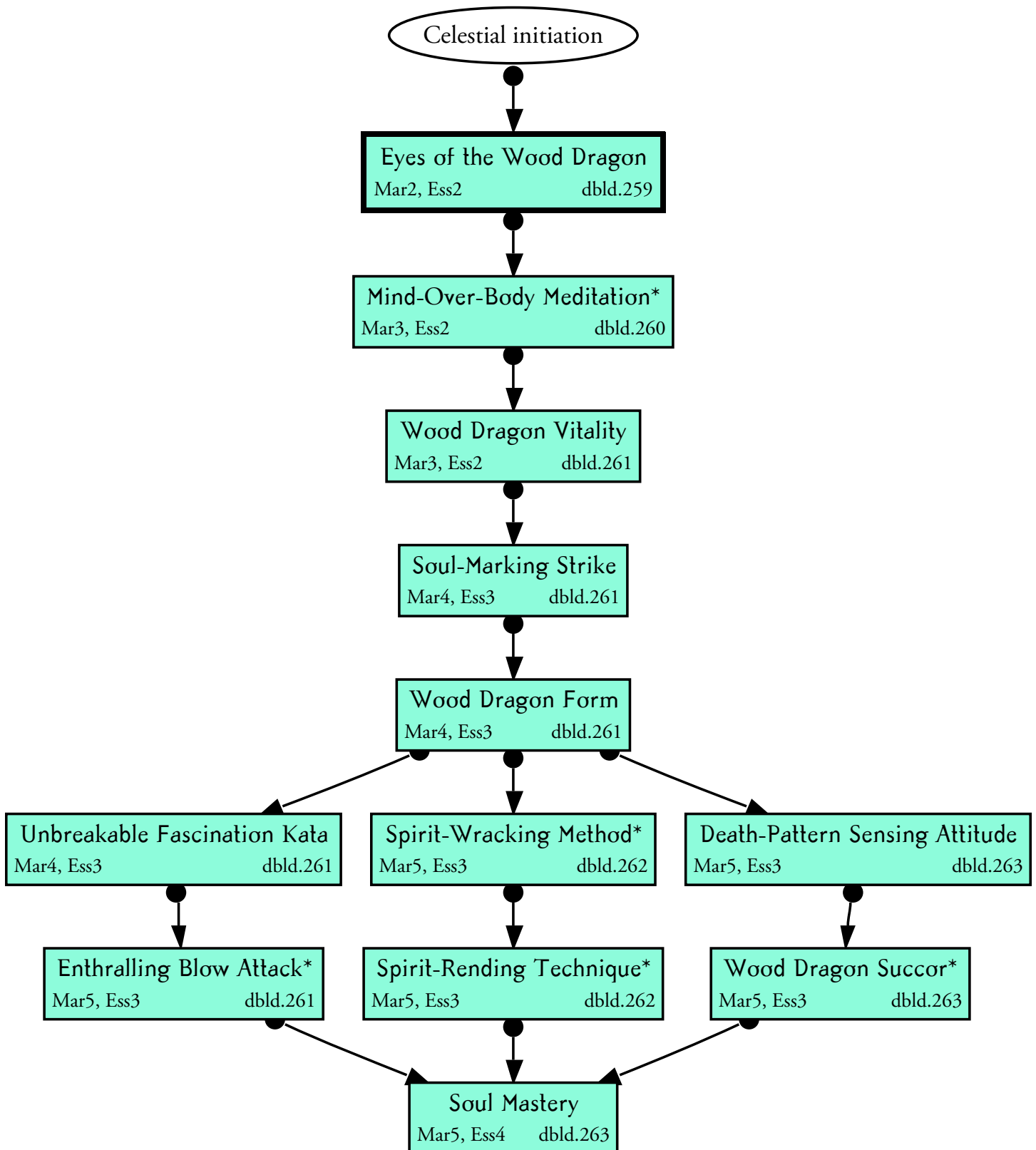




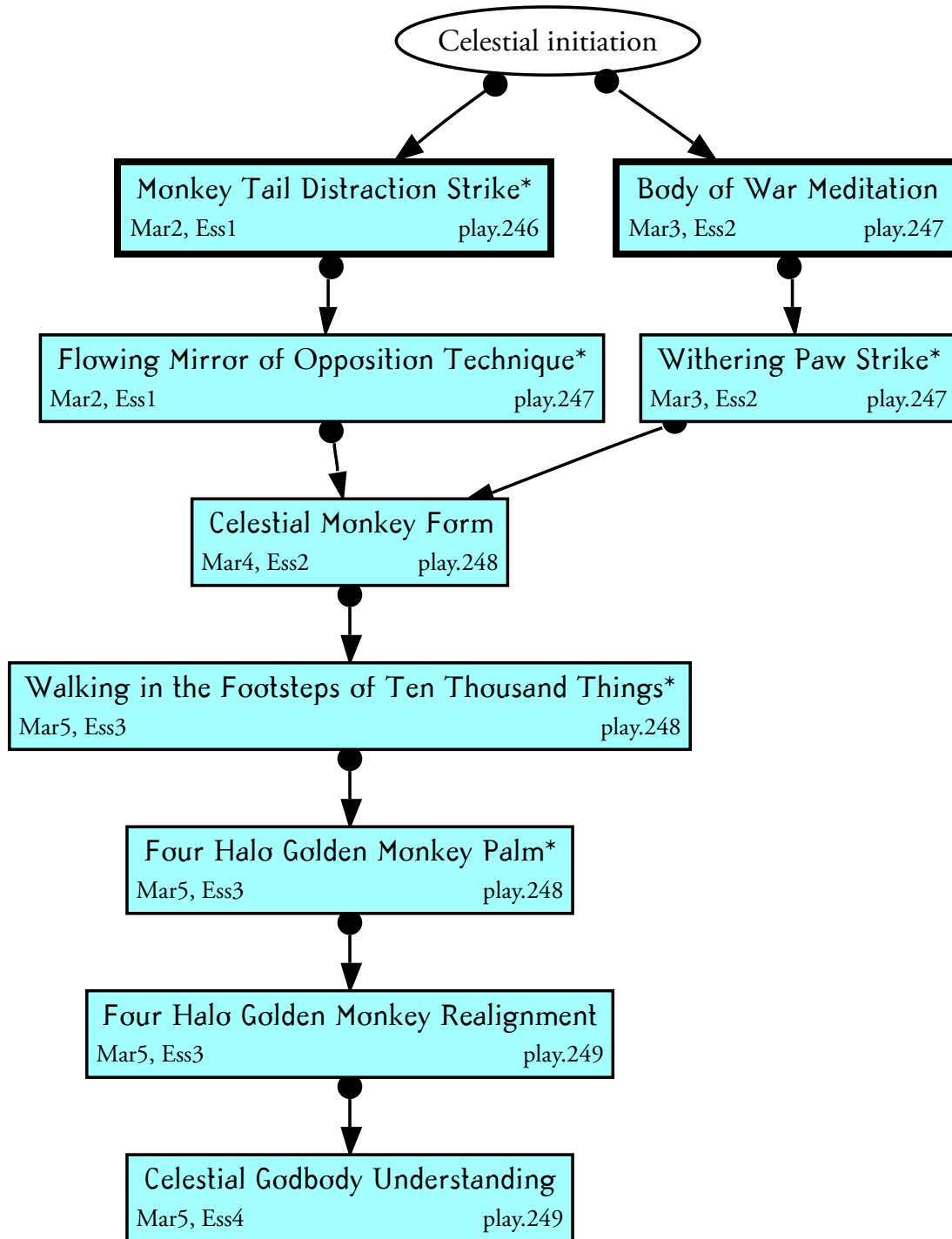
