

Archery

Exalted 3rd Edition Dragon-Blooded 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 Charm's capabilities. Please refer to the book for full details.

- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- Repurchase/Upgrade available
- Aura Keyword (see What Fire Has Wrought)
- Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water
- Earth
- Wood
- Fire
- Air

Signature Charms have larger and colored boxes associated with their element.

© What Fire Has Wrought: Dragon-Blooded Core Book
Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)
Created by MadLetter
exalted@madletter.net

Five-Dragon Arsenal
Heirs to the Shogunate Preview, p. 129

As long as you have a full-cost attunement artifact weapon, reduce cost of further weapons attunement by 3m each (min. 1m). Doesn't stack with other discounts. May be learned as Brawl, Melee, Throw or War charm.

Unobstructed Hunter's Aim
Dragon-Blooded: What Fire Has Wrought, p. 163

Add bonus dice to an Archery roll for one mote each. Against living or undead targets, this Charm ignores one point of penalty from visual obstruction.

Harvest of the Hunter
Dragon-Blooded: What Fire Has Wrought, p. 164

Create usable ammunition for bow or crossbow from natural plants. Gain double 8s on ammunition checks. Out of combat, fill quiver with ease.

Sky-Calming Draw
Dragon-Blooded: What Fire Has Wrought, p. 163/164

After spending a round aiming, extend range of a withering or decisive attack by one range band (maximum is long) and ignores penalties from wind and or weather. No need to aim beforehand in Air aura.

Arrow Thorn Technique
Dragon-Blooded: What Fire Has Wrought, p. 164

Withering attacks add +1 Overwhelming or (Essence) if benefiting from aiming. A decisive attack adds some threshold successes on the attack roll as dice of damage, more if aimed.

Boughs of Burning Autumn
Dragon-Blooded: What Fire Has Wrought, p. 164

Reflexively reload a firewand or similar flame weapon with the slow tag. Allows multi-attack charms like Swallows Defend the Nest (add cost of this Charm for each attack made in such a fashion).

Life-Swelling Sap Strike
Dragon-Blooded: What Fire Has Wrought, p. 164/165

Your arrow becomes ever-growing and entangles enemies, inflicting a mobility penalty and causing loss of Initiative. Vastly more dangerous vs. undead. Please refer to the book for this complex Charm.

Grasping Vine Shot
Heirs to the Shogunate, Preview p. 128

Turn your arrow or flame weapon discharge into a magical rope-like form and use it to reflexively use move actions to climb it. May also attach the "rope" to small objects. Please refer to the Book for this complex Charm.

Death From Nowhere
Dragon-Blooded: What Fire Has Wrought, p. 164

After spending a round aiming, a withering attack ignores (lower of Essence or Perception) points of soak from armor.

Nightshade's Deadly Bloom
Heirs to the Shogunate Preview, p. 129

Requires Initiative 10+. Enhance decisive attack with a deadly poison. At Archery 5, Essence 3, repurchase to make it an area of effect. Please refer to the book for this complex Charm.

Arbor Sentinel Technique
Dragon-Blooded: What Fire Has Wrought, p. 165

Turn your bow into a stationary cover while retaining the ability to shoot arrows, growing ammunition from the stationary weapon as well. Please refer to the book for this complex Charm.

Landslide Missile Attack
Heirs to the Shogunate Preview, p. 128/129

Enhance a decisive attack that benefits from aiming. An enemy hit by it is knocked back one range band. If this leaves them on an earthen surface, they also fall prone as the arrow seeks to return to the earth.

Drawing Lightning Style
Dragon-Blooded: What Fire Has Wrought, p. 165

When you benefit from aiming, you may make a decisive attack, adding three bonus dice from aiming to the damage instead of the attack roll. Repurchase to expend Aura to apply bonus to attack and damage.

Spring Follows Winter
Dragon-Blooded: What Fire Has Wrought, p. 165

Make a decisive attack, rolling twice and using the better result. Any Charms adding dice or otherwise enhancing the attack roll must be paid separately for each roll.

Thousand Thorn Artillery
Heirs to the Shogunate Preview, p. 129/130

Pay +1m, +1wp when using the prerequisite to cause your weapon to turn into a siege weapon (ballistae for bows and crossbows, fire cannon for flame weaponry). Retain prerequisite benefits.

Horizon-Spanning Arc
Dragon-Blooded: What Fire Has Wrought, p. 165

Aim two consecutive turns and make a decisive attack out to extreme range, converting bonus dice from aiming to non-Charm successes. Must be able to see target clearly. On hit and incapacitation, aim at another foe within long.

Rolling Stormcloud Approach
Heirs to the Shogunate Preview, p. 130

Aim and take a move action in the same turn, and you can flurry aim with a rush or disengage. If you successfully rush or disengage, ignore the Defense penalty from flurrying.

Dragonfly Finds Mate
Dragon-Blooded: What Fire Has Wrought, p. 166

Reflexively clash any ranged attack with a withering attack without needing to aim. Winning the clash knocks the enemy's attack away but deals no damage. Gain Initiative from a successful attack, attacker suffers some penalties.

Earth's Judgement Awakened
Dragon-Blooded: What Fire Has Wrought, p. 165

Successfully dodge on an earthen surface to make and immediate decisive counterattack against lowest of Defense or Resolve and a non-Initiative-based damage. Please refer to the book for this complex Charm.

Swallow Defends the Nest
Dragon-Blooded: What Fire Has Wrought, p. 167/168

Make multiple decisive attacks based on Dexterity or Perception. Each attack has an Essence-based base damage to which Initiative is divided up. Reset to base Initiative after all attacks are made, even if all missed.

Sparrow Dives at Hawk
Dragon-Blooded: What Fire Has Wrought, p. 167

When you win a clash with Dragonfly Finds Mate while in Wood Aura, spend 1 wp to use your attack roll as a decisive attack. Once per scene, reset conditions apply.

Salamander Swallows Flames
Dragon-Blooded: What Fire Has Wrought, p. 166

When using the prerequisite with a firewand, add (Essence) dice to the clash an attack made using firewand, fire-based attacks or magical attacks made of pure essence or the like. Steal the power and reload weapon. Refer book.

Blazing Phoenix Pinion
Dragon-Blooded: What Fire Has Wrought, p. 165/166

After spending a turn aiming, make a decisive attack and add (Essence) dice of damage. Can explode in an unblockable blast which pierces Hardness and may set things on fire. Steal the power and reload weapon. Refer book.

Seven-Year Swarm Volley
Dragon-Blooded: What Fire Has Wrought, p. 167

Defend your allies from ranged attacks and clash any number of such incoming attacks to defy the attackers (but deal no damage on success). Ends if you attempt to dodge/parry or try to attack. Refer book.

Fang-of-the-Depths Draw
Dragon-Blooded: What Fire Has Wrought, p. 166

Attack from or into water or similar liquid without trouble. In Water Aura and underwater use to attack after aiming to establish concealment, rendering the attack unexpected. Please refer to the book for this complex Charm.

Arrow Rain Tempest
Dragon-Blooded: What Fire Has Wrought, p. 168

Aim for two turns and retain 12+ Initiative to designate a target point and roll a single decisive attack with all your Initiative against everyone in short range, allies included. Once per scene, no reset condition.

Heartbeats Before Death
Dragon-Blooded: What Fire Has Wrought, p. 166

Reflexively aim at living or undead enemies before attacking, ignore any light or heavy cover. If already aimed, attack an enemy behind full cover, though it grants them +3 Defense. Once per scene, reset applies.

Athletics

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What Fire Has Wrought (Dragon-Blooded Core Book)
 Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

Created by MadLetter exalted@madletter.net

Effortlessly Rising Flame
Dragon-Blooded: What Fire Has Wrought, p. 168
Add automatic successes to an Athletics roll for two motes each, and roll an additional non-Charm die for every 10.

Perfect Climbing Attitude
Dragon-Blooded: What Fire Has Wrought, p. 169
Reflexively use move action to climb a range band up stone or earthen surface without Athletics check. Upgrade: Choose to leave handholds behind when climbing.

Soaring Leap Technique
Dragon-Blooded: What Fire Has Wrought, p. 169
Every 10 on an Athletics roll to jump (including rush or disengage featuring a leap) rerolls a single non-1 failed die.

Bellows-Pumping Stride
Dragon-Blooded: What Fire Has Wrought, p. 168
Roll an additional non-Charm die on a rush for every 1 that appeared on the opposing roll. At Essence 3, expend Fire Aura for additional effect. Please refer the book for this complex Charm.

Strength of Stone Technique
Dragon-Blooded: What Fire Has Wrought, p. 169
Gain one bonus dot Strength as long as you remain on ground or a natural stone surface. Increases ability to enact feats of strength, as well as adding one die to Strength-based withering damage rolls.

Incense Smoke Ladder
Dragon-Blooded: What Fire Has Wrought, p. 169
Run up walls and other vertical surfaces and ceilings as long as you keep moving. Cannot disengage or withdraw this way. If movement ends where you couldn't normally stand and you fail to renew, you fall and suffer damage.

Verdant Dragon's Footsteps
Dragon-Blooded: What Fire Has Wrought, p. 170/171
Move through plant-based difficult terrain unimpeded and ignore fatigue penalties on a single move-based Athletics roll. In Wood Aura duration is extended until Aura dissipates.

Inescapable Blazing Advance
Dragon-Blooded: What Fire Has Wrought, p. 170/171
Add (Essence) non-Charm dice on a rush; (Essence) 1s rolled by opposition strip one point of Initiative from them which you gain. On crashing an enemy this way, they are set ablaze and take damage each turn, piercing Hardness.

Ice-Slick Tread Technique
Heirs to the Shogunate Preview, p. 130
When crossing a range band by walking/running, you freeze the ground you traveled. If you make an athletics roll during movement, gain an auto-success and ignore any penalties for difficult terrain. Walk over water.

Crashing Tide Advance
Heirs to the Shogunate Preview, p. 130/131
Add an auto-success on a rush. If you succeed and subsequently had your reflexive move provoked, inflict a -1 onslaught penalty to target and if you attack from close range next turn, add one die to decisive or post-soak withering damage.

Mountain-Toppling Might
Dragon-Blooded: What Fire Has Wrought, p. 169
Add (Essence/2, rounded up) to Strength rating to determine if you may attempt a feat of strength.

Grandmother Oak Exertion
Dragon-Blooded: What Fire Has Wrought, p. 169
Add a bonus success on a feat of strength, may use Stamina in place of Strength rating to determine qualification. Strength of Stone counts as adding Stamina. Other effects and upgrades ally, please refer the book.

Flying Dagger Leap
Heirs to the Shogunate Preview, p. 131
To use, must either move into close range w. enemy by leaping and attacking or reflexively pursuing by leaping with rush and then attack next turn. Add bonus dice on attack roll and damage to damage roll for decisive or withering.

Dancing Ember Stride
Dragon-Blooded: What Fire Has Wrought, p. 171
Roll to rush an enemy from short range with double 9s. On success, instantly move into close range instead of normal effects. Pay one Willpower to expend Fire Aura to rush from medium range.

Soaring Zephyr Flight
Dragon-Blooded: What Fire Has Wrought, p. 169/170
Jump up two range bands and hover, use movement actions to fly or hover if you pay the per-round Initiative cost (4). Ends if crashed, incapacitated, leaving Air Aura or the mote commitment ceases; drifting to ground.

Graceful Dryad Dance
Dragon-Blooded: What Fire Has Wrought, p. 171
Walk on branches, leaves, plant-based surfaces with perfect balance, stand or cross even if unable to normally bear your weight. +1 Evasion while standing thusly. Use move action to quickly ascend plant-based surfaces.

Unshakable Mountain Spine
Dragon-Blooded: What Fire Has Wrought, p. 170
Must be in direct contact with earth. Double Strength rating to determine qualification for feats of strength, gain double 9s on rolls for it. Excess points above required minimum added as non-Charm die; refer book.

Falling Star Maneuver
Dragon-Blooded: What Fire Has Wrought, p. 171
Use when successfully rushing with Dancing Ember Stride or when descending from air into close range to make a reflexive decisive attack to create a shockwave. Please refer the book for this complex Charm.

Seething Dragon Footprint
Dragon-Blooded: What Fire Has Wrought, p. 171
When igniting a trail of fire with Bellows-Pumping Stride, use this Charm to stoke it into a bonfire hazard. Essence fuels the bonfire for the scene, so that no flammable material is required for this effect.

Dragon Surmounts the Waterfall
Dragon-Blooded: What Fire Has Wrought, p. 171
Double 8s on movement rolls while swimming, ignoring any water-based penalties. Ascend waterfalls, etc. Feats of strength underwater benefit from double 9s. Please refer the book for this complex Charm.

Awareness

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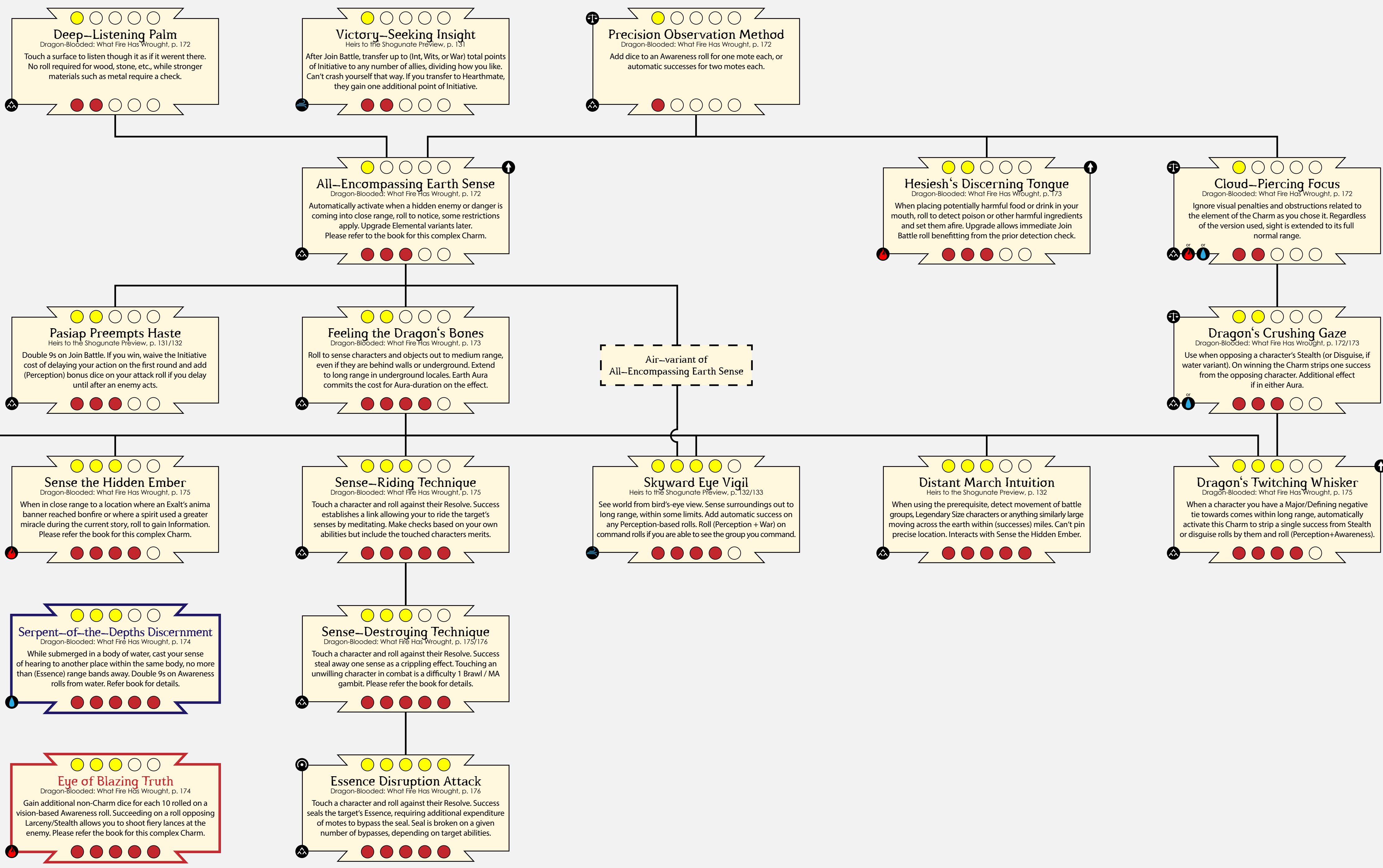
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● Water	● Earth	● Wood
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Created by MadLetter exalted@madletter.net



Deep-Listening Palm
Dragon-Blooded: What Fire Has Wrought, p. 172
Touch a surface to listen though it as if it weren't there. No roll required for wood, stone, etc., while stronger materials such as metal require a check.

