

Archery

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)

Created by MadLetter

exalted@madletter.net

Unobstructed Hunter's Aim

Dragon-Blooded: What Fire Has Wrought, p. 163

Add bonus dice to an Archery roll for one mote each. Against living or undead targets, this Charm ignores one point of penalty from visual obstruction.

Five-~~Dragon~~ Arsenal

Heirs to the Shogunate, p. 128

As long as you have a full-cost attunement artifact weapon, reduce cost of further weapons attunement by 3m each (min. 1m). Doesn't stack with other discounts. May be learned as Brawl, Melee, Thrown or War charm.

Sky-Calming Draw

Dragon-Blooded: What Fire Has Wrought, p. 163/164

After spending a round aiming, extend range of a withering or decisive attack by one range band (maximum is long) and ignores penalties from wind and or weather. No need to aim beforehand in Air aura.

Death From Nowhere

Dragon-Blooded: What Fire Has Wrought, p. 164

After spending a round aiming, a withering attack ignores (lower of Essence or Perception) points of soak from armor.

Landslide Missile Attack

Heirs to the Shogunate, p. 128

Enhance a decisive attack that benefits from aiming. An enemy hit by it is knocked back one range band. If this leaves them on an earthen surface, they also fall prone as the arrow seeks to return to the earth.

Drawing Lightning Style

Dragon-Blooded: What Fire Has Wrought, p. 165

When you benefit from aiming, you may make a decisive attack, adding three bonus dice from aiming to the damage instead of the attack roll. Repurchase to expend Aura to apply bonus to attack and damage.

Rolling Stormcloud Approach

Heirs to the Shogunate, p. 129

Aim and take a move action in the same turn, and you can flurry aim with a rush or disengage. If you successfully rush or disengage, ignore the Defense penalty from flurrying.

Seven-Year Swarm Volley

Dragon-Blooded: What Fire Has Wrought, p. 167

Defend your allies from ranged attacks and clash any number of such incoming attacks to defy the attackers (but deal no damage on success). Ends if you attempt to dodge/parry or try to attack. Refer book.

Arrow Thorn Technique

Dragon-Blooded: What Fire Has Wrought, p. 164

Withering attacks add +1 Overwhelming or (Essence) if benefiting from aiming. A decisive attack adds some threshold successes on the attack roll as dice of damage, more if aimed.

Nightshade's Deadly Bloom

Heirs to the Shogunate Preview, p. 129

Requires Initiative 10+. Enhance decisive attack with a deadly poison. At Archery 5, Essence 3, repurchase to make it an area of effect. Please refer to the book for this complex Charm.

Spring Follows Winter

Dragon-Blooded: What Fire Has Wrought, p. 165

Make a decisive attack, rolling twice and using the better result. Any Charms adding dice or otherwise enhancing the attack roll must be paid separately for each roll.

Dragonfly Finds Mate

Dragon-Blooded: What Fire Has Wrought, p. 166

Reflexively clash any ranged attack with a withering attack without needing to aim. Winning the clash knocks the enemy's attack away but deals no damage. Gain Initiative from a successful attack, attacker suffers some penalties.

Sparrow Dives at Hawk

Dragon-Blooded: What Fire Has Wrought, p. 167

When you win a clash with Dragonfly Finds Mate while in Wood Aura, spend 1 wp to use your attack roll as a decisive attack. Once per scene, reset conditions apply.

Swallow Defends the Nest

Dragon-Blooded: What Fire Has Wrought, p. 167/168

Make multiple decisive attacks based on Dexterity or Perception. Each attack has an Essence-based base damage to which Initiative is divvied up. Reset to base Initiative after all attacks are made, even if all missed.

Arrow Rain Tempest

Dragon-Blooded: What Fire Has Wrought, p. 168

Aim for two turns and retain 12+ Initiative to designate a target point and roll a single decisive attack with all your Initiative against everyone in short range, allies included. Once per scene, no reset condition.

Harvest of the Hunter

Dragon-Blooded: What Fire Has Wrought, p. 164

Create usable ammunition for bow or crossbow from natural plants. Gain double 8s on ammunition checks. Out of combat, fill quiver with ease.

Boughs of Burning Autumn

Dragon-Blooded: What Fire Has Wrought, p. 164

Reflexively reload a firewand or similar flame weapon with the slow tag. Allows multi-attack charms like Swallows Defend the Nest (add cost of this Charm for each attack made in such a fashion).

Salamander Swallows Flames

Dragon-Blooded: What Fire Has Wrought, p. 166

When using the prerequisite with a firewand, add (Essence) dice to the clash an attack made using firewand, fire-based attacks or magical attacks made of pure essence or the like. Steal the power and reload weapon. Refer book.

Life-Swelling Sap Strike

Dragon-Blooded: What Fire Has Wrought, p. 164/165

Your arrow becomes ever-growing and entangles enemies, inflicting a mobility penalty and causing loss of Initiative. Vastly more dangerous vs. undead. Please refer to the book for this complex Charm.

Arbor Sentinel Technique

Dragon-Blooded: What Fire Has Wrought, p. 165

Turn your bow into a stationary cover while retaining the ability to shoot arrows, growing ammunition from the stationary weapon as well. Please refer to the book for this complex Charm.

Thousand Thorn Artillery

Heirs to the Shogunate, p. 129

Pay +1m, +1wp when using the prerequisite to cause your weapon to turn into a siege weapon (ballistae for bows and crossbows, fire cannon for flame weaponry). Retain prerequisite benefits.

Grasping Vine Shot

Heirs to the Shogunate, p. 128

Turn your arrow or flame weapon discharge into a magical rope-like form and use it to reflexively use move actions to climb it. May also attach the "rope" to small objects. Please refer to the Book for this complex Charm.

Horizon-Spanning Arc

Dragon-Blooded: What Fire Has Wrought, p. 165

Aim two consecutive turns and make a decisive attack out to extreme range, converting bonus dice from aiming to non-Charm successes. Must be able to see target clearly. On hit and incapacitation, aim at another foe within long.

Earth's Judgement Awakened

Dragon-Blooded: What Fire Has Wrought, p. 165

Successfully dodge on an earthen surface to make and immediate decisive counterattack against lowest of Defense or Resolve and a non-Initiative-based damage. Please refer to the book for this complex Charm.

Blazing Phoenix Pinion

Dragon-Blooded: What Fire Has Wrought, p. 165/166

After spending a turn aiming, make a decisive attack and add (Essence) dice of damage. Can explode in an unblockable blast which pierces Hardness and may set things on fire. Please refer the book.

Fang-of-the-Depths Draw

Dragon-Blooded: What Fire Has Wrought, p. 166

Attack from or into water or similar liquid without trouble. In Water Aura and underwater use to attack after aiming to establish concealment, rendering the attack unexpected. Please refer to the book for this complex Charm.

Heartbeats Before Death

Dragon-Blooded: What Fire Has Wrought, p. 166

Reflexively aim at living or undead enemies before attacking, ignore any light or heavy cover. If already aimed, attack an enemy behind full cover, though it grants them +3 Defense. Once per scene, reset applies.

Athletics

Exalted 3rd Edition Dragon-Blooded Charm Cascades

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

Created by MadLetter

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Effortlessly Rising Flame

Dragon-Blooded: What Fire Has Wrought, p. 168

Add automatic successes to an Athletics roll for two motes each, and roll an additional non-Charm die for every 10.

Perfect Climbing Attitude

Dragon-Blooded: What Fire Has Wrought, p. 169

Reflexively use move action to climb a range band up stone or earthen surface without Athletics check. Upgrade: Choose to leave handholds behind when climbing.

Soaring Leap Technique

Dragon-Blooded: What Fire Has Wrought, p. 169

Every 10 on an Athletics roll to jump (including rush or disengage featuring a leap) rerolls a single non-1 failed die.

Bellows-Pumping Stride

Dragon-Blooded: What Fire Has Wrought, p. 168

Roll an additional non-Charm die on a rush for every 1 that appeared on the opposing roll. At Essence 3, expend Fire Aura for additional effect. Please refer the book for this complex Charm.

Strength of Stone Technique

Dragon-Blooded: What Fire Has Wrought, p. 169

Gain one bonus dot Strength as long as you remain on ground or a natural stone surface. Increases ability to enact feats of strength, as well as adding one die to Strength-based withering damage rolls.

Incense Smoke Ladder

Dragon-Blooded: What Fire Has Wrought, p. 169

Run up walls and other vertical surfaces and ceilings as long as you keep moving. Cannot disengage or withdraw this way. If movement ends where you couldn't normally stand and you fail to renew, you fall and suffer damage.

Verdant Dragon's Footsteps

Dragon-Blooded: What Fire Has Wrought, p. 168

Move through plant-based difficult terrain unimpeded and ignore fatigue penalties on a single move-based Athletics roll. In Wood Aura duration is extended until Aura dissipates.

Inescapable Blazing Advance

Dragon-Blooded: What Fire Has Wrought, p. 170/171

Add (Essence) non-Charm dice on a rush; (Essence) 1s rolled by opposition strip one point of Initiative from them which you gain. On crashing an enemy this way, they are set ablaze and take damage each turn, piercing Hardness.

Ice-Slick Tread Technique

Heirs to the Shogunate, p. 129

When crossing a range band by walking/running, you freeze the ground you traveled. If you make an athletics roll during movement, gain an auto-success and ignore any penalties for difficult terrain. Walk over water.

Crashing Tide Advance

Heirs to the Shogunate, p. 129

Add an auto-success on a rush. If you succeed and subsequently had your reflexive move provoked, inflict a -1 onslaught penalty to target and if you attack from close range next turn, add one die to decisive or post-soak withering damage.

Mountain-Toppling Might

Dragon-Blooded: What Fire Has Wrought, p. 169

Add (Essence/2, rounded up) to Strength rating to determine if you may attempt a feat of strength.

Grandmother Oak Exertion

Dragon-Blooded: What Fire Has Wrought, p. 169

Add a bonus success on a feat of strength, may use Stamina in place of Strength rating to determine qualification. Strength of Stone counts as adding Stamina. Other effects and upgrades ally, please refer the book.

Flying Dagger Leap

Heirs to the Shogunate, p. 129

To use, must either move into close range w. enemy by leaping and attacking or reflexively pursuing by leaping with rush and then attack next turn. Add bonus dice on attack roll and damage to damage roll for decisive or withering.

Dancing Ember Stride

Dragon-Blooded: What Fire Has Wrought, p. 171

Roll to rush an enemy from short range with double 9s. On success, instantly move into close range instead of normal effects. Pay one Willpower to expend Fire Aura to rush from medium range.

Soaring Zephyr Flight

Dragon-Blooded: What Fire Has Wrought, p. 171/170

Jump up two range bands and hover, use movement actions to fly or hover if you pay the per-round Initiative cost (4i). Ends if crashed, incapacitated, leaving Air Aura or the mote commitment ceases; drifting to ground.

Graceful Dryad Dance

Dragon-Blooded: What Fire Has Wrought, p. 171

Walk on branches, leaves, plant-based surfaces with perfect balance, stand or cross even if unable to normally bear your weight. +1 Evasion while standing thusly. Use move action to quickly ascend plant-based surfaces.

Unshakable Mountain Spine

Dragon-Blooded: What Fire Has Wrought, p. 170

Must be in direct contact with earth. Double Strength rating to determine qualification for feats of strength, gain double 9s on rolls for it. Excess points above required minimum added as non-Charm die; refer book.

Falling Star Maneuver

Dragon-Blooded: What Fire Has Wrought, p. 171

Use when successfully rushing with Dancing Ember Stride or when descending from air into close range to make a reflexive decisive attack to create a shockwave. Please refer the book for this complex Charm.

Seething Dragon Footprint

Dragon-Blooded: What Fire Has Wrought, p. 171

When igniting a trail of fire with Bellows-Pumping Stride, use this Charm to stoke it into a bonfire hazard. Essence fuels the bonfire for the scene, so that no flammable material is required for this effect.

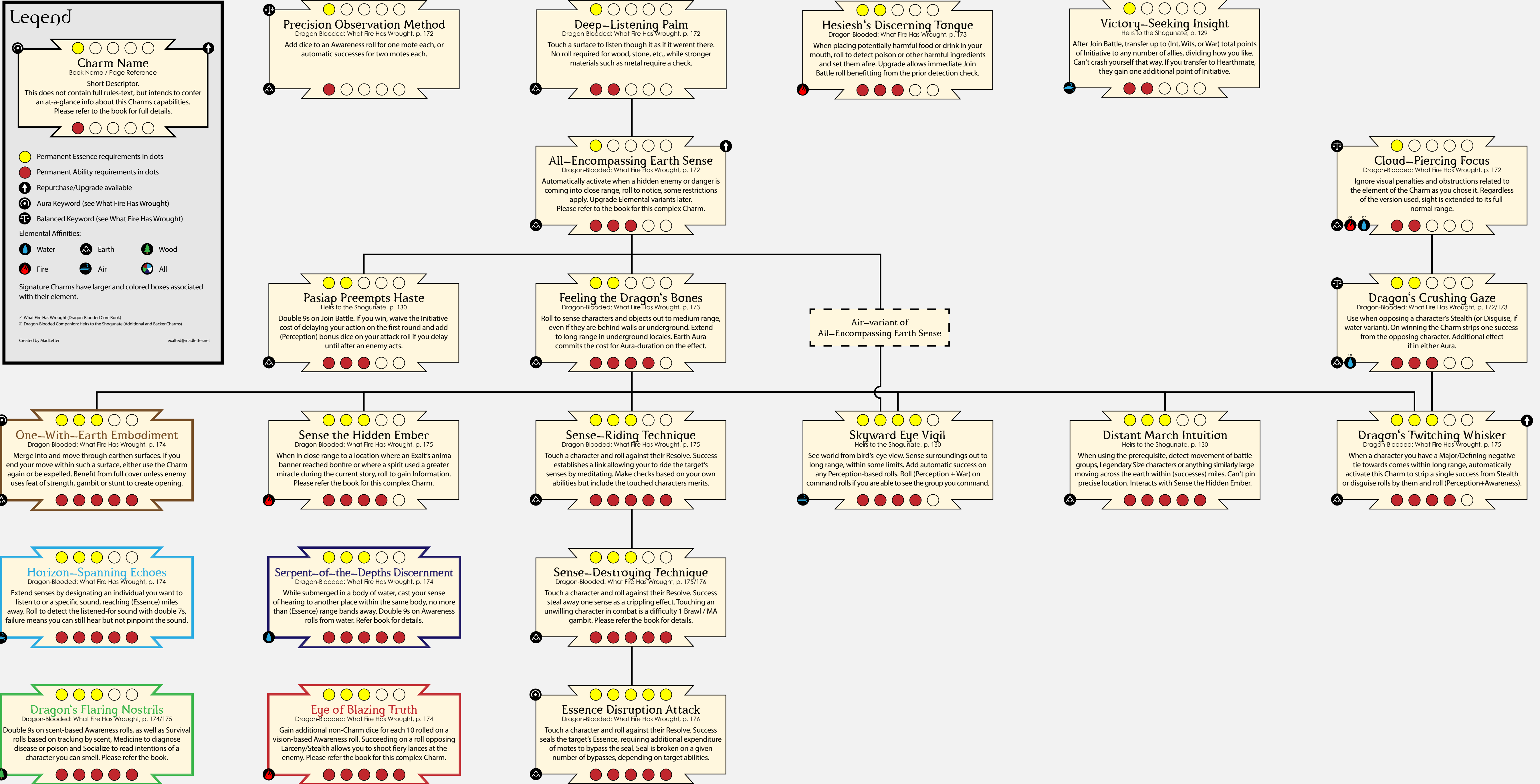
Dragon Surmounts the Waterfall

Dragon-Blooded: What Fire Has Wrought, p. 171

Double 8s on movement rolls while swimming, ignoring any water-based penalties. Ascend waterfalls, etc. Feats of strength underwater benefit from double 9s. Please refer the book for this complex Charm.