# Immaculate Martial Art: Water Dragon



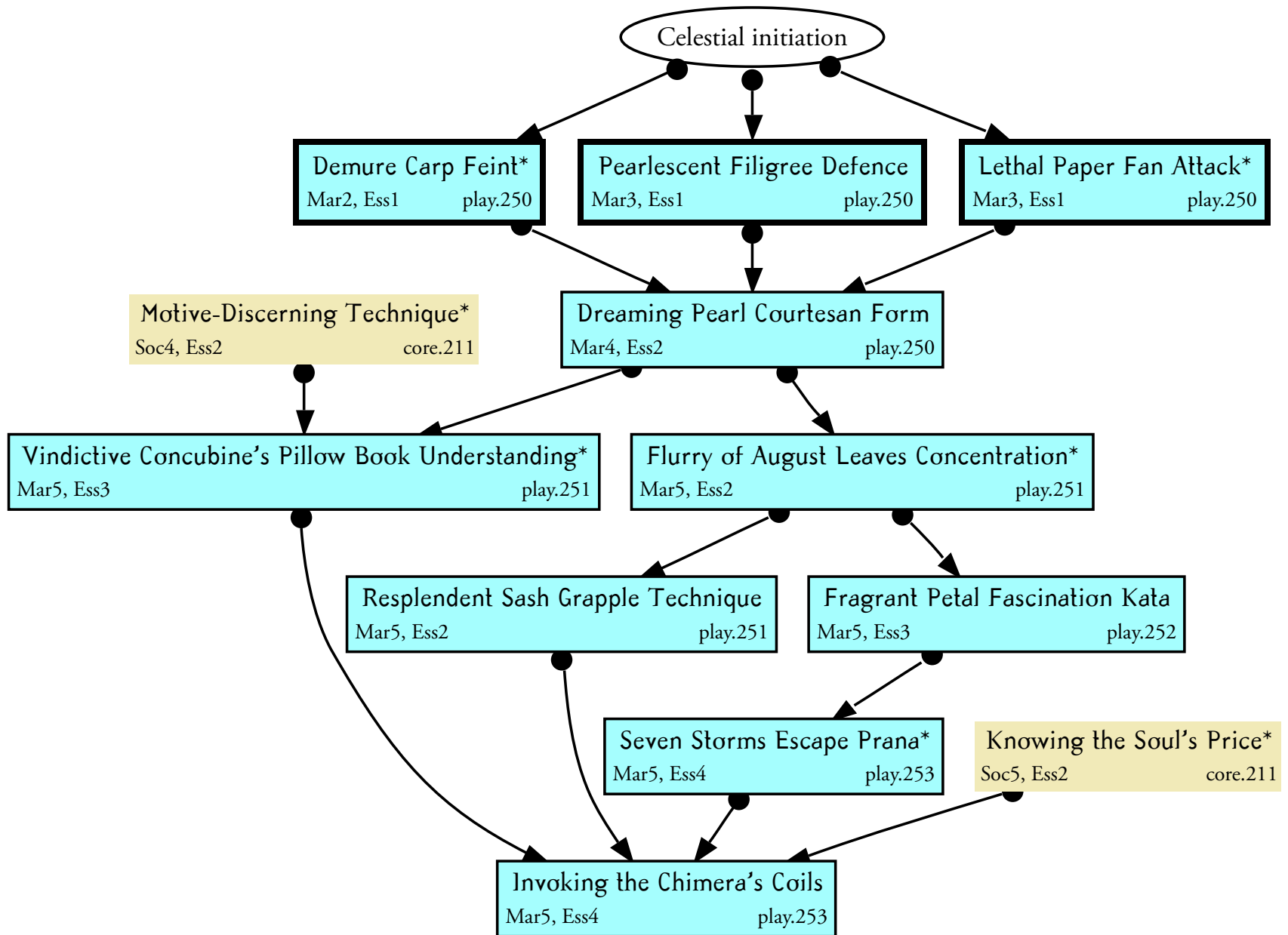
# Immaculate Martial Art: Wood Dragon



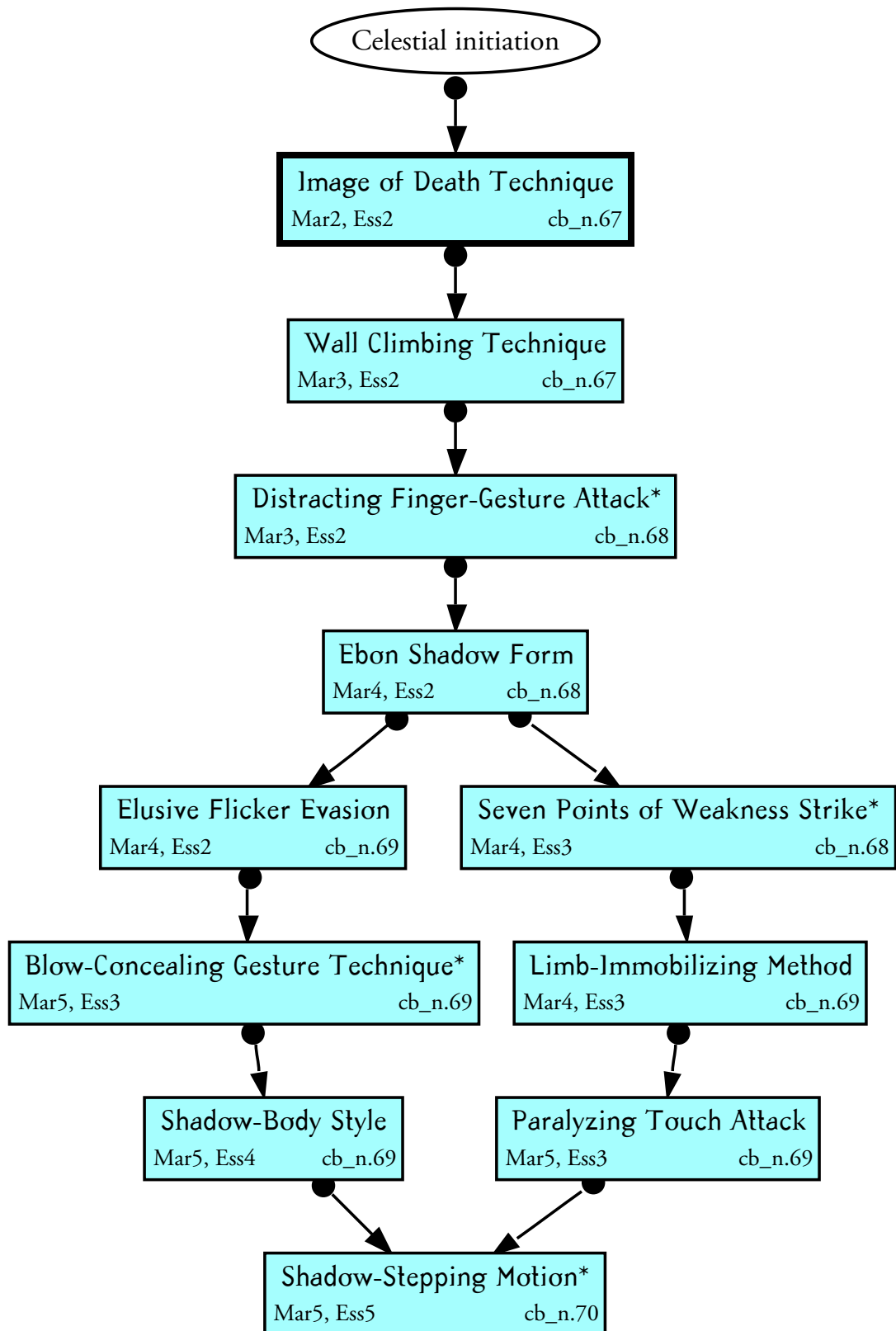
# Celestial Martial Art: Celestial Monkey



