

Linguistics

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 Comparison: Heirs to the Shogunate (Additional and Backer Charms)

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Flashing Saga Flourish

Dragon-Blooded: What Fire Has Wrought, p. 211

Double 7s on written Linguistics roll and dramatically reduce time needed to complete work. A book requires but a day, anything shorter seconds. Once per story, reset by upholding a Defining Principle by certain ways.

Wildfire Words Technique

Dragon-Blooded: What Fire Has Wrought, p. 211

Make a written (Charisma+Linguistics) roll with (Essence) non-Charm dice to create or strengthen an Intimacy of passion. Instilled Intimacy cannot be altered or removed and affected want to share the Intimacy, gaining bonuses.

Unshattered Diamond Parables

Dragon-Blooded: What Fire Has Wrought, p. 211

In a Decision Point refer to a long-form written work of yours and summarize it to have it count as Major Intimacy or a Defining one if the work played a major part in the chronicle. Please refer the book for this complex Charm.

Rewriting the Truth Technique

Dragon-Blooded: What Fire Has Wrought, p. 211

Roll (Manipulation+Linguistics) as written instill action, rerolling 5s and 6s until they fail to appear. Must target specific character, forces target to form Major Principle of belief in the lie. Please refer the book for this Charm.

Enthralling Lotus Calligraphy

Dragon-Blooded: What Fire Has Wrought, p. 212

Make a written influence roll to instill, persuade or bargain with a specific character. Message exerts unnatural influence on them unless they spent Willpower. Please refer the book for this complex Charm.

Lightning Quill Mastery

Dragon-Blooded: What Fire Has Wrought, p. 208

Add bonus successes to a Linguistics roll for two motes each. Every 10 on your roll rerolls a non-1 failed die.

Tenacious Dragon Scholar

Dragon-Blooded: What Fire Has Wrought, p. 209

Gain +1 Resolve against written influence, may use Linguistics in place of Integrity to calculate Resolve against such influence.

Signature—Stealing Calligraphy

Dragon-Blooded: What Fire Has Wrought, p. 209

Roll to forge another character's handwriting and mimic their writing style. Requires either a full manuscript or three smaller works of the character you want to imitate. Others can roll to detect forgery, granting +2 Resolve.

Fervor—Inciting Brushstrokes

Dragon-Blooded: What Fire Has Wrought, p. 209

Gain double 9s on written inspire rolls that create anger, fear, lust or another powerful passion. If you tailor your influence to a single reader, they must enter a Decision Point and call upon a Major/Defining Intimacy to resist.

Caustic Wit Invective

Dragon-Blooded: What Fire Has Wrought, p. 210/211

Write a mocking message or satire conveying an instill roll to erode a specific Principle or positive Tie. Inflicts doubt, preventing the Intimacy from bolstering Resolve.

Incendiary Argument Approach

Dragon-Blooded: What Fire Has Wrought, p. 212

Roll (Charisma+Linguistics) as written influence targetting a specific character. Provoke them to react with hostility and argument regardless of the actual message. Please refer the book for this complex Charm.

Tantalizing Dragon's Tongue

Dragon-Blooded: What Fire Has Wrought, p. 213

Functions as prerequisites but instead of provoking, the influence overwhelms them with passionate admiration and fascination fro the author, bordering on lust. Target will try to seduce you or have a friendly conversation.

Intoxicating Lotus Manuscript

Dragon-Blooded: What Fire Has Wrought, p. 213

Create written works that ensnare their readers into a minor Derangement leading to withdrawl symptoms if no new work is read soon after. Please refer the book for this complex Charm.

Cryptic Essence Cipher

Dragon-Blooded: What Fire Has Wrought, p. 209

Roll to create a coded message designated for a single character who can understand it. Deciphering even with code-breaking magic requires a difficult roll. Alternately create a cipher anyone with a shared Principle understands.

Enigma—Reading Eye

Dragon-Blooded: What Fire Has Wrought, p. 210

Roll to break a code or cipher with double 9s, including texts that contain hidden subtext. Allows you to quickly break such codes. Can contest magical codes and ciphers such as it's prerequisites or Letter-Within-A-Letter Technique.

Rose's Secret Petal

Heirs to the Shogunate Preview, p. 143/144

Encode up to one page of written content in a cipher that you grow into a small but color flower. The plant cannot be distinguished from ordinary flowers except by actions enhanced with magic. Intended recipient knows.

Reading the Unspoken Word

Dragon-Blooded: What Fire Has Wrought, p. 212

Make a specific read intentions roll to discern what the character expects to be told in his current circumstances. May assist in impersonation or give openings to exploit, leveraging this knowledge as influence grants bonus.

Wind—Carried Words Technique

Dragon-Blooded: What Fire Has Wrought, p. 209

Send a spoken message of a few sentences to a chosen target within (Essence) miles. Message cannot be overheard or intercepted by mundane means, magical ones suffer harsh difficulty. Three upgrades extend range.

Voices on the Wind

Dragon-Blooded: What Fire Has Wrought, p. 210

Add (Linguistics/2, round up) bonus dice on rolls to eavesdrop. If you read a character's intentions while doing so from medium range or further, they take -2 Guile penalty for being unaware even if they can see you.

Speech Without Words

Dragon-Blooded: What Fire Has Wrought, p. 210

Create a bond between you and your Sworn Kin, as well as (Essence) additional characters, allowing silent communication, though only short sentences. If specifically watched for, can be spotted but not understood.

With One Mind

Dragon-Blooded: What Fire Has Wrought, p. 213/214

Form a mental bond with either a single character you see or all of your Sworn Kin you can see. Gain various benefits reminiscent of a collective mind such as shared knowledge. Please refer the book for this complex Charm.

Language—Learning Ritual

Dragon-Blooded: What Fire Has Wrought, p. 210

Use this Charm to understand a language you have spent several days studying, allowing you to read and listen but not speak the language. Upgrade allows you writing and speaking, at first with penalty, then without.

Root Tongue of the Dragon's Stemmata

Heirs to the Shogunate Preview, p. 143

Your spoken words can be understood by all Dragon-Blooded, regardless of language and you may likewise understand them. Works one-sided with text. A scene spent communicating like this can substitute for several days of learning.

Posoned Tongue Technique

Dragon-Blooded: What Fire Has Wrought, p. 212

When someone in short range makes a spoken influence roll, use this Charm to roll (Manipulation+Linguistics) vs their Resolve. Threshold successes subtract from their influence roll. Additional effects apply. Refer book.

Dragon's Voice Mastery

Dragon-Blooded: What Fire Has Wrought, p. 212/213

Add (Essence/2, round up) non-Charm successes on a spoken social influence roll made with any Ability that aligns with Major/Defining Principles you have. WP to resist increases. Once per day, resettbale.

Thousand Tongues Meditation

Dragon-Blooded: What Fire Has Wrought, p. 210

Pay an additional cost when using the prerequisite to extend all it's effects to all languages you've ever encountered, rather than a single language.

Shared Breath Understanding

Heirs to the Shogunate Preview, p. 144

Drink in a target's breath to gain the ability to speak one language from them for several days. The victim can still speak it but sounds unnaturally quiet when doing so. Please refer the book for this complex Charm.