Performance

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)

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Audience—Enthusing Display
Dragon-Blooded: What Fire Has Wrought, p. 235
Add automatic successes to a Performance roll for two motes each and ignore the penalty for targetting multiple characters with social influence.

Enticing Paramour Passion
Heirs to the Shogunate Preview, p. 154
Must engage voluntarily in physical intimacy to gain benefits against their current partner, stocking up non-Charm dice into a pool for later use.

Hidden Petal Aria
Dragon-Blooded: What Fire Has Wrought, p. 235
Embed a message one sentence long into a performance, conveying it to select members of the audience. Can incorporate social influence. Magic detection attempts must roll to succeed.

Invisible Street Performer Technique
Dragon-Blooded: What Fire Has Wrought, p. 236
Roll (Manipulation+Performance). So long as you keep performing, characters whose Resolve is beat cannot notice your directly. Stops upon Join Battle or taking overt action drawing notice.

Dance of Flashing Swords
Dragon-Blooded: What Fire Has Wrought, p. 236
Make a special instill roll against bystanders to a combat or other violent altercation to make them believe it is an artistic performance. Can be flurried.

Blossom Hides Thorns
Dragon-Blooded: What Fire Has Wrought, p. 238/239
Must be in middle of performance. Roll (Manipulation + Performance) with double 9s vs single target against Resolve. On succeed, you and your allies roll Join Battle and can get unexpected attacks going. Please refer the book.

Talented Improvisation
Dragon-Blooded: What Fire Has Wrought, p. 236
After making a Performance roll, reroll (Essence) non-1 failed dice. If you stunt the explanation on how you recover from missteps, reduce cost of the Charm.

Soul—Stirring Performance
Dragon-Blooded: What Fire Has Wrought, p. 236
Make an inspire roll with (Essence) non-Charm bonus dice. Characters whose Resolve is beaten must enter a Decision Point to resist the emotion the performance conveys, calling on an Intimacy of any intensity.

Heart—Strengthening Defense
Dragon-Blooded: What Fire Has Wrought, p. 236
All characters that can see or hear your performance gain +1 Resolve against other influence or +2 Resolve against Psyche effects or other unnatural influence.

Harmonious Life—Affirming Song
Dragon-Blooded: What Fire Has Wrought, p. 236
All characters witnessing your performance add a bonus success on rolls against poison, disease, other maladies, and multiply healing rate.

Irresistible Whirlpool Diversion
Dragon-Blooded: What Fire Has Wrought, p. 237
Roll ([Manipulation or Appearance] + Performance) with double 9s to impart a penalty of (Essence) to your audience's Awareness-based rolls.

Tears—From—Stone Eloquence
Dragon-Blooded: What Fire Has Wrought, p. 237
Roll (Charisma+Performance). Any character whose Resolve is beaten must choose a response to the inspired emotion that will affirm, support, protect a social institution they have an intimacy towards. Please refer the book.

Lightning Declamation Style
Dragon-Blooded: What Fire Has Wrought, p. 239
Reroll 6s until they cease to appear on an oratorical Performance roll. If you are upholding a Major or Defining Principle, reroll 5s as well.

Legend—Hewn Wisdom
Dragon-Blooded: What Fire Has Wrought, p. 239
Roll (Charisma+Performance) to inspire an audience with emotion by telling a story. Instill an Intimacy based on moral or allegory of the story. Upgrade allows granting targets a temp Willpower point. Refer book.

Epoch Saga Memory
Dragon-Blooded: What Fire Has Wrought, p. 239
Eidetic recall of every story you've heard grants you a bonus die to performance rolls made to tell a story, as well as any mental or social roll with another Ability that could benefit from such perfect recall of a story. Other effects apply.

Immolating Passion Alleluia
Dragon-Blooded: What Fire Has Wrought, p. 237
Make an inspire roll, rerolling an additional non-Charm die for every 10. Emotions you inflame are incredibly intense and reactions taken must rise to the level of at least a serious task. Resisting costs three Willpower.

