

Presence

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

All

Signature Charms have larger and colored boxes associated with their element.

What Fire Has Wrought (Dragon-Blooded Core Book)

Dragon-Blooded Companion refers to the Shogunate (Additional and Backer Charms)

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Fire Element Charms:

- Glowing Coal Radiance** (Dragon-Blooded: What Fire Has Wrought, p. 242): Add automatic successes to a Presence roll for two motes each, roll an additional non-Charm die for every 10 rolled.
- Unbearable Taunt Technique** (Dragon-Blooded: What Fire Has Wrought, p. 242): Roll to inspire a character with anger. If successful, your target must immediately respond to you with hostility. In combat this provokes an enemy into prioritizing you as target over others.
- Burning Dragon Mien** (Dragon-Blooded: What Fire Has Wrought, p. 242): Make a threaten roll with double 9s against a single character. An enemy whose Resolve is beaten in combat loses 1 Initiative, even if they resist.
- Warm-Faced Seduction Style** (Dragon-Blooded: What Fire Has Wrought, p. 242): Make a persuade roll to seduce a single target. Overcoming Resolve also instills them with a Minor Tie of lust or desire towards you unless they spend Willpower. In Fire Aura convert bonus dice by appearance to non-Charm successes.
- Hot-Blooded Ardor** (Dragon-Blooded: What Fire Has Wrought, p. 243): Treat Appearance as one dot higher, even above 5, when determining bonus dice you gain on influence rolls made with Presence/Socialize. Upgrade allows expending Fire Aura to increase the Appearance gain even further.
- Heartstring-Pulling Approach** (Dragon-Blooded: What Fire Has Wrought, p. 245): Add a non-Charm success on a Presence- or Socialize-based influence roll with a single target. If target's Resolve is lowered by Major/Defining Intimacy based on passionate emotion, cost to resist is increased.
- Vivacious Dragon Beauty** (Dragon-Blooded: What Fire Has Wrought, p. 245): Gain bonus dot of Appearance, which may raise your Appearance above 5.
- Passion-Transmuting Nuance** (Dragon-Blooded: What Fire Has Wrought, p. 243): Make an inspire roll (Manipulation + Presence) vs a single character in the grip of strong emotion. Success changes the emotion to another, unrelated passion. Must enter Decision Point to resist this influence.
- Debate-Sparking Bonfire** (Dragon-Blooded: What Fire Has Wrought, p. 243): Roll to inspire one or more characters with anger, ignoring multi-target penalty. Affected targets must express outrage towards you using social influence (even in combat).
- Blazing Heart Ascendancy** (Dragon-Blooded: What Fire Has Wrought, p. 245): Supplement a persuade or threaten roll made with Presence or Socialize. If the target enters Decision Point, only passion-based Intimacies can be called upon. Characters with no such Intimacies are immune.
- Dragon Warlord's Convocation** (Dragon-Blooded: What Fire Has Wrought, p. 246): Make an instill roll against a single character with double 9s to create a Tie of loyalty to you. Created at Major Intimacy. Resist only with Decision Point. Target cannot voluntarily weaken the Intimacy for a while. Refer book.
- Heart-Conquering Prowess** (Heirs to the Shogunate Preview, p. 154/155): Add Appearance-based bonus dice on an attack roll. When you enhance a decisive attack and deal enough damage, you can forego a damage level to erode and intimacy. Please refer the book for this complicated Charm.
- Moth to the Candle** (Dragon-Blooded: What Fire Has Wrought, p. 243): Enemies must prioritize attacking you over any other characters. Enemies can spend 1wp to resist for one scene. Reduces cost of prerequisite to one mote. Success on using the prerequisite enforces movement and attack on you.
- Aura of Invulnerability** (Dragon-Blooded: What Fire Has Wrought, p. 245): Roll your current temporary Willpower to gain temporary -0 health levels and natural soak.
- Fearsome Dragon Presence** (Dragon-Blooded: What Fire Has Wrought, p. 243): For one tick, all attack rolls, social influence rolls and rushes made against you take a -2 penalty. Enemies may spend 1 wp to become immune to this for the rest of the scene. In Fire Aura, penalty is increased.

Earth Element Charms:

- Eternally Argumentative Flame** (Dragon-Blooded: What Fire Has Wrought, p. 242): When flurrying a Presence- or Socialize-based influence roll, the flurry penalty on both actions is reduced by one point, and you do not suffer a Defense penalty. In Fire Aura, remove the flurry penalty entirely.
- Grinding Millstone Argument** (Dragon-Blooded: What Fire Has Wrought, p. 243/244): After failing a persuade roll, reset your attempt to try again. If your target uses the same Intimacy to bolster Resolve, the bonus it provides is lowered by one. Once per scene.
- Minds Like Fertile Fields** (Dragon-Blooded: What Fire Has Wrought, p. 246): Roll ([Charisma or Manipulation] + Presence) vs Resolve of a single character. Success induces a pleasant trance state, leaving them unable to call on Intimacies to resist a direct follow-up social influence roll.
- Entombed Mind Technique** (Dragon-Blooded: What Fire Has Wrought, p. 246): Try to induce sleep and enact a single powerful social influence roll upon your target. Upgrades empower the sleeping effect to a perpetual slumber and petrify them with a second upgrade.
- Fluid Recollection Insinuation** (Dragon-Blooded: What Fire Has Wrought, p. 244/245): Create a false memory in your target of a prior meeting between you and them to create a Minor Tie towards you whose context is dependent on the memory created. Please refer the book for this complex Charm.

Air Element Charms:

- Haunting Words Infliction** (Dragon-Blooded: What Fire Has Wrought, p. 244): Roll to try and instill a single Intimacy you possess into another character. Even on successful resistance, the argument keeps in their mind and they begin to internally convince themselves if supporting evidence is seen.

Water Element Charms:

- Virtuous Mountain's Shadow** (Dragon-Blooded: What Fire Has Wrought, p. 244): When witnessing a character using social influence you wish to dispute, draw on Major/Defining Intimacy to make counterargument. All characters hearing you can access that Intimacy to bolster Resolve.

Wood Element Charms:

- Terrifying Fire-Dragon Roar** (Dragon-Blooded: What Fire Has Wrought, p. 244): Exhale a deadly blast of fire in a line out to medium range which is a decisive attack and a threaten roll in one action. Please refer the book for this complex Charm.
- Spirit-Cultivating Leadership** (Dragon-Blooded: What Fire Has Wrought, p. 245): Use on a character with a Defining Tie of loyalty to you. For the duration of this Charm, they gain various benefits, including Resolve bonuses, Ability specialties and more Willpower. Please refer the book.