Victory-Seeking Insight
Heirs to the Shogunate Preview, p. 131
After Join Battle, transfer up to (Int, Wits, or War) total points of Initiative to any number of allies, dividing how you like. Can't crash yourself that way. If you transfer to Hearthmate, they gain one additional point of Initiative.

Precision Observation Method
Dragon-Blooded: What Fire Has Wrought, p. 172
Add dice to an Awareness roll for one mote each, or automatic successes for two motes each.

All-Encompassing Earth Sense
Dragon-Blooded: What Fire Has Wrought, p. 172
Automatically activate when a hidden enemy or danger is coming into close range, roll to notice, some restrictions apply. Upgrade Elemental variants later. Please refer to the book for this complex Charm.

Hesiesh's Discerning Tongue
Dragon-Blooded: What Fire Has Wrought, p. 173
When placing potentially harmful food or drink in your mouth, roll to detect poison or other harmful ingredients and set them afire. Upgrade allows immediate Join Battle roll benefitting from the prior detection check.

Cloud-Piercing Focus
Dragon-Blooded: What Fire Has Wrought, p. 172
Ignore visual penalties and obstructions related to the element of the Charm as you choose it. Regardless of the version used, sight is extended to its full normal range.

Pasiap Preempts Haste
Heirs to the Shogunate Preview, p. 131/132
Double 9s on Join Battle. If you win, waive the Initiative cost of delaying your action on the first round and add (Perception) bonus dice on your attack roll if you delay until after an enemy acts.

Feeling the Dragon's Bones
Dragon-Blooded: What Fire Has Wrought, p. 173
Roll to sense characters and objects out to medium range, even if they are behind walls or underground. Extend to long range in underground locales. Earth Aura commits the cost for Aura-duration on the effect.

Air-variant of All-Encompassing Earth Sense

Dragon's Crushing Gaze
Dragon-Blooded: What Fire Has Wrought, p. 172/173
Use when opposing a character's Stealth (or Disguise, if water variant). On winning the Charm strips one success from the opposing character. Additional effect if in either Aura.

One-With-Earth Embodiment
Dragon-Blooded: What Fire Has Wrought, p. 174
Merge into and move through earthen surfaces. If you end your move within such a surface, either use the Charm again or be expelled. Benefit from full cover unless enemy uses feat of strength, gambit or stunt to create opening.

Sense the Hidden Ember
Dragon-Blooded: What Fire Has Wrought, p. 175
When in close range to a location where an Exalt's anima banner reached bonfire or where a spirit used a greater miracle during the current story, roll to gain Information. Please refer to the book for this complex Charm.

Sense-Riding Technique
Dragon-Blooded: What Fire Has Wrought, p. 175
Touch a character and roll against their Resolve. Success establishes a link allowing you to ride the target's senses by meditating. Make checks based on your own abilities but include the touched characters merits.

Skyward Eye Vigil
Heirs to the Shogunate Preview, p. 132/133
See world from bird's-eye view. Sense surroundings out to long range, within some limits. Add automatic success on any Perception-based rolls. Roll (Perception + War) on command rolls if you are able to see the group you command.

Distant March Intuition
Heirs to the Shogunate Preview, p. 132
When using the prerequisite, detect movement of battle groups, Legendary Size characters or anything similarly large moving across the earth within (successes) miles. Can't pin precise location. Interacts with Sense the Hidden Ember.

Dragon's Twitching Whisker
Dragon-Blooded: What Fire Has Wrought, p. 175
When a character you have a Major/Defining negative tie towards comes within long range, automatically activate this Charm to strip a single success from Stealth or disguise rolls by them and roll (Perception+Awareness).

Horizon-Spanning Echoes
Dragon-Blooded: What Fire Has Wrought, p. 174
Extend senses by designating an individual you want to listen to or a specific sound, reaching (Essence) miles away. Roll to detect the listened-for sound with double 7s, failure means you can still hear but not pinpoint the sound.

Serpent-of-the-Depths Discernment
Dragon-Blooded: What Fire Has Wrought, p. 174
While submerged in a body of water, cast your sense of hearing to another place within the same body, no more than (Essence) range bands away. Double 9s on Awareness rolls from water. Refer book for details.

Sense-Destroying Technique
Dragon-Blooded: What Fire Has Wrought, p. 175/176
Touch a character and roll against their Resolve. Success steal away one sense as a crippling effect. Touching an unwilling character in combat is a difficulty 1 Brawl / MA gambit. Please refer to the book for details.

Dragon's Flaring Nostrils
Dragon-Blooded: What Fire Has Wrought, p. 174/175
Double 9s on scent-based Awareness rolls, as well as Survival rolls based on tracking by scent, Medicine to diagnose disease or poison and Socialize to read intentions of a character you can smell. Please refer to the book.

Eye of Blazing Truth
Dragon-Blooded: What Fire Has Wrought, p. 174
Gain additional non-Charm dice for each 10 rolled on a vision-based Awareness roll. Succeeding on a roll opposing Larceny/Stealth allows you to shoot fiery lances at the enemy. Please refer to the book for this complex Charm.

Essence Disruption Attack
Dragon-Blooded: What Fire Has Wrought, p. 176
Touch a character and roll against their Resolve. Success seals the target's Essence, requiring additional expenditure of motes to bypass the seal. Seal is broken on a given number of bypasses, depending on target abilities.

Brawl

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Flotsam-and-Jetsam Approach
Heirs to the Shogunate Preview, p. 133
Waive Initiative cost of attacking with improvised weapons using any combat Ability, may use Strength instead of Dexterity to attack with them. Bonus dots of Strength conferred by magic don't add to these attack rolls.

Become the Hammer
Dragon-Blooded: What Fire Has Wrought, p. 176
Add bonus dice to Brawl or Martial Arts attacks, deal lethal damage unarmed. Reroll 6s until they fail to appear. May raise Brawl/MA-based Parry by two motes per point and block lethal damage unarmed.

Water Dragon's Coils
Dragon-Blooded: What Fire Has Wrought, p. 176
Make a grapple gambit with (Strength+Brawl) to attack. Magical bonus dots of Strength to not apply to attack roll. Every two threshold successes add a bonus die to the gambit's Initiative roll.

Pounding Surf Style
Dragon-Blooded: What Fire Has Wrought, p. 176
Add your opponent's current Onslaught Penalty to the Overwhelming value of a withering attack. In Water Aura this adds to your raw damage as well.

Blade-Deflecting Palm
Dragon-Blooded: What Fire Has Wrought, p. 177
When using Brawl/MA to block, (Essence) 1s on the attack roll must be rerolled, beginning with 7s and moving up. In Water Aura, each point of onslaught you suffer reduces the cost of the Charm by 1m.

Stone Fist Strike
Dragon-Blooded: What Fire Has Wrought, p. 178
Add an automatic success on an unarmed withering attack roll and add (Essence/2, round up) Overwhelming. In Earth Aura, the Overwhelming increases to (Essence).

Inescapable Whirlpool Hold
Dragon-Blooded: What Fire Has Wrought, p. 176
Reroll 6s until they cease to appear on both Initiative roll and the control roll of a grapple. In Water Aura, succeeding on control roll refunds the gambit's Initiative cost.

Currents Sweep to Sea
Dragon-Blooded: What Fire Has Wrought, p. 177
As long as there is a source of water, create a grasping limb of water, rolling a grapple gambit against an enemy at short range. Drag enemies close. Can use anima levels instead of water source. Range extends in Water Aura.

Oaken Thew Exertion
Dragon-Blooded: What Fire Has Wrought, p. 176/177
Add (Stamina) to either raw damage of a withering attack or as bonus dice to control roll of a clinch. In Wood Aura, if you reach dice limit on a grapple control roll, add an additional non-Charm success.

Hammering Wave Technique
Dragon-Blooded: What Fire Has Wrought, p. 178
Double Strength to calculate raw withering damage or gain double 10s on decisive damage rolls. In Water Aura, if dealing 3+ withering or 1+ decisive damage, onslaught of your attack extends duration.

Twisting Vicious Tide
Heirs to the Shogunate Preview, p. 133
When clashing an attack, your enemy's attack roll loses dice equal to the onslaught penalty that wore off at the start of their turn (or the current one if he's attacking outside of his turn).

Rolling Boulder Blow
Dragon-Blooded: What Fire Has Wrought, p. 178
Add (Strength) threshold successes on the attack roll of a decisive smash attack as dice of damage. May knock enemy prone and send him one range band back.

Flying Whirlwind Razor
Dragon-Blooded: What Fire Has Wrought, p. 178
Make a decisive attack against up to medium range. Either attack from range or move up to close range with your foe. Damage is lethal, ignoring Hardness and doesn't base on Initiative. Please refer the book.

Crushing Avalanche Grasp
Dragon-Blooded: What Fire Has Wrought, p. 177
If you hit an enemy and successfully establish a clinch, you don't lose rounds of control over it from attacks against your target that miss. In Earth Aura, attacks that hit but do no damage also don't lose rounds of control.

Waves Swallow the Mountain
Dragon-Blooded: What Fire Has Wrought, p. 180
Expend one round of control over a grapple to set the clinched foe's hardness to 0 for a single tick.

Entangling Roots Embrace
Dragon-Blooded: What Fire Has Wrought, p. 178
If a grapple enhanced by this Charm succeeds, steal one point of Initiative from your victim at the end of each of your turns.

Fist-Spinning Maelstrom
Dragon-Blooded: What Fire Has Wrought, p. 180
Roll a single withering attack against several enemies, more if your Initiative is higher than at least one target's. Roll withering damage separately against each target but only gain Initiative from the highest success. See book.

Become the Wave
Dragon-Blooded: What Fire Has Wrought, p. 179
Upon receiving the benefit of a distract gambit from an ally who hasn't used their move action, reflexively leap one range band towards the gambit's victim. Roll to disengage from other foes, if needed. Doesn't count as movement.

Trireme Strikes the Rocks
Heirs to the Shogunate Preview, p. 133/134
When lower-Initiative enemy attacks, reflexively clash with a decisive or a disarm. Doesn't count as attack for the round. Defense penalty imposed by successful clash counts as onslaught. Currents Sweep to Sea expands range.

Crater-Making Impact
Dragon-Blooded: What Fire Has Wrought, p. 178
Either make a decisive smash attack against a crashed enemy or a decisive throw against a clinched foe. Fling your target away and knock them prone, shattering the ground. Please refer the book for this complex Charm.

Embracing the Violent Flow
Dragon-Blooded: What Fire Has Wrought, p. 179
Engulf your body in a fluid mantle of water either by a body of water or via anima expenditure. Make unarmed attacks out to short range and gain various benefits. Please refer the book for this complex Charm.

Drowning Embrace
Dragon-Blooded: What Fire Has Wrought, p. 180
On successfully grappling a crashed foe or crashing an enemy you are clinching with a withering savaging attack, overflow their lungs with water to asphyxiate them. Please refer the book for this complex Charm.

Hanging Tree Technique
Dragon-Blooded: What Fire Has Wrought, p. 180
Make a grapple gambit against several foes in close range, making only a single attack roll but rolling for control separately. Other benefits apply. Please refer to the book for this complex Charm.

Swift-Striking Tide
Dragon-Blooded: What Fire Has Wrought, p. 180
Once per round, if an ally uses a distract gambit to benefit you, reflexively make a decisive attack against the gambit's target. Doesn't count as your attack for the round.

Erupting Fury Barrage
Dragon-Blooded: What Fire Has Wrought, p. 179
Requires 15+ Initiative; unleash a rapid series of strikes upon a singular enemy, using up all Initiative and resetting. All hits produce a lasting triggerable damage ability. Please refer the book for this complex Charm.

Body of Deadly Thorns
Dragon-Blooded: What Fire Has Wrought, p. 179
Make a grapple gambit with double 9s on attack and control roll. Combine a restrain action with a decisive savaging attack. Gain additional benefits. Please refer the book for this complex Charm.

Smashing Tidal Wave Technique
Dragon-Blooded: What Fire Has Wrought, p. 180/181
When using Currents Sweep to Sea, grapple up to long range and clinch foes beyond your normal size limits. Rolls to establish control gain Double 8s. Other benefits apply. Please refer to the book for this complex Charm.

Magma Hell Upheaval
Heirs to the Shogunate Preview, p. 134
Must have 20+ Initiative. Create an unblockable decisive attack against all characters within medium range by calling lava from the earth. Please refer the book for this complex Charm.

Bureaucracy

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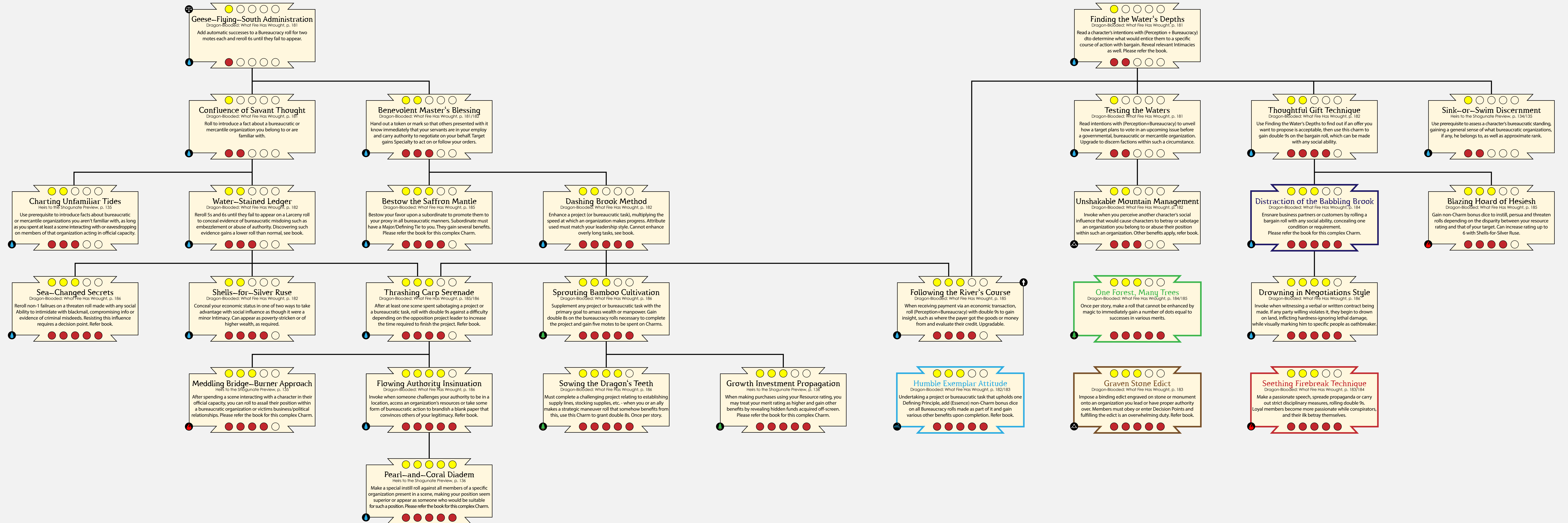
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- Red dot: Permanent Ability requirements in dots
- Red dot with slash: Reprurchase/Upgrade available
- Blue dot: Aura Keyword (see What Fire Has Wrought)
- Blue dot with cross: Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water
- Earth
- Wood
- Fire
- Air

Signature Charms have larger and colored boxes associated with their element.

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□ Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)
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Craft

Exalted 3rd Edition Dragon-Blooded 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.

