

Socialize

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 Heirs to the Shogunate (Additional and Backer Charms)

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graph TD
    Root[Loquacious Courtier Technique] --> IP[Impeccable Purity Lavation]
    Root --> WYDA[Wary Yellow Dog Attitude]
    Root --> FAN[Friend-to-All-Nations Attitude]
    Root --> LR[Loyalty-Reading Meditation]
    Root --> SM[Smoke-Wreathed Mien]
    FAN --> BAI[Brother-Against-Brother Insinuation]
    FAN --> STT[Seizing-the-Tongue Technique]
    FAN --> SMT[Sweeten-the-Tap Method]
    FAN --> AFMA[Auspicious First Meeting Attitude]
    FAN --> SDR[Shadow-Dispersing Radiance]
    FAN --> WSS[Watching the Salon's Shadows]
    FAN --> SWF[Smoke Without Flame]
    STT --> EFP[Ember-Fanning Provocation]
    STT --> SOP[Smoothing-Over-the-Past Technique]
    AFMA --> RDG[Rumor-Dredging Gaze]
    AFMA --> EPS[Eye-for-Passions Scrutiny]
    RDG --> RMF[Rippling Mirror Face]
    SWF --> IDM[Implacable Dragon Mien]
    SWF --> SWS[Still Waters Mask]
    CECS[Clear-Eyed Courtier's Scrutiny]
    UPU[Unfaltering Pillar of Unity]
    WSR[Wildfire Scandal Revelation]
    ED[Ego-Dissolving Deception]
    PSR[Poisonous Sneer Reproach]
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Loquacious Courtier Technique
Dragon-Blooded: What Fire Has Wrought, p. 261
Add automatic successes to Socialize rolls or raise Guile for two motes each.

Impeccable Purity Lavation
Heirs to the Shogunate Preview, p. 158
Spend an hour bathing, after which you cannot be stained or dirtied by mundane material. Anyone interacting with you gains a minor positive tie. Those who already have such suffer -1 Resolve. Please refer the book for this Charm.

Wary Yellow Dog Attitude
Dragon-Blooded: What Fire Has Wrought, p. 261
When combat breaks out amid social interactions, use to Join Battle with [(Perception or Wits) + Socialize]. Gain bonus non-Charms die for every rolled 10 if you read the intentions of one enemy in the scene.

Friend-to-All-Nations Attitude
Dragon-Blooded: What Fire Has Wrought, p. 261
After spending one hour or more being exposed to any culture or social group, gain temporary Socialize specialty in it. May have up to (Essence) granted specialties by this Charm.

Loyalty-Reading Meditation
Dragon-Blooded: What Fire Has Wrought, p. 261
When reading intentions to discern an intimacy based on emotion, that intimacy penalizes the target's Guile as though it were his Resolve.

Smoke-Wreathed Mien
Dragon-Blooded: What Fire Has Wrought, p. 261
When a character you are aware of rolls to read intentions, (Essence) 1s on his roll each force them to reroll a successful die, starting with 7s and moving up.

Brother-Against-Brother Insinuation
Dragon-Blooded: What Fire Has Wrought, p. 262
Make an instill roll with double 9s to weaker a positive Tie towards a character that belongs to the same culture or social group as your target or instill a negative Tie towards such a character. Additional effects apply, refer book.

Seizing-the-Tongue Technique
Dragon-Blooded: What Fire Has Wrought, p. 262
Reroll (Essence) non-1 failed dice on an influence roll made with Presence or Socialize. In Air Aura, use reflexively after making a roll.

Sweeten-the-Tap Method
Dragon-Blooded: What Fire Has Wrought, p. 262
When you supply drinks, use to heighten potency and quality. Everyone partaking is treated as having a positive Minor Tie for fellow partygoers and suffers -1 Guile. Can also increase risk to fray tempers. Refer book.

Auspicious First Meeting Attitude
Dragon-Blooded: What Fire Has Wrought, p. 261/262
Upon meeting for the first time, you may combine a read intentions action with an instill action to create a positive Tie towards yourself, making a single roll against the lower of the target's Guile or Resolve.

Shadow-Dispersing Radiance
Dragon-Blooded: What Fire Has Wrought, p. 263
If your Appearance is higher than a target's Guile, add non-Charms dice equal to the difference on a roll to read their intentions.

Watching the Salon's Shadows
Dragon-Blooded: What Fire Has Wrought, p. 264
Gain +1 Guile against read intentions rolls of characters you are unaware of. If you defeat the roll, test (Perception + Awareness) with double 9s to detect whomever was trying to read you.

Smoke Without Flame
Dragon-Blooded: What Fire Has Wrought, p. 264
Gain +1 Guile. If opposing character fails to read your intentions, they believe they have succeeded and receive an exaggeration of your emotional state or a discerned emotion-based Intimacy. Please refer the book.

Ember-Fanning Provocation
Dragon-Blooded: What Fire Has Wrought, p. 265
Make a persua roll supported by a negative Tie for foreigners, outsiders, or members of an undesirable subculture or one instilled by Brother-Against-Brother Insinuation, doubling 9s.

Smoothing-Over-the-Past Technique
Dragon-Blooded: What Fire Has Wrought, p. 265/266
Suppress memories in your target to negate negative influences on your current situation relating to the target. Please refer the book for this complex Charm.

Rumor-Dredging Gaze
Dragon-Blooded: What Fire Has Wrought, p. 266
Read intentions with double 9s. Uncover the Intimacy your target is most inclined to hide from you. If you use the knowledge in a bargain or threaten action in the scene, gain double 9s on the roll.

Eye-for-Passions Scrutiny
Dragon-Blooded: What Fire Has Wrought, p. 263/264
When reading a characters' intentions, ST reveals an additional Intimacy based on emotion that relates to the motives or other Intimacy discerned.

Rippling Mirror Face
Dragon-Blooded: What Fire Has Wrought, p. 266/267
Use when asserting your Guile against a read intentions roll to let your opponent believe they succeeded. Instead of gaining correct info, choose an Intimacy possessed by anyone present you discerned before to pass off as your own.

Implacable Dragon Mien
Dragon-Blooded: What Fire Has Wrought, p. 266
Gain +2 Guile, except against rolls that would reveal Major/Defining Intimacy based on emotion or an intention arising out of such an Intimacy. Earth Aura improves the bonus.

Still Waters Mask
Heirs to the Shogunate Preview, p. 158/159
Devise a fictitious identity for yourself over an hour, gaining a temporary specialty that applies on Larceny rolls to disguise as the identity. Opposing this disguise is difficult. Please refer the book for this complex Charm.

Clear-Eyed Courtier's Scrutiny
Dragon-Blooded: What Fire Has Wrought, p. 264
Make a single read intentions roll against all characters you perceive, double 9s. Attempt to determine everyone's intentions in the scene or identify their Intimacies on a single topic. Please refer the book for this complex Charm.

Unfaltering Pillar of Unity
Dragon-Blooded: What Fire Has Wrought, p. 264/265
Strengthen the foundations of a society or social group by instilling into all members a Tie of loyalty towards it that cannot be easily removed or weakened. Please refer the book for this complex Charm.

Wildfire Scandal Revelation
Dragon-Blooded: What Fire Has Wrought, p. 264/265
Uncover a damaging or embarrassing secret of someone to use this Charm to spread that secret. This can change, or instill Intimacies. Please refer the book for this complex Charm.

Ego-Dissolving Deception
Dragon-Blooded: What Fire Has Wrought, p. 265
Rewrite your memories of a single event or relationship to gain a Major Principle reflecting your new belief. Release commitment reflexively to regain memories. Please refer the book for this complex Charm.

Poisonous Sneer Reproach
Dragon-Blooded: What Fire Has Wrought, p. 265
Use when witnessing someone attempting social influence to disrupt their attempt, inflicting penalties based on a dice roll. Can cause the opposite of what your target was trying to achieve if you reduce their pool below 1.