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Exalted 3rd Edition Dragon-Blooded Charm Cascade



Brawl

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Legend

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

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Become the Hammer

Dragon-Blooded: What Fire Has Wrought, p. 176

Add bonus dice to Brawl or Martial Arts attacks, deal lethal damage unarmed. Reroll 6s until they fail to appear. May raise Brawl/MA-based Parry by two motes per point and block lethal damage unarmed.

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Flotsam—and—Jetsam Approach

Heirs to the Shogunate, p. 130

Waive Initiative cost of attacking with improvised weapons using any combat Ability, may use Strength instead of Dexterity to attack with them. Bonus dots of Strength conferred by magic don't add to these attack rolls.

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Inescapable Whirlpool Hold

Dragon-Blooded: What Fire Has Wrought, p. 176

Reroll 6s until they cease to appear on both Initiative roll and the control roll of a grapple. In Water Aura, succeeding on control roll refunds the gambit's Initiative cost.

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Water Dragon's Coils

Dragon-Blooded: What Fire Has Wrought, p. 176

Make a grapple gambit with (Strength+Brawl) to attack. Magical bonus dots of Strength to not apply to attack roll. Every two threshold successes add a bonus die to the gambit's Initiative roll.

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Pounding Surf Style

Dragon-Blooded: What Fire Has Wrought, p. 176

Add your opponent's current Onslaught Penalty to the Overwhelming value of a withering attack. In Water Aura this adds to your raw damage as well.

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Crushing Avalanche Grasp

Dragon-Blooded: What Fire Has Wrought, p. 177

If you hit an enemy and successfully establish a clinch, you don't lose rounds of control over it from attacks against your target that miss. In Earth Aura, attacks that hit but do no damage also don't lose rounds of control.

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Currents Sweep to Sea

Dragon-Blooded: What Fire Has Wrought, p. 177

As long as there is a source of water, create a grasping limb of water, rolling a grapple gambit against an enemy at short range. Drag enemies close. Can use animal levels instead of water source. Range extends in Water Aura.

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Oaken Thew Exertion

Dragon-Blooded: What Fire Has Wrought, p. 176/177

Add (Stamina) to either raw damage of a withering attack or as bonus dice to control roll of a clinch. In Wood Aura, if you reach dice limit on a grapple control roll, add an additional non-Charm success.

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Hammering Wave Technique

Dragon-Blooded: What Fire Has Wrought, p. 178

Double Strength to calculate raw withering damage or gain double 10s on decisive damage rolls. In Water Aura, if dealing 3+ withering or 1+ decisive damage, onslaught of your attack extends duration.

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Twisting Vicious Tide

Heirs to the Shogunate, p. 130

When clashing an attack, your enemy's attack roll loses dice equal to the onslaught penalty that wore off at the start of their turn (or the current one if he's attacking outside of his turn).

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Blade—Deflecting Palm

Dragon-Blooded: What Fire Has Wrought, p. 177

When using Brawl/MA to block, (Essence) 1s on the attack roll must be rerolled, beginning with 7s and moving up. In Water Aura, each point of onslaught you suffer reduces the cost of the Charm by 1m.

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Stone Fist Strike

Dragon-Blooded: What Fire Has Wrought, p. 178

Add an automatic success on an unarmed withering attack roll and add (Essence/2, round up) Overwhelming. In Earth Aura, the Overwhelming increases to (Essence).

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Flying Whirlwind Razor

Dragon-Blooded: What Fire Has Wrought, p. 178

Make a decisive attack against up to medium range. Either attack from range or move up to close range with your foe. Damage is lethal, ignoring Hardness and doesn't base on Initiative. Please refer the book.

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Waves Swallow the Mountain

Dragon-Blooded: What Fire Has Wrought, p. 180

Expend one round of control over a grapple to set the clinched foe's hardness to 0 for a single tick.

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Entangling Roots Embrace

Dragon-Blooded: What Fire Has Wrought, p. 178

If a grapple enhanced by this Charm succeeds, steal one point of Initiative from your victim at the end of each of your turns.

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Fist—Spinning Maelstrom

Dragon-Blooded: What Fire Has Wrought, p. 180

Roll a single withering attack against several enemies, more if your Initiative is higher than at least one targets. Roll withering damage separately against each target but only gain Initiative from the highest success. See book.

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Become the Wave

Dragon-Blooded: What Fire Has Wrought, p. 179

Upon receiving the benefit of a distract gambit from an ally who hasn't used their move action, reflexively leap one range band towards the gambit's victim. Roll to disengage from other foes, if needed. Doesn't count as movement.

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Trireme Strikes the Rocks

Heirs to the Shogunate, p. 130/131

When lower-Initiative enemy attacks, reflexively clash with a decisive or a disarm. Doesn't count as attack for the round. Defense penalty imposed by successful clash counts as onslaught. Currents Sweep to Sea expands range.

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Embracing the Violent Flow

Dragon-Blooded: What Fire Has Wrought, p. 179

Engulf your body in a fluid mantle of water either by a body of water or via anima expenditure. Make unarmed attacks out to short range and gain various benefits. Please refer the book for this complex Charm.

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Drowning Embrace

Dragon-Blooded: What Fire Has Wrought, p. 180

On successfully grappling a crashed foe or crashing an enemy you are clinching with a withering savaging attack, overflow their lungs with water to asphyxiate them. Please refer the book for this complex Charm.

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Hanging Tree Technique

Dragon-Blooded: What Fire Has Wrought, p. 180

Make a grapple gambit against several foes in close range, making only a single attack roll but rolling for control separately. Other benefits apply. Please refer the book for this complex Charm.

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Swift—Striking Tide

Dragon-Blooded: What Fire Has Wrought, p. 180

Once per round, if an ally uses a distract gambit to benefit you, reflexively make a decisive attack against the gambit's target. Doesn't count as your attack for the round.

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Magma Hell Upheaval

Heirs to the Shogunate, p. 131/132

Must have 20+ Initiative. Create an unblockable decisive attack against all characters within medium range by calling lava from the earth. Please refer the book for this complex Charm.

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Body of Deadly Thorns

Dragon-Blooded: What Fire Has Wrought, p. 179

Make a grapple gambit with double 9s on attack and control roll. Combine a restrain action with a decisive savaging attack. Gain additional benefits. Please refer the book for this complex Charm.

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Smashing Tidal Wave Technique

Dragon-Blooded: What Fire Has Wrought, p. 180/181

When using Currents Sweep to Sea, grapple up to long range and clinch foes beyond your normal size limits. Rolls to establish control gain Double 8s. Other benefits apply. Please refer the book for this complex Charm.

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Crater—Making Impact

Dragon-Blooded: What Fire Has Wrought, p. 178

Either make a decisive smash attack against a crashed enemy or a decisive throw against a clinched foe. Fling your target away and knock them prone, shattering the ground. Please refer the book for this complex Charm.

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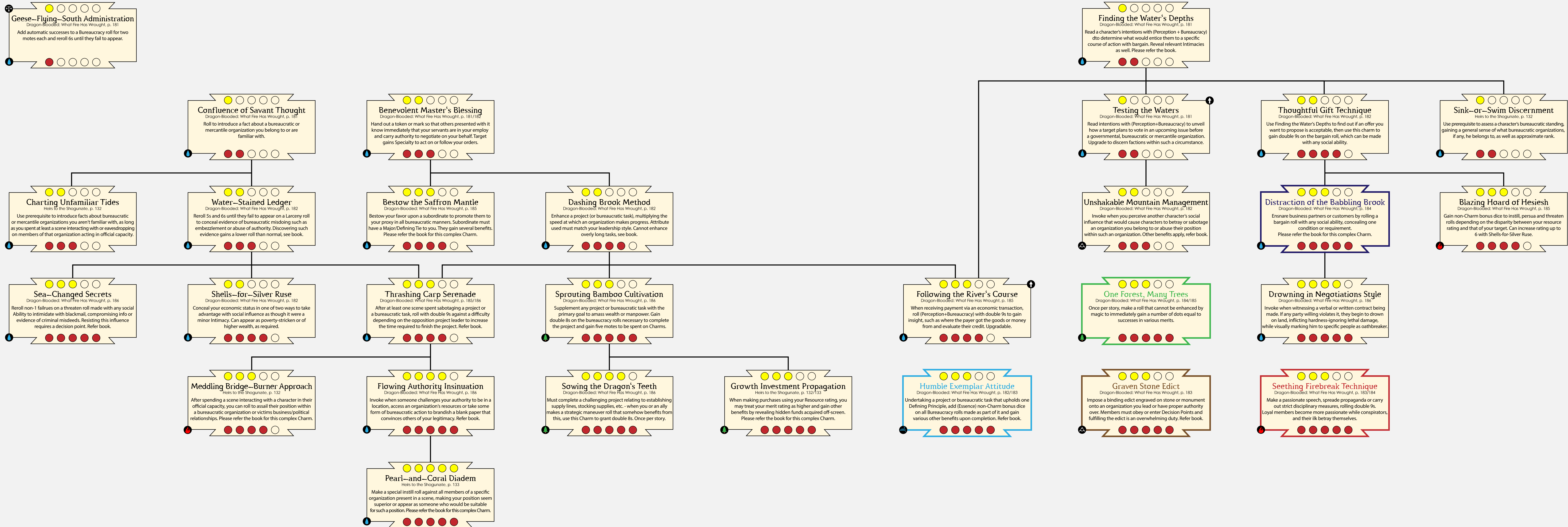
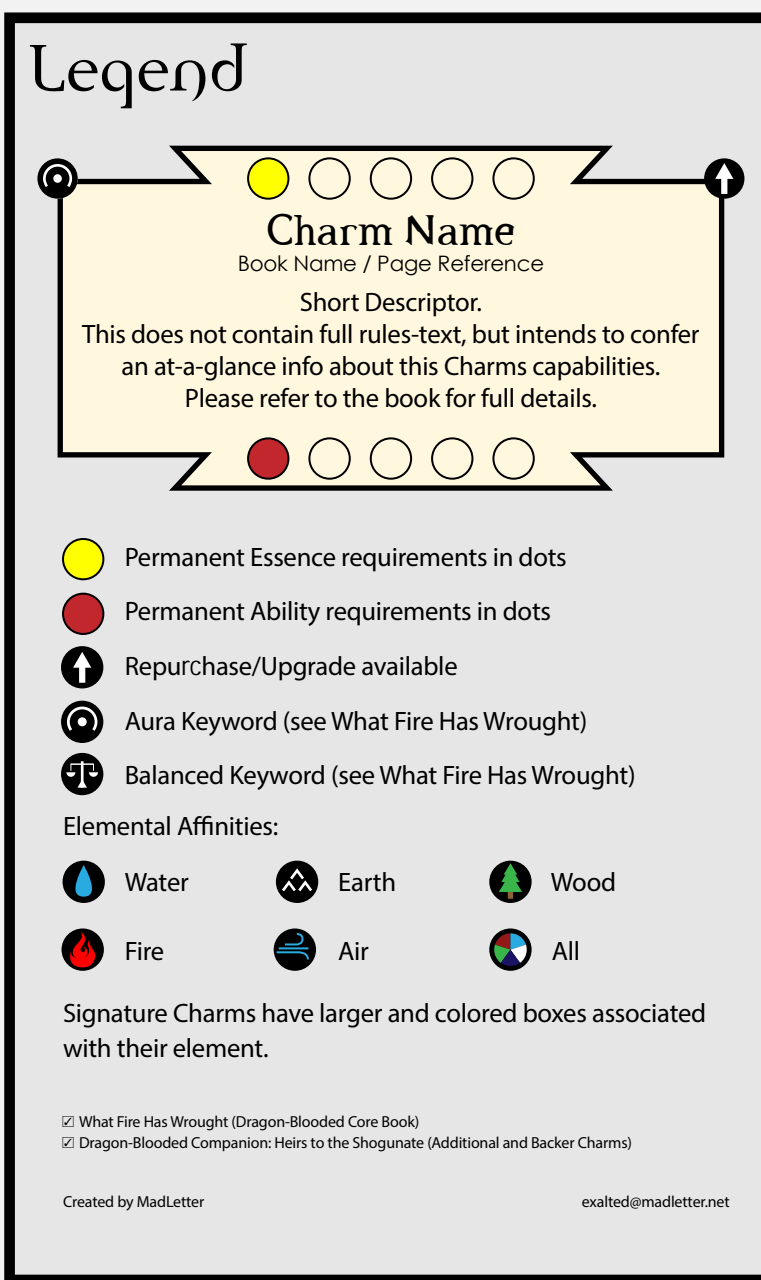
Erupting Fury Barrage

Dragon-Blooded: What Fire Has Wrought, p. 179

Requires 15+ Initiative; unleash a rapid series of strikes upon a singular enemy, using up all Initiative and resetting. All hits produce a lasting triggerable damage ability. Please refer the book for this complex Charm.