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- Permanent Ability requirements in dots
- ↑ Repurchase/Upgrade available
- Ⓢ Aura Keyword (see What Fire Has Wrought)
- Ⓣ Balanced Keyword (see What Fire Has Wrought)

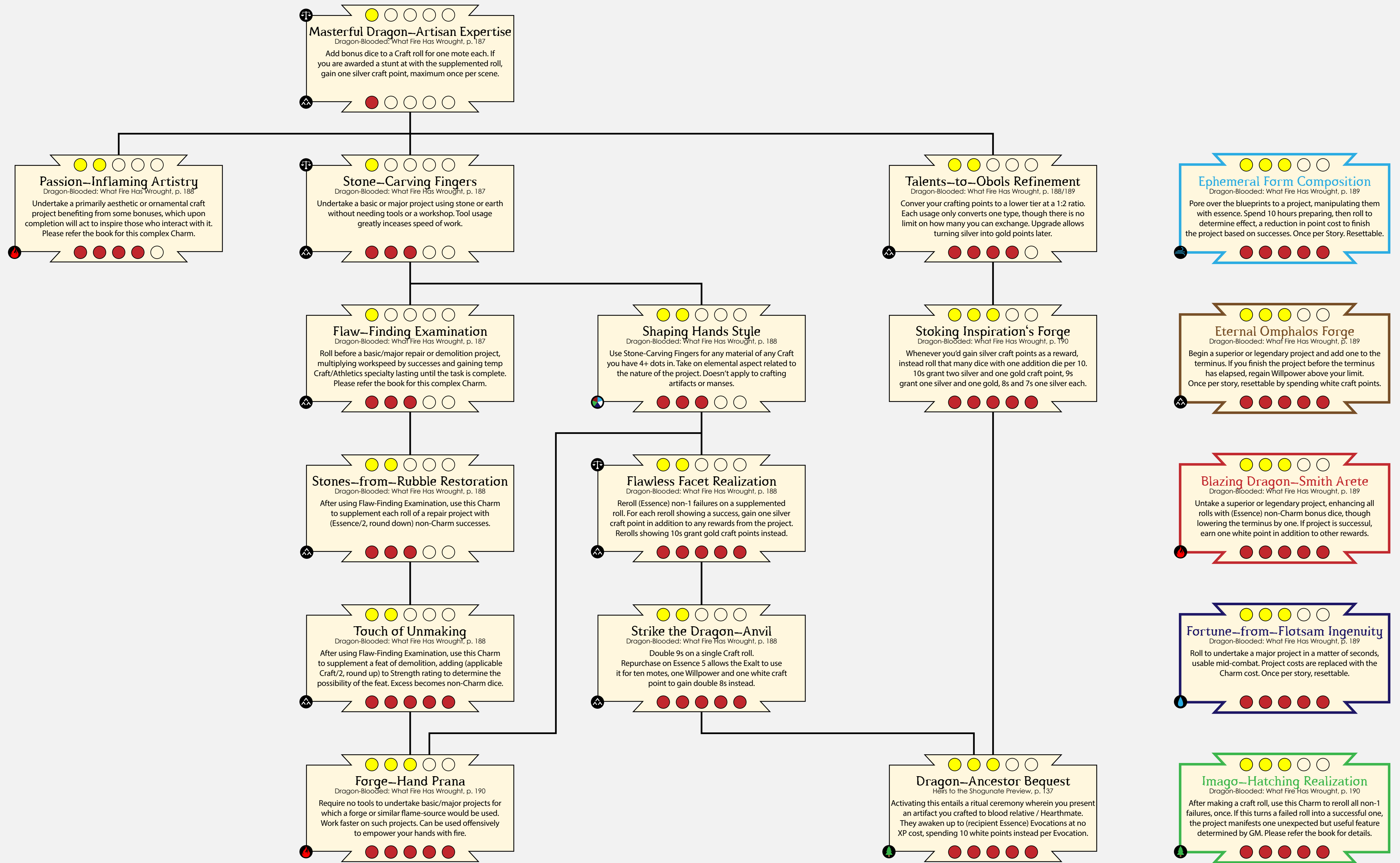
Elemental Affinities:

● Water	● Earth	● Wood
● Fire	● Air	● All

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■ What Fire Has Wrought (Dragon-Blooded Core Book)
■ Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

Created by MadLetter exalted@madletter.net



Dodge

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
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- Permanent Ability requirements in dots
- Reprurchase/Upgrade available
- Aura Keyword (see What Fire Has Wrought)
- Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water
- Earth
- Wood
- Fire
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What Fire Has Wrought (Dragon-Blooded Core Book)
 Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

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Safety Among Enemies
Dragon-Blooded: What Fire Has Wrought, p. 191/192

Successfully dodging a decisive attack allows you to redirect it to another character within range of the original attack. Requires you to have more Initiative than your attacker and target combined.

Heart Like Water
Heirs to the Shogunate Preview, p. 139

After successfully dodging a decisive attack, turn it back on the attacker, making a decisive counterattack support by the attackers charms at no additional cost. Please refer the book for this complex Charm.

Ascending Ember Trick
Heirs to the Shogunate Preview, p. 138

Make a rise from prone action reflexively and outside your turn. Still counts as movement action for the round.

Light-as-Clouds Method
Heirs to the Shogunate Preview, p. 138

When using prerequisite, you may pay extra to reflexively roll to disengage, gaining bonuses based on Overwhelming quality of attacker's weapon. In addition to prerequisite effect, move reflexively away. Please refer the book.

Unmoving Center Enlightenment
Dragon-Blooded: What Fire Has Wrought, p. 192

Unleash a wave of incredible spiritual presence to force all enemies to disengage from you and flee with a (Stamina+Dodge) roll. Those who succeed need only run once, those who fail need to continue to flee.

Heat-of-Battle Advance
Dragon-Blooded: What Fire Has Wrought, p. 190/191

Waive the initiative cost of disengaging so long as it moves you into close range with another, non-trivial opponent and rolls an additional non-Charm die for each 10 rolled.

Ebbing Tide Recedes
Dragon-Blooded: What Fire Has Wrought, p. 192/193

When disengaging, (Essence) 1s on your enemies opposing rolls add that many non-Charm bonus dice to your roll.
In Water Aura, gain double 9s on the disengage roll.

Elusive Crosswind Defense
Dragon-Blooded: What Fire Has Wrought, p. 193

Gain +1 Evasion against a ranged attack from medium range, or +2 against an attack from long or extreme. Doesn't count as bonus from Charms.

Flow With Strife
Dragon-Blooded: What Fire Has Wrought, p. 192

After the damage roll of a decisive attack, buy off non-aggravated damage with 3i per. Discounted if you are at least ankle-deep in water.

Threshold Warding Stance
Dragon-Blooded: What Fire Has Wrought, p. 190

May raise Evasion for two motes per point or add automatic successes on a Dodge roll for two motes each. Ignore environmental penalties to Evasion or Dodge roll in question.

Flickering Candle Meditation
Dragon-Blooded: What Fire Has Wrought, p. 190

(Essence) 1s on your enemy's attack roll allow you to ignore that many points of penalty to your Evasion.

Hopping Firecracker Evasion
Dragon-Blooded: What Fire Has Wrought, p. 191

When dodging an attack which misses your Evasion rating by 2+ successes, move one range band in any direction if you wish.

Virtuous Negation Defense
Dragon-Blooded: What Fire Has Wrought, p. 191

When an ally in close range is attacked, interpose your Evasion against that single attack as though with defend other. Reduced cost for Sworn Kin. Wood Aura extends to short range, doesn't count as move action for this turn.

Swaying Grass Elusion
Dragon-Blooded: What Fire Has Wrought, p. 192

Raise your Evasion by spending Initiative (2i per) and add two to the maximum amount you may raise Evasion with Charms. On successful dodge vs. lower Initiative and non-trivial enemy, expend Wood Aura to regain half the Init.

Nimble Zephyr Defense
Heirs to the Shogunate Preview, p. 137

Use before an attack roll. On a successful dodge, your attacker loses a point of initiative. If the attack contains any 1s, you may dodge the attack even if its successes equal your Evasion. In Air Aura, you gain the lost Initiative.

Unassailable Body of Fire
Dragon-Blooded: What Fire Has Wrought, p. 192

When using Hopping Firecracker Evasion to leap away from an enemy at close range, make an unblockable decisive counterattack with damage depending on your Evasion. Please refer the book for this complex Charm.

Elusive Dragon-God Dispersion
Dragon-Blooded: What Fire Has Wrought, p. 193

Unleash a furor of elemental Essence. Allows you to use Unassailable Body of Fire in any elemental Aura, it's effects fitting to the element in question. Please refer the book for this complex Charm.

Ember-Amid-Smoke Misdirection
Dragon-Blooded: What Fire Has Wrought, p. 191

Gain +1 Evasion. On a successful dodge, attacker suffers (Essence) dice of unsoakable withering damage. Do not gain Initiative from this. Repurchase to expend Fire Aura after successful dodge to gain Initiative the attacker lost.

Bonfire Shadow Evasion
Dragon-Blooded: What Fire Has Wrought, p. 193

Must be at bonfire anima to use this Charm. When enemies with lower Initiative attack you, (Essence) 1s on their attack roll subtract successes. If this removes all successes, they're blinded until the scene ends.

Coiling Dragon Dance
Dragon-Blooded: What Fire Has Wrought, p. 193

Gain one Initiative when successfully dodging an attack and add your Evasion to soak against withering attacks you try to dodge. Further benefits apply. Please refer the book for this complex Charm.

Salvo-to-Silt Technique
Heirs to the Shogunate Preview, p. 138/139

Impose a penalty on ranged attacks based on your Anima, reducing damage if they still hit. If you successfully dodge, the projectile becomes caught in your anima banner from which you can pluck it for your own use.

Stone-Sculpting Fortification
Heirs to the Shogunate Preview, p. 139

As long as earth/stone/etc. is within close range, you can take cover to create an earth barrier (light cover). Can also upgrade existing cover to heavy cover.
In Earth Aura, gain double 9s on take cover action.

Integrity

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference

Short Descriptor.
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- ↕ Reprurchase/Upgrade available
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- ⚖ Balanced Keyword (see What Fire Has Wrought)

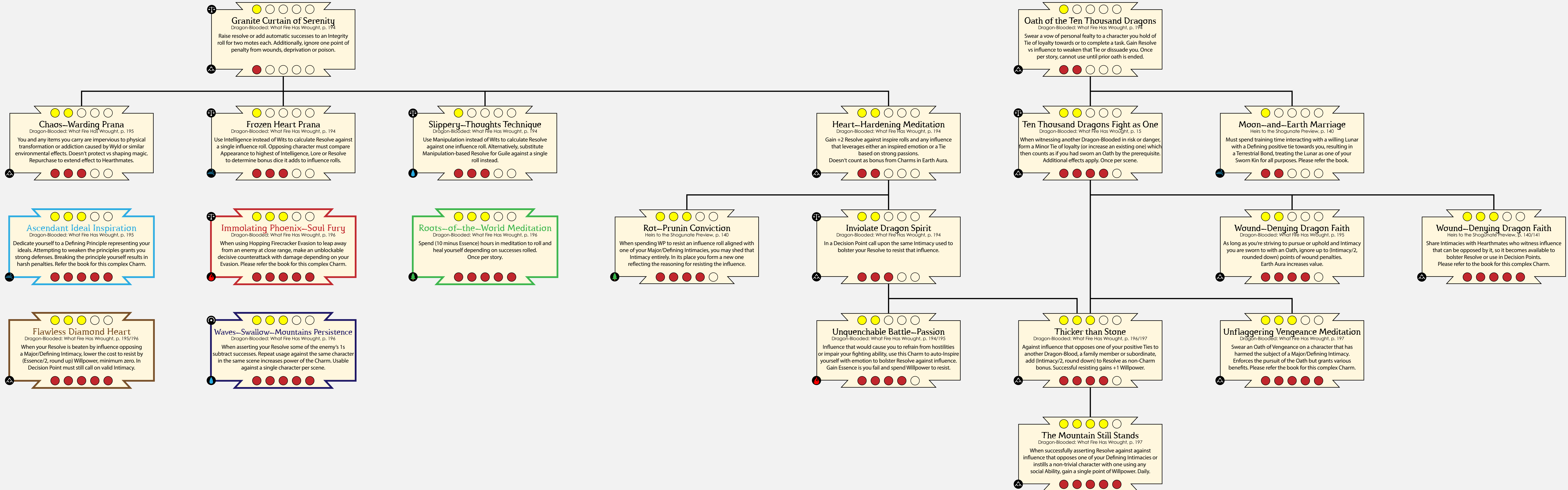
Elemental Affinities:

- Water ● Earth ● Wood
- Fire ● Air

Signature Charms have larger and colored boxes associated with their element.

Ⓢ What Fire Has Wrought (Dragon-Blooded Core Book)
Ⓢ Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

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Investigation

Exalted 3rd Edition Dragon-Blooded Charm Cascades

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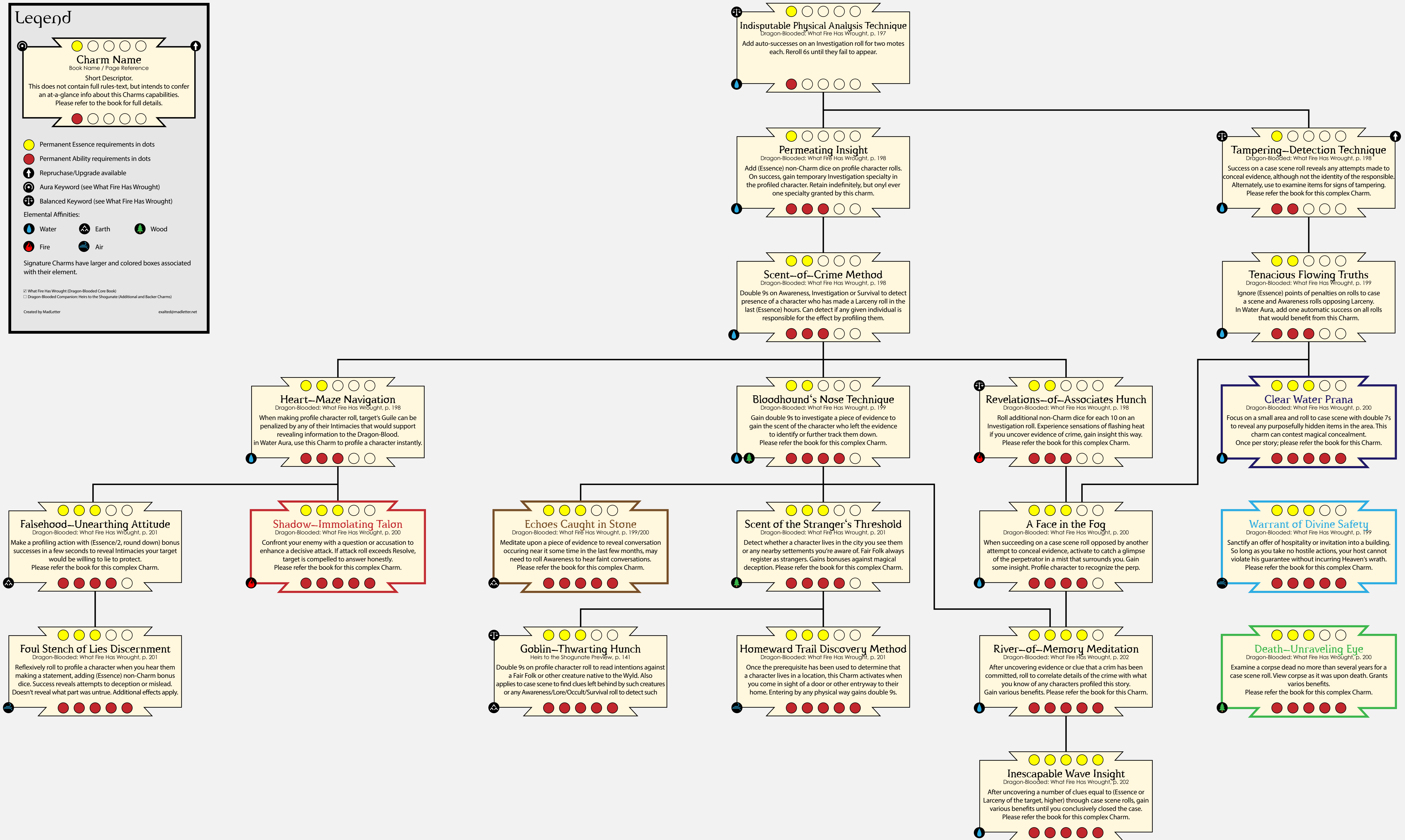
Elemental Affinities:

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Larceny

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

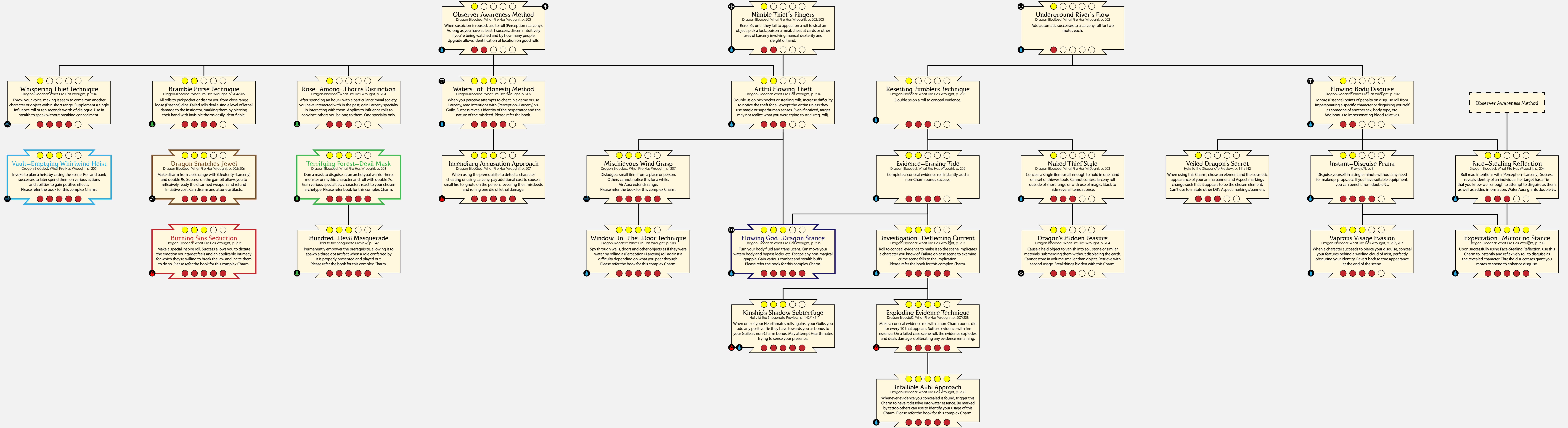
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⚡ Repurchase/Upgrade available
⚡ Aura Keyword (see What Fire Has Wrought)
⚡ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:
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● Fire ● Air

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Linguistics

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference

Short Descriptor
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- Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

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- Wood
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- Air

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Flashing Saga Flourish
Dragon-Blooded: What Fire Has Wrought, p. 211

Double 7s on written Linguistics roll and dramatically reduce time needed to complete work. A book requires but a day, anything shorter seconds. Once per story, reset by upholding a Defining Principle by certain ways.