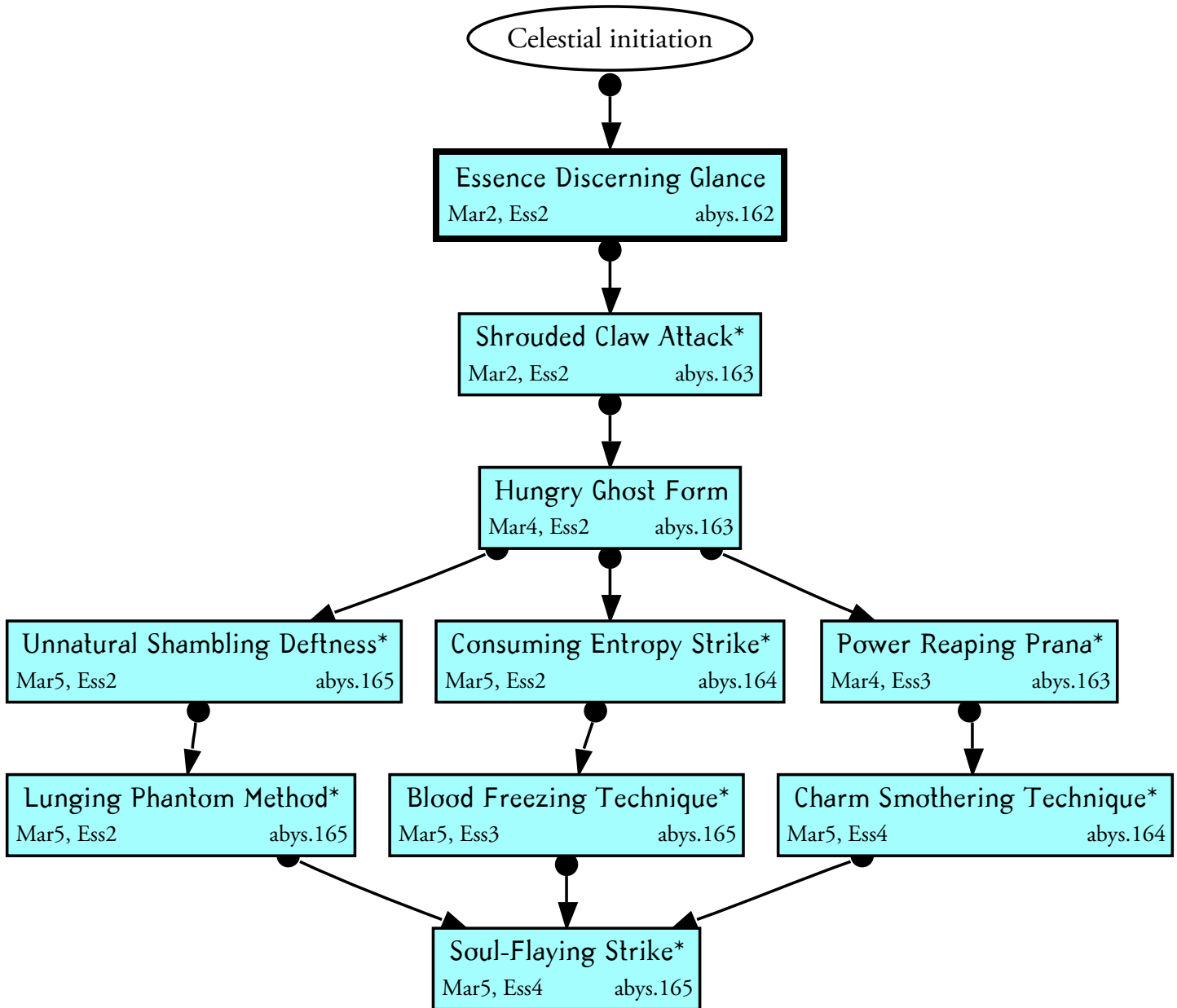
# Celestial Martial Art: Dreaming Pearl Courtesan