Bureaucracy

Exalted 3rd Edition Dragon-Blooded Charm Cascades



Craft

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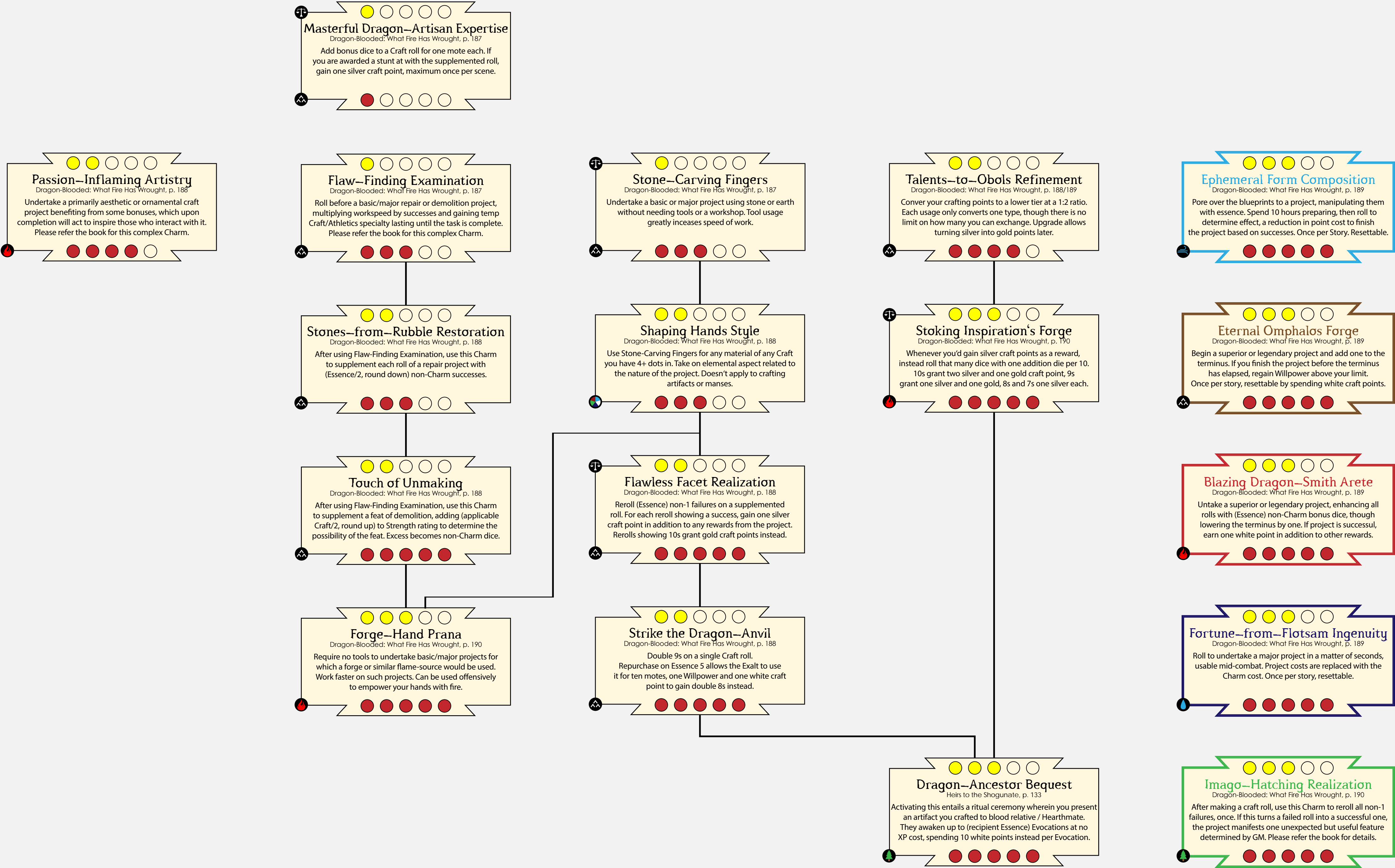
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Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

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⦿ Water

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⦿ Fire

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Heart Like Water
 Heirs of the Shogunate, p. 134


After successfully dodging a decisive attack, turn it back on the attacker, making a decisive counterattack support by the attackers charms at no additional cost. Please refer the book for this complex Charm.







Unmoving Center Enlightenment

Dragon-Blooded: What Fire Has Wrought, p. 192

Unleash a wave of incredible spiritual presence to force all enemies to disengage from you and flee with a (Stamina+Dodge) roll. Those who succeed need only run once, those who fail need to continue to flee.



















Flow With Strife

Dragon-Blooded: What Fire Has Wrought, p. 192

After the damaged roll of a decisive attack, buy off non-aggravated damage with 3i per. Discounted if you are at least ankle-deep in water.



















Swaying Grass Elusion

Dragon-Blooded: What Fire Has Wrought, p. 192

Raise your Evasion by spending Initiative (2i per) and add two to the maximum amount you may raise Evasion with Charms. On successful dodge vs. lower Initiative and non-trivial enemy, expend Wood Aura to regain half the Init.












Elusive Dragon—God Dispersion

Dragon-Blooded: What Fire Has Wrought!, p. 193

Unleash a furor of elemental Essence. Allows you to use Unassailable Body of Fire in any elemental Aura, it's effects fitting to the element in question. Please refer the book for this complex Charm.






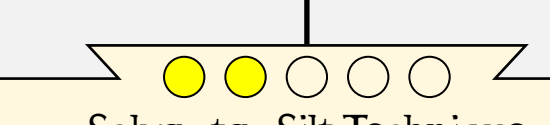
Coiling Dragon Dance

Dragon-Blooded: What Fire Has Wrought, p. 193

Gain one Initiative when successfully dodging an attack and add your Evasion to soak against withering attacks you try to dodge. Further benefits apply.

Please refer the book for this complex Charm.





Salvo-to-Silt Technique
 Heirs of the Shogunate, p. 134

Impose a penalty on ranged attacks based on your Anima, reducing damage if they still hit. If you successfully dodge, the projectile becomes caught in your anima banner from which you can click it for your own use.

Stone-Sculpting Fortification

Heirs of the Shogunate, p. 134

As long as earth/stone/etc. is within dose range, you can take cover to create an earth barrier (light cover). Can also upgrade existing cover to heavy cover.

In Earth Aura, gain double 9s on take cover action.

Integrity

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.

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© Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)
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Chaos-Warding Prana

Dragon-Blooded: What Fire Has Wrought, p. 195

You and any items you carry are impervious to physical transformation or addiction caused by Wyld or similar environmental effects. Doesn't protect vs shaping magic. Repurchase to extend effect to Hearthmates.

Ascendant Ideal Inspiration

Dragon-Blooded: What Fire Has Wrought, p. 195

Dedicate yourself to a Defining Principle representing your ideals. Attempting to weaken the principles grants you strong defenses. Breaking the principle yourself results in harsh penalties. Refer the book for this complex Charm.

Flawless Diamond Heart

Dragon-Blooded: What Fire Has Wrought, p. 195/196

When your Resolve is beaten by influence opposing a Major/Defining Intimacy, lower the cost to resist by (Essence/2, round up) Willpower, minimum zero. In Decision Point must still call on valid Intimacy.

Granite Curtain of Serenity

Dragon-Blooded: What Fire Has Wrought, p. 194

Raise resolve or add automatic successes to an Integrity roll for two motes each. Additionally, ignore one point of penalty from wounds, deprivation or poison.

Frozen Heart Prana

Dragon-Blooded: What Fire Has Wrought, p. 194

Use Intelligence instead of Wits to calculate Resolve against a single influence roll. Opposing character must compare Appearance to highest of Intelligence, Lore or Resolve to determine bonus dice it adds to influence rolls.

Immolating Phoenix-Soul Fury

Dragon-Blooded: What Fire Has Wrought, p. 196

When using Hopping Firecracker Evasion to leap away from an enemy at close range, make an unblockable decisive counterattack with damage depending on your Evasion. Please refer the book for this complex Charm.

Waves-Swallow-Mountains Persistence

Dragon-Blooded: What Fire Has Wrought, p. 196

When asserting your Resolve some of the enemy's 1s subtract successes. Repeat usage against the same character in the same scene increases power of the Charm. Usable against a single character per scene.

Slippery-Thoughts Technique

Dragon-Blooded: What Fire Has Wrought, p. 194

Use Manipulation instead of Wits to calculate Resolve against one influence roll. Alternatively, substitute Manipulation-based Resolve for Guile against a single roll instead.

Roots-of-the-World Meditation

Dragon-Blooded: What Fire Has Wrought, p. 196

Spend (10 minus Essence) hours in meditation to roll and heal yourself depending on successes rolled. Once per story.

Rot-Pruning Conviction

Heirs to the Shogunate, p. 135

When spending WP to resist an influence roll aligned wit one of your Major/Defining Intimacies, you may shed th Intimacy entirely. In its place you form a new one reflecting the reasoning for resisting the influence.

Heart-Hardening Meditation

Dragon-Blooded: What Fire Has Wrought, p. 194

Gain +2 Resolve against inspire rolls and any influence that leverages either an inspired emotion or a Tie based on strong passions. Doesn't count as bonus from Charms in Earth Aura.

Inviolate Dragon Spirit

Dragon-Blooded: What Fire Has Wrought, p. 194

In a Decision Point call upon the same Intimacy used to bolster your Resolve to resist that influence.

Unquenchable Battle-Passion

Dragon-Blooded: What Fire Has Wrought, p. 194/195

Influence that would cause you to refrain from hostilities or impair your fighting ability, use this Charm to auto-Inspire yourself with emotion to bolster Resolve against influence. Gain Essence is you fail and spend Willpower to resist.

Oath of the Ten Thousand Dragons

Dragon-Blooded: What Fire Has Wrought, p. 194

Swear a vow of personal fealty to a character you hold of Tie of loyalty towards or to complete a task. Gain Resolve vs influence to weaken that Tie or dissuade you. Once per story, cannot use until prior oath is ended.

Ten Thousand Dragons Fight as One

Dragon-Blooded: What Fire Has Wrought, p. 15

When witnessing another Dragon-Blooded in risk or danger, form a Minor Tie of loyalty (or increase an existing one) which then counts as if you had sworn an Oath by the prerequisite. Additional effects apply. Once per scene.

Wound-Denying Dragon Faith

Dragon-Blooded: What Fire Has Wrought, p. 195

As long as you're striving to pursue or uphold and Intimacy you are sworn to with an Oath, ignore up to (Intimacy/2, rounded down) points of wound penalties. Earth Aura increases value.

Thicker than Stone

Dragon-Blooded: What Fire Has Wrought, p. 196/197

Against influence that opposes one of your positive Ties to another Dragon-Blood, a family member or subordinate, add (Intimacy/2, round down) to Resolve as non-Charms bonus. Successful resisting gains +1 Willpower.

The Mountain Still Stands

Dragon-Blooded: What Fire Has Wrought, p. 197

When successfully asserting Resolve against against influence that opposes one of your Defining Intimacies or instills a non-trivial character with one using any social Ability, gain a single point of Willpower. Daily.

Moon-and-Earth Marriage

Heirs to the Shogunate, p. 134/135

Must spend training time interacting with a willing Lunar with a Defining positive tie towards you, resulting in a Terrestrial Bond, treating the Lunar as one of your Sworn Kin for all purposes. Please refer the book.

Ten Thousand Dragons Stand Together

Heirs to the Shogunate, p. 135

Share Intimacies with Hearthmates who witness influence that can be opposed by it, so it becomes available to bolster Resolve or use in Decision Points. Please refer to the book for this complex Charm.

Unflagging Vengeance Meditation

Dragon-Blooded: What Fire Has Wrought, p. 197

Swear an Oath of Vengeance on a character that has harmed the subject of a Major/Defining Intimacy. Enforces the pursuit of the Oath but grants various benefits. Please refer the book for this complex Charm.

Investigation

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name

Book Name / Page Reference

Short Descriptor.

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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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Indisputable Physical Analysis Technique

Dragon-Blooded: What Fire Has Wrought, p. 197

Add auto-successes on an Investigation roll for two motes each. Reroll 6s until they fail to appear.

Permeating Insight

Dragon-Blooded: What Fire Has Wrought, p. 198

Add (Essence) non-Charm dice on profile character rolls. On success, gain temporary Investigation specialty in the profiled character. Retain indefinitely, but only ever one specialty granted by this charm.

Scent-of-Crime Method

Dragon-Blooded: What Fire Has Wrought, p. 198

Double 9s on Awareness, Investigation or Survival to detect presence of a character who has made a Larceny roll in the last (Essence) hours. Can detect if any given individual is responsible for the effect by profiling them.

Tampering-Detection Technique

Dragon-Blooded: What Fire Has Wrought, p. 198

Success on a case scene roll reveals any attempts made to conceal evidence, although not the identity of the responsible. Alternately, use to examine items for signs of tampering. Please refer the book for this complex Charm.

Tenacious Flowing Truths

Dragon-Blooded: What Fire Has Wrought, p. 199

Ignore (Essence) points of penalties on rolls to case a scene and Awareness rolls opposing Larceny. In Water Aura, add one automatic success on all rolls that would benefit from this Charm.

Heart-Maze Navigation

Dragon-Blooded: What Fire Has Wrought, p. 198

When making profile character roll, target's Guile can be penalized by any of their Intimacies that would support revealing information to the Dragon-Blood. in Water Aura, use this Charm to profile a character instantly.

Bloodhound's Nose Technique

Dragon-Blooded: What Fire Has Wrought, p. 199

Gain double 9s to investigate a piece of evidence to gain the scent of the character who left the evidence to identify or further track them down. Please refer the book for this complex Charm.

Revelations-of-Associates Hunch

Dragon-Blooded: What Fire Has Wrought, p. 198

Roll additional non-Charm dice for each 10 on an Investigation roll. Experience sensations of flashing heat if you uncover evidence of crime, gain insight this way. Please refer the book for this complex Charm.