Unshattered Diamond Parables
Dragon-Blooded: What Fire Has Wrought, p. 211

In a Decision Point refer to a long-form written work of yours and summarize it to have it count as Major Intimacy or a Defining one if the work played a major part in the chronicle. Please refer the book for this complex Charm.

Wildfire Words Technique
Dragon-Blooded: What Fire Has Wrought, p. 211

Make a written (Charisma+Linguistics) roll with (Essence) non-Charm dice to create or strengthen an Intimacy of passion. Instilled Intimacy cannot be altered or removed and affected want to share the Intimacy, gaining bonuses.

Rewriting the Truth Technique
Dragon-Blooded: What Fire Has Wrought, p. 211

Roll (Manipulation+Linguistics) as written instill action, rerolling 5s and 6s until they fail to appear. Must target specific character, forces target to form Major Principle of belief in the lie. Please refer the book for this Charm.

Enthralling Lotus Calligraphy
Dragon-Blooded: What Fire Has Wrought, p. 212

Make a written influence roll to instill, persuade or bargain with a specific character. Message exerts unnatural influence on them unless they spent Willpower. Please refer the book for this complex Charm.

Lightning Quill Mastery
Dragon-Blooded: What Fire Has Wrought, p. 208

Add bonus successes to a Linguistics roll for two motes each. Every 10 on your roll rerolls a non-1 failed die.

Fervor—Inciting Brushstrokes
Dragon-Blooded: What Fire Has Wrought, p. 209

Gain double 9s on written inspire rolls that create anger, fear, lust or another powerful passion. If you tailor your influence to a single reader, they must enter a Decision Point and call upon a Major/Defining Intimacy to resist.

Caustic Wit Invective
Dragon-Blooded: What Fire Has Wrought, p. 210/211

Write a mocking message or satire conveying an instill roll to erode a specific Principle or positive Tie. Inflicts doubt, preventing the Intimacy from bolstering Resolve.

Incendiary Argument Approach
Dragon-Blooded: What Fire Has Wrought, p. 212

Roll (Charisma+Linguistics) as written influence targeting a specific character. Provoke them to react with hostility and argument regardless of the actual message. Please refer the book for this complex Charm.

Tantalizing Dragon's Tongue
Dragon-Blooded: What Fire Has Wrought, p. 213

Functions as prerequisites but instead of provoking, the influence overwhelms them with passionate admiration and fascination from the author, bordering on lust. Target will try to seduce you or have a friendly conversation.

Intoxicating Lotus Manuscript
Dragon-Blooded: What Fire Has Wrought, p. 213

Create written works that ensnare their readers into a minor Derangement leading to withdraw symptoms if no new work is read soon after. Please refer the book for this complex Charm.

Signature—Stealing Calligraphy
Dragon-Blooded: What Fire Has Wrought, p. 209

Roll to forge another character's handwriting and mimic their writing style. Requires either a full manuscript or three smaller works of the character you want to imitate. Others can roll to detect forgery, granting +2 Resolve.

Cryptic Essence Cipher
Dragon-Blooded: What Fire Has Wrought, p. 209

Roll to create a coded message designated for a single character who can understand it. Deciphering even with code-breaking magic requires a difficult roll. Alternately create a cipher anyone with a shared Principle understands.

Enigma—Reading Eye
Dragon-Blooded: What Fire Has Wrought, p. 210

Roll to break a code or cipher with double 9s, including texts that contain hidden subtext. Allows you to quickly break such codes. Can contest magical codes and ciphers such as it's prerequisites or Letter-Within-A-Letter Technique.

Rose's Secret Petal
Heirs to the Shogunate Preview, p. 143/144

Encode up to one page of written content in a cipher that you grow into a small but color flower. The plant cannot be distinguished from ordinary flowers except by actions enhanced with magic. Intended recipient knows.

Reading the Unspoken Word
Dragon-Blooded: What Fire Has Wrought, p. 212

Make a specific read intentions roll to discern what the character expects to be told in his current circumstances. May assist in impersonation or give openings to exploit, leveraging this knowledge as influence grants bonus.

Wind—Carried Words Technique
Dragon-Blooded: What Fire Has Wrought, p. 209

Send a spoken message of a few sentences to a chosen target within (Essence) miles. Message cannot be overheard or intercepted by mundane means, magical ones suffer harsh difficulty. Three upgrades extend range.

Voices on the Wind
Dragon-Blooded: What Fire Has Wrought, p. 210

Add (Linguistics/2, round up) bonus dice on rolls to eavesdrop. If you read a character's intentions while doing so from medium range or further, they take -2 Guile penalty for being unaware even if they can see you.

Speech Without Words
Dragon-Blooded: What Fire Has Wrought, p. 210

Create a bond between you and your Sworn Kin, as well as (Essence) additional characters, allowing silent communication, though only short sentences. If specifically watched for, can be spotted but not understood.

With One Mind
Dragon-Blooded: What Fire Has Wrought, p. 213/214

Form a mental bond with either a single character you see or all of your Sworn Kin you can see. Gain various benefits reminiscent of a collective mind such as shared knowledge. Please refer the book for this complex Charm.

Language—Learning Ritual
Dragon-Blooded: What Fire Has Wrought, p. 210

Use this Charm to understand a language you have spent several days studying, allowing you to read and listen but not speak the language. Upgrade allows you writing and speaking, at first with penalty, then without.

Root Tongue of the Dragon's Stemmata
Heirs to the Shogunate Preview, p. 143

Your spoken words can be understood by all Dragon-Blooded, regardless of language and you may likewise understand them. Works one-sided with text. A scene spent communicating like this can substitute for several days of learning.

Posoned Tongue Technique
Dragon-Blooded: What Fire Has Wrought, p. 212

When someone in short range makes a spoken influence roll, use this Charm to roll (Manipulation+Linguistics) vs their Resolve. Threshold successes subtract from their influence roll. Additional effects apply. Refer book.

Dragon's Voice Mastery
Dragon-Blooded: What Fire Has Wrought, p. 212/213

Add (Essence/2, round up) non-Charm successes on a spoken social influence roll made with any Ability that aligns with Major/Defining Principles you have. WP to resist increases. Once per day, resettable.

Thousand Tongues Meditation
Dragon-Blooded: What Fire Has Wrought, p. 210

Pay an additional cost when using the prerequisite to extend all it's effects to all languages you've ever encountered, rather than a single language.

Shared Breath Understanding
Heirs to the Shogunate Preview, p. 144

Drink in a target's breath to gain the ability to speak one language from them for several days. The victim can still speak it but sounds unnaturally quiet when doing so. Please refer the book for this complex Charm.

Legend

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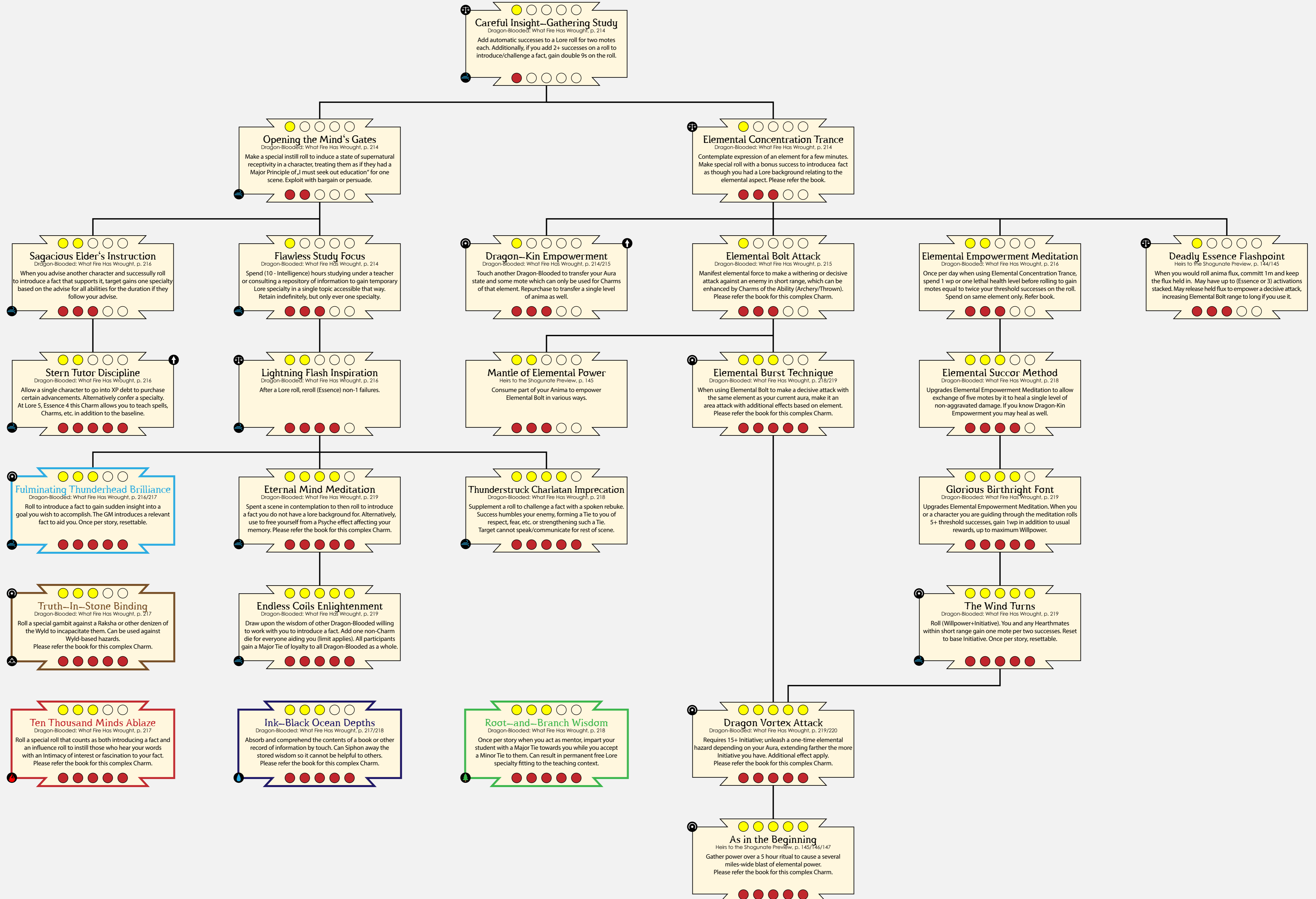
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- Ⓢ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water
- Earth
- Wood
- Fire
- Air

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Medicine

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

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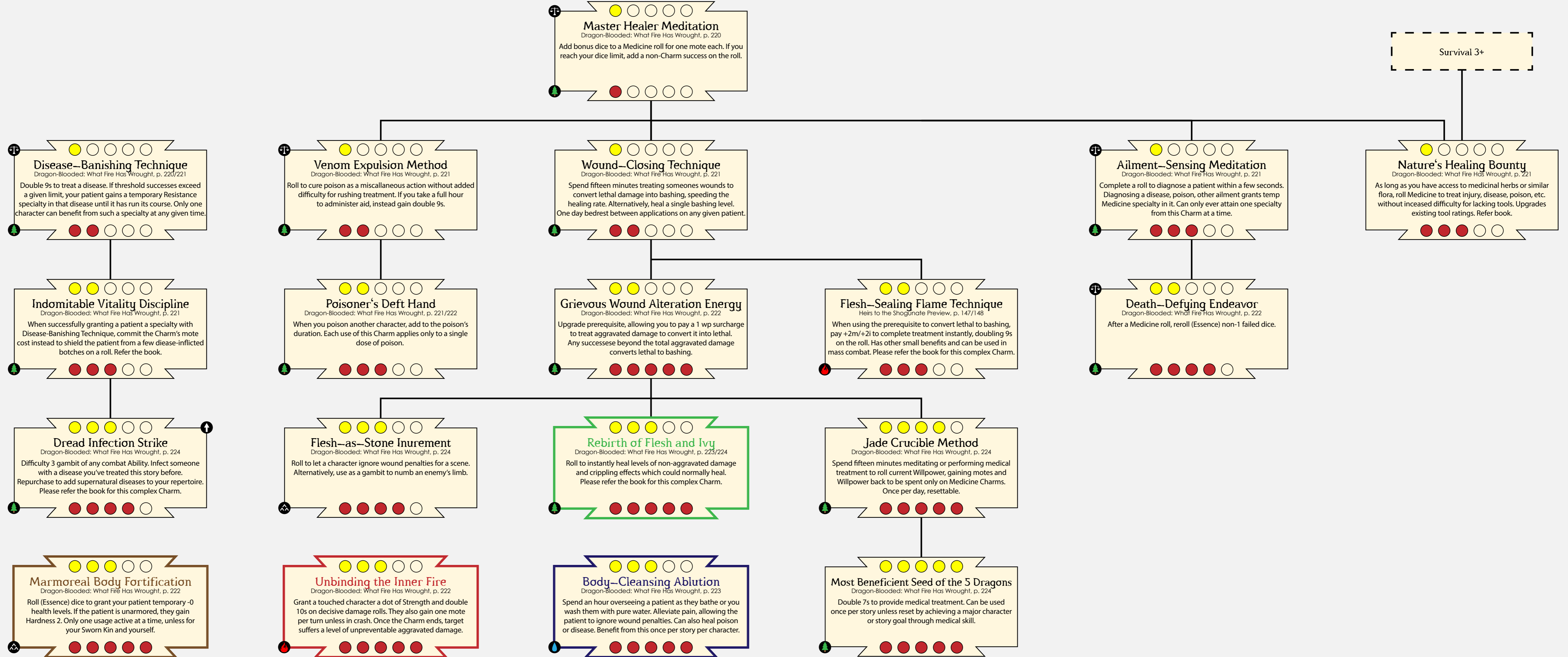
Elemental Affinities:

- Water (Blue)
- Earth (Green)
- Wood (Light Green)
- Fire (Red)
- Air (Purple)

Signature Charms have larger and colored boxes associated with their element.