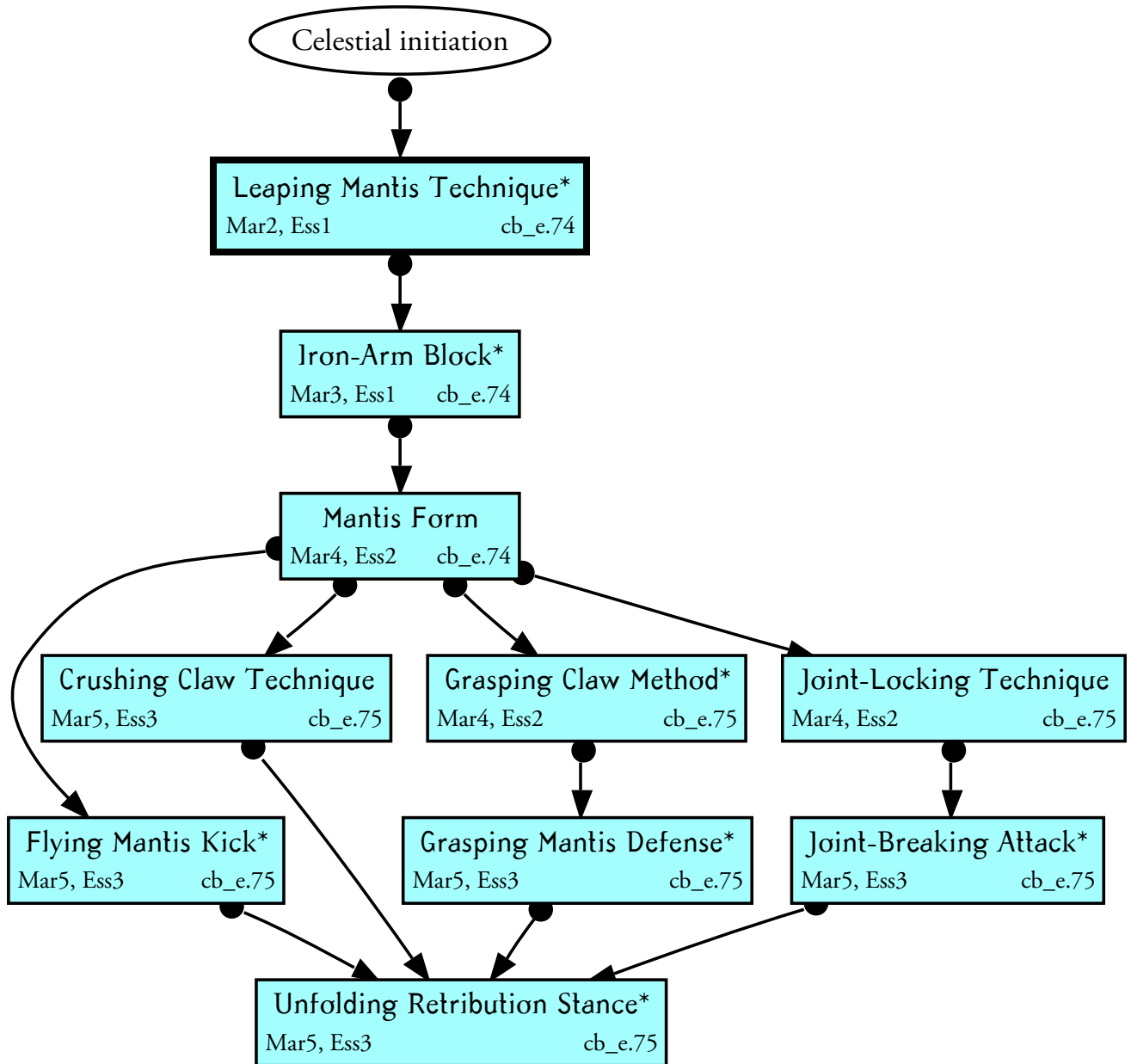
# Celestial Martial Art: Ebon Shadow



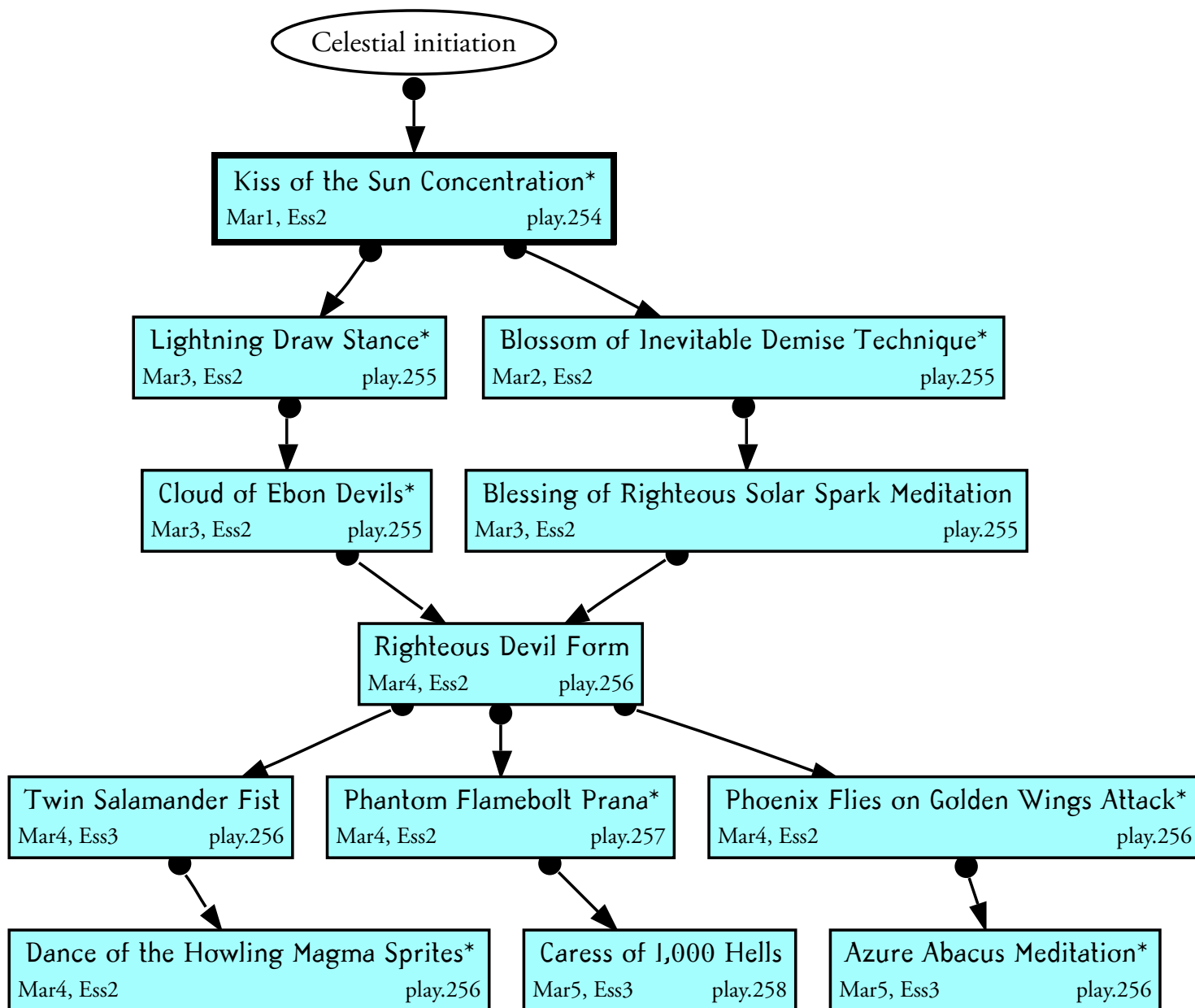
# Celestial Martial Art: Hungry Ghost



# Celestial Martial