

Investigation

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

Repruchase/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

Indisputable Physical Analysis Technique

Dragon-Blooded: What Fire Has Wrought, p. 197

Add auto-successes on an Investigation roll for two motes each. Reroll 6s until they fail to appear.

Permeating Insight

Dragon-Blooded: What Fire Has Wrought, p. 198

Add (Essence) non-Charms dice on profile character rolls. On success, gain temporary Investigation specialty in the profiled character. Retain indefinitely, but only ever one specialty granted by this charm.

Scent-of-Crime Method

Dragon-Blooded: What Fire Has Wrought, p. 199

Double 9s on Awareness, Investigation or Survival to detect presence of a character who has made a Larceny roll in the last (Essence) hours. Can detect if any given individual is responsible for the effect by profiling them.

Tampering-Detection Technique

Dragon-Blooded: What Fire Has Wrought, p. 198

Success on a case scene roll reveals any attempts made to conceal evidence, although not the identity of the responsible. Alternately, use to examine items for signs of tampering. Please refer the book for this complex Charm.

Tenacious Flowing Truths

Dragon-Blooded: What Fire Has Wrought, p. 199

Ignore (Essence) points of penalties on rolls to case a scene and Awareness rolls opposing Larceny. In Water Aura, add one automatic success on all rolls that would benefit from this Charm.

Heart-Maze Navigation

Dragon-Blooded: What Fire Has Wrought, p. 198

When making profile character roll, target's Guile can be penalized by any of their Intimacies that would support revealing information to the Dragon-Blood. In Water Aura, use this Charm to profile a character instantly.

Bloodhound's Nose Technique

Dragon-Blooded: What Fire Has Wrought, p. 199

Gain double 9s to investigate a piece of evidence to gain the scent of the character who left the evidence to identify or further track them down. Please refer the book for this complex Charm.

Revelations-of-Associates Hunch

Dragon-Blooded: What Fire Has Wrought, p. 198

Roll additional non-Charms dice for each 10 on an Investigation roll. Experience sensations of flashing heat if you uncover evidence of crime, gain insight this way. Please refer the book for this complex Charm.

Clear Water Prana

Dragon-Blooded: What Fire Has Wrought, p. 200

Focus on a small area and roll to case scene with double 7s to reveal any purposefully hidden items in the area. This charm can contest magical concealment. Once per story; please refer the book for this Charm.

Falsehood-Unearthng Attitude

Dragon-Blooded: What Fire Has Wrought, p. 201

Make a profiling action with (Essence/2, round down) bonus successes in a few seconds to reveal Intimacies your target would be willing to lie to protect. Please refer the book for this complex Charm.

Shadow-Immolating Talon

Dragon-Blooded: What Fire Has Wrought, p. 200

Confront your enemy with a question or accusation to enhance a decisive attack. If attack roll exceeds Resolve, target is compelled to answer honestly. Please refer the book for this complex Charm.

Echoes Caught in Stone

Dragon-Blooded: What Fire Has Wrought, p. 199/200

Meditate upon a piece of evidence to reveal conversation occurring near it some time in the last few months, may need to roll Awareness to hear faint conversations. Please refer the book for this complex Charm.

Scent of the Stranger's Threshold

Dragon-Blooded: What Fire Has Wrought, p. 201

Detect whether a character lives in the city you see them or any nearby settlements you're aware of. Fair Folk always register as strangers. Gains bonuses against magical deception. Please refer the book for this complex Charm.

A Face in the Fog

Dragon-Blooded: What Fire Has Wrought, p. 200

When succeeding on a case scene roll opposed by another attempt to conceal evidence, activate to catch a glimpse of the perpetrator in a mist that surrounds you. Gain some insight. Profile character to recognize the perp.

Warrant of Divine Safety

Dragon-Blooded: What Fire Has Wrought, p. 199

Sanctify an offer of hospitality or invitation into a building. So long as you take no hostile actions, your host cannot violate his guarantee without incurring Heaven's wrath. Please refer the book for this complex Charm.

Foul Stench of Lies Discernment

Dragon-Blooded: What Fire Has Wrought, p. 201

Reflexively roll to profile a character when you hear them making a statement, adding (Essence) non-Charms bonus dice. Success reveals attempts to deception or mislead. Doesn't reveal what part was untrue. Additional effects apply.

Goblin-Thwarting Hunch

Heirs to the Shogunate Preview, p. 141

Double 9s on profile character roll to read intentions against a Fair Folk or other creature native to the Wyld. Also applies to case scene to find clues left behind by such creatures or any Awareness/Lore/Occult/Survival roll to detect such

Homeward Trail Discovery Method

Dragon-Blooded: What Fire Has Wrought, p. 201

Once the prerequisite has been used to determine that a character lives in a location, this Charm activates when you come in sight of a door or other entryway to their home. Entering by any physical way gains double 9s.

River-of-Memory Meditation

Dragon-Blooded: What Fire Has Wrought, p. 202

After uncovering evidence or clue that a crime has been committed, roll to correlate details of the crime with what you know of any characters profiled this story. Gain various benefits. Please refer the book for this Charm.

Death-Unraveling Eye

Dragon-Blooded: What Fire Has Wrought, p. 200

Examine a corpse dead no more than several years for a case scene roll. View corpse as it was upon death. Grants various benefits. Please refer the book for this complex Charm.

Inescapable Wave Insight

Dragon-Blooded: What Fire Has Wrought, p. 202

After uncovering a number of clues equal to (Essence or Larceny of the target, higher) through case scene rolls, gain various benefits until you conclusively closed the case. Please refer the book for this complex Charm.