What Fire Has Wrought (Dragon-Blooded Core Book)
Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

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Melee

Exalted 3rd Edition Dragon-Blended Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
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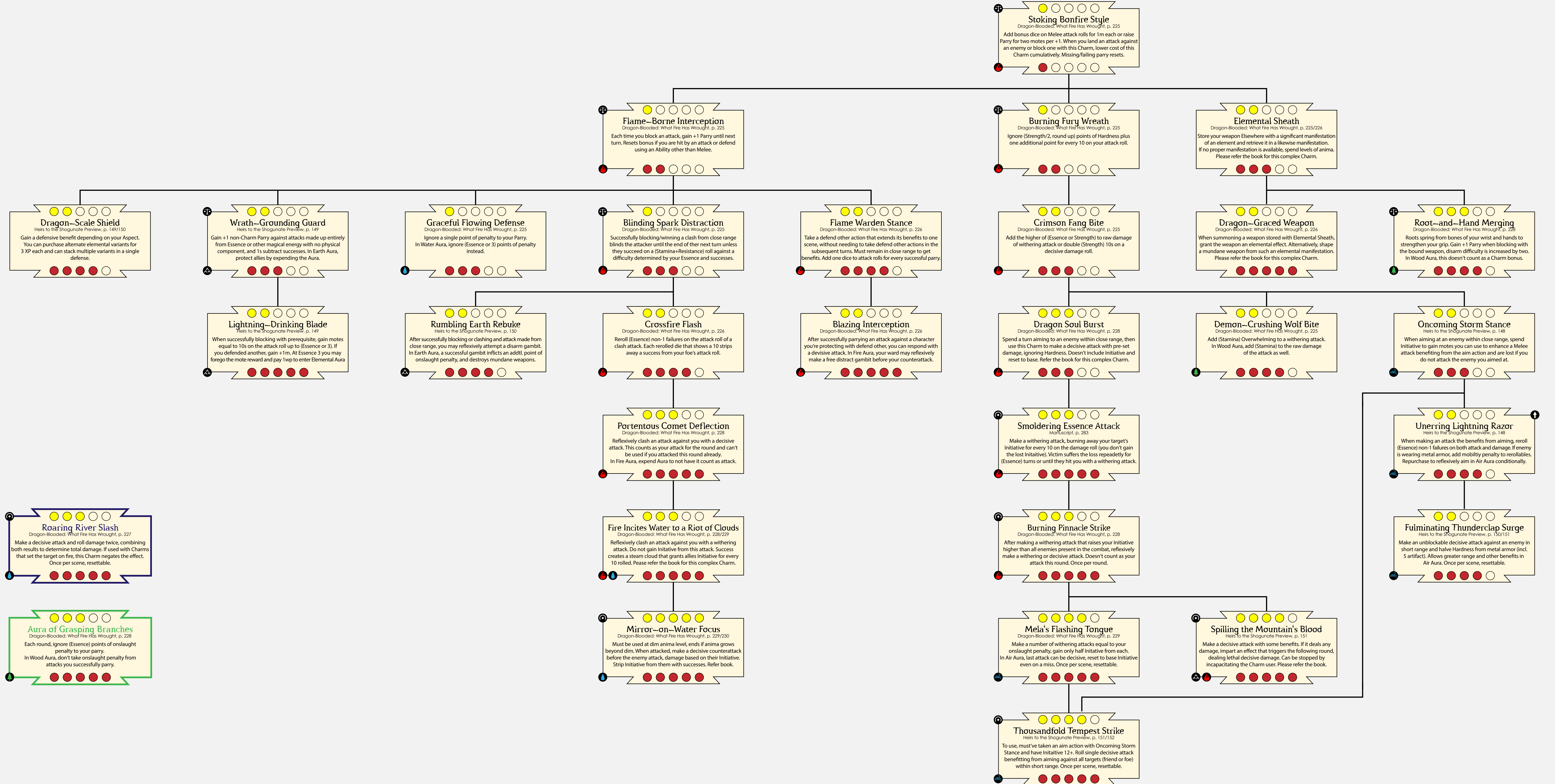
- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- Repurchase/Upgrade available
- Aura Keyword (see What Fire Has Wrought)
- Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water
- Earth
- Wood
- Fire
- Air

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Steel Tempest Strike
Dragon-Blended: What Fire Has Wrought, p. 227
Advance one range band and make a decisive attack. Can ignore difficult terrain and skim over chasms and pits if you end movement on solid ground. Does not count as your attack for this round. Once per scene, resettable.

Falling Mountain Fang
Dragon-Blended: What Fire Has Wrought, p. 227
Gain access to three powerful gambits which increase the weight of weapons and armor to make it harder or more punishing to use them. Can also collapse structures with one of the gambits. Refer book.

Harassed Firestorm Assault
Dragon-Blended: What Fire Has Wrought, p. 227
Make (Dexterity/2, round down) decisive attacks, divided among one or more enemies. Each attack has a base damage added, do not reset to base Initiative until all attacks are complete. Once per scene, resettable.

Roaring River Slash
Dragon-Blended: What Fire Has Wrought, p. 227
Make a decisive attack and roll damage twice, combining both results to determine total damage. If used with Charms that set the target on fire, this Charm negates the effect. Once per scene, resettable.

Aura of Grasping Branches
Dragon-Blended: What Fire Has Wrought, p. 228
Each round, ignore (Essence) points of onslaught penalty to your parry. In Wood Aura, don't take onslaught penalty from attacks you successfully parry.

Dragon-Scale Shield
Heirs to the Shogunate Preview, p. 149/150
Gain a defensive benefit depending on your Aspect. You can purchase alternate elemental variants for 3 XP each and can stack multiple variants in a single defense.

Wrath-Grounding Guard
Heirs to the Shogunate Preview, p. 149
Gain +1 non-Charm Parry against attacks made up entirely from Essence or other magical energy with no physical component, and 1s subtract successes. In Earth Aura, protect allies by expending the Aura.

Lightning-Drinking Blade
Heirs to the Shogunate Preview, p. 149
When successfully blocking with prerequisite, gain motes equal to 10s on the attack roll up to (Essence or 3). If you defended another, gain +1m. At Essence 3 you may forego the mote reward and pay 1wp to enter Elemental Aura

Graceful Flowing Defense
Dragon-Blended: What Fire Has Wrought, p. 225
Ignore a single point of penalty to your Parry. In Water Aura, ignore (Essence or 3) points of penalty instead.

Rumbling Earth Rebuke
Heirs to the Shogunate Preview, p. 150
After successfully blocking or clashing and attack made from close range, you may reflexively attempt a disarm gambit. In Earth Aura, a successful gambit inflicts an addtl. point of onslaught penalty, and destroys mundane weapons.

Blinding Spark Distraction
Dragon-Blended: What Fire Has Wrought, p. 225
Successfully blocking/winning a clash from close range blinds the attacker until the end of their next turn unless they succeed on a (Stamina-Resistance) roll against a difficulty determined by your Essence and successes.

Crossfire Flash
Dragon-Blended: What Fire Has Wrought, p. 226
Reroll (Essence) non-1 failures on the attack roll of a clash attack. Each rerolled die that shows a 10 strips away a success from your foe's attack roll.

Portentous Comet Deflection
Dragon-Blended: What Fire Has Wrought, p. 228
Reflexively clash an attack against you with a decisive attack. This counts as your attack for the round and can't be used if you attacked this round already. In Fire Aura, expend Aura to not have it count as attack.

Fire Incites Water to a Riot of Clouds
Dragon-Blended: What Fire Has Wrought, p. 228/229
Reflexively clash an attack against you with a withering attack. Do not gain Initiative from this attack. Success creates a steam cloud that grants allies Initiative for every 10 rolled. Please refer the book for this complex Charm.

Mirror-on-Water Focus
Dragon-Blended: What Fire Has Wrought, p. 229/230
Must be used at dim anima level, ends if anima grows beyond dim. When attacked, make a decisive counterattack before the enemy attack, damage based on their Initiative. Strip Initiative from them with successes. Refer book.

Flame Warden Stance
Dragon-Blended: What Fire Has Wrought, p. 226
Take a defend other action that extends its benefits to one scene, without needing to take defend other actions in the subsequent turns. Must remain in close range to get benefits. Add one dice to attack rolls for every successful parry.

Blazing Interception
Dragon-Blended: What Fire Has Wrought, p. 226
After successfully parrying an attack against a character you're protecting with defend other, you can respond with a decisive attack. In Fire Aura, your ward may reflexively make a free distract gambit before your counterattack.

Stoking Bonfire Style
Dragon-Blended: What Fire Has Wrought, p. 225
Add bonus dice on Melee attack rolls for 1m each or raise Parry for two motes per +1. When you land an attack against an enemy or block one with this Charm, lower cost of this Charm cumulatively. Missing/failing parry resets.

Burning Fury Wreath
Dragon-Blended: What Fire Has Wrought, p. 225
Ignore (Strength/2, round up) points of Hardness plus one additional point for every 10 on your attack roll.

Crimson Fang Bite
Dragon-Blended: What Fire Has Wrought, p. 225
Add the higher of (Essence or Strength) to raw damage of withering attack or double (Strength) 10s on a decisive damage roll.

Dragon Soul Burst
Dragon-Blended: What Fire Has Wrought, p. 228
Spend a turn aiming to an enemy within close range, then use this Charm to make a decisive attack with pre-set damage, ignoring Hardness. Doesn't include Initiative and reset to base. Refer the book for this complex Charm.

Smoldering Essence Attack
Manuscript, p. 283
Make a withering attack, burning away your target's Initiative for every 10 on the damage roll (you don't gain the lost Initiative). Victim suffers the loss repeatedly for (Essence) turns or until they hit you with a withering attack.

Burning Pinnacle Strike
Dragon-Blended: What Fire Has Wrought, p. 228
After making a withering attack that raises your Initiative higher than all enemies present in the combat, reflexively make a withering or decisive attack. Doesn't count as your attack this round. Once per round.

Mela's Flashing Tongue
Dragon-Blended: What Fire Has Wrought, p. 229
Make a number of withering attacks equal to your onslaught penalty, gain only half initiative from each. In Air Aura, last attack can be decisive, reset to base Initiative even on a miss. Once per scene, resettable.

Thousandfold Tempest Strike
Heirs to the Shogunate Preview, p. 151/152
To use, must've taken an aim action with Oncoming Storm Stance and have Initiative 12+. Roll single decisive attack benefitting from aiming against all targets (friend or foe) within short range. Once per scene, resettable.

Elemental Sheath
Dragon-Blended: What Fire Has Wrought, p. 225/226
Store your weapon Elsewhere with a significant manifestation of an element and retrieve it in a likewise manifestation. If no proper manifestation is available, spend levels of anima. Please refer the book for this complex Charm.

Dragon-Graced Weapon
Dragon-Blended: What Fire Has Wrought, p. 226
When summoning a weapon stored with Elemental Sheath, grant the weapon an elemental effect. Alternatively, shape a mundane weapon from such an elemental manifestation. Please refer the book for this complex Charm.

Demon-Crushing Wolf Bite
Dragon-Blended: What Fire Has Wrought, p. 225
Add (Stamina) Overwhelming to a withering attack. In Wood Aura, add (Stamina) to the raw damage of the attack as well.

Unerring Lightning Razor
Heirs to the Shogunate Preview, p. 148
When making an attack the benefits from aiming, reroll (Essence) non-1 failures on both attack and damage. If enemy is wearing metal armor, add mobility penalty to rerollables. Repurchase to reflexively aim in Air Aura conditionally.

Fulminating Thunderclap Surge
Heirs to the Shogunate Preview, p. 150/151
Make an unblockable decisive attack against an enemy in short range and halve Hardness from metal armor (incl. 5 artifact). Allows greater range and other benefits in Air Aura. Once per scene, resettable.

Spilling the Mountain's Blood
Make a decisive attack with some benefits. If it deals any damage, impart an effect that triggers the following round, dealing lethal decisive damage. Can be stopped by incapacitating the Charm user. Please refer the book.

Root-and-Hand Merging
Dragon-Blended: What Fire Has Wrought, p. 228
Roots spring from bones of your wrist and hands to strengthen your grip. Gain +1 Parry when blocking with the bound weapon, disarm difficulty is increased by two. In Wood Aura, this doesn't count as a Charm bonus.

Oncoming Storm Stance
Dragon-Blended: What Fire Has Wrought, p. 148
When aiming at an enemy within close range, spend Initiative to gain motes you can use to enhance a Melee attack benefitting from the aim action and are lost if you do not attack the enemy you aimed at.

Unerring Lightning Razor
Heirs to the Shogunate Preview, p. 148
When making an attack the benefits from aiming, reroll (Essence) non-1 failures on both attack and damage. If enemy is wearing metal armor, add mobility penalty to rerollables. Repurchase to reflexively aim in Air Aura conditionally.

Fulminating Thunderclap Surge
Heirs to the Shogunate Preview, p. 150/151
Make an unblockable decisive attack against an enemy in short range and halve Hardness from metal armor (incl. 5 artifact). Allows greater range and other benefits in Air Aura. Once per scene, resettable.

Spilling the Mountain's Blood
Make a decisive attack with some benefits. If it deals any damage, impart an effect that triggers the following round, dealing lethal decisive damage. Can be stopped by incapacitating the Charm user. Please refer the book.

Occult

Exalted 3rd Edition Dragon-Blooded 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 Charm's capabilities. Please refer to the book for full details.

- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- ⬇ Repurchase/Upgrade available
- Ⓜ Aura Keyword (see What Fire Has Wrought)
- Ⓢ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water Earth Wood
- Fire Air All

Signature Charms have larger and colored boxes associated with their element.

Ⓜ What Fire Has Wrought (Dragon-Blooded Core Book)
Ⓢ Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)
Created by MadLetter occultgamedesign.net

Spirit-Detecting Mirror Technique
Dragon-Blooded: What Fire Has Wrought, p. 230

Touch a mirror or reflective surface to see reflections of dematerialized characters and hear their words as whispers. Only you can see the reflection, negates penalty for attacking partly. Upgrade to let others see reflection.

Secret Wind Revelation
Dragon-Blooded: What Fire Has Wrought, p. 231

When dematerialized entity comes within long range, you become aware and can activate the Charm to pinpoint location. Please refer the book for this complex Charm.

Spirit-Grounding Shout
Dragon-Blooded: What Fire Has Wrought, p. 231

Use to strike a dematerialized character with an attack made with any Ability. If unable to see target, suffer -3 penalty. Repeat use in subsequent rounds reduces cost by one mote down to zero.

Spirit-Chaining Strike
Dragon-Blooded: What Fire Has Wrought, p. 231

Perform a gambit to partly drag a dematerialized spirit into the physical world, making it visible to other Dragon-Blooded and granting them the ability to attack without penalty as if the spirit were materialized.

Spirit-Shredding Attack
Dragon-Blooded: What Fire Has Wrought, p. 234

Decisive attacks supplemented with this Charm add attack threshold successes as dice of damage if the spirit is in Initiative Crash. Slain spirit can perhaps reform but only weaker than before, losing permanent Essence dots.

Seal of Heavenly Binding
Dragon-Blooded: What Fire Has Wrought, p. 234

Roll to bind a spirit in a circle for a few rounds, forcing it to materialize and forbidding the Hurry Home Charm. The spirit can try to break free, spending a full round. Please refer the book for this complex Charm.

Chaos-Banishing Revelation Gesture
Dragon-Blooded: What Fire Has Wrought, p. 234

Free a character within short range of any Psyche effect or Derangement imposed by a creature of the Wyld or the Wyld itself. Roll to remove the effect.

Anathema-Sealing Tomb
Dragon-Blooded: What Fire Has Wrought, p. 234/235

If you incapacitate a spirit with a decisive attack, use this Charm to seal them into the nearest dramatic manifestation of Earth Essence (mountain, cave, ...) to prevent them from reforming for centuries.

Blazing Purification Chant
Dragon-Blooded: What Fire Has Wrought, p. 233

Affix a prayer strip to the forehead of a possessed victim to force the possessor out. Roll to deal aggravated damage and expel the possessor with enough damage. Up to five Dragon-Blooded can cooperate.

Purifying Dragon Suspiration
Dragon-Blooded: What Fire Has Wrought, p. 234

This Charm is an extended action to free one character of a sorcerous curse or a shaping effect that transforms the victims body. Please refer the book for this complex Charm.

Soul-Fire Cremation Technique
Dragon-Blooded: What Fire Has Wrought, p. 230

Burn a corpse to ashes within seconds to prevent hungry ghosts from rising. Cannot apply to Exalted. Allows the ghost of the deceased to choose reincarnation. Please refer the book for this complex Charm.

Any 4 Occult Charms

Terrestrial Circle Sorcery
Dragon-Blooded: What Fire Has Wrought, p. 235

Gain the ability to cast spells of the Terrestrial Circle and learn one shaping ritual and one Terrestrial Circle spell, which becomes your control spell.

Five Winds Rainment
Dragon-Blooded: What Fire Has Wrought, p. 235

Supplement a Shape Sorcery action to grant yourself +1 Defense and Hardness equal to (Essence) until you cast the spell or stop shaping. In Air Aura this doesn't count as Charm bonus and the hardness is increased.

Hidden Secrets Whisper
Dragon-Blooded: What Fire Has Wrought, p. 230

Add bonus dice to an Occult roll for one mote each, each 10 rerolls a non-1 failed die.

Seed and Salt Warding
Dragon-Blooded: What Fire Has Wrought, p. 230

Lay down a line of salt or germinated grain to ward ghosts. Roll to determine power of warding, ghosts can only cross the line by spending WP and if their Resolve exceeds rolled successes. Repels other undead as well.

Dragons' Sacred Talon
Dragon-Blooded: What Fire Has Wrought, p. 231

Supplement an attack made with any Ability to strike down raksha and other creatures of the Wyld or the undead. Withering attacks gain damage after soak application, decisive deals aggravated and have double 10s.

Fivefold Resonance Sense
Manuscript, p. 286

Meditate to sense the presence of the five elements out to (Essence or 3) range bands. Gain bonus to certain rolls to detect or track jade, elementals, elemental demesnes, manses, etc. Upgradable to remove meditation.

Dragon's Egg Hatched
Heirs to the Shogunate Preview, p. 152

Must be within close range of significant and dramatic manifestation of element, shaping it into an elemental of that type to serve you. Please refer the book for this complex Charm.