Clear Water Prana

Dragon-Blooded: What Fire Has Wrought, p. 200

Focus on a small area and roll to case scene with double 7s to reveal any purposefully hidden items in the area. This charm can contest magical concealment. Once per story; please refer the book for this Charm.

Falsehood-Unearthing Attitude

Dragon-Blooded: What Fire Has Wrought, p. 201

Make a profiling action with (Essence/2, round down) bonus successes in a few seconds to reveal Intimacies your target would be willing to lie to protect. Please refer the book for this complex Charm.

Shadow-Immolating Talon

Dragon-Blooded: What Fire Has Wrought, p. 200

Confront your enemy with a question or accusation to enhance a decisive attack. If attack roll exceeds Resolve, target is compelled to answer honestly. Please refer the book for this complex Charm.

Echoes Caught in Stone

Dragon-Blooded: What Fire Has Wrought, p. 199/200

Meditate upon a piece of evidence to reveal conversation occurring near it some time in the last few months, may need to roll Awareness to hear faint conversations. Please refer the book for this complex Charm.

Scent of the Stranger's Threshold

Dragon-Blooded: What Fire Has Wrought, p. 201

Detect whether a character lives in the city you see them or any nearby settlements you're aware of. Fair Folk always register as strangers. Gains bonuses against magical deception. Please refer the book for this complex Charm.

A Face in the Fog

Dragon-Blooded: What Fire Has Wrought, p. 200

When succeeding on a case scene roll opposed by another attempt to conceal evidence, activate to catch a glimpse of the perpetrator in a mist that surrounds you. Gain some insight. Profile character to recognize the perp.

Warrant of Divine Safety

Dragon-Blooded: What Fire Has Wrought, p. 199

Sanctify an offer of hospitality or invitation into a building. So long as you take no hostile actions, your host cannot violate his guarantee without incurring Heaven's wrath. Please refer the book for this complex Charm.

Foul Stench of Lies Discernment

Dragon-Blooded: What Fire Has Wrought, p. 201

Reflexively roll to profile a character when you hear them making a statement, adding (Essence) non-Charm bonus dice. Success reveals attempts to deception or mislead. Doesn't reveal what part was untrue. Additional effects apply.

Goblin-Thwarting Hunch

Heirs to the Shogunate, p. 135

Double 9s on profile character roll to read intentions against a Fair Folk or other creature native to the Wyld. Also applies to case scene to find clues left behind by such creatures or any Awareness/Lore/Occult/Survival roll to detect such

Homeward Trail Discovery Method

Dragon-Blooded: What Fire Has Wrought, p. 201

Once the prerequisite has been used to determine that a character lives in a location, this Charm activates when you come in sight of a door or other entryway to their home. Entering by any physical way gains double 9s.

River-of-Memory Meditation

Dragon-Blooded: What Fire Has Wrought, p. 202

After uncovering evidence or clue that a crim has been committed, roll to correlate details of the crime with what you know of any characters profiled this story. Gain various benefits. Please refer the book for this Charm.

Death-Unraveling Eye

Dragon-Blooded: What Fire Has Wrought, p. 200

Examine a corpse dead no more than several years for a case scene roll. View corpse as it was upon death. Grants various benefits. Please refer the book for this complex Charm.

Inescapable Wave Insight

Dragon-Blooded: What Fire Has Wrought, p. 202

After uncovering a number of clues equal to (Essence or Larceny of the target, higher) through case scene rolls, gain various benefits until you conclusively closed the case. Please refer the book for this complex Charm.

Larceny

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

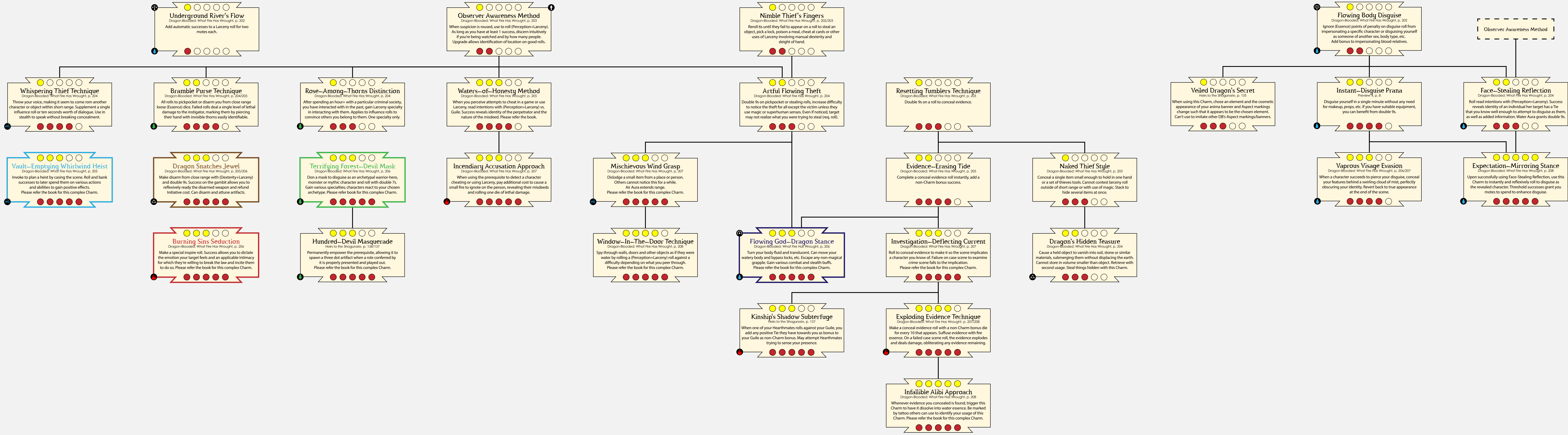
Signature Charms have larger and colored boxes associated with their element.

What Fire Has Wrought (Dragon-Blooded Core Book)

Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backup Charms)

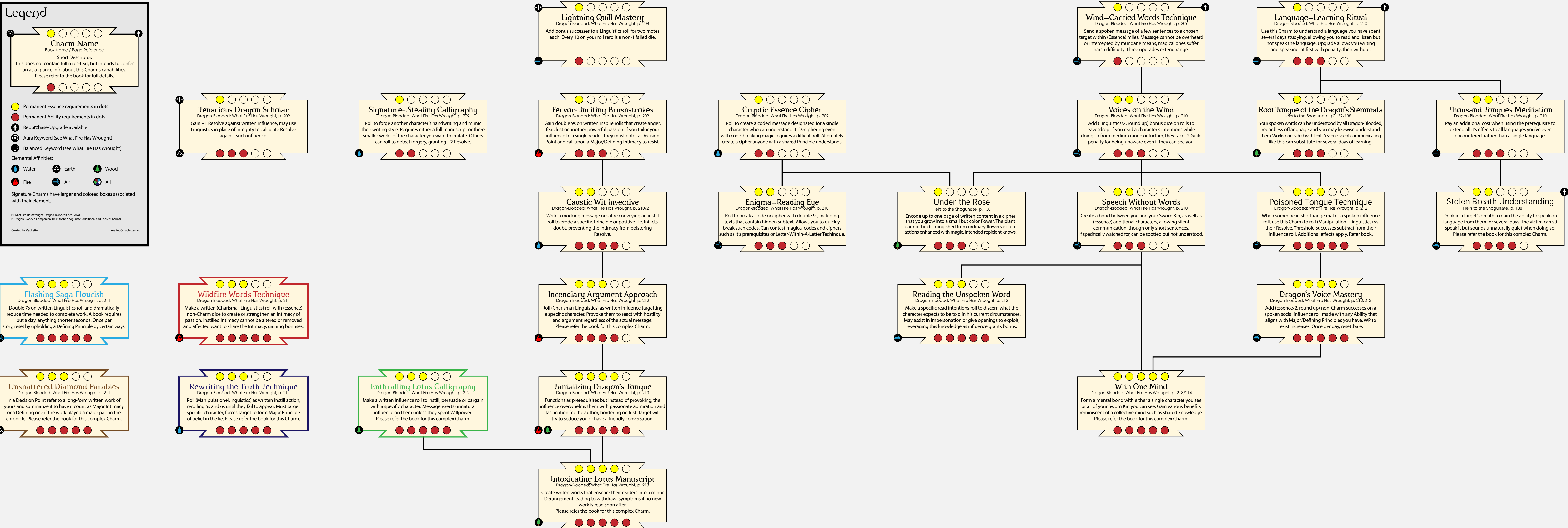
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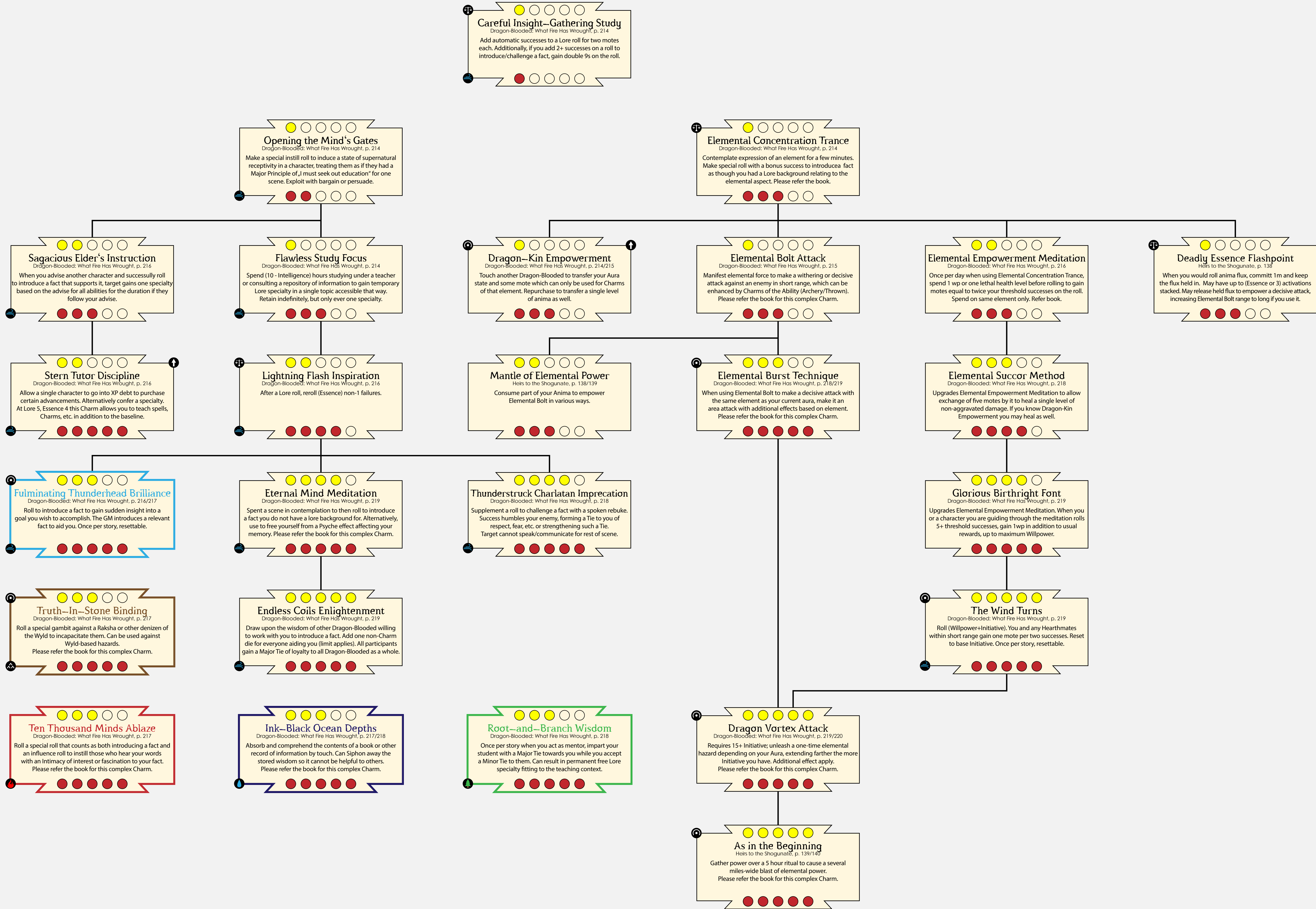


Linguistics

Exalted 3rd Edition Dragon-Blooded Charm Cascade



Exalted 3rd Edition Dragon-Blooded Charm Cascades



Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

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Charm Name

Book Name / Page Reference

Short Descriptor.