Storm—Gathering Fervor
Dragon-Blooded: What Fire Has Wrought, p. 239
When using oratory to make an inspire, instill or persuade roll that is supported by a Principle your targets share with you, gain bonuses equal to the Intimacy of whichever has it at the lowest rating. Refer book.

Puissant Precursor's Monologue
Dragon-Blooded: What Fire Has Wrought, p. 237
May a persuade roll with ([Charisma or Manipulation] + Performance), double 7s, to convince your audience to take a course of action that upholds a Defining Principle of yours. Those sharing the Principle must pay more to resist.

Mesmerizing Siren Call
Dragon-Blooded: What Fire Has Wrought, p. 237/238
Hypnotize an audience with phantasmal imagery that ensnares them depending on successes rolled. Please refer the book for this complex Charm.

Voice—Uplifting Aspect
Dragon-Blooded: What Fire Has Wrought, p. 240
Gain an automatic success on a Performance roll to sing and rerolling a single die that shwoed a non-1 failure for each 10 on the roll.

Thundering Dragon Proclamation
Dragon-Blooded: What Fire Has Wrought, p. 237
Your voice is loud enough to be heard clearly at extreme range. Influence through amplified voice is limited to inspire or threaten. Double 9 on voice-based Performance and command actions.

Life—Spirit Symphony
Dragon-Blooded: What Fire Has Wrought, p. 238
Perform to have allies ignore out to medium range any difficult terrain-based on foliage or vegetation. Help negate likewise-based environmental hazards. Can use Performance to direct vines and plants to attack enemies.

Sanxian—Charming Fingers
Dragon-Blooded: What Fire Has Wrought, p. 240
Double 9s on Performance rolls to play a musical instrument.

Blossoming Instrument
Dragon-Blooded: What Fire Has Wrought, p. 240
Create a musical instrument from any living plant. If you have a specialty in that instrument, it will be of exceptional quality. Revert back to natural form upon ending of the Charm.

Vibrating Strings Defense
Dragon-Blooded: What Fire Has Wrought, p. 240/241
Carry or play a musical insrument to reflexively clash an enemy out to medium range with Essence-suffused music. Please refer the book for this complex Charm.

Three—String Sword Prana
Dragon-Blooded: What Fire Has Wrought, p. 241
Make a decisive attack roll with (Wits + Performance) with your instrument, out to medium range. Roll Initiative for damage as per usual, but with double 10s. Counts as continuing to play your instrument for the round.

Battle Anthem of the Ten Thousand Dragons
Dragon-Blooded: What Fire Has Wrought, p. 241
As long as you continue musical performance, you and all allies that hear it gain +1 bonus die on attack rolls, combat movement and command actions. Withering attacks grant one additional mote. Doesn't stack.

Swaying Boughs Arabesque
Dragon-Blooded: What Fire Has Wrought, p. 241
Supplement a Performance roll to dance, lowering the Resolve of all targets by one. Lowers the difficulty of the roll and potentially increases bonus dice from your Appearance rating.

Petal—Strewn Pavane
Dragon-Blooded: What Fire Has Wrought, p. 241
Add (Performance) dice to any ocmbat movement roll. Flurry the supplemented move with Performance-based action without taking the usual flurry penalty. Can't be used if wearing medium or heavy armor. Effects in Wood Aura.

Falling Leaves Sway
Dragon-Blooded: What Fire Has Wrought, p. 241/242
Appearance adds non-Charm bonus dice to an inspire roll made through dance based on target's Resolve. Social influence using the inspired emotion gain one automatic success for the rest of the scene.

Waltz of Honeyed Wine
Dragon-Blooded: What Fire Has Wrought, p. 242
Convert non-Charm dice added by Appearance on any dance-based Performance roll to non-Charm successes. Characters with Resolve 2 or more lower than Appearance must spend addtl. Willpower to resist influence.