World-Weaving Dragon Demiurge
Heirs to the Shogunate Preview, p. 153/154

Enhance sorcerous workings that deal with elemental matter and issues. Please refer the book for this complicated Charm.

Dragon-Sorcerer Puisseance
Dragon-Blooded: What Fire Has Wrought, p. 235

Whenever you shape a spell based on a single element, gain a single additional sorcerous mote each round you spend shaping. If your Aura state matches the spell's element, gain three motes instead.

Any 5 Terrestrial Circle Spells

Hundred Devils Whirlwind
Dragon-Blooded: What Fire Has Wrought, p. 232

Roll (Wits+Occult) with double 9s to create a vortex out to medium range and choose whether it repels spirits and other dematerialized characters or draws them in. Please refer the book for this complex Charm.

Sage of Iron Meditation
Dragon-Blooded: What Fire Has Wrought, p. 232

Spend up to (Stamina) days in meditation to force the Wyld to abide by the natural laws of Creation out to short range. Please refer the book for this complex Charm.

Smoke Ascends to Heaven
Dragon-Blooded: What Fire Has Wrought, p. 232/233

Roll to persuade with any social ability with double 7s against a spirit in person or by offering up prayer. Gain benefits in regards to what the spirit is willing to deal in and how far it will go. Please refer the book.

Crashing Wave-Dragons Warding
Dragon-Blooded: What Fire Has Wrought, p. 233

Consecrate a body of water up to a certain range so that the waters count as dangerous hazard to demon, undead or fae that enter the water. Please refer the book for this complex Charm.

Etern Death-Banishing Blossom
Dragon-Blooded: What Fire Has Wrought, p. 233

Must be at bonfire anima. Gain bonus defense and soak, more against undead. If still at bonfire and not crashed at the next turn, enact a highly damaging attack against ghosts and other undead out to medium. Refer book.

Performance

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference

Short Descriptor

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● Permanent Essence requirements in dots
● Permanent Ability requirements in dots
⬇ Repurchase/Upgrade available
Ⓞ Aura Keyword (see What Fire Has Wrought)
⊕ Balanced Keyword (see What Fire Has Wrought)

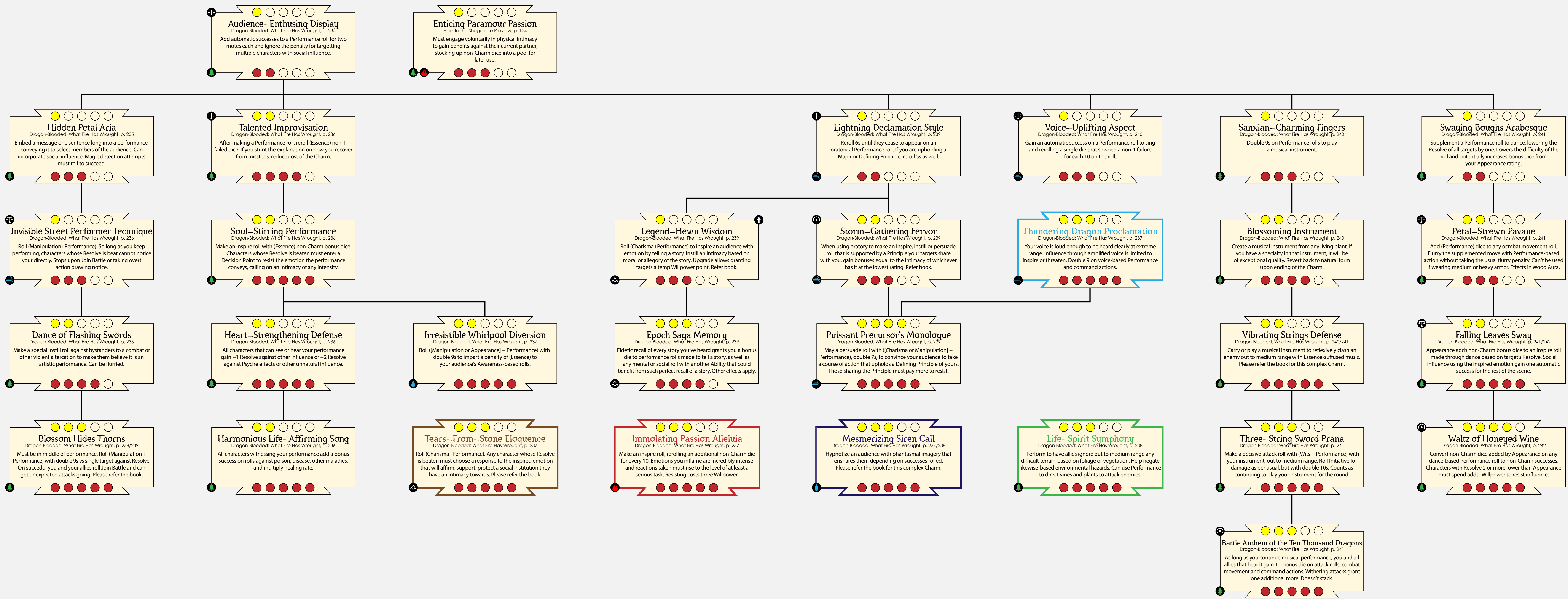
Elemental Affinities:

⚡ Water	⚡ Earth	⚡ Wood
⚡ Fire	⚡ Air	

Signature Charms have larger and colored boxes associated with their element.

Ⓞ What Fire Has Wrought (Dragon-Blooded Core Book)
 □ Dragon-Blooded Companion: Hairs to the Shogunate (Additional and Backer Charms)

Created by MadLetter exalted@madletter.net



Presence

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
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● Permanent Essence requirements in dots
● Permanent Ability requirements in dots
⬇️ Reprurchase/Upgrade available
Ⓢ Aura Keyword (see What Fire Has Wrought)
⊕ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:
Water Earth Wood
Fire Air All

Signature Charms have larger and colored boxes associated with their element.

© What Fire Has Wrought (Dragon-Blooded Core Book)
Ⓢ Dragon-Blooded Companion refers to the Shogunate (Additional and Backer Charms)
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Haunting Words Infliction
Dragon-Blooded: What Fire Has Wrought, p. 244
Roll to try and instill a single Intimacy you possess into another character. Even on successful resistance, the argument keeps in their mind and they begin to internally convince themselves if supporting evidence is seen.

Virtuous Mountain's Shadow
Dragon-Blooded: What Fire Has Wrought, p. 244
When witnessing a character using social influence you wish to dispute, draw on Major/Defining Intimacy to make counterargument. All characters hearing you can access that Intimacy to bolster Resolve.

Terrifying Fire—Dragon Roar
Dragon-Blooded: What Fire Has Wrought, p. 244
Exhale a deadly blast of fire in a line out to medium range which is a decisive attack and a threaten roll in one action. Please refer the book for this complex Charm.

Eternally Argumentative Flame
Dragon-Blooded: What Fire Has Wrought, p. 242
When flurrying a Presence- or Socialize-based influence roll, the flurry penalty on both actions is reduced by one point, and you do not suffer a Defense penalty. In Fire Aura, remove the flurry penalty entirely.

Grinding Millstone Argument
Dragon-Blooded: What Fire Has Wrought, p. 243/244
After failing a persuade roll, reset your attempt to try again. If your target uses the same Intimacy to bolster Resolve, the bonus it provides is lowered by one. Once per scene.

Minds Like Fertile Fields
Dragon-Blooded: What Fire Has Wrought, p. 246
Roll [(Charisma or Manipulation) + Presence] vs Resolve of a single character. Success induces a pleasant trance state, leaving them unable to call on Intimacies to resist a direct follow-up social influence roll.

Entombed Mind Technique
Dragon-Blooded: What Fire Has Wrought, p. 246
Try to induce sleep and enact a single powerful social influence roll upon your target. Upgrades empower the sleeping effect to a perpetual slumber and petrify them with a second upgrade.

Fluid Recollection Insinuation
Dragon-Blooded: What Fire Has Wrought, p. 244/245
Create a false memory in your target of a prior meeting between you and them to create a Minor Tie towards you whose context is dependent on the memory created. Please refer the book for this complex Charm.

Spirit—Cultivating Leadership
Dragon-Blooded: What Fire Has Wrought, p. 245
Use on a character with a Defining Tie of loyalty to you. For the duration of this Charm, they gain various benefits, including Resolve bonuses, Ability specialties and more Willpower. Please refer the book.

Moth to the Candle
Dragon-Blooded: What Fire Has Wrought, p. 243
Enemies must prioritize attacking you over any other characters. Enemies can spend 1wp to resist for one scene. Reduces cost of prerequisite to one mote. Success on using the prerequisite enforces movement and attack on you.

Heart—Conquering Prowess
Heirs to the Shogunate Preview, p. 154/155
Add Appearance-based bonus dice on an attack roll. When you enhance a decisive attack and deal enough damage, you can forego a damage level to erode and intimacy. Please refer the book for this complicated Charm.

Glowing Coal Radiance
Dragon-Blooded: What Fire Has Wrought, p. 242
Add automatic successes to a Presence roll for two motes each, roll an additional non-Charm die for every 10 rolled.

Unbearable Taunt Technique
Dragon-Blooded: What Fire Has Wrought, p. 242
Roll to inspire a character with anger. If successful, your target must immediately respond to you with hostility. In combat this provokes an enemy into prioritizing you as target over others.

Debate—Sparkling Bonfire
Dragon-Blooded: What Fire Has Wrought, p. 243
Roll to inspire one or more characters with anger, ignoring multi-target penalty. Affected targets must express outrage towards you using social influence (even in combat).

Blazing Heart Ascendancy
Dragon-Blooded: What Fire Has Wrought, p. 245
Supplement a persuade or threaten roll made with Presence or Socialize. If the target enters Decision Point, only passion-based Intimacies can be called upon. Characters with no such Intimacies are immune.

Burning Dragon Mien
Dragon-Blooded: What Fire Has Wrought, p. 242
Make a threaten roll with double 9s against a single character. An enemy whose Resolve is beaten in combat loses 1 Initiative, even if they resist.

Fearsome Dragon Presence
Dragon-Blooded: What Fire Has Wrought, p. 243
For one tick, all attack rolls, social influence rolls and rushes made against you take a -2 penalty. Enemies may spend 1 wp to become immune to this for the rest of the scene. In Fire Aura, penalty is increased.

Aura of Invulnerability
Dragon-Blooded: What Fire Has Wrought, p. 245
Roll your current temporary Willpower to gain temporary -0 health levels and natural soak.

Dragon Warlord's Convocation
Dragon-Blooded: What Fire Has Wrought, p. 246
Make an instill roll against a single character with double 9s to create a Tie of loyalty to you. Created at Major Intimacy. Resist only with Decision Point. Target cannot voluntarily weaken the Intimacy for a while. Refer book.

Warm—Faced Seduction Style
Dragon-Blooded: What Fire Has Wrought, p. 242
Make a persuade roll to seduce a single target. Overcoming Resolve also instills them with a Minor Tie of lust or desire towards you unless they spend Willpower. In Fire Aura convert bonus dice by appearance to non-Charm successes.

Passion—Transmuting Nuance
Dragon-Blooded: What Fire Has Wrought, p. 243
Make an inspire roll (Manipulation + Presence) vs a single character in the grip of strong emotion. Success changes the emotion to another, unrelated passion. Must enter Decision Point to resist this influence.

Hot—Blooded Ardor
Dragon-Blooded: What Fire Has Wrought, p. 243
Treat Appearance as one dot higher, even above 5, when determining bonus dice you gain on influence rolls made with Presence/Socialize. Upgrade allows expending Fire Aura to increase the Appearance gain even further.

Heartstring—Pulling Approach
Dragon-Blooded: What Fire Has Wrought, p. 245
Add a non-Charm success on a Presence- or Socialize-based influence roll with a single target. If target's Resolve is lowered by Major/Defining Intimacy based on passionate emotion, cost to resist is increased.

Vivacious Dragon Beauty
Dragon-Blooded: What Fire Has Wrought, p. 245
Gain bonus dot of Appearance, which may raise your Appearance above 5.

Resistance

Exalted 3rd Edition Dragon-Blooded 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
- ↑ Reprurchase/Upgrade available
- Ⓢ Aura Keyword (see What Fire Has Wrought)
- Ⓢ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

● Water	● Earth	● Wood
● Fire	● Air	● All

Signature Charms have larger and colored boxes associated with their element.

□ What Fire Has Wrought (Dragon-Blooded Core Book)
□ Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

Created by MadLetter exalted@madletter.net

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Unearthing Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 247

Ignore any deprivation penalties from starvation or dehydration. Additionally, add (Resistance) to the amount of time you can go before succumbing to starvation/dehydration if you keep using this charm.

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Purifying Blood Ascendancy
Dragon-Blooded: What Fire Has Wrought, p. 246/247

Add automatic successes to a Resistance roll for two motes each, and reroll 6s until they fail to appear.

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Eternal Tide Endurance
Dragon-Blooded: What Fire Has Wrought, p. 247

Every 1 on a withering attack roll against you increases your soak by +1. In Water Aura, use against decisive attacks, granting Hardness up to (Stamina) instead. Doesn't stack with other sources of hardness.

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Impervious Skin of Stone
Dragon-Blooded: What Fire Has Wrought, p. 247

Double your Stamina to determine natural soak against a single withering attack. In Earth Aura this Charm can be used after an attack hits, but before damage is rolled.

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Ox-Body Technique
Dragon-Blooded: What Fire Has Wrought, p. 246

Permanently increase the amount of health levels your possess. The higher your stamina, the better the selection of levels gained.

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Untiring Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 247

As long as you're standing on the ground or touching stone, ignore fatigue penalties.

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Body-Cleansing Prana
Dragon-Blooded: What Fire Has Wrought, p. 247

Use against inhaled poison, disease or liquid-transmission poison depending on aspect to roll double 9s to resist. Reprurchase improves the power of your resistance and allows you to expel the poisons as an attack.

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Supple Viridian Scales
Dragon-Blooded: What Fire Has Wrought, p. 247

Lower your armor's mobility penalty by 1 for a single tick. If you are wearing light armor, instead gain one non-Charm bonus die on rolls to rush or disengage. In Wood Aura, duration is set to Aura instead.

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(Elemental) Protection Technique
Dragon-Blooded: What Fire Has Wrought, p. 248

Choose one of the elements when activating, gain +3 natural soak and (Stamina) Hardness against attacks made using that element. Subtract damage from environmental hazards of the element.

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Dragon's Unfailing Vigor
Dragon-Blooded: What Fire Has Wrought, p. 251

Gain one -0 health level and one -4 health level.

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Unsleeping Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248

Once per day, spend an hour in meditation to gain all benefits of a good night's sleep, including Willpower regen. May use this Charm to remain awake for (Essence + Stamina) days without hindrance.

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Body-Like-Clouds Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248/249

Withering damage rolls against you take (Essence) in penalty, which can reduce below minimum damage. If an attack hits but deals no damage, steal 2 Initiative from the attacker.

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Elemental Aegis
Dragon-Blooded: What Fire Has Wrought, p. 248

Send attuned jade armor elsewhere through a significant and dramatic manifestation of the chosen element. May need to expend levels of anima to banish/recall armor if no manifestation is nearby.

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Dragon-Graced Rainment
Heirs to the Shogunate Preview, p. 155/156

When recalling armor banished with Elemental Aegis, you can do it in a few rounds and you are wreathed in the element you summoned it from. Please refer to the book for this complicated Charm.

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Earth Bears Witness
Dragon-Blooded: What Fire Has Wrought, p. 250

Brace yourself on solid ground to subtract dice from the damage of a decisive attack, shunting it into the ground. Upgrade grants elemental variations of the Charm. Please refer the book for this complex Charm.

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Immovable Mountain Technique
Dragon-Blooded: What Fire Has Wrought, p. 250

Cannot be knocked back by smash attacks, thrown in a grapples or shifted by comparable mundane force. Impedes magic as well, though it does not fully negate it. Ends if you move or are crashed/incapacitated.

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Apocalypse-Outlasting Prana
Heirs to the Shogunate Preview, p. 156

Use after being hit by a decisive attack or failing to roll to resist an environmental hazard or trap, but before damage is rolled. Roll Hardness and subtract dice from damage roll for successes. Please refer the book.

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Unbreathing Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248

Hold your breath for up to [(Stamina + Resistance) x 5] minutes or [(Stamina + Resistance) x 2] rounds in combat.

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Perfected Scales of the Dragon
Dragon-Blooded: What Fire Has Wrought, p. 249

Gain Hardness against all decisive attacks until next turn. Doesn't stack with Hardness from armor but is compatible with Resistance Charms. Attackers do not reset to base damage if attack negates decisive attack. Cannot attack/move.

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Fathomless Depths Replenishment
Dragon-Blooded: What Fire Has Wrought, p. 249/250

Spend hours in meditation to gain temporary -1 health levels. These levels fade away, but damaged ones remain until healed.