Art: Mantis

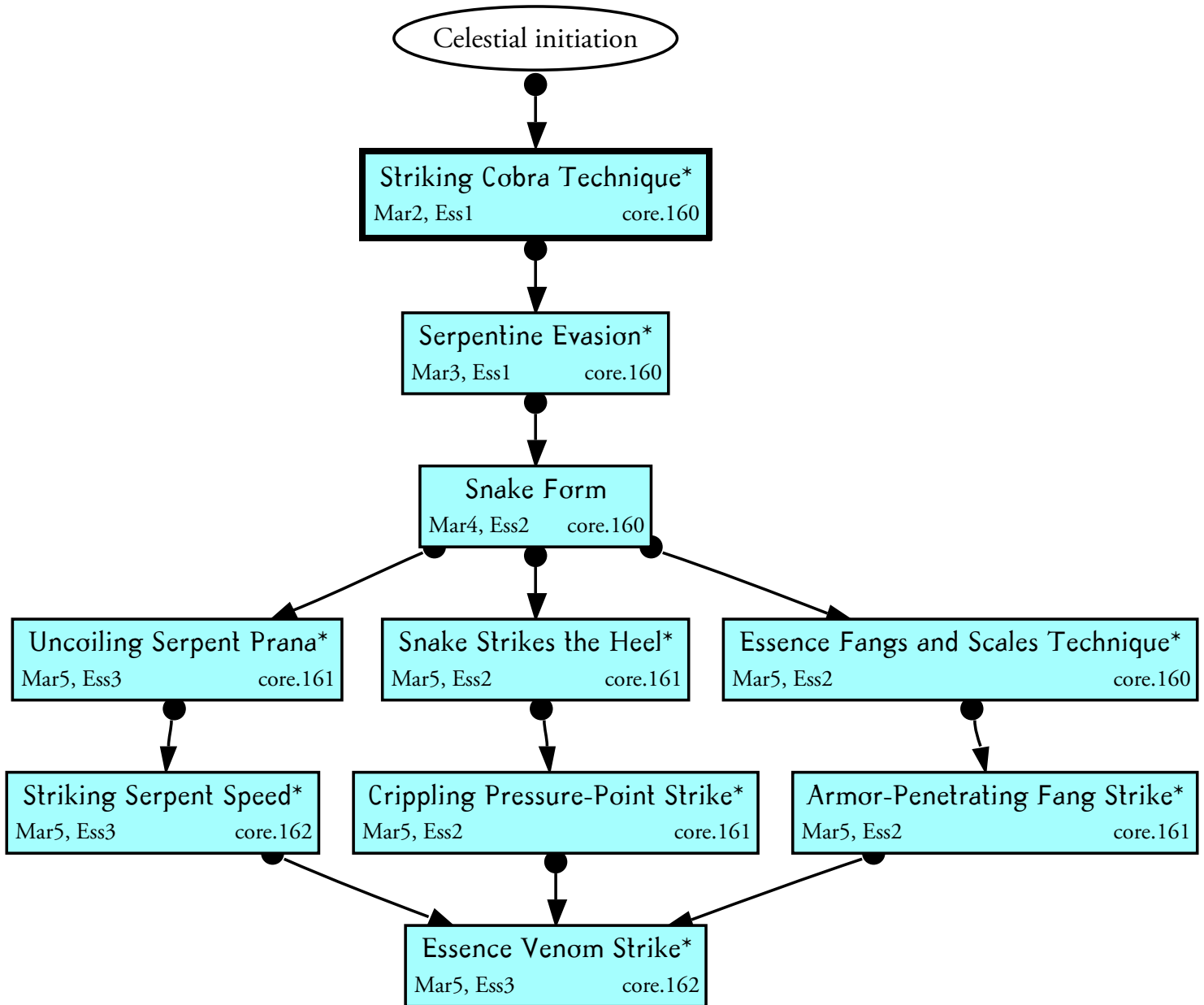


# Celestial Martial Art: Righteous Devil

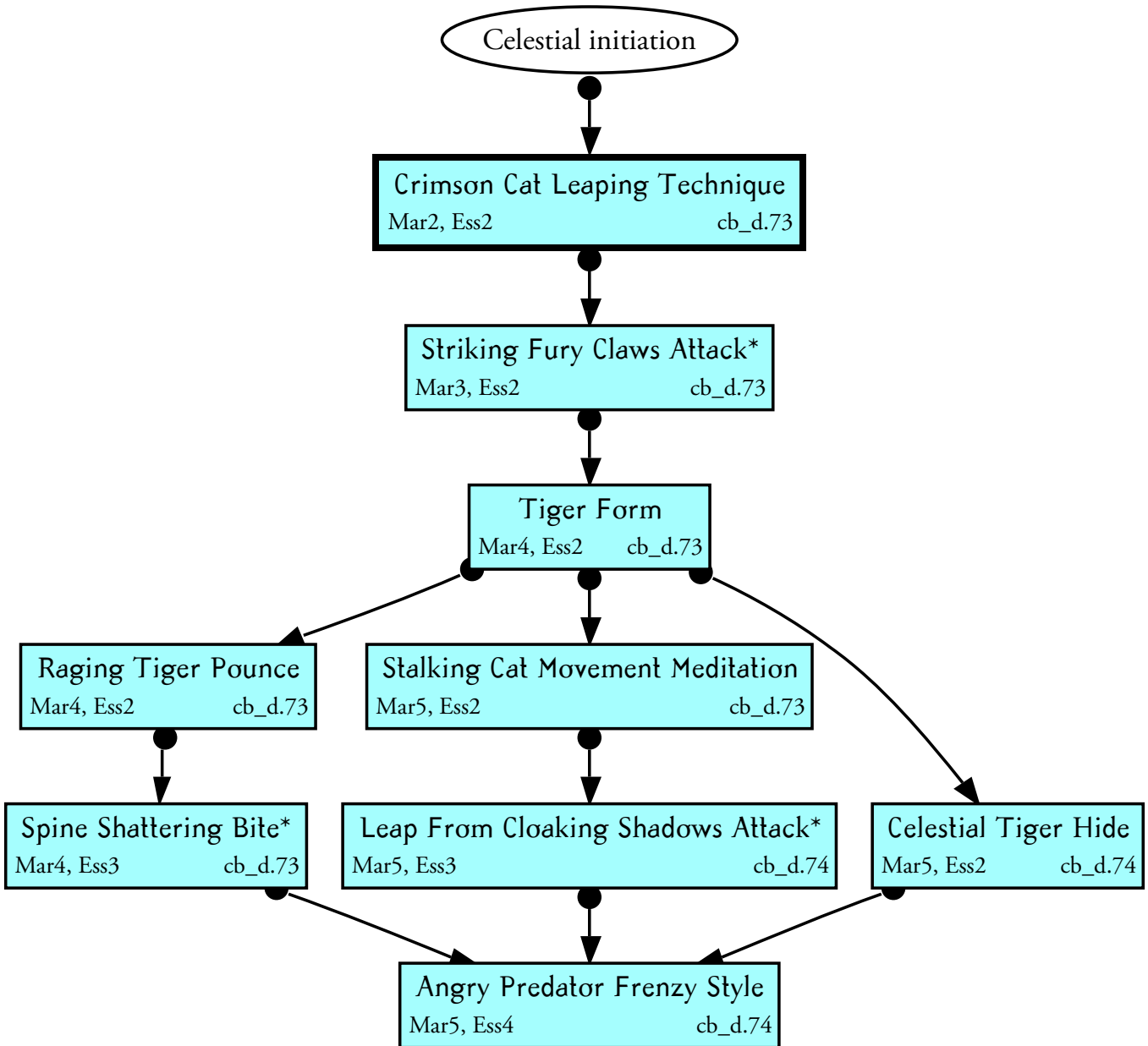




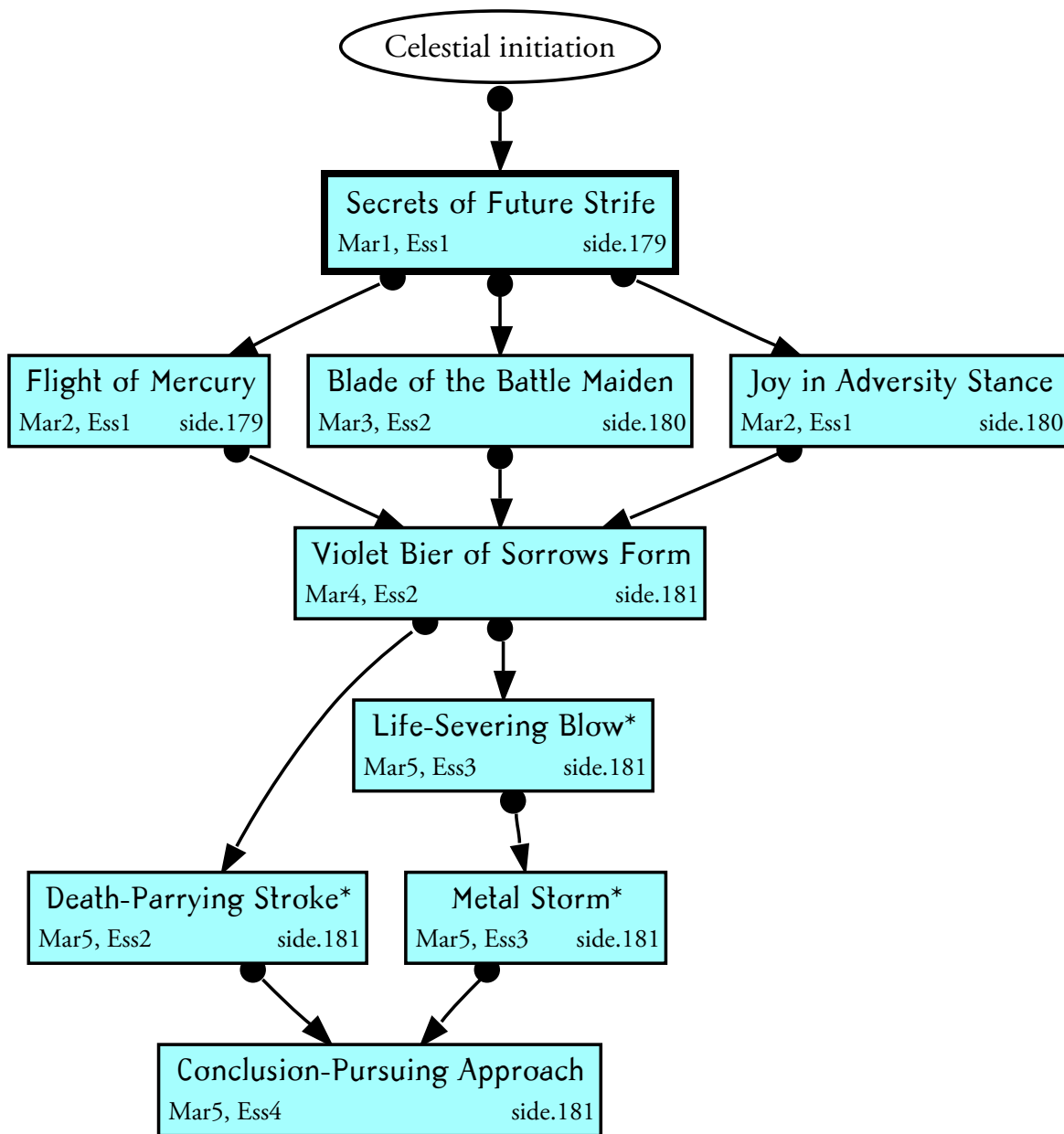