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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

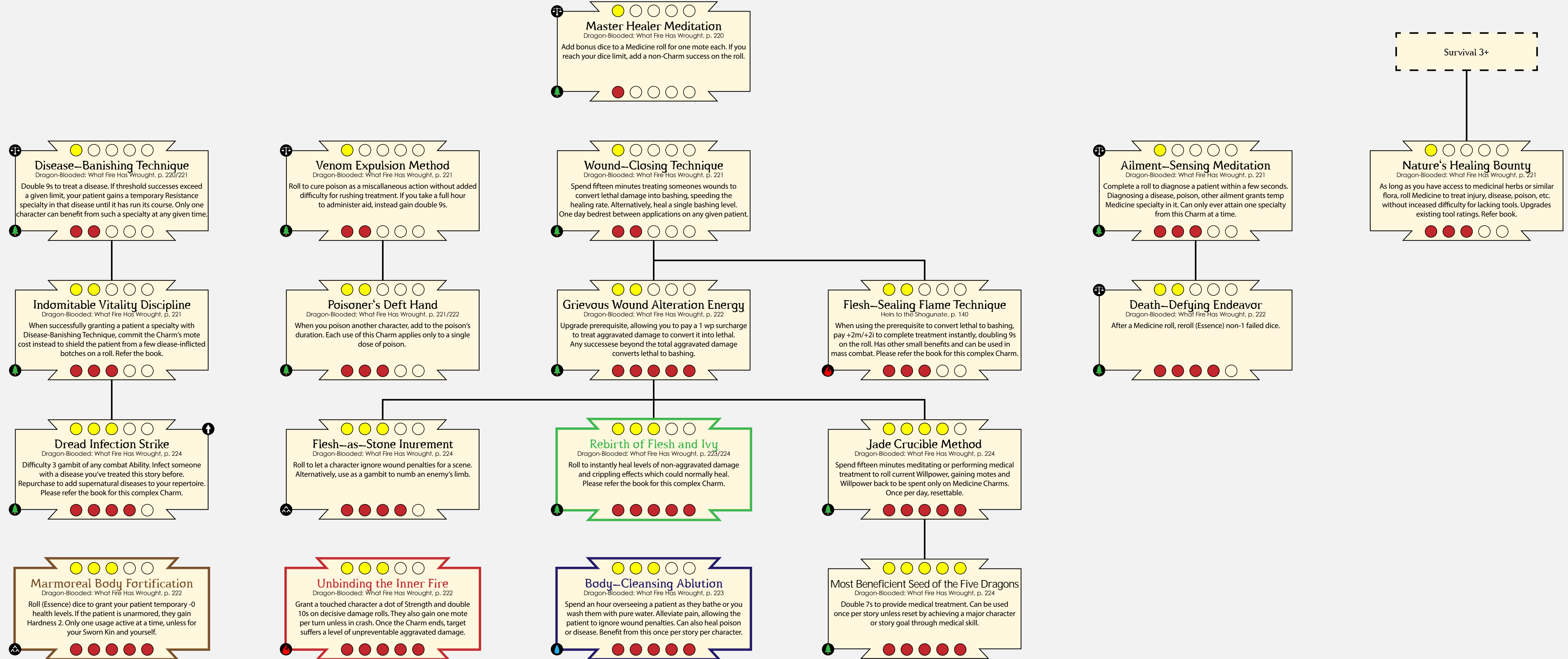
⦿ Air

⬆ All

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⦿ What Fire Has Wrought (Dragon-Blooded Core Book)
⦿ Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

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Exalted 3rd Edition Dragon-Blooded Charm Cascades

Charm Name

Book Name / Page Reference

Short Descriptor.

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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

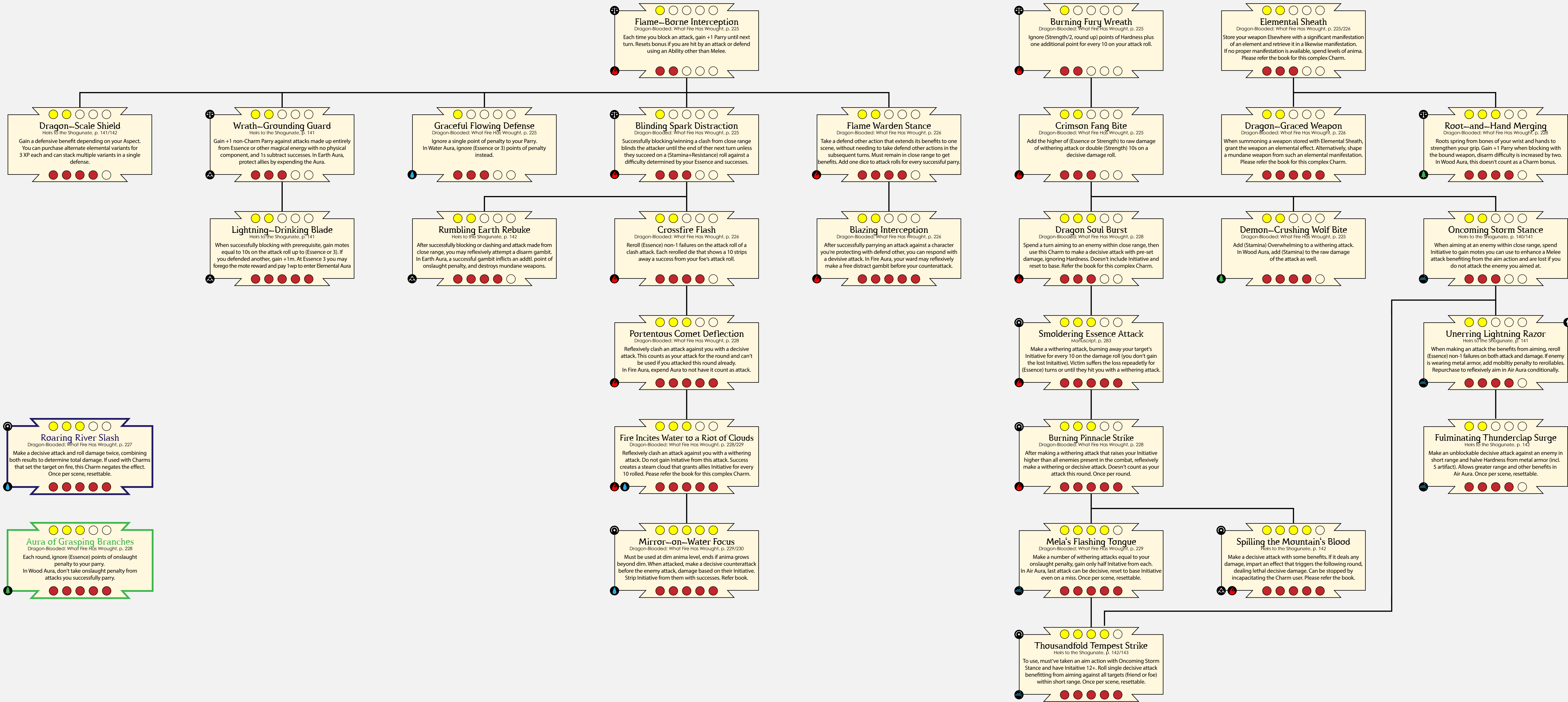
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☑ What Fire Has Wrought (Dragon-Blooded Core Book)

☑ Dragon-Blooded Companion: Heirs to the Stigmata (Additional and Sacker Charms)

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Occult

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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Etern Death—Banishing Blossom

Dragon-Blooded: What Fire Has Wrought, p. 233

Must be at bonfire anima. Gain bonuse defense and soak, more against undead. If still at bonfire and not crashed at the next turn, enact a highly damaging attack against ghosts and other undead out to medium. Refer book.

Hundred Devils Whirlwind

Dragon-Blooded: What Fire Has Wrought, p. 232

Roll (Wits+Occult) with double 9s to create a vortex out to medium range and choose whether it repels spirits and other dematerialized characters or draws them in. Please refer the book for this complex Charm.

Sage of Iron Meditation

Dragon-Blooded: What Fire Has Wrought, p. 232

Spend up to (Stamina) days in meditation to force the Wyld to abide by the natural laws of Creation out to short range. Please refer the book for this complex Charm.

Crashing Wave—Dragons Warding

Dragon-Blooded: What Fire Has Wrought, p. 233

Consecrate a body of water up to a certain range so that the waters count as dangerous hazard to demon, undead or fae that enter the water. Please refer the book for this complex Charm.

Soul—Fire Cremation Technique

Dragon-Blooded: What Fire Has Wrought, p. 230

Burn a corpse to ashes within seconds to prevent hungry ghosts from rising. Cannot apply to Exalted. Allows the ghost of the deceased to choose reincarnation. Please refer the book for this complex Charm.

Hidden Secrets Whisper

Dragon-Blooded: What Fire Has Wrought, p. 230

Add bonus dice to an Occult roll for one mote each. each 10 rerolls a non-1 failed die.

Spirit—Grounding Shout

Dragon-Blooded: What Fire Has Wrought, p. 231

Use to strike a dematerialized character with an attack made with any Ability. If unable to see target, suffer -3 penalty. Repeat use in subsequent rounds reduces cost by one mote down to zero.

Seed and Salt Warding

Dragon-Blooded: What Fire Has Wrought, p. 230

Lay down a line of salt or germinated grain to ward ghosts. Roll to determine power of warding, ghosts can only cross the line by spending WP and if their Resolve exceeds rolled successes. Repels other undead as well.

Fivefold Resonance Sense

Manuscript, p. 286

Meditate to sense the presence of the five elements out to (Essence or 3) range bands. Gain bonus to certain rolls to detect or track jade, elementals, elemental demesnes, manses, etc. Upgradable to remove meditation.

Spirit—Detecting Mirror Technique

Dragon-Blooded: What Fire Has Wrought, p. 230

Touch a mirror or reflective surface to see reflections of dematerialized characters and hear their words as whispers. Only you can see the reflection, negates penalty for attacking partly. Upgrade to let others see reflection.

Blazing Purification Chant

Dragon-Blooded: What Fire Has Wrought, p. 233

Affix a prayer strip to the forehead of a possessed victim to force the possesor out. Roll to deal aggravated damage and expel the possesor with enough damage. Up to five Dragon-Blooded can cooperate.

Spirit—Chaining Strike

Dragon-Blooded: What Fire Has Wrought, p. 231

Perform a gambit to partly drag a dematerialized spirit into the physical world, making it visible to other Dragon-Blooded and granting them the ability to attack without penalty as if the spirit were materialized.

Dragons' Sacred Talon

Dragon-Blooded: What Fire Has Wrought, p. 231

Supplement an attack made with any Ability to strike down raksha and other creatures of the Wyld or the undead. Withering attacks gain damage after soak application, decisive deals aggravated and have double 10s.

Dragon's Egg Hatched

Heirs to the Shogunate, p. 143

Must be within close range of significant and dramatic manifestation of element, shaping it into an elemental of that type to serve you. Please refer the book for this complex Charm.

Secret Wind Revelation

Dragon-Blooded: What Fire Has Wrought, p. 231

When dematerialized entity comes within long range, you become aware and can activate the Charm to pinpoint location. Please refer the book for this complex Charm.

Spirit—Shredding Attack

Dragon-Blooded: What Fire Has Wrought, p. 234

Decisive attacks supplemented with this Charm add attack threshold successes as dice of damage if the spirit is in Initiative Crash. Slain spirit can perhaps reform but only weaker than before, loosing permanent Essence dots.

Seal of Heavenly Binding

Dragon-Blooded: What Fire Has Wrought, p. 234

Roll to bind a spirit in a circle for a few rounds, forcing it to materialize and forbidding the Hurry Home Charm. The spirit can try to break free, spending a full round. Please refer the book for this complex Charm.

Anathema—Sealing Tomb

Dragon-Blooded: What Fire Has Wrought, p. 234/235

If you incapacitate a spirit with a decisive attack, use this Charm to seal them into the nearest dramatic manifestation of Earth Essence (mountain, cave, ...) to prevent them from reforming for centuries.

Chaos—Banishing Revelation Gesture

Dragon-Blooded: What Fire Has Wrought, p. 234

Free a character within short range of any Psyche effect or Derangement imposed by a creature of the Wyld or the Wyld itself. Roll to remove the effect.

Any 4 Occult Charms

Terrestrial Circle Sorcery

Dragon-Blooded: What Fire Has Wrought, p. 235

Gain the ability to cast spells of the Terrestrial Circle and learn one shaping ritual and one Terrestrial Circle spell, which becomes your control spell.

Five Winds Raiment

Dragon-Blooded: What Fire Has Wrought, p. 235

Supplement a Shape Sorcery action to grant yourself +1 Defense and Hardness equal to (Essence) until you cast the spell or stop shaping. In Air Aura this doesn't count as Charm bonus and the hardness is increased.

Any 5 Terrestrial Circle Spells

Dragon—Sorcerer Puissance

Dragon-Blooded: What Fire Has Wrought, p. 235

Whenever you shape a spell based on a single element, gain a single additional sorcerous mote each round you spend shaping. If your Aura state matches the spell's element, gain three motes instead.

World—Weaving Dragon Demiurge

Heirs to the Shogunate, p. 143

Enhance sorcerous workings that deal with elemental matter and issues. Please refer the book for this complicated Charm.

Purifying Dragon Suspiration

Dragon-Blooded: What Fire Has Wrought, p. 234

This Charm is an extended action to free one character of a sorcerous curse or a shaping effect that transforms the victims body. Please refer the book for this complex Charm.

Smoke Ascends to Heaven

Dragon-Blooded: What Fire Has Wrought, p. 232/233

Roll to persuade with any social ability with double 7s against a spirit in person or by offering up prayer. Gain benefits in regards to what the spirit is willing to deal in and how far it will go. Please refer the book.

Performance

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name

Book Name / Page Reference

Short Descriptor.

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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 Barker Charms)

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Hidden Petal Aria

Dragon-Blooded: What Fire Has Wrought, p. 235

Embed a message one sentence long into a performance, conveying it to select members of the audience. Can incorporate social influence. Magic detection attempts must roll to succeed.

Invisible Street Performer Technique

Dragon-Blooded: What Fire Has Wrought, p. 236

Roll (Manipulation+Performance). So long as you keep performing, characters whose Resolve is beat cannot notice your directly. Stops upon Join Battle or taking overt action drawing notice.

Dance of Flashing Swords

Dragon-Blooded: What Fire Has Wrought, p. 236

Make a special instill roll against bystanders to a combat or other violent altercation to make them believe it is an artistic performance. Can be flurried.

Blossom Hides Thorns

Dragon-Blooded: What Fire Has Wrought, p. 238/239

Must be in middle of performance. Roll (Manipulation + Performance) with double 9s vs single target against Resolve. On succeed, you and your allies roll Join Battle and can get unexpected attacks going. Please refer the book.

Audience—Enthusing Display

Dragon-Blooded: What Fire Has Wrought, p. 235

Add automatic successes to a Performance roll for two motes each and ignore the penalty for targetting multiple characters with social influence.

Talented Improvisation

Dragon-Blooded: What Fire Has Wrought, p. 236

After making a Performance roll, reroll (Essence) non-1 failed dice. If you stunt the explanation on how you recover from missteps, reduce cost of the Charm.

Soul—Stirring Performance

Dragon-Blooded: What Fire Has Wrought, p. 236

Make an inspire roll with (Essence) non-Charm bonus dice. Characters whose Resolve is beaten must enter a Decision Point to resist the emotion the performance conveys, calling on an Intimacy of any intensity.

Heart—Strengthening Defense

Dragon-Blooded: What Fire Has Wrought, p. 236

All characters that can see or hear your performance gain +1 Resolve against other influence or +2 Resolve against Psyche effects or other unnatural influence.

Harmonious Life—Affirming Song

Dragon-Blooded: What Fire Has Wrought, p. 236

All characters witnessing your performance add a bonus success on rolls against poison, disease, other maladies, and multiply healing rate.

