

Stealth

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
- Repurchase/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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Distracting Breeze Meditation
Dragon-Blooded: What Fire Has Wrought, p. 267
Add automatic successes to Stealth roll for two motes each. The wind conspires to conceal you.

Blood-Chilling Strike
Heirs to the Shogunate Preview, p. 159
When landing an unexpected decisive attack against an enemy that hasn't acted this round, they lose 1i or (Essence) i on an ambush. If you deal enough damage, you can deny them movement, except rising from prone.

Whispering Dragon Soul
Dragon-Blooded: What Fire Has Wrought, p. 267
Pay two motes to apply Mute keyword to any Air or Balanced Charms you use. Master this Charm for other elements by spending XP. Cannot mute different elements in a single instance.

Vanishing Wind-Body Technique
Dragon-Blooded: What Fire Has Wrought, p. 267
Ignore one point of penalty for using stealth in combat, and effects that detect air motion. Can still be detected by normal hearing and other senses.
Air Aura improves the Charm.

Soundless Action Prana
Dragon-Blooded: What Fire Has Wrought, p. 267
Every 10 on a Stealth roll rerolls a non-1 failed die and you cannot be detected by hearing unless opposing character has superhuman hearing. Such characters still take a -2 penalty on hearing you.

Foe-Blinding Venom
Dragon-Blooded: What Fire Has Wrought, p. 267
While in concealment, make a decisive attack that conveys a poison dealing 2i/round damage and inflicts a penalty.

Sleeping Dragon's Lair
Dragon-Blooded: What Fire Has Wrought, p. 269
Sink and meld into stone, making you nearly perfectly hidden, only (some) magical senses able to spot you.
Please refer to the book for this complex Charm.

Flowing Shadow Stance
Dragon-Blooded: What Fire Has Wrought, p. 267
Reroll 6s on a Stealth roll until they cease to appear, gain one point of Initiative if you beat opposed rolls of all enemies. Water Aura improves the Charm.

Zone of Silence Stance
Dragon-Blooded: What Fire Has Wrought, p. 269
Functions as prerequisite, but completely silences you, so that not even supernatural hearing aids in detection. You can radiate silence to enforce it around you.
Please refer to the book for this complex Charm.

Quicksand Tomb Burial
Heirs to the Shogunate Preview, p. 160
Drag an unsuspecting enemy into the earth along with you unnoticed, rolling to savage, slam or throw them while within the earth.
Please refer to the book for this complicated Charm.

Deadly Riptide Executioner
Dragon-Blooded: What Fire Has Wrought, p. 269
Must be in concealment. Choose a character and gain 1 point of Initiative each turn you move towards them without breaking concealment. End by making an unexpected attack. Refer to the book.

Shimmer Heat-Mirage Tactic
Dragon-Blooded: What Fire Has Wrought, p. 267
Gain +2 Evasion. Ends if non-trivial enemy attacks you and rolls no 1s, even if you successfully defend. Fire Aura causes withering attacks to no longer end this Charm, so long as they have no 10s.

Depth-Stalking Discipline
Dragon-Blooded: What Fire Has Wrought, p. 268
Double 9s on Stealth rolls. While surrounded by water, gain double 8s and become completely imperceptible by scent. Once per scene.

Dragon Shroud Technique
Dragon-Blooded: What Fire Has Wrought, p. 269
All rolls to oppose your Stealth take a penalty of (Essence/2, round up). You waive the cost of muting Air Charms with Whispering Dragon Soul. Charm ends if you attack.

Flame-Becomes-Shadow Technique
Dragon-Blooded: What Fire Has Wrought, p. 268
Roll ((Manipulation or Appearance) + Stealth) vs Resolve of any character with intimacy of deference/submission to you. Any affected is unable to see you until you reveal yourself. Please refer to the book for this complex Charm.

Burning Shadow Double
Dragon-Blooded: What Fire Has Wrought, p. 269
Must be in concealment, create a doppelganger decoy within medium range. Decoy cannot talk, make sounds or touch anything and has no scent.
Please refer to the book for this complex Charm.

Mela's Hungry Jaws
Dragon-Blooded: What Fire Has Wrought, p. 270
Use in concealment against an enemy within medium range. Steal the breath of your target and asphyxiate them.
Please refer to the book for this complex Charm.

Shadow-Stalking Predator Spirit
Dragon-Blooded: What Fire Has Wrought, p. 268/269
Must be moving through or hiding behind foliage. Enemies in medium to long range gain penalties to spot you.
Enhances unexpected attacks.
Please refer to the book for this complex Charm.

Explosive Decoy Technique
Heirs to the Shogunate Preview, p. 160/161
When an enemy attacks a duplicate created with the prerequisite, you can pay 6m to detonate them as a decisive counterattack. Does not break concealment.
Please refer to the book for this complex Charm.