# Celestial Martial Art: Snake



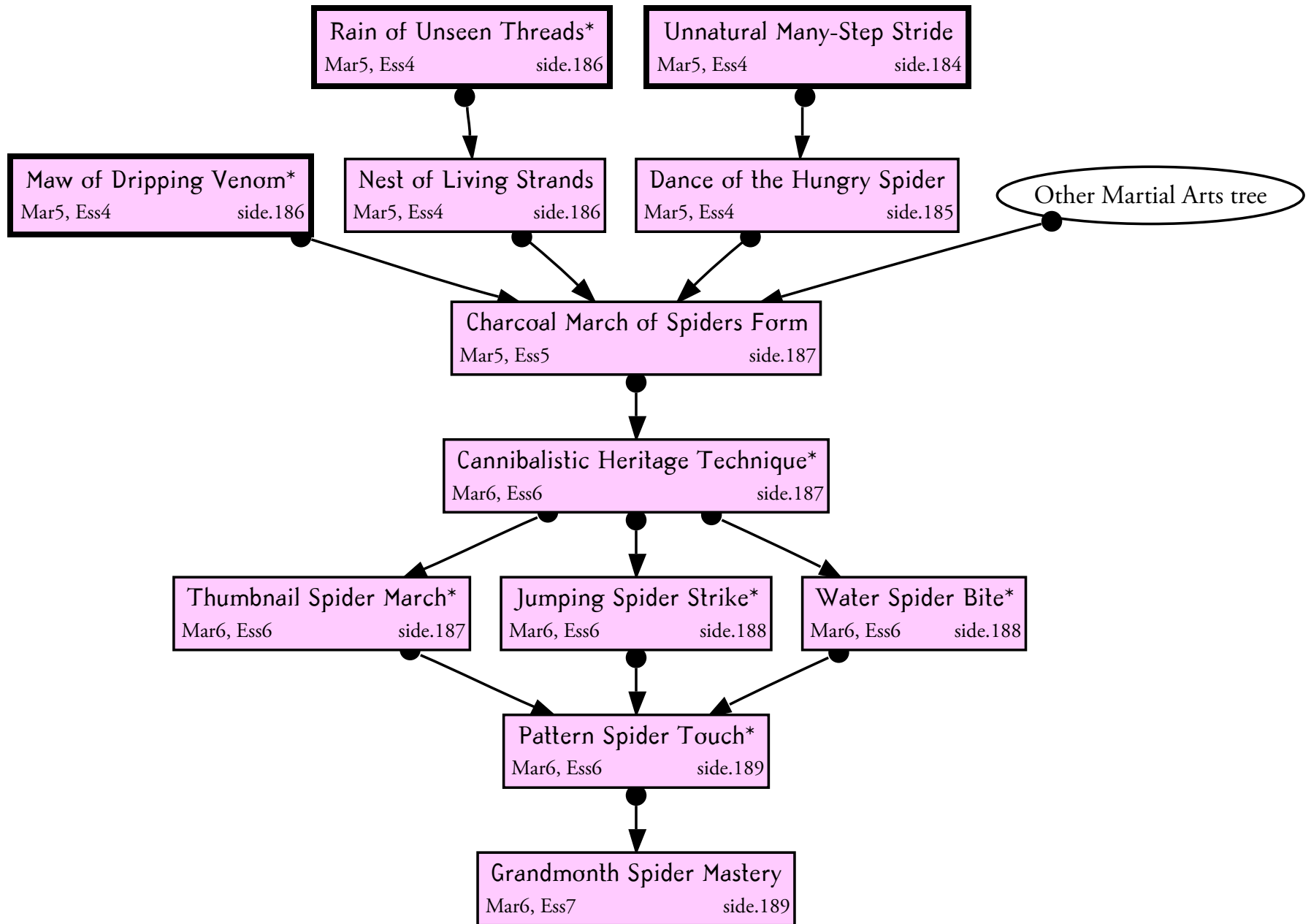
# Celestial Martial Art: Tiger



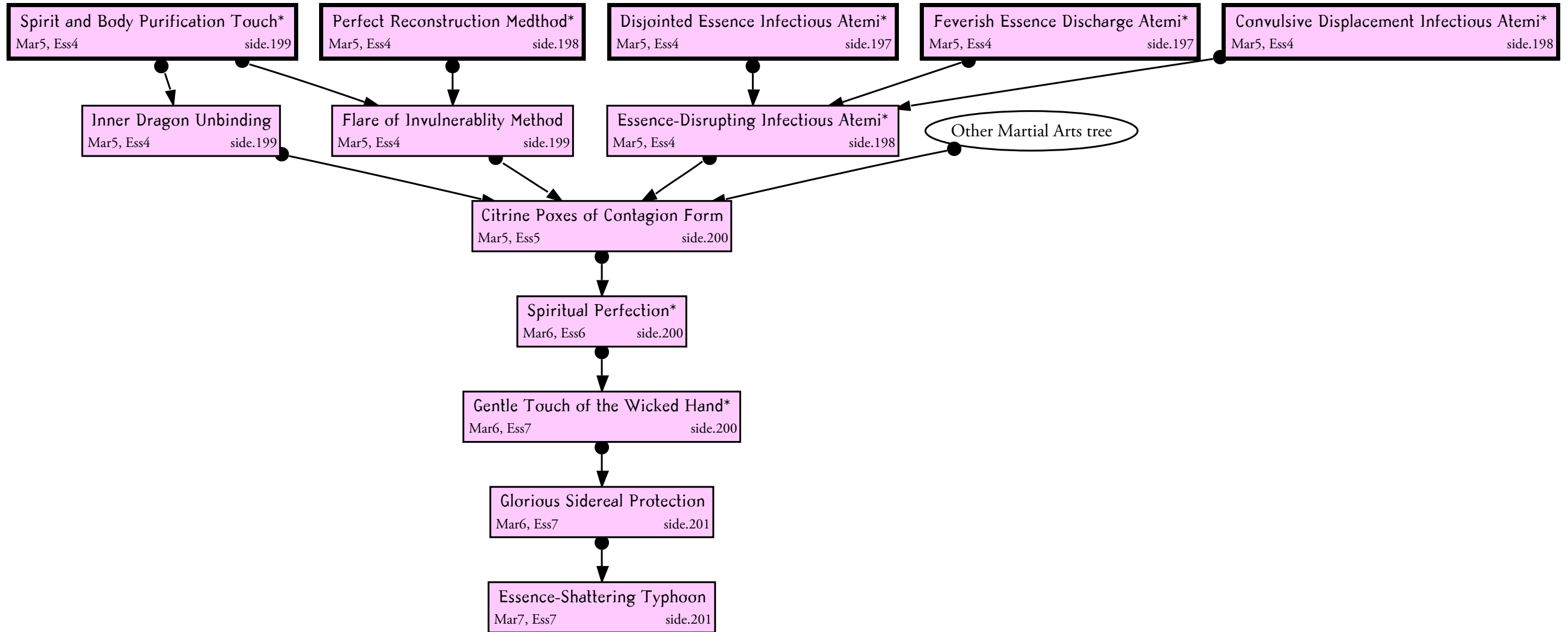
# Celestial Martial Art: Violet Bier of Sorrows



# Sidereal Martial Art: Charcoal March of Spiders



# Sidereal Martial Art: Citrine Poxes of Contagion



# Sidereal Martial Art: Prismatic Arrangement of Creation

