

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

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)

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Masterful Dragon-Artisan Expertise
Dragon-Blooded: What Fire Has Wrought, p. 187
Add bonus dice to a Craft roll for one mote each. If you are awarded a stunt at with the supplemented roll, gain one silver craft point, maximum once per scene.

Passion-Inflaming Artistry
Dragon-Blooded: What Fire Has Wrought, p. 188
Undertake a primarily aesthetic or ornamental craft project benefiting from some bonuses, which upon completion will act to inspire those who interact with it. Please refer the book for this complex Charm.

Stone-Carving Fingers
Dragon-Blooded: What Fire Has Wrought, p. 187
Undertake a basic or major project using stone or earth without needing tools or a workshop. Tool usage greatly increases speed of work.

Talents-to-Obols Refinement
Dragon-Blooded: What Fire Has Wrought, p. 188/189
Conver your crafting points to a lower tier at a 1:2 ratio. Each usage only converts one type, though there is no limit on how many you can exchange. Upgrade allows turning silver into gold points later.

Flaw-Finding Examination
Dragon-Blooded: What Fire Has Wrought, p. 187
Roll before a basic/major repair or demolition project, multiplying workspeed by successes and gaining temp Craft/Athletics specialty lasting until the task is complete. Please refer the book for this complex Charm.

Shaping Hands Style
Dragon-Blooded: What Fire Has Wrought, p. 188
Use Stone-Carving Fingers for any material of any Craft you have 4+ dots in. Take on elemental aspect related to the nature of the project. Doesn't apply to crafting artifacts or manses.

Stoking Inspiration's Forge
Dragon-Blooded: What Fire Has Wrought, p. 190
Whenever you'd gain silver craft points as a reward, instead roll that many dice with one addition die per 10. 10s grant two silver and one gold craft point, 9s grant one silver and one gold, 8s and 7s one silver each.

Ephemeral Form Composition
Dragon-Blooded: What Fire Has Wrought, p. 189
Pore over the blueprints to a project, manipulating them with essence. Spend 10 hours preparing, then roll to determine effect, a reduction in point cost to finish the project based on successes. Once per Story. Resettable.

Eternal Omphalos Forge
Dragon-Blooded: What Fire Has Wrought, p. 189
Begin a superior or legendary project and add one to the terminus. If you finish the project before the terminus has elapsed, regain Willpower above your limit. Once per story, resettable by spending white craft points.

Stones-from-Rubble Restoration
Dragon-Blooded: What Fire Has Wrought, p. 188
After using Flaw-Finding Examination, use this Charm to supplement each roll of a repair project with (Essence/2, round down) non-Charm successes.

Flawless Facet Realization
Dragon-Blooded: What Fire Has Wrought, p. 188
Reroll (Essence) non-1 failures on a supplemented roll. For each reroll showing a success, gain one silver craft point in addition to any rewards from the project. Rerolls showing 10s grant gold craft points instead.

Blazing Dragon-Smith Arete
Dragon-Blooded: What Fire Has Wrought, p. 189
Untake a superior or legendary project, enhancing all rolls with (Essence) non-Charm bonus dice, though lowering the terminus by one. If project is successful, earn one white point in addition to other rewards.

Touch of Unmaking
Dragon-Blooded: What Fire Has Wrought, p. 188
After using Flaw-Finding Examination, use this Charm to supplement a feat of demolition, adding (applicable Craft/2, round up) to Strength rating to determine the possibility of the feat. Excess becomes non-Charm dice.

Strike the Dragon-Anvil
Dragon-Blooded: What Fire Has Wrought, p. 188
Double 9s on a single Craft roll. Repurchase on Essence 5 allows the Exalt to use it for ten motes, one Willpower and one white craft point to gain double 8s instead.

Fortune-from-Flotsam Ingenuity
Dragon-Blooded: What Fire Has Wrought, p. 189
Roll to undertake a major project in a matter of seconds, usable mid-combat. Project costs are replaced with the Charm cost. Once per story, resettable.

Forge-Hand Prana
Dragon-Blooded: What Fire Has Wrought, p. 190
Require no tools to undertake basic/major projects for which a forge or similar flame-source would be used. Work faster on such projects. Can be used offensively to empower your hands with fire.

Dragon-Ancessor Bequest
Heirs to the Shogunate Preview, p. 137
Activating this entails a ritual ceremony wherein you present an artifact you crafted to blood relative / Hearthmate. They awaken up to (recipient Essence) Evocations at no XP cost, spending 10 white points instead per Evocation.

Imago-Hatching Realization
Dragon-Blooded: What Fire Has Wrought, p. 190
After making a craft roll, use this Charm to reroll all non-1 failures, once. If this turns a failed roll into a successful one, the project manifests one unexpected but useful feature determined by GM. Please refer the book for details.