Enticing Paramour Passion

Heirs to the Shogunate, p. 144

Must engage voluntarily in physical intimacy to gain benefits against their current partner, stocking up non-Charm dice into a pool for later use.

Legend—Hewn Wisdom

Dragon-Blooded: What Fire Has Wrought, p. 239

Roll (Charisma+Performance) to inspire an audience with emotion by telling a story. Instill an Intimacy based on moral or allegory of the story. Upgrade allows granting targets a temp Willpower point. Refer book.

Epoch Saga Memory

Dragon-Blooded: What Fire Has Wrought, p. 239

Eidetic recall of every story you've heard grants you a bonus die to performance rolls made to tell a story, as well as any mental or social roll with another Ability that could benefit from such perfect recall of a story. Other effects apply.

Irresistible Whirlpool Diversion

Dragon-Blooded: What Fire Has Wrought, p. 237

Roll ((Manipulation or Appearance) + Performance) with double 9s to impart a penalty of (Essence) to your audience's Awareness-based rolls.

Tears—From—Stone Eloquence

Dragon-Blooded: What Fire Has Wrought, p. 237

Roll (Charisma+Performance). Any character whose Resolve is beaten must choose a response to the inspired emotion that will affirm, support, protect a social institution they have an intimacy towards. Please refer the book.

Storm—Gathering Fervor

Dragon-Blooded: What Fire Has Wrought, p. 239

When using oratory to make an inspire, instill or persuade roll that is supported by a Principle your targets share with you, gain bonuses equal to the Intimacy of whichever has it at the lowest rating. Refer book.

Puissant Precursor's Monologue

Dragon-Blooded: What Fire Has Wrought, p. 239

May a persuade roll with ((Charisma or Manipulation) + Performance), double 7s, to convince your audience to take a course of action that upholds a Defining Principle of yours. Those sharing the Principle must pay more to resist.

Immolating Passion Alleluia

Dragon-Blooded: What Fire Has Wrought, p. 237

Make an inspire roll, rerolling an additional non-Charm die for every 10. Emotions you inflame are incredibly intense and reactions taken must rise to the level of at least a serious task. Resisting costs three Willpower.

Lightning Declaration Style

Dragon-Blooded: What Fire Has Wrought, p. 239

Reroll 6s until they cease to appear on an oratorical Performance roll. If you are upholding a Major or Defining Principle, reroll 5s as well.

Thundering Dragon Proclamation

Dragon-Blooded: What Fire Has Wrought, p. 237

Your voice is loud enough to be heard clearly at extreme range. Influence through amplified voice is limited to inspire or threaten. Double 9 on voice-based Performance and command actions.

Mesmerizing Siren Call

Dragon-Blooded: What Fire Has Wrought, p. 237/238

Hypnotize an audience with phantasmal imagery that ensnares them depending on successes rolled. Please refer the book for this complex Charm.

Voice—Uplifting Aspect

Dragon-Blooded: What Fire Has Wrought, p. 240

Gain an automatic success on a Performance roll to sing and rerolling a single die that showed a non-1 failure for each 10 on the roll.

Life—Spirit Symphony

Dragon-Blooded: What Fire Has Wrought, p. 238

Perform to have allies ignore out to medium range any difficult terrain-based on foliage or vegetation. Help negate likewise-based environmental hazards. Can use Performance to direct vines and plants to attack enemies.

Sanxian—Charming Fingers

Dragon-Blooded: What Fire Has Wrought, p. 240

Double 9s on Performance rolls to play a musical instrument.

Blossoming Instrument Evocation

Dragon-Blooded: What Fire Has Wrought, p. 240

Create a musical instrument from any living plant. If you have a specialty in that instrument, it will be of exceptional quality. Revert back to natural form upon ending of the Charm.

Vibrating Strings Defense

Dragon-Blooded: What Fire Has Wrought, p. 240/241

Carry or play a musical instrument to reflexively clash an enemy out to medium range with Essence-suffused music. Please refer the book for this complex Charm.

Three—String Sword Prana

Dragon-Blooded: What Fire Has Wrought, p. 241

Make a decisive attack roll with (Wits + Performance) with your instrument, out to medium range. Roll Initiative for damage as per usual, but with double 10s. Counts as continuing to play your instrument for the round.

Battle Anthem of the Ten Thousand Dragons

Dragon-Blooded: What Fire Has Wrought, p. 241

As long as you continue musical performance, you and all allies that hear it gain +1 bonus die on attack rolls, combat movement and command actions. Withering attacks grant one additional mote. Doesn't stack.

Swaying Boughs Arabesque

Dragon-Blooded: What Fire Has Wrought, p. 241

Supplement a Performance roll to dance, lowering the Resolve of all targets by one. Lowers the difficulty of the roll and potentially increases bonus dice from your Appearance rating.

Petal—Strewn Pavane

Dragon-Blooded: What Fire Has Wrought, p. 241

Add (Performance) dice to any combat movement roll. Flurry the supplemented move with Performance-based action without taking the usual flurry penalty. Can't be used if wearing medium or heavy armor. Effects in Wood Aura.

Falling Leaves Sway

Dragon-Blooded: What Fire Has Wrought, p. 241/242

Appearance adds non-Charm bonus dice to an inspire roll made through dance based on target's Resolve. Social influence using the inspired emotion gain one automatic success for the rest of the scene.

Waltz of Honeyed Wine

Dragon-Blooded: What Fire Has Wrought, p. 242

Convert non-Charm dice added by Appearance on any dance-based Performance roll to non-Charm successes. Characters with Resolve 2 or more lower than Appearance must spend addtl. Willpower to resist influence.

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.

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2/ What Fire Has Wrought (Dragon-Blooded Core Book)

3/ Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

Created by MadLetter

exalted@madletter.net

Eternally Argumentative Flame

Dragon-Blooded: What Fire Has Wrought, p. 242

When flurrying a Presence- or Socialized-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.

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.

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.

Heart-Conquering Prowess

Heirs to the Shogunate, p. 144/145

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.

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.

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.

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.

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.

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.

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.

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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.

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.

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.

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.

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.

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.

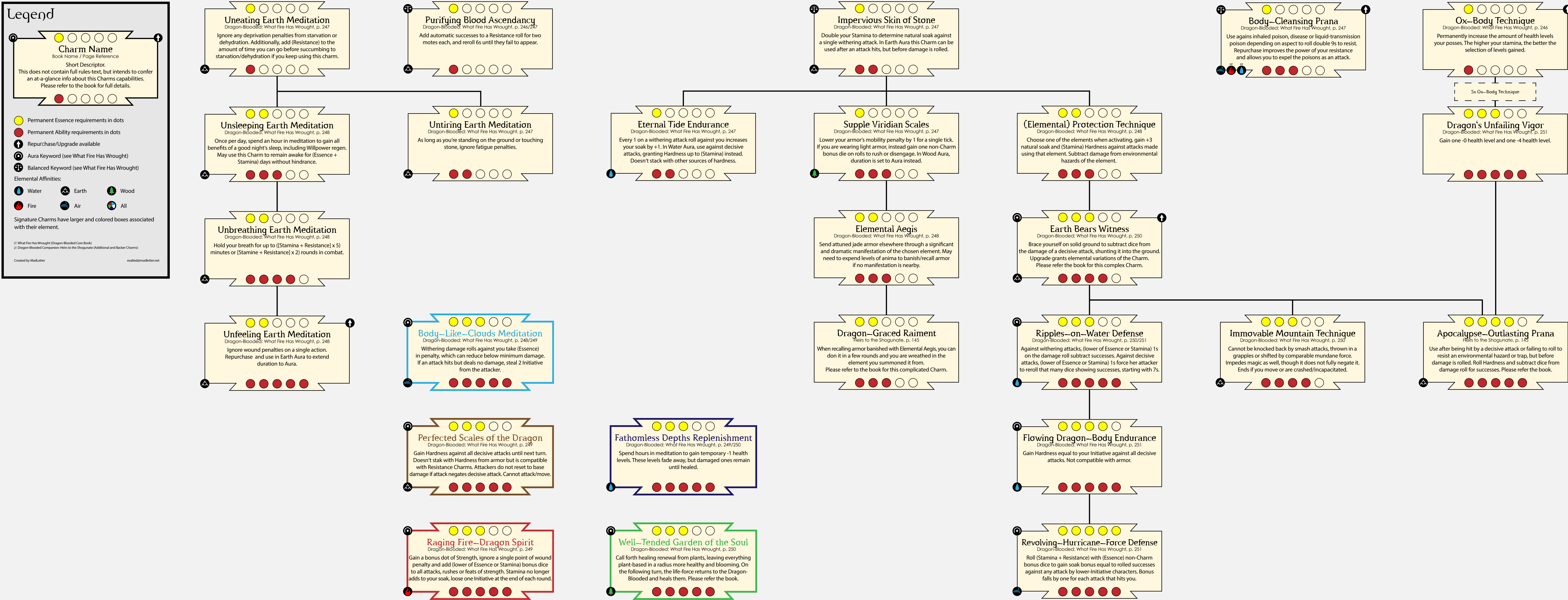
Vivacious Dragon Beauty

Dragon-Blooded: What Fire Has Wrought, p. 245

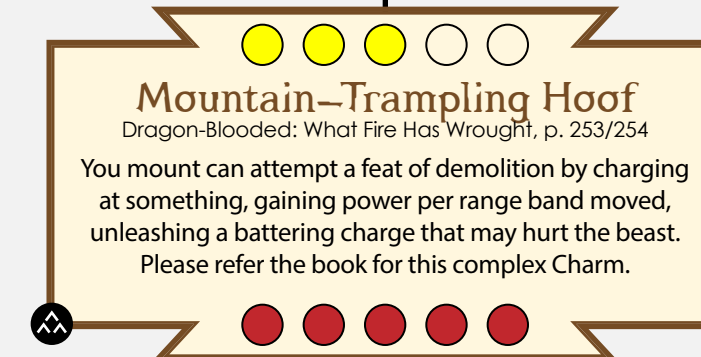
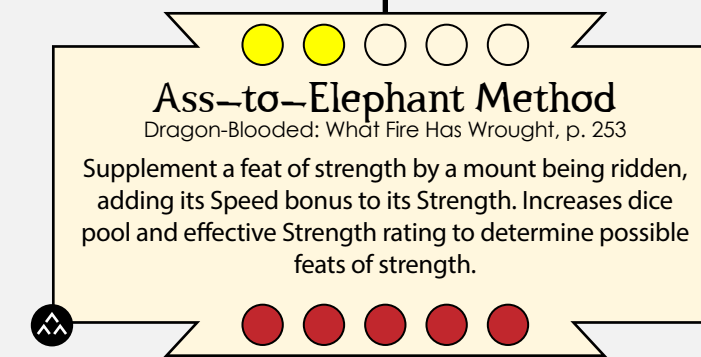
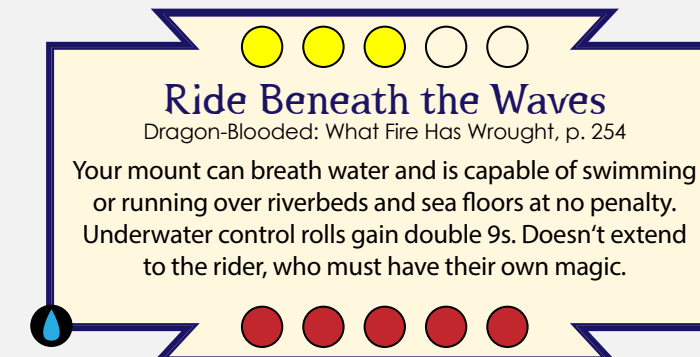
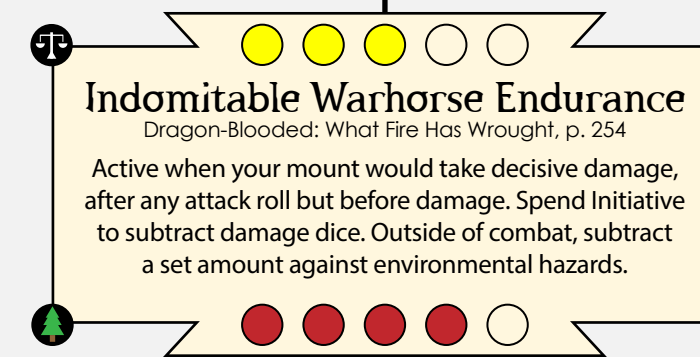
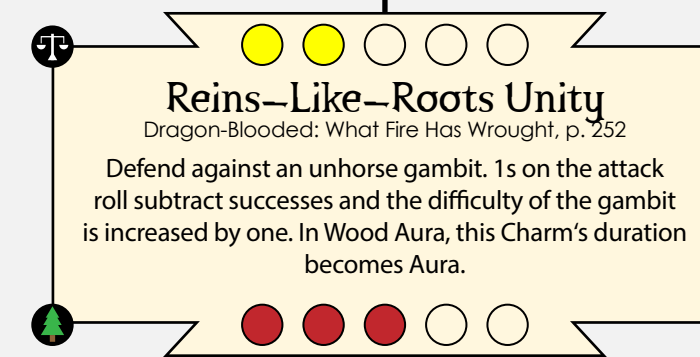
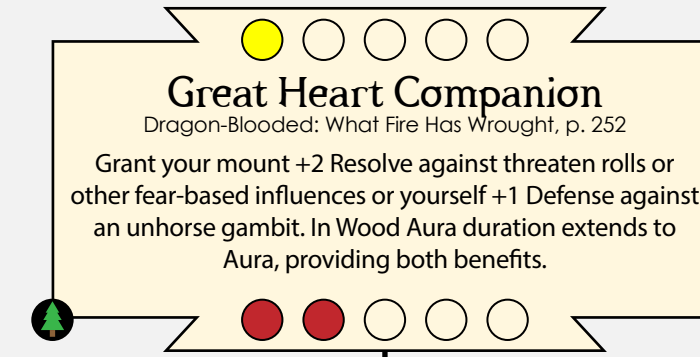
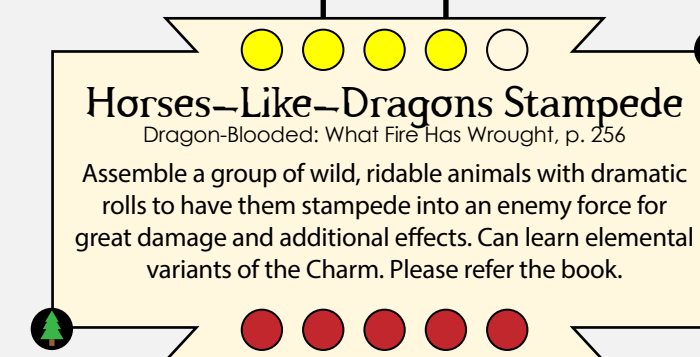
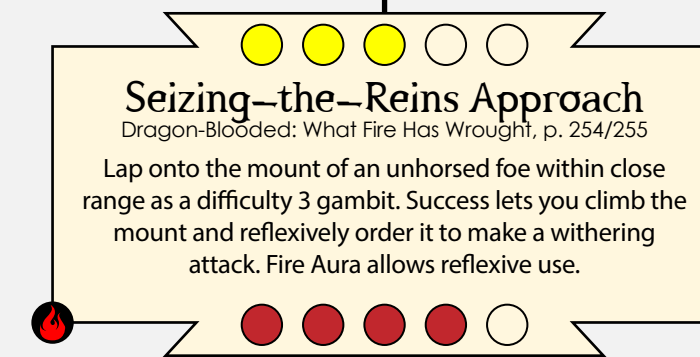
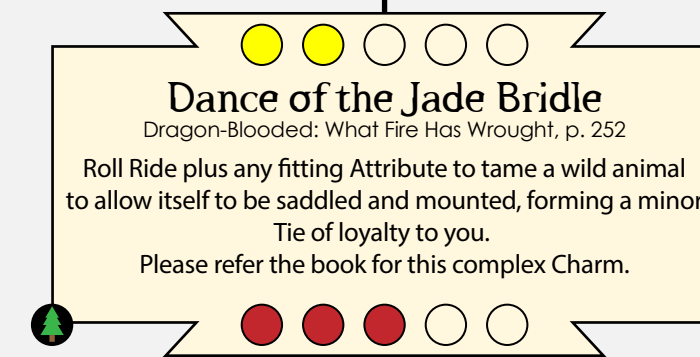
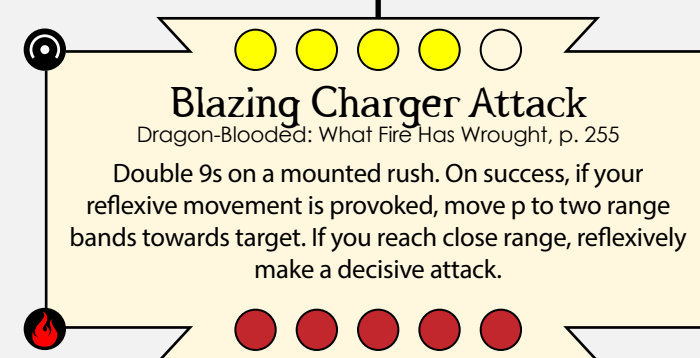
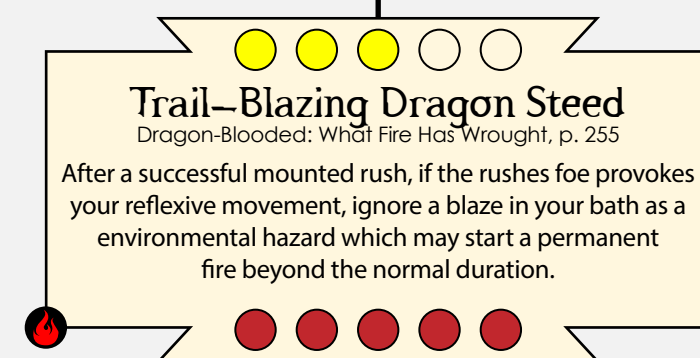
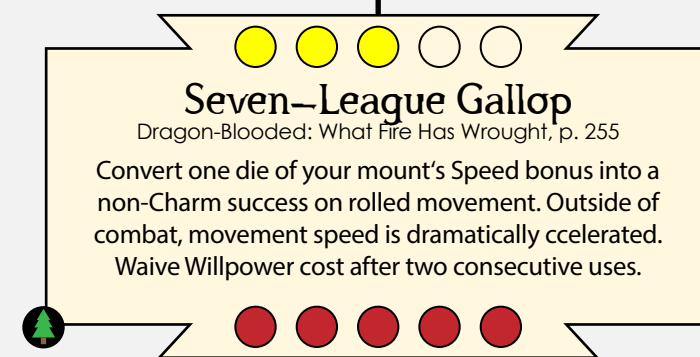
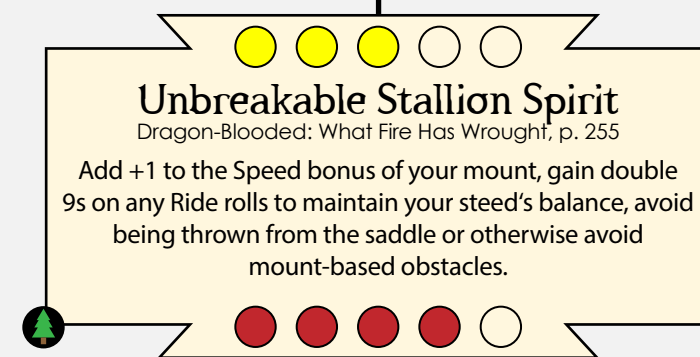
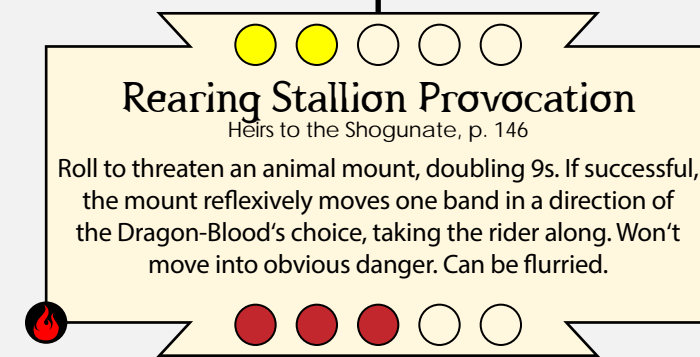
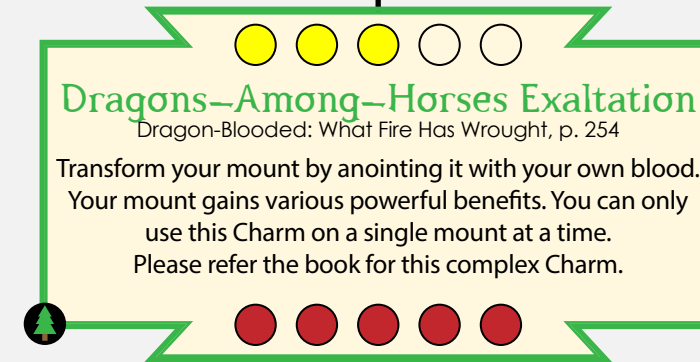
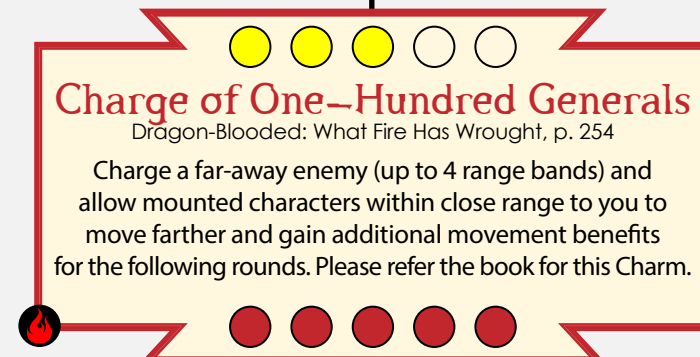
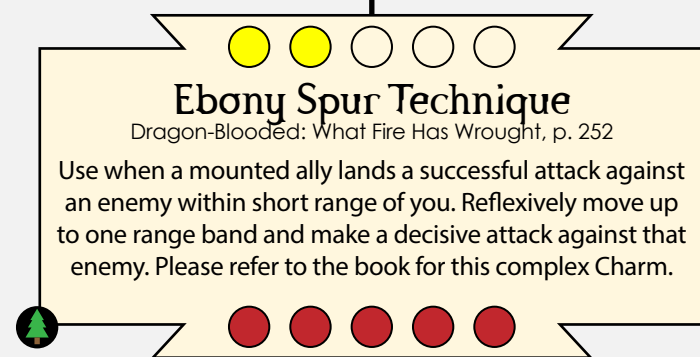
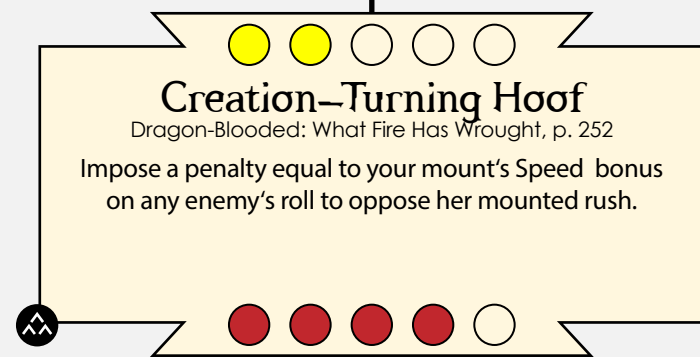
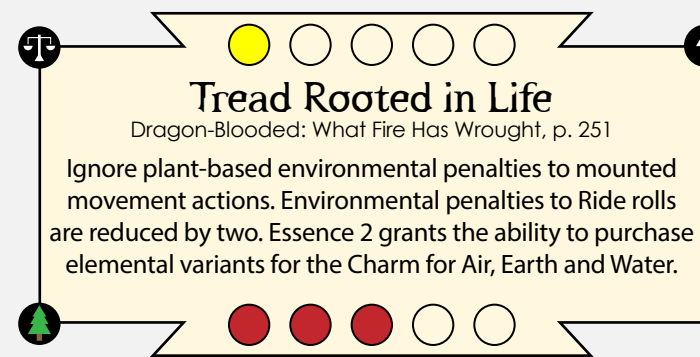
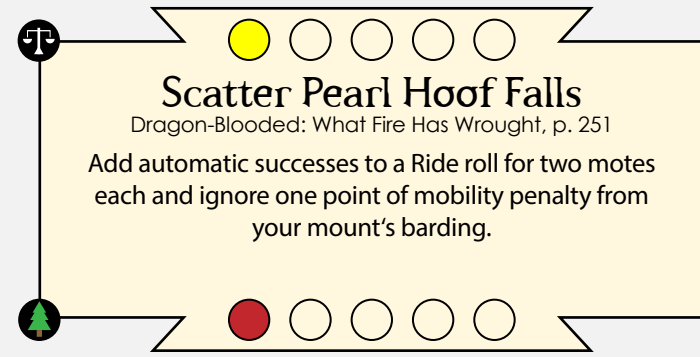
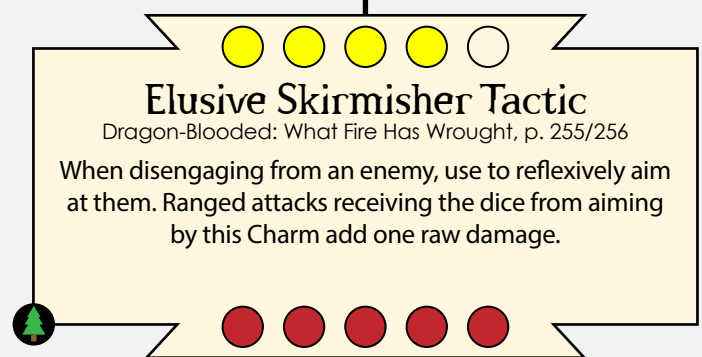
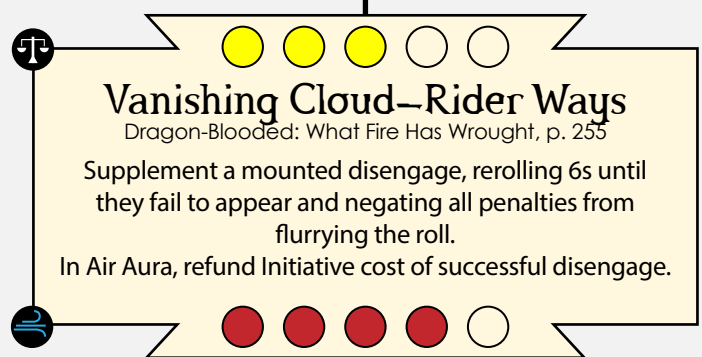
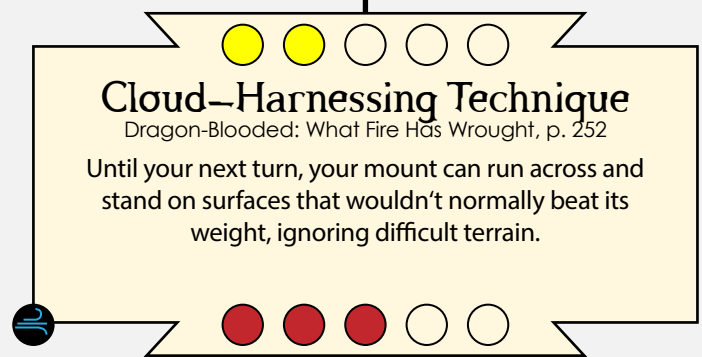
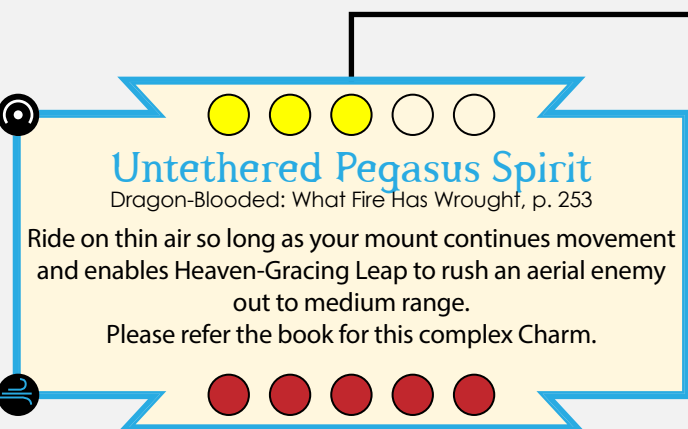
Gain bonus dot of Appearance, which may raise your Appearance above 5.

Resistance

Exalted 3rd Edition Dragon-Blooded Charm Cascades



Exalted 3rd Edition Dragon-Blooded Charm Cascades



Sail

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

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Repurchase/Upgrade available

Aura Keyword (see What Fire Has Wrought)

Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

Water

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Wood

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All

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What Fire Has Wrought (Dragon-Blooded Core Book)

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

Created by MadLetter

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Dragon Mariner Attitude

Dragon-Blooded: What Fire Has Wrought, p. 257

Choose one of four reputations (Carousing, Heroism, Leadership, Menacing) to gain various benefits. Please refer the book for this complex Charm.

Deck-Striding Prana

Dragon-Blooded: What Fire Has Wrought, p. 257

Add (Sail) bonus dice on a movement roll or a roll to maintain balance, or reflexively use move action to ascend or descend vertical range bands up a ship's rigging, ladders, etc. In Water Aurathis Charm's cost is reduced.

Hurricane-Predicting Glance

Dragon-Blooded: What Fire Has Wrought, p. 257

Roll dice against a difficulty based on your familiarity with any given sea you're sailing to predict the weather and related phenomena perfectly. Gain temporary specialty to avoid foreseen dangerous weather events.

Seven Seas Wind-Luring Chant

Dragon-Blooded: What Fire Has Wrought, p. 258

When suffering penalties for sailing against the wind or from other foul weather, roll (Charisma+Sail). Every two successes lower penalties by one. Can use in favorable weather to improve Speed rating.

Vanishing Fog-Bank Escape

Dragon-Blooded: What Fire Has Wrought, p. 260

Use to attempt an escape stratagem at a reduced cost. Momentum add bonus dice. Can also enhance the interval roll for a pursuit at sea in which you're fleeing.

Pirate-Masquerading Method

Dragon-Blooded: What Fire Has Wrought, p. 260

Masquerade your ship with Essence so that others will see it as part of their own allegiance or purpose. You can use this Charm to attempt to fit into a society of sailors or other seafarers. Please refer the book.

Shipwreck-Strewn Tempest Wake

Dragon-Blooded: What Fire Has Wrought, p. 259

Upon successfully rolling to enact an escape stratagem, create a swirling maelstrom or similar peril that the opposing captain must contend with. Please refer the book for this complex Charm.

Old Salt Spirit

Dragon-Blooded: What Fire Has Wrought, p. 258

Gain +1 Resolve vs fear-based influence, any influence that would cause you to sail your ship into peril or prevent you from taking to the seas aboard your ship. Can empower by integrating memories of past seafaring adventures.

Bellowing Thunder Admiral

Dragon-Blooded: What Fire Has Wrought, p. 260

Add (Essence/2, round up) successes on command actions targeting battle groups made up of sailors under your command. Such groups gain additional successes on Willpower rolls against Rout. Refer the book.

Ship-Seizing Dragon Talon

Dragon-Blooded: What Fire Has Wrought, p. 260/261

Enhance a boarding action in naval combat with double 9s. If you successfully board and initiate combat, threshold successes on the naval stratagem roll add bonus die to Join Battle to you and allies, and waive wp cost of prerequisite.

Fog Shroud Ambush

Dragon-Blooded: What Fire Has Wrought, p. 261

Waive Momentum cost of concealment stratagem. If you succeed and use next round to enact broadside, escape, or ram stratagem, succeed automatically. Magic may counter this effect.

Fine Passage-Negotiating

Dragon-Blooded: What Fire Has Wrought, p. 256

Add automatic successes to Sail roll for two motes each and reroll 6s until they fail to appear.

Storm-Outrunning Technique

Dragon-Blooded: What Fire Has Wrought, p. 256/257

When making a Sail roll that you ship's Speed rating applies to, reroll (lower of Wits or Speed) non-1 failed dice.

Ocean-Darting Maneuver

Dragon-Blooded: What Fire Has Wrought, p. 257

Double 9s on a roll to navigate through a naval hazard or enact a positioning stratagem in naval combat. On a successful positioning stratagem, receive (Essence) additiona Momentum.

Sturdy Bulkhead Concentration

Dragon-Blooded: What Fire Has Wrought, p. 258

When your ship suffers hull damage from a failed roll to navigate aquatic hazards or from damage-dealing stratagems, roll (Essence+2) non-Charm dice. If bonus successes suffice, reduce damage taken.

Mountain-Hull Meditation

Heirs to the Shogunate, p. 144

Reduce difficulty of a roll needed to void damaging your ship by one or subtract one success from another characters' roll to damage it. Explicitly includes feats of demolition and offensive naval maneuvers. Deck counts as earthen surface.

Sea Dragon's Cunning

Heirs to the Shogunate, p. 144

Double 9s on Naval Maneuver rolls. If you succeed, gain 1 momentum. In Water Aura you gain 1 Momentum even if you fail.

Trial-by-Fire Imperilment

Heirs to the Shogunate, p. 144

Add (Anima) dice on a broadside stratagem and deal more damage with it. Lets you attempt broadsides even if your vessel lacks anti-ship weaponry or crew. Once per scene, resettable.

Storm-Singer's Reprieve

Dragon-Blooded: What Fire Has Wrought, p. 258

Faced with weather-based maritime hazard or troubled waters, use to roll with double 9s vs. hazard difficulty. Success disperses the hazard. Once per story, resettable.

Hull-Shattering Avalanche Impact

Dragon-Blooded: What Fire Has Wrought, p. 258

Undertake a ram stratagem in naval combat, gaining double 8s on the roll. Inflict additional hull damage for every two threshold successes. Outside of combat, use to demolish seafaring structure/obstacle. Refer book.

Dragon Sets the Seas Ablaze

Dragon-Blooded: What Fire Has Wrought, p. 258/259

Make a broadside stratagem with double 9s, discharging your anima through ship weaponry. Set target afire to inflict ongoing damage. Once per scene.

Benediction of the Living Ship

Dragon-Blooded: What Fire Has Wrought, p. 259/260

Use this Charm to roll (Essence) plus applicable Sail specialty, healing Hull damage. You and allied characters aboard the ship heal one level of non-aggravated damage. Provide food. Crew gain non-Charm bonuses.

Socialize

Exalted 3rd Edition Dragon-Blooded Charm Cascade

Legend

Charm Name

Book Name / Page Reference

Short Descriptor.

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

Created by MadLetter

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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-Charm die for every rolled 10 if you read the intentions of one enemy in the scene.

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.

Impeccable Purity Lavation

Heirs to the Shogunate, p. 144

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.

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-Charm 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.

Soothing-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.

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.

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.

Enticing Flame Feint

Dragon-Blooded: What Fire Has Wrought, p. 266

When you witness a character attempting to read an ally's intentions, impose a penalty on the roll equal to (lower of Essence or Manipulation). Each use inflicts a -1 penalty to your own Guise for the scene.

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, p. 145

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 and 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.

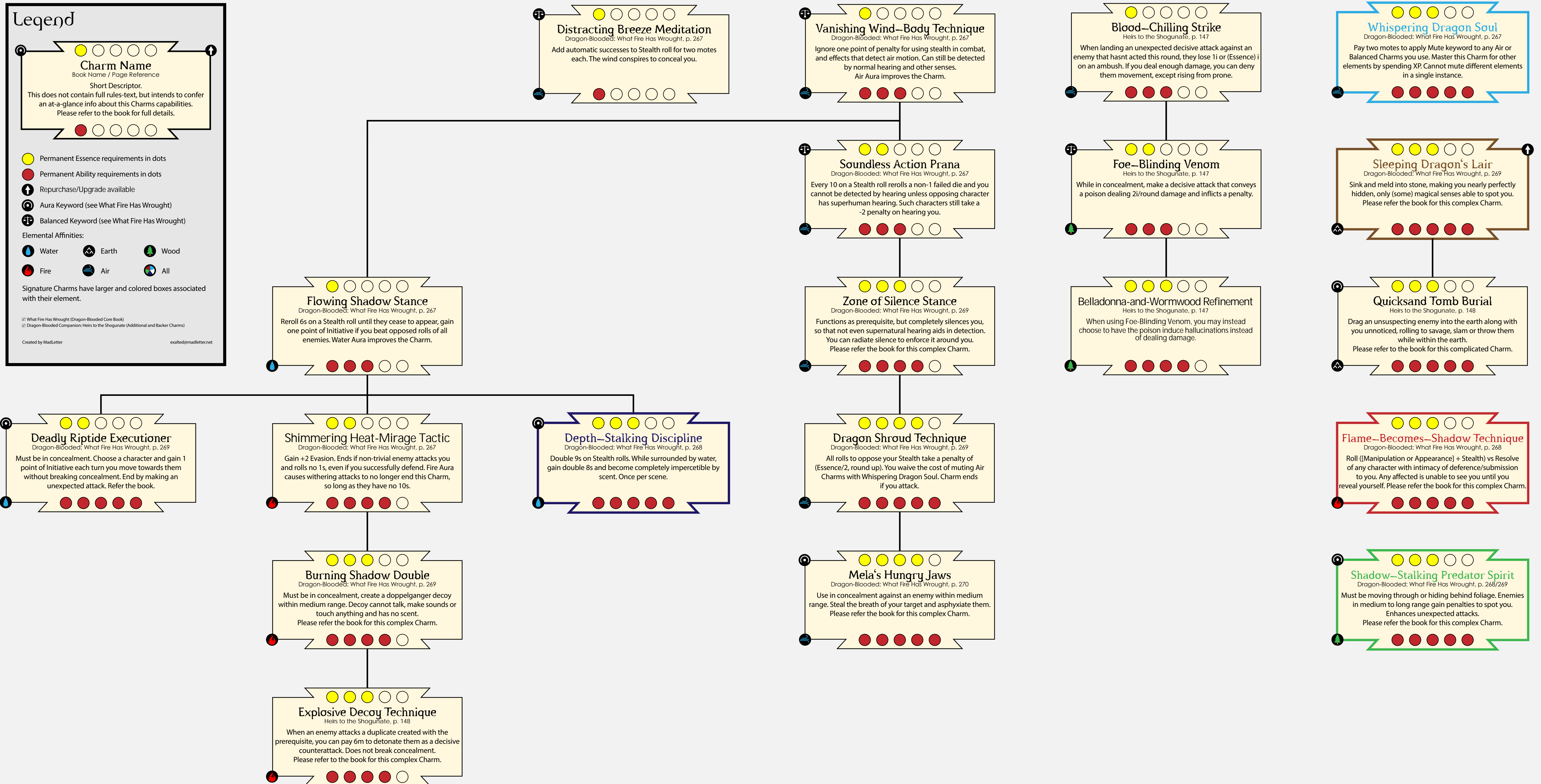
Smoke-Wreathed Mien

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.

Stealth

Exalted 3rd Edition Dragon-Blooded Charm Cascades



Throw

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 Charm's 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)

Created by MailLetter

exaltednomadletter.net

Blinding Spark Throw

Dragon-Blooded: What Fire Has Wrought, p. 275

Difficulty 3 gambit against enemy out to medium range. Success blinds for three rounds. Affected can pay 2 Initiative to roll (Stamina+Resistance) to clear eyesight. Use reflexive in Fire Aura when you crash someone.

Smoke Burst Eruption

Dragon-Blooded: What Fire Has Wrought, p. 276

A successful decisive attack creates smoke cloud out to short range, providing concealment to roll Stealth. Unexpected attacks of allies within cloud gain bonus. Upgradable at Thrown 5, Essence 5.

Exploding Weapon Technique

Dragon-Blooded: What Fire Has Wrought, p. 277

Your thrown weapon explodes, adding damage to a decisive attack. Destroys mundane weapons used. Can be repurchased at Essence 5 to unlock two addtl. effects that can be used.

Seeking Throw Technique

Dragon-Blooded: What Fire Has Wrought, p. 275

Add bonus dice on a Thrown roll for one mote each, and ignore the Defense bonus of enemies in light cover. In Air Aura, if you aim before attacking, ignore one point of Defense bonus from heavy cover.

Armor—Rupturing Fang

Dragon-Blooded: What Fire Has Wrought, p. 275

On a decisive attack, embed your weapon into an armored enemy, lowering soak by one and increasing mobility penalty. Removing is a feat of strength. In Earth Aura, embed multiple weapons for greater effect.

Arcing Levinbolt Precision

Dragon-Blooded: What Fire Has Wrought, p. 275

An enemy wearing armor or made from metal (including the five magical materials) applies the armor's mobility penalty to soak and Hardness against the supplemented attack.

Fatal Riptide Strike

Dragon-Blooded: What Fire Has Wrought, p. 277

Ignore penalties for throwing a weapon through water or similar liquids. Surprise attacks while underwater deal extra damage. Once per scene enhance an unexpected attack to convert it into an ambush.

Earth—Shattering Strike

Dragon-Blooded: What Fire Has Wrought, p. 275

Make a decisive attack that shatters the ground beneath your target, creating difficult terrain beneath them.

Devastating Avalance Barrage

Dragon-Blooded: What Fire Has Wrought, p. 276/277

Make a withering attack that also becomes a secondary unblockable withering attack to everyone within short range of your target. Requires debris, can be manifested. Please refer the book for this complex Charm.

Venom Thorn Attack

Dragon-Blooded: What Fire Has Wrought, p. 275

Reflexively poison your weapon when you make a decisive attack, even if it lacks the Poisonable tag. Initiative cost of Charm is waived if weapon has that tag.

Stone Needle Strike

Dragon-Blooded: What Fire Has Wrought, p. 277/278

An enemy damaged by your decisive attack loses movement action on next turn and is impaled by weapon, requiring them or an ally to succeed on a feat of strength before taking any movement actions.

Invisibly Hidden Chakram Method

Dragon-Blooded: What Fire Has Wrought, p. 275/276

Banish a thrown weapon Elsewhere until you recall it. Can banish several weapons up to a limit. In Air Aura you may banish any number of weