

Melee

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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The diagram illustrates the relationships between various Dragon-Blooded Charms, organized by element and connected by lines indicating prerequisites or thematic groupings.

Fire Element (Red):

- Stoking Bonfire Style** (Dragon-Blooded: What Fire Has Wrought, p. 225) - Add bonus dice on Melee attack rolls for 1m each or raise Parry for two motes per +1. When you land an attack against an enemy or block one with this Charm, lower cost of this Charm cumulatively. Missing/failing parry resets.
- Burning Fury Wreath** (Dragon-Blooded: What Fire Has Wrought, p. 225) - Ignore (Strength/2, round up) points of Hardness plus one additional point for every 10 on your attack roll.
- Flame-Borne Interception** (Dragon-Blooded: What Fire Has Wrought, p. 225) - Each time you block an attack, gain +1 Parry until next turn. Resets bonus if you are hit by an attack or defend using an Ability other than Melee.
- Flame Warden Stance** (Dragon-Blooded: What Fire Has Wrought, p. 226) - Take a defend other action that extends its benefits to one scene, without needing to take defend other actions in the subsequent turns. Must remain in close range to get benefits. Add one dice to attack rolls for every successful parry.
- Blazing Interception** (Dragon-Blooded: What Fire Has Wrought, p. 226) - After successfully parrying an attack against a character you're protecting with defend other, you can respond with a devise attack. In Fire Aura, your ward may reflexively make a free distract gambit before your counterattack.
- Blinding Spark Distraction** (Dragon-Blooded: What Fire Has Wrought, p. 225) - Successfully blocking/winning a clash from close range blinds the attacker until the end of their next turn unless they succeed on a (Stamina-Resistance) roll against a difficulty determined by your Essence and successes.
- Crossfire Flash** (Dragon-Blooded: What Fire Has Wrought, p. 226) - Reroll (Essence) non-1 failures on the attack roll of a clash attack. Each rerolled die that shows a 10 strips away a success from your foe's attack roll.
- Portentous Comet Deflection** (Dragon-Blooded: What Fire Has Wrought, p. 228) - Reflexively clash an attack against you with a decisive attack. This counts as your attack for the round and can't be used if you attacked this round already. In Fire Aura, expend Aura to not have it count as attack.
- Fire Incites Water to a Riot of Clouds** (Dragon-Blooded: What Fire Has Wrought, p. 228/229) - Reflexively clash an attack against you with a withering attack. Do not gain Initiative from this attack. Success creates a steam cloud that grants allies Initiative for every 10 rolled. Please refer the book for this complex Charm.
- Mirror-on-Water Focus** (Dragon-Blooded: What Fire Has Wrought, p. 229/230) - Must be used at dim anima level, ends if anima grows beyond dim. When attacked, make a decisive counterattack before the enemy attack, damage based on their Initiative. Strip Initiative from them with successes. Refer book.
- Smoldering Essence Attack** (Manuscript, p. 283) - Make a withering attack, burning away your target's Initiative for every 10 on the damage roll (you don't gain the lost Initiative). Victim suffers the loss repeatedly for (Essence) turns or until they hit you with a withering attack.
- Burning Pinnacle Strike** (Dragon-Blooded: What Fire Has Wrought, p. 228) - After making a withering attack that raises your Initiative higher than all enemies present in the combat, reflexively make a withering or decisive attack. Doesn't count as your attack this round. Once per round.
- Mela's Flashing Tongue** (Dragon-Blooded: What Fire Has Wrought, p. 229) - Make a number of withering attacks equal to your onslaught penalty, gain only half Initiative from each. In Air Aura, last attack can be decisive, reset to base Initiative even on a miss. Once per scene, resettable.
- Spilling the Mountain's Blood** - Make a decisive attack with some benefits. If it deals any damage, impart an effect that triggers the following round, dealing lethal decisive damage. Can be stopped by incapacitating the Charm user. Please refer the book.
- Thousandfold Tempest Strike** (Heirs to the Shogunate Preview, p. 151/152) - To use, must've taken an aim action with Oncoming Storm Stance and have Initiative 12+. Roll single decisive attack benefitting from aiming against all targets (friend or foe) within short range. Once per scene, resettable.

Water Element (Blue):

- Dragon-Scale Shield** (Heirs to the Shogunate Preview, p. 149/150) - Gain a defensive benefit depending on your Aspect. You can purchase alternate elemental variants for 3 XP each and can stack multiple variants in a single defense.
- Graceful Flowing Defense** (Dragon-Blooded: What Fire Has Wrought, p. 225) - Ignore a single point of penalty to your Parry. In Water Aura, ignore (Essence or 3) points of penalty instead.
- Lightning-Drinking Blade** (Heirs to the Shogunate Preview, p. 149) - When successfully blocking with prerequisite, gain motes equal to 10s on the attack roll up to (Essence or 3). If you defended another, gain +1m. At Essence 3 you may forego the mote reward and pay 1wp to enter Elemental Aura.
- Roaring River Slash** (Dragon-Blooded: What Fire Has Wrought, p. 227) - Make a decisive attack and roll damage twice, combining both results to determine total damage. If used with Charms that set the target on fire, this Charm negates the effect. Once per scene, resettable.
- Aura of Grasping Branches** (Dragon-Blooded: What Fire Has Wrought, p. 228) - Each round, ignore (Essence) points of onslaught penalty to your parry. In Wood Aura, don't take onslaught penalty from attacks you successfully parry.

Earth Element (Green):

- Wrath-Grounding Guard** (Heirs to the Shogunate Preview, p. 149) - Gain +1 non-Charm Parry against attacks made up entirely from Essence or other magical energy with no physical component, and 1s subtract successes. In Earth Aura, protect allies by expending the Aura.
- Rumbling Earth Rebuke** (Heirs to the Shogunate Preview, p. 150) - After successfully blocking or clashing and attack made from close range, you may reflexively attempt a disarm gambit. In Earth Aura, a successful gambit inflicts an addtl. point of onslaught penalty, and destroys mundane weapons.
- Oncoming Storm Stance** (Heirs to the Shogunate Preview, p. 148) - When aiming at an enemy within close range, spend Initiative to gain motes you can use to enhance a Melee attack benefitting from the aim action and are lost if you do not attack the enemy you aimed at.
- Unerring Lightning Razor** (Heirs to the Shogunate Preview, p. 148) - When making an attack the benefits from aiming, reroll (Essence) non-1 failures on both attack and damage. If enemy is wearing metal armor, add mobility penalty to rerollables. Repurchase to reflexively aim in Air Aura conditionally.
- Fulminating Thunderclap Surge** (Heirs to the Shogunate Preview, p. 150/151) - Make an unblockable decisive attack against an enemy in short range and halve Hardness from metal armor (incl. 5 artifact). Allows greater range and other benefits in Air Aura. Once per scene, resettable.

Air Element (Purple):

- Dragon-Graced Weapon** (Dragon-Blooded: What Fire Has Wrought, p. 226) - When summoning a weapon stored with Elemental Sheath, grant the weapon an elemental effect. Alternatively, shape a mundane weapon from such an elemental manifestation. Please refer the book for this complex Charm.
- Demon-Crushing Wolf Bite** (Dragon-Blooded: What Fire Has Wrought, p. 225) - Add (Stamina) Overwhelming to the raw damage of the attack as well.
- Root-and-Hand Merging** (Dragon-Blooded: What Fire Has Wrought, p. 228) - Roots spring from bones of your wrist and hands to strengthen your grip. Gain +1 Parry when blocking with the bound weapon, disarm difficulty is increased by two. In Wood Aura, this doesn't count as a Charm bonus.

Wood Element (Green):

- Elemental Sheath** (Dragon-Blooded: What Fire Has Wrought, p. 225/226) - Store your weapon Elsewhere with a significant manifestation of an element and retrieve it in a likewise manifestation. If no proper manifestation is available, spend levels of anima. Please refer the book for this complex Charm.

Other Charms:

- Steel Tempest Strike** (Dragon-Blooded: What Fire Has Wrought, p. 227) - Advance one range band and make a decisive attack. Can ignore difficult terrain and skim over chasms and pits if you end movement on solid ground. Does not count as your attack for this round. Once per scene, resettable.
- Falling Mountain Fang** (Dragon-Blooded: What Fire Has Wrought, p. 227) - Gain access to three powerful gambits which increase the weight of weapons and armor to make it harder or more punishing to use them. Can also collapse structures with one of the gambits. Refer book.
- Harnessed Firestorm Assault** (Dragon-Blooded: What Fire Has Wrought, p. 227) - Make (Dexterity/2, round down) decisive attacks, divided among one or more enemies. Each attack has a base damage added, do not reset to base Initiative until all attacks are complete. Once per scene, resettable.