

Dodge

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

Safety Among Enemies

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

Successfully dodging a decisive attack allows your 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.

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.

Heat-of-Batte 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.

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.

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.

Nimble Zephyr Defense

Heirs of 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 of 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 of 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.