

# Brawl

## 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

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

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-Charmed 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.