War

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)

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Magma Hell Upheavel
and
Ramparts of Obedient Earth

Caldera Battlefield Approach
Heirs to the Shogunate Preview, p. 163
When using Ramparts of Obedient Earth, you can create lava hazards.If you win Join Battle, you can use this Charm without needing to be in Aura or expending one. Charm ends with the scene.

Tactics Mean Everything
Dragon-Blooded: What Fire Has Wrought, p. 279
You may add bonus dice to War rolls for one mote each, and reroll 6s until they cease to appear.

Excellence of the Dutiful General
Dragon-Blooded: What Fire Has Wrought, p. 279
Convert up to (Essence) situational bonus dice on a Strategic Maneuver roll to non-Charm successes.

Roaring Dragon Officer
Dragon-Blooded: What Fire Has Wrought, p. 279
Place a command action in a flurry. In Earth Aura, penalty on both flurried actions is reduced by one and your Defense isn't penalized.

Combination of any 5 Archery, Brawl, Martial Arts, Melee, Thrown, or War Charms

Tiger-and-Dragon Combination
Heirs to the Shogunate Preview, p. 162
Train with an ally during training time of this Charm, gain a combination decisive attack you can perform together with some benefits.
Please refer the book for this complex Charm.

Tireless Footfalls Cadence
Dragon-Blooded: What Fire Has Wrought, p. 279
Ignore penalties from troop fatigue or movement through strenuous environs on Strategic Maneuver rolls. If you defeat opposing general on roll and implement your strategem, allied groups ignore these penalties as well.

Blazing Courageous Swordsman Inspiration
Dragon-Blooded: What Fire Has Wrought, p. 279/280
Roll an additional non-Charm die for each 10 that appears on a Charisma- or Appearance-based command action to give orders. In Fire Aura, bonus dice also add to the battle group's Willpower rolls to resist rout.

Twin Dragons Dancing
Heirs to the Shogunate Preview, p. 162/163
When using the prerequisite with a Hearthmate, each may expend Aura to gain free full Excellency on both attack rolls.
Please refer the book for this complex Charm.

Swift Rain, Fierce Storm
Heirs to the Shogunate Preview, p. 162
Enhance allied battle groups for 3m each, granting bonuses on movement, ranged attacks from medium or further, and Evasion. Gain more benefits if Drill is elite. Use reflexively if you successfully enacted a stratagem.

Changing Winds Cunning
Dragon-Blooded: What Fire Has Wrought, p. 280
Reroll (Essence) non-1 failed dice on a Strategic Maneuver roll. At War 5, Essence 5 repurchase to spend one Willpower after rolling your maneuver - but before rerolling - to change your chosen strategem.

x 2

Enfolded in the Dragon's Wings
Dragon-Blooded: What Fire Has Wrought, p. 282/283
When an allied battle group within short range is attacked you may reflexively roll a special command action to grant increased Defense and Soak. Once per scene, resettable. Upgrades at Essence 5+ to extend range.

Army-To-Mob Assault
Dragon-Blooded: What Fire Has Wrought, p. 280
When an allied battle group attacks an enemy battle group under your order, convert (Manipulation) bonus dice granted by command action to auto successes If this empties enemy Magnitude, increase difficulty of rout by one.

Phantom Fire-Warrior Horde
Dragon-Blooded: What Fire Has Wrought, p. 283
Create illusionary warriors when rallying for numbers to increase your Magnitude restored. Also treat result as threaten action against all battle groups that see the illusions come into existance.

Blessed Dragon Champion
Dragon-Blooded: What Fire Has Wrought, p. 283
Must be leading soldiers under successfully enacted strategem to use. Double 9s on all War rolls, gain +2 Defense against battle groups. Add non-Charm dice equal to largest battle group under command on attacks v. groups.

Choking Weeds Tactic
Dragon-Blooded: What Fire Has Wrought, p. 280
When rolling Strategic Maneuver, the threshold of opposing general's stratagem is increased by 1. If you successfully enact your stratagem, enemy battle groups suffer a -3 penalty on Join Battle rolls in affected fight.

Indomitable Flame of Valor
Dragon-Blooded: What Fire Has Wrought, p. 283
Double 9s on a rally or rally for numbers roll. If your soldiers have elite Drill, a successful roll grants perfect morale for one round. Upgrades at Essence 5 to extend duration of perfect morale status to full scene.

Divine Wind Approach
Heirs to the Shogunate Preview, p. 164
Deploy your troops in an unstoppable fast attack before anyone else gets to act. Does not count as attack for the group.
Please refer the book for this complex Charm.

Supreme Dragon-General's Presence
Heirs to the Shogunate Preview, p. 163/164
When enemy battle group is routed, reset rally for numbers action. If you rally for numbers before or on next turn, roll additional non-Charm dice for each 10 rolled.
Fire Aura effect. Once per scene. Please refer the book.

Storm-Calling Strategos
Dragon-Blooded: What Fire Has Wrought, p. 280
Create a unique magical stratagem, forcing the enemy to contend with storms and similar perilous atmospheric conditions. Once per story only, resettable.
Please refer the book for this complex Charm.

Ramparts of Obedient Earth
Dragon-Blooded: What Fire Has Wrought, p. 280/281
Must be leading soldiers under a successfully enacted stratagem. Roll Join Battle with (Intelligence + War) and receive points equal to successes you can use to reshape the battlefield. Please refer the book for this complex Charm.

Deadly Wildfire Legion
Dragon-Blooded: What Fire Has Wrought, p. 281/282
Add (Essence) non-Charm dice on a command action to give orders. In addition to adding to the battle group's attack roll, add one die to damage for every two successes. Once per scene, resettbale. Please refer the book.

Fog-of-War Misdirection
Dragon-Blooded: What Fire Has Wrought, p. 282
Create a unique magical strategem shrouding the entire battlefield in heavy mist. Grants various benefits.
Please refer the book for this complex Charm.

Hidden Thorn Treachery
Dragon-Blooded: What Fire Has Wrought, p. 282
Create a unique magical strategem to infiltrate an enemy's ranks with a traitor.
Please refer the book for this complex Charm.