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Ripples-on-Water Defense
Dragon-Blooded: What Fire Has Wrought, p. 250/251

Against withering attacks, (lower of Essence or Stamina) 1s on the damage roll subtract successes. Against decisive attacks, (lower of Essence or Stamina) 1s force her attacker to reroll that many dice showing successes, starting with 7s.

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Flowing Dragon-Body Endurance
Dragon-Blooded: What Fire Has Wrought, p. 251

Gain Hardness equal to your Initiative against all decisive attacks. Not compatible with armor.

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Revolving-Hurricane-Force Defense
Dragon-Blooded: What Fire Has Wrought, p. 251

Roll (Stamina + Resistance) with (Essence) non-Charm bonus dice to gain soak bonus equal to rolled successes against any attack by lower-Initiative characters. Bonus falls by one for each attack that hits you.

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Unfeeling Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248

Ignore wound penalties on a single action. Reprurchase and use in Earth Aura to extend duration to Aura.

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Raging Fire-Dragon Spirit
Dragon-Blooded: What Fire Has Wrought, p. 249

Gain a bonus dot of Strength, ignore a single point of wound penalty and add (lower of Essence or Stamina) bonus dice to all attacks, rushes or feats of strength. Stamina no longer adds to your soak, lose one Initiative at the end of each round.

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Well-Tended Garden of the Soul
Dragon-Blooded: What Fire Has Wrought, p. 250

Call forth healing renewal from plants, leaving everything plant-based in a radius more healthy and blooming. On the following turn, the life-force returns to the Dragon-Blooded and heals them. Please refer the book.

Ⓢ

Legend

Charm Name
Book Name / Page Reference

Short Descriptor:
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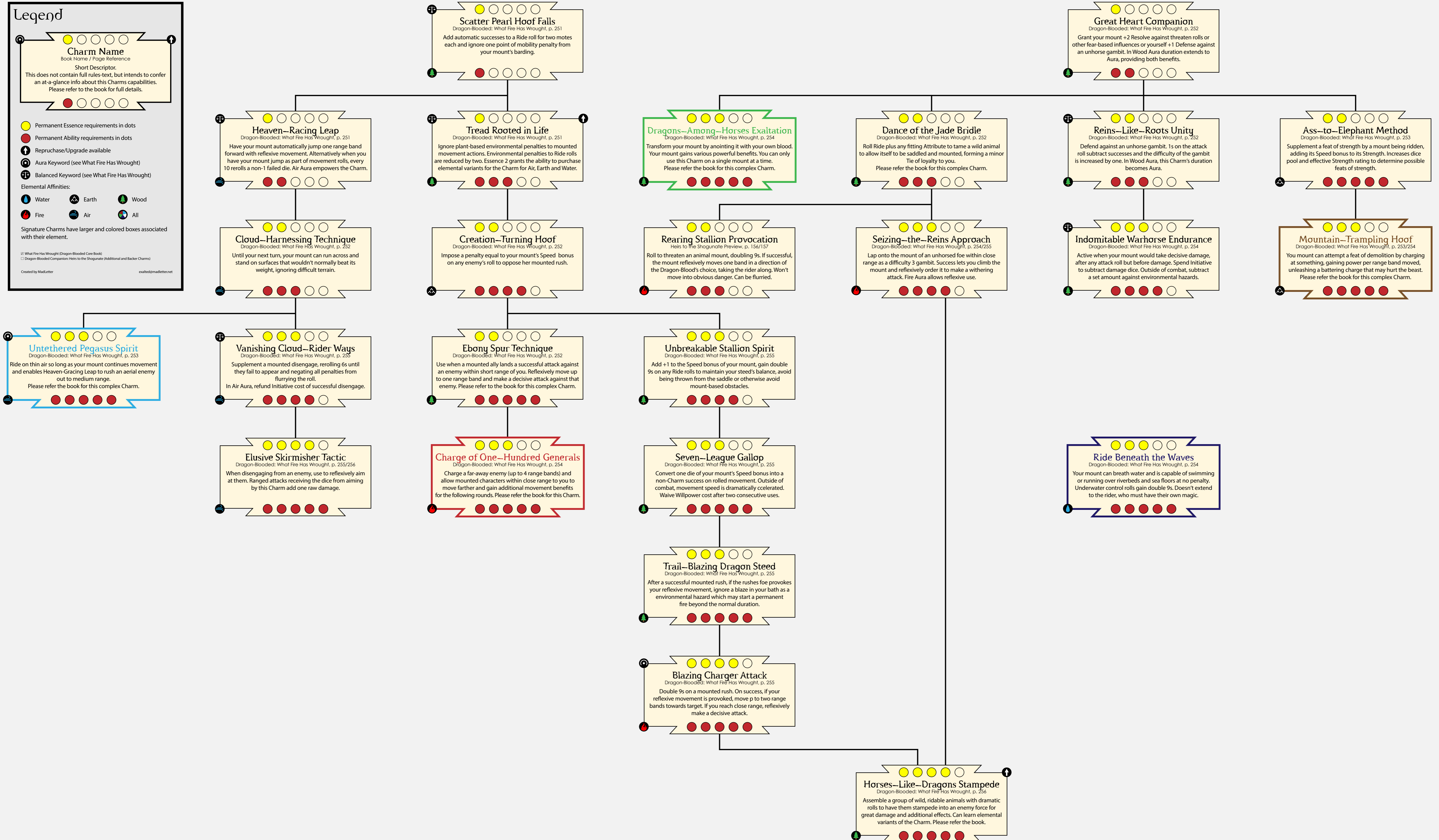
● Permanent Essence requirements in dots
● Permanent Ability requirements in dots

⬇ Reprurchase/Upgrade available
Ⓜ Aura Keyword (see What Fire Has Wrought)
⊕ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:
 Water
 Earth
 Wood
 Fire
 Air
 All

Signature Charms have larger and colored boxes associated with their element.

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 □ Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)
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Scatter Pearl Hoof Falls
Dragon-Blooded: What Fire Has Wrought, p. 251

Add automatic successes to a Ride roll for two motes each and ignore one point of mobility penalty from your mount's barding.

Heaven-Racing Leap
Dragon-Blooded: What Fire Has Wrought, p. 251

Have your mount automatically jump one range band forward with reflexive movement. Alternatively when you have your mount jump as part of movement rolls, every 10 rerolls a non-1 failed die. Air Aura empowers the Charm.

Tread Rooted in Life
Dragon-Blooded: What Fire Has Wrought, p. 251

Ignore plant-based environmental penalties to mounted movement actions. Environmental penalties to Ride rolls are reduced by two. Essence 2 grants the ability to purchase elemental variants for the Charm for Air, Earth and Water.

Dragons-Among-Horses Exaltation
Dragon-Blooded: What Fire Has Wrought, p. 254

Transform your mount by anointing it with your own blood. Your mount gains various powerful benefits. You can only use this Charm on a single mount at a time. Please refer the book for this complex Charm.

Dance of the Jade Bridle
Dragon-Blooded: What Fire Has Wrought, p. 252

Roll Ride plus any fitting Attribute to tame a wild animal to allow itself to be saddled and mounted, forming a minor Tie of loyalty to you. Please refer the book for this complex Charm.

Great Heart Companion
Dragon-Blooded: What Fire Has Wrought, p. 252

Grant your mount +2 Resolve against threaten rolls or other fear-based influences or yourself +1 Defense against an unhorse gambit. In Wood Aura duration extends to Aura, providing both benefits.

Reins-Like-Roots Unity
Dragon-Blooded: What Fire Has Wrought, p. 252

Defend against an unhorse gambit. 1s on the attack roll subtract successes and the difficulty of the gambit is increased by one. In Wood Aura, this Charm's duration becomes Aura.

Ass-to-Elephant Method
Dragon-Blooded: What Fire Has Wrought, p. 253

Supplement a feat of strength by a mount being ridden, adding its Speed bonus to its Strength. Increases dice pool and effective Strength rating to determine possible feats of strength.

Cloud-Harnessing Technique
Dragon-Blooded: What Fire Has Wrought, p. 252

Until your next turn, your mount can run across and stand on surfaces that wouldn't normally beat its weight, ignoring difficult terrain.

Creation-Turning Hoof
Dragon-Blooded: What Fire Has Wrought, p. 252

Impose a penalty equal to your mount's Speed bonus on any enemy's roll to oppose her mounted rush.

Rearing Stallion Provocation
Heirs to the Shogunate Preview, p. 156/157

Roll to threaten an animal mount, doubling 9s. If successful, the mount reflexively moves one band in a direction of the Dragon-Blood's choice, taking the rider along. Won't move into obvious danger. Can be flurried.

Seizing-the-Reins Approach
Dragon-Blooded: What Fire Has Wrought, p. 254/255

Lap onto the mount of an unhorsed foe within close range as a difficulty 3 gambit. Success lets you climb the mount and reflexively order it to make a withering attack. Fire Aura allows reflexive use.

Indomitable Warhorse Endurance
Dragon-Blooded: What Fire Has Wrought, p. 254

Active when your mount would take decisive damage, after any attack roll but before damage. Spend Initiative to subtract damage dice. Outside of combat, subtract a set amount against environmental hazards.

Mountain-Trampling Hoof
Dragon-Blooded: What Fire Has Wrought, p. 253/254

You mount can attempt a feat of demolition by charging at something, gaining power per range band moved, unleashing a battering charge that may hurt the beast. Please refer the book for this complex Charm.

Untethered Pegasus Spirit
Dragon-Blooded: What Fire Has Wrought, p. 253

Ride on thin air so long as your mount continues movement and enables Heaven-Gracing Leap to rush an aerial enemy out to medium range. Please refer the book for this complex Charm.

Vanishing Cloud-Rider Ways
Dragon-Blooded: What Fire Has Wrought, p. 255

Supplement a mounted disengage, rerolling 6s until they fail to appear and negating all penalties from flurrying the roll. In Air Aura, refund Initiative cost of successful disengage.

Ebony Spur Technique
Dragon-Blooded: What Fire Has Wrought, p. 252

Use when a mounted ally lands a successful attack against an enemy within short range of you. Reflexively move up to one range band and make a decisive attack against that enemy. Please refer to the book for this complex Charm.

Unbreakable Stallion Spirit
Dragon-Blooded: What Fire Has Wrought, p. 255

Add +1 to the Speed bonus of your mount, gain double 9s on any Ride rolls to maintain your steed's balance, avoid being thrown from the saddle or otherwise avoid mount-based obstacles.

Charge of One-Hundred Generals
Dragon-Blooded: What Fire Has Wrought, p. 254

Charge a far-away enemy (up to 4 range bands) and allow mounted characters within close range to you to move farther and gain additional movement benefits for the following rounds. Please refer the book for this Charm.

Seven-League Gallop
Dragon-Blooded: What Fire Has Wrought, p. 255

Convert one die of your mount's Speed bonus into a non-Charm success on rolled movement. Outside of combat, movement speed is dramatically accelerated. Waive Willpower cost after two consecutive uses.

Ride Beneath the Waves
Dragon-Blooded: What Fire Has Wrought, p. 254

Your mount can breath water and is capable of swimming or running over riverbeds and sea floors at no penalty. Underwater control rolls gain double 9s. Doesn't extend to the rider, who must have their own magic.

Trail-Blazing Dragon Steed
Dragon-Blooded: What Fire Has Wrought, p. 255

After a successful mounted rush, if the rushes foe provokes your reflexive movement, ignore a blaze in your path as an environmental hazard which may start a permanent fire beyond the normal duration.

Blazing Charger Attack
Dragon-Blooded: What Fire Has Wrought, p. 255

Double 9s on a mounted rush. On success, if your reflexive movement is provoked, move p to two range bands towards target. If you reach close range, reflexively make a decisive attack.

Horses-Like-Dragons Stampede
Dragon-Blooded: What Fire Has Wrought, p. 256

Assemble a group of wild, rideable animals with dramatic rolls to have them stampede into an enemy force for great damage and additional effects. Can learn elemental variants of the Charm. Please refer the book.

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
⬇ Reprurchase/Upgrade available
Ⓜ Aura Keyword (see What Fire Has Wrought)
Ⓜ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

⬇ Water	⬆ Earth	⬆ Wood
⬆ Fire	⬆ Air	⬆ All

Signature Charms have larger and colored boxes associated with their element.

☑ What Fire Has Wrought (Dragon-Blooded Core Book)
☐ Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

Created by MadLetter exalted@madletter.net

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Dragon Mariner Attitude
Dragon-Blooded: What Fire Has Wrought, p. 257

Choose one of four reputations (Carousing, Heroism, Leadership, Menacing) to gain various benefits. Please refer the book for this complex Charm.

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Deck-Striding Prana
Dragon-Blooded: What Fire Has Wrought, p. 257

Add (Sail) bonus dice on a movement roll or a roll to maintain balance, or reflexively use move action to ascend or descend vertical range bands up a ship's rigging, ladders, etc. In Water Aurathis Charm's cost is reduced.

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Hurricane-Predicting Glance
Dragon-Blooded: What Fire Has Wrought, p. 257

Roll dice against a difficulty based on your familiarity with any given sea you're sailing to predict the weather and related phenomena perfectly. Gain temporary specialty to avoid foreseen dangerous weather events.

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Seven Seas Wind-Luring
Dragon-Blooded: What Fire Has Wrought, p. 258

When suffering penalties for sailing against the wind or from other foul weather, roll (Charisma+Sail). Every two successes lower penalties by one. Can use in favorable weather to improve Speed rating.

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Vanishing Fog-Bank Escape
Dragon-Blooded: What Fire Has Wrought, p. 260

Use to attempt an escape stratagem at a reduced cost. Momentum add bonus dice. Can also enhance the interval roll for a pursuit at sea in which you're fleeing.

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Pirate-Masquerading Method
Dragon-Blooded: What Fire Has Wrought, p. 260

Masquerade your ship with Essence so that others will see it as part of their own allegiance or purpose. You can use this Charm to attempt to fit into a society of sailors or other seafarers. Please refer the book.

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Shipwreck-Stren Tempest Wake
Dragon-Blooded: What Fire Has Wrought, p. 259

Upon successfully rolling to enact an escape stratagem, create a swirling maelstrom or similar peril that the opposing captain must contend with. Please refer the book for this complex Charm.

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Old Salt Spirit
Dragon-Blooded: What Fire Has Wrought, p. 258

Gain +1 Resolve vs fear-based influence, any influence that would cause you to sail your ship into peril or prevent you from taking to the seas aboard your ship. Can empower by integrating memories of past seafaring adventures.

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Bellowing Thunder Admiral
Dragon-Blooded: What Fire Has Wrought, p. 260

Add (Essence/2, round up) successes on command actions targeting battle groups made up of sailors under your command. Such groups gain additional successes on Willpower rolls against Rout. Refer the book.

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Ship-Seizing Dragon Talon
Dragon-Blooded: What Fire Has Wrought, p. 260/261

Enhance a boarding action in naval combat with double 9s. If you successfully board and initiate combat, threshold successes on the naval stratagem roll add bonus die to Join Battle to you and allies, and waive wp cost of prerequisite.

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Fog Shroud Ambush
Dragon-Blooded: What Fire Has Wrought, p. 261

Waive Momentum cost of concealment stratagem. If you succeed and use next round to enact broadside, escape, or ram stratagem, succeed automatically. Magic may counter this effect.

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Fine Passage-Negotiating
Dragon-Blooded: What Fire Has Wrought, p. 256

Add automatic successes to Sail roll for two motes each and reroll 6s until they fail to appear.

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Storm-Outrunning Technique
Dragon-Blooded: What Fire Has Wrought, p. 254/257

When making a Sail roll that you ship's Speed rating applies to, reroll (lower of Wits or Speed) non-1 failed dice.

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Ocean-Darting Maneuver
Dragon-Blooded: What Fire Has Wrought, p. 257

Double 9s on a roll to navigate through a naval hazard or enact a positioning stratagem in naval combat. On a successful positioning stratagem, receive (Essence) additional Momentum.

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Sturdy Bulkhead Concentration
Dragon-Blooded: What Fire Has Wrought, p. 258

When your ship suffers hull damage from a failed roll to navigate aquatic hazards or from damage-dealing stratagems, roll (Essence+2) non-Charms dice. If bonus successes suffice, reduce damage taken.

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Mountain-Hull Meditation
Heirs to the Shogunate Preview, p. 157/158

Reduce difficulty of a roll needed to void damaging your ship by one or subtract one success from another characters' roll to damage it. Explicitly includes feats of demolition and offensive naval maneuvers. Deck counts as earthen surface.

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Sea Dragon's Cunning
Heirs to the Shogunate Preview, p. 157

Double 9s on Naval Maneuver rolls. If you succeed, gain 1 momentum. In Water Aura you gain 1 Momentum even if you fail.

