

Integrity

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)

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Integrity

- Granite Curtain of Serenity** (Dragon-Blooded: What Fire Has Wrought, p. 194)
Raise resolve or add automatic successes to an Integrity roll for two motes each. Additionally, ignore one point of penalty from wounds, deprivation or poison.
- Chaos-Warding Prana** (Dragon-Blooded: What Fire Has Wrought, p. 195)
You and any items you carry are impervious to physical transformation or addiction caused by Wyld or similar environmental effects. Doesn't protect vs shaping magic. Repurchase to extend effect to Hearthmates.
- Frozen Heart Prana** (Dragon-Blooded: What Fire Has Wrought, p. 194)
Use Intelligence instead of Wits to calculate Resolve against a single influence roll. Opposing character must compare Appearance to highest of Intelligence, Lore or Resolve to determine bonus dice it adds to influence rolls.
- Slippery-Thoughts Technique** (Dragon-Blooded: What Fire Has Wrought, p. 194)
Use Manipulation instead of Wits to calculate Resolve against one influence roll. Alternatively, substitute Manipulation-based Resolve for Guile against a single roll instead.
- Heart-Hardening Meditation** (Dragon-Blooded: What Fire Has Wrought, p. 194)
Gain +2 Resolve against inspire rolls and any influence that leverages either an inspired emotion or a Tie based on strong passions. Doesn't count as bonus from Charms in Earth Aura.
- Oath of the Ten Thousand Dragons** (Dragon-Blooded: What Fire Has Wrought, p. 194)
Swear a vow of personal fealty to a character you hold of Tie of loyalty towards or to complete a task. Gain Resolve vs influence to weaken that Tie or dissuade you. Once per story, cannot use until prior oath is ended.
- Ten Thousand Dragons Fight as One** (Dragon-Blooded: What Fire Has Wrought, p. 13)
When witnessing another Dragon-Blooded in risk or danger, form a Minor Tie of loyalty (or increase an existing one) which then counts as if you had sworn an Oath by the prerequisite. Additional effects apply. Once per scene.
- Moon-and-Earth Marriage** (Heirs to the Shogunate Preview, p. 140)
Must spend training time interacting with a willing Lunar with a Defining positive tie towards you, resulting in a Terrestrial Bond, treating the Lunar as one of your Sworn Kin for all purposes. Please refer the book.
- Ascendant Ideal Inspiration** (Dragon-Blooded: What Fire Has Wrought, p. 195)
Dedicate yourself to a Defining Principle representing your ideals. Attempting to weaken the principles grants you strong defenses. Breaking the principle yourself results in harsh penalties. Refer the book for this complex Charm.
- Immolating Phoenix-Soul Fury** (Dragon-Blooded: What Fire Has Wrought, p. 196)
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.
- Roots-of-the-World Meditation** (Dragon-Blooded: What Fire Has Wrought, p. 196)
Spend (10 minus Essence) hours in meditation to roll and heal yourself depending on successes rolled. Once per story.
- Rot-Prunin Conviction** (Heirs to the Shogunate Preview, p. 140)
When spending WP to resist an influence roll aligned with one of your Major/Defining Intimacies, you may shed that Intimacy entirely. In its place you form a new one reflecting the reasoning for resisting the influence.
- Inviolat Dragon Spirit** (Dragon-Blooded: What Fire Has Wrought, p. 194)
In a Decision Point call upon the same Intimacy used to bolster your Resolve to resist that influence.
- Unquenchable Battle-Passion** (Dragon-Blooded: What Fire Has Wrought, p. 194/195)
Influence that would cause you to refrain from hostilities or impair your fighting ability, use this Charm to auto-Inspire yourself with emotion to bolster Resolve against influence. Gain Essence is you fail and spend Willpower to resist.
- Thicker than Stone** (Dragon-Blooded: What Fire Has Wrought, p. 196/197)
Against influence that opposes one of your positive Ties to another Dragon-Blood, a family member or subordinate, add (Intimacy/2, round down) to Resolve as non-Charm bonus. Successful resisting gains +1 Willpower.
- Wound-Denying Dragon Faith** (Dragon-Blooded: What Fire Has Wrought, p. 195)
As long as you're striving to pursue or uphold and Intimacy you are sworn to with an Oath, ignore up to (Intimacy/2, rounded down) points of wound penalties. Earth Aura increases value.
- Wound-Denying Dragon Faith** (Heirs to the Shogunate Preview, p. 140/141)
Share Intimacies with Hearthmates who witness influence that can be opposed by it, so it becomes available to bolster Resolve or use in Decision Points. Please refer to the book for this complex Charm.
- Flawless Diamond Heart** (Dragon-Blooded: What Fire Has Wrought, p. 195/196)
When your Resolve is beaten by influence opposing a Major/Defining Intimacy, lower the cost to resist by (Essence/2, round up) Willpower, minimum zero. In Decision Point must still call on valid Intimacy.
- Waves-Swallow-Mountains Persistence** (Dragon-Blooded: What Fire Has Wrought, p. 196)
When asserting your Resolve some of the enemy's 1s subtract successes. Repeat usage against the same character in the same scene increases power of the Charm. Usable against a single character per scene.
- Unflagging Vengeance Meditation** (Dragon-Blooded: What Fire Has Wrought, p. 197)
Swear an Oath of Vengeance on a character that has harmed the subject of a Major/Defining Intimacy. Enforces the pursuit of the Oath but grants various benefits. Please refer the book for this complex Charm.
- The Mountain Still Stands** (Dragon-Blooded: What Fire Has Wrought, p. 197)
When successfully asserting Resolve against influence that opposes one of your Defining Intimacies or instills a non-trivial character with one using any social Ability, gain a single point of Willpower. Daily.