Ride

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
- All

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

Scatter Pearl Hoof Falls
Dragon-Blooded: What Fire Has Wrought, p. 251
Add automatic successes to a Ride roll for two motes each and ignore one point of mobility penalty from your mount's barding.

Great Heart Companion
Dragon-Blooded: What Fire Has Wrought, p. 252
Grant your mount +2 Resolve against threaten rolls or other fear-based influences or yourself +1 Defense against an unhorse gambit. In Wood Aura duration extends to Aura, providing both benefits.

Heaven–Racing Leap
Dragon-Blooded: What Fire Has Wrought, p. 251
Have your mount automatically jump one range band forward with reflexive movement. Alternatively when you have your mount jump as part of movement rolls, every 10 rerolls a non-1 failed die. Air Aura empowers the Charm.

Tread Rooted in Life
Dragon-Blooded: What Fire Has Wrought, p. 251
Ignore plant-based environmental penalties to mounted movement actions. Environmental penalties to Ride rolls are reduced by two. Essence 2 grants the ability to purchase elemental variants for the Charm for Air, Earth and Water.

Dragons–Among–Horses Exaltation
Dragon-Blooded: What Fire Has Wrought, p. 254
Transform your mount by anointing it with your own blood. Your mount gains various powerful benefits. You can only use this Charm on a single mount at a time.
Please refer the book for this complex Charm.

Dance of the Jade Bridle
Dragon-Blooded: What Fire Has Wrought, p. 252
Roll Ride plus any fitting Attribute to tame a wild animal to allow itself to be saddled and mounted, forming a minor Tie of loyalty to you.
Please refer the book for this complex Charm.

Reins–Like–Roots Unity
Dragon-Blooded: What Fire Has Wrought, p. 252
Defend against an unhorse gambit. 1s on the attack roll subtract successes and the difficulty of the gambit is increased by one. In Wood Aura, this Charm's duration becomes Aura.

Ass–to–Elephant Method
Dragon-Blooded: What Fire Has Wrought, p. 253
Supplement a feat of strength by a mount being ridden, adding its Speed bonus to its Strength. Increases dice pool and effective Strength rating to determine possible feats of strength.

Cloud–Harnessing Technique
Dragon-Blooded: What Fire Has Wrought, p. 252
Until your next turn, your mount can run across and stand on surfaces that wouldn't normally beat its weight, ignoring difficult terrain.

Creation–Turning Hoof
Dragon-Blooded: What Fire Has Wrought, p. 252
Impose a penalty equal to your mount's Speed bonus on any enemy's roll to oppose her mounted rush.

Rearing Stallion Provocation
Heirs to the Shogunate Preview, p. 156/157
Roll to threaten an animal mount, doubling 9s. If successful, the mount reflexively moves one band in a direction of the Dragon-Blood's choice, taking the rider along. Won't move into obvious danger. Can be flurried.

Seizing–the–Reins Approach
Dragon-Blooded: What Fire Has Wrought, p. 254/255
Lap onto the mount of an unhorsed foe within close range as a difficulty 3 gambit. Success lets you climb the mount and reflexively order it to make a withering attack. Fire Aura allows reflexive use.

Indomitable Warhorse Endurance
Dragon-Blooded: What Fire Has Wrought, p. 254
Active when your mount would take decisive damage, after any attack roll but before damage. Spend Initiative to subtract damage dice. Outside of combat, subtract a set amount against environmental hazards.

Mountain–Trampling Hoof
Dragon-Blooded: What Fire Has Wrought, p. 253/254
You mount can attempt a feat of demolition by charging at something, gaining power per range band moved, unleashing a battering charge that may hurt the beast.
Please refer the book for this complex Charm.

Untethered Pegasus Spirit
Dragon-Blooded: What Fire Has Wrought, p. 253
Ride on thin air so long as your mount continues movement and enables Heaven-Gracing Leap to rush an aerial enemy out to medium range.
Please refer the book for this complex Charm.

Vanishing Cloud–Rider Ways
Dragon-Blooded: What Fire Has Wrought, p. 255
Supplement a mounted disengage, rerolling 6s until they fail to appear and negating all penalties from flurrying the roll.
In Air Aura, refund Initiative cost of successful disengage.

Ebony Spur Technique
Dragon-Blooded: What Fire Has Wrought, p. 252
Use when a mounted ally lands a successful attack against an enemy within short range of you. Reflexively move up to one range band and make a decisive attack against that enemy. Please refer to the book for this complex Charm.

Unbreakable Stallion Spirit
Dragon-Blooded: What Fire Has Wrought, p. 255
Add +1 to the Speed bonus of your mount, gain double 9s on any Ride rolls to maintain your steed's balance, avoid being thrown from the saddle or otherwise avoid mount-based obstacles.

Elusive Skirmisher Tactic
Dragon-Blooded: What Fire Has Wrought, p. 255/256
When disengaging from an enemy, use to reflexively aim at them. Ranged attacks receiving the dice from aiming by this Charm add one raw damage.

Charge of One–Hundred Generals
Dragon-Blooded: What Fire Has Wrought, p. 254
Charge a far-away enemy (up to 4 range bands) and allow mounted characters within close range to you to move farther and gain additional movement benefits for the following rounds. Please refer the book for this Charm.

Seven–League Gallop
Dragon-Blooded: What Fire Has Wrought, p. 255
Convert one die of your mount's Speed bonus into a non-Charm success on rolled movement. Outside of combat, movement speed is dramatically ccelerated. Waive Willpower cost after two consecutive uses.

Ride Beneath the Waves
Dragon-Blooded: What Fire Has Wrought, p. 254
Your mount can breath water and is capable of swimming or running over riverbeds and sea floors at no penalty. Underwater control rolls gain double 9s. Doesn't extend to the rider, who must have their own magic.

Trail–Blazing Dragon Steed
Dragon-Blooded: What Fire Has Wrought, p. 255
After a successful mounted rush, if the rushes foe provokes your reflexive movement, ignore a blaze in your bath as a environmental hazard which may start a permanent fire beyond the normal duration.

Blazing Charger Attack
Dragon-Blooded: What Fire Has Wrought, p. 255
Double 9s on a mounted rush. On success, if your reflexive movement is provoked, move p to two range bands towards target. If you reach close range, reflexively make a decisive attack.

Horses–Like–Dragons Stampede
Dragon-Blooded: What Fire Has Wrought, p. 256
Assemble a group of wild, ridable animals with dramatic rolls to have them stampede into an enemy force for great damage and additional effects. Can learn elemental variants of the Charm. Please refer the book.