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Trial-by-Fire Imperilment
Heirs to the Shogunate Preview, p. 157

Add (Anima) dice on a broadside stratagem and deal more damage with it. Lets you attempt broadsides even if your vessel lacks anti-ship weaponry or crew. Once per scene, resettable.

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Storm-Singer's Reprieve
Dragon-Blooded: What Fire Has Wrought, p. 258

Faced with weather-based maritime hazard or troubled waters, use to roll with double 9s vs. hazard difficulty. Success disperses the hazard. Once per story, resettable.

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Hull-Shattering Avalanche Impact
Dragon-Blooded: What Fire Has Wrought, p. 258

Undertake a ram stratagem in naval combat, gaining double 8s on the roll. Inflict additional hull damage for every two threshold successes. Outside of combat, use to demolish seafaring structure/obstacle. Refer book.

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Dragon Sets the Seas Ablaze
Dragon-Blooded: What Fire Has Wrought, p. 258/259

Make a broadside stratagem with double 9s, discharging your anima through ship weaponry. Set target afire to inflict ongoing damage. Once per scene.

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Benediction of the Living Ship
Dragon-Blooded: What Fire Has Wrought, p. 259/260

Use this Charm to roll (Essence) plus applicable Sail specialty, healing Hull damage. You and allied characters aboard the ship heal one level of non-aggravated damage. Provide food. Crew gain non-Charms bonuses.

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Socialize

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference

Short Descriptor:
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● Permanent Essence requirements in dots
● Permanent Ability requirements in dots
⬇ Reprurchase/Upgrade available
Ⓢ Aura Keyword (see What Fire Has Wrought)
Ⓢ Balanced Keyword (see What Fire Has Wrought)

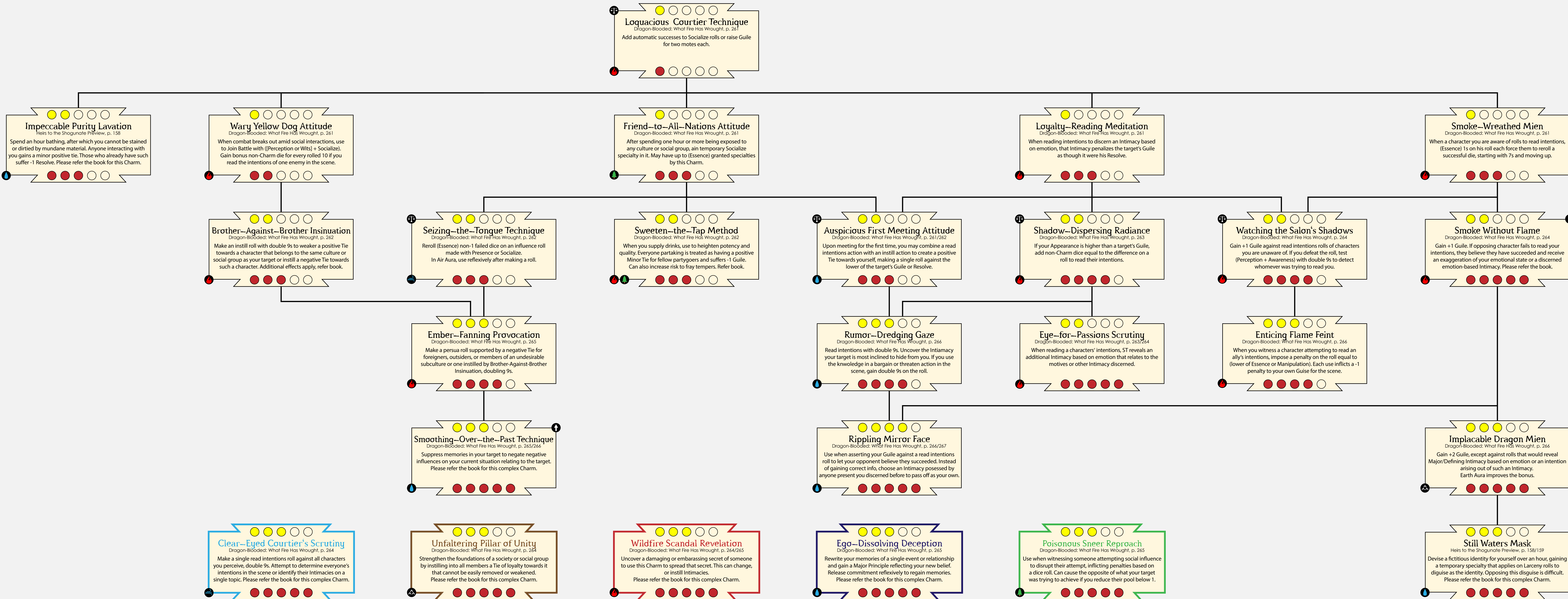
Elemental Affinities:

⚡ Water	⚡ Earth	⚡ Wood
⚡ Fire	⚡ Air	⚡ All

Signature Charms have larger and colored boxes associated with their element.

Ⓢ What Fire Has Wrought (Dragon-Blooded Core Book)
 Ⓢ Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

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Stealth

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
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Please refer to the book for full details.

- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- Repurchase/Upgrade available
- Aura Keyword (see What Fire Has Wrought)
- Balanced Keyword (see What Fire Has Wrought)

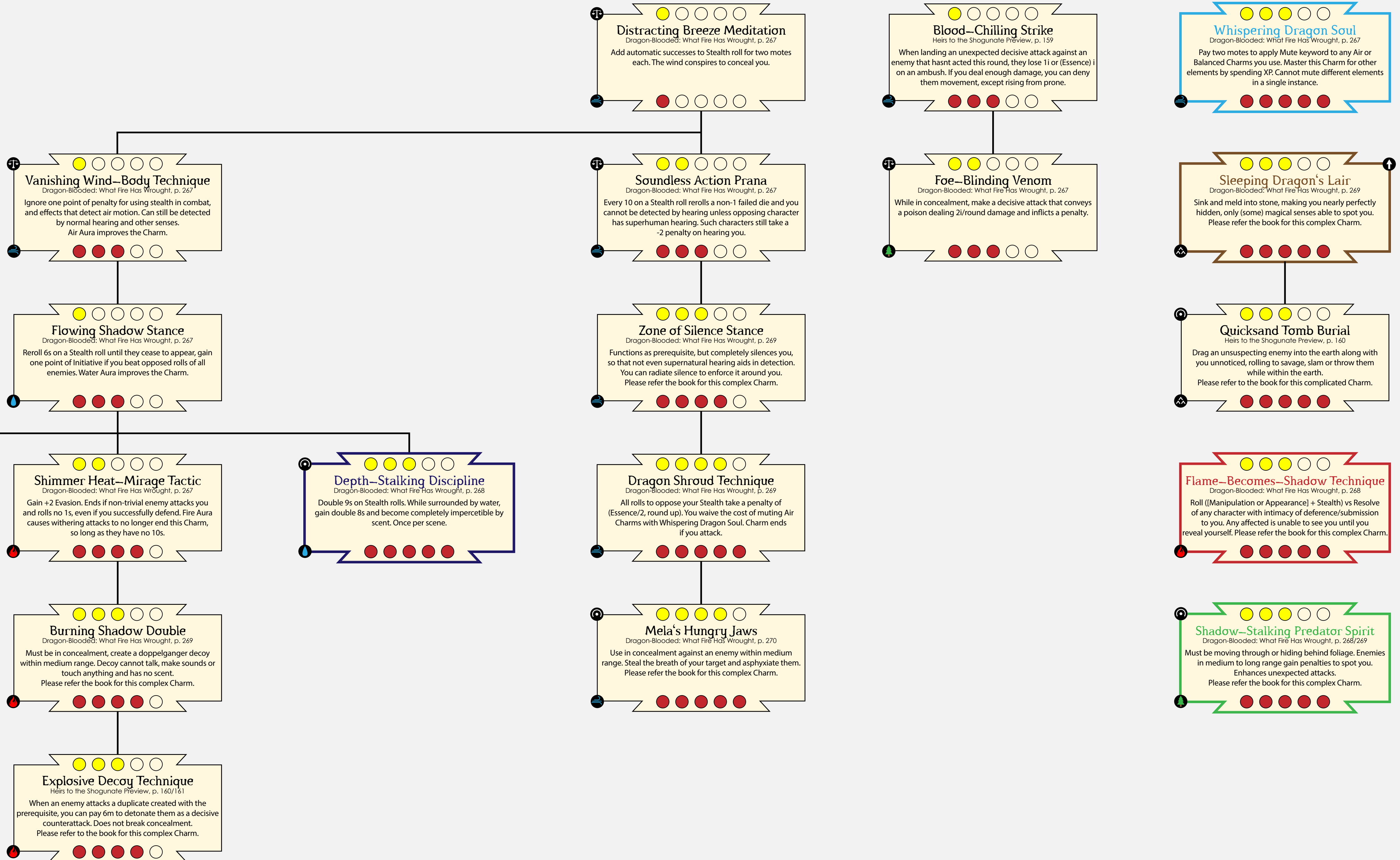
Elemental Affinities:

- Water
- Earth
- Wood
- Fire
- Air
- All

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Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

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Survival

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
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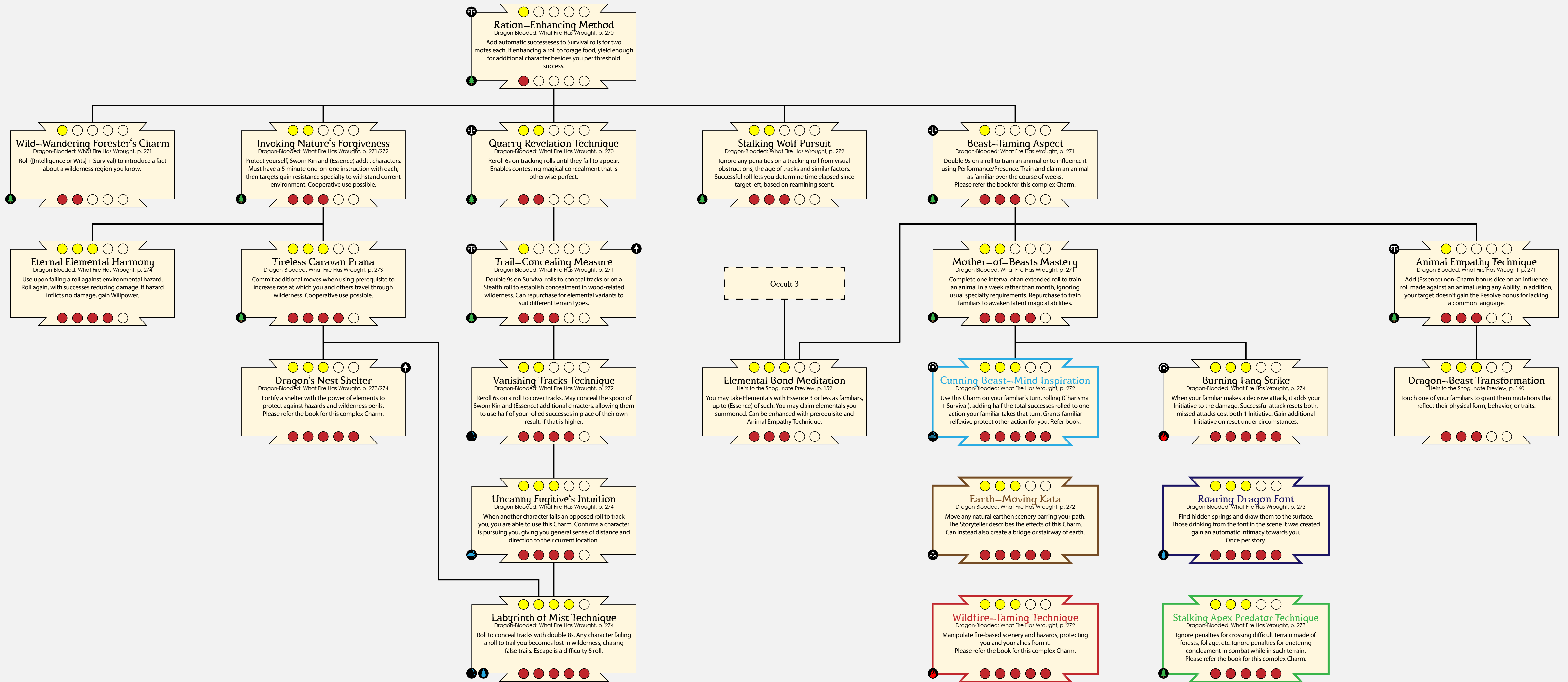
- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- ⬆ Reprurchase/Upgrade available
- ⌚ Aura Keyword (see What Fire Has Wrought)
- ⚖ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water
- Earth
- Wood
- Fire
- Air
- All

Signature Charms have larger and colored boxes associated with their element.

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Throw

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
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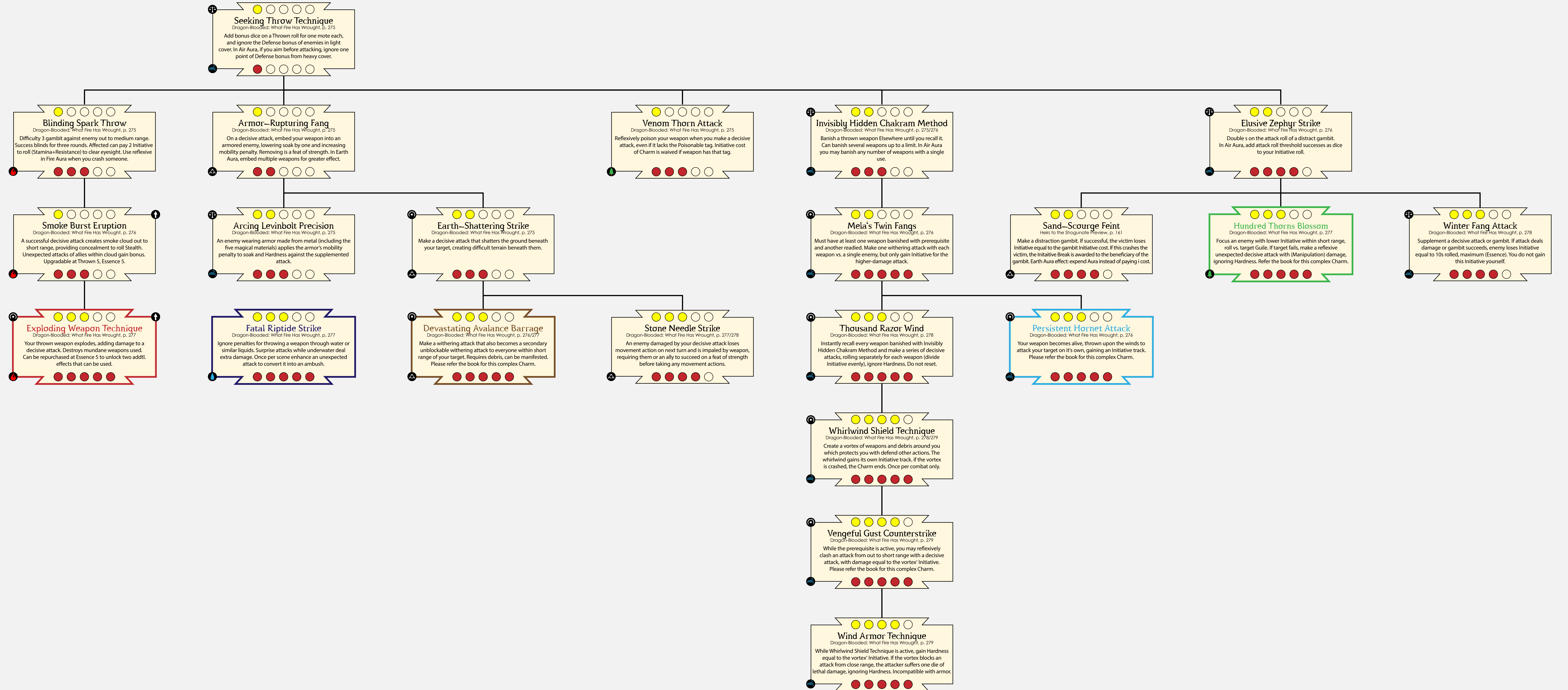
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- Red dot: Permanent Ability requirements in dots
- Upward arrow: Reprurchase/Upgrade available
- Circle with 'A': Aura Keyword (see What Fire Has Wrought)
- Circle with 'B': Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water
- Earth
- Wood
- Fire
- Air
- All

Signature Charms have larger and colored boxes associated with their element.

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War

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
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- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- ↑ Repurchase/Upgrade available
- ⊕ Aura Keyword (see What Fire Has Wrought)
- ⊖ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

● Water	● Earth	● Wood
● Fire	● Air	● All

Signature Charms have larger and colored boxes associated with their element.

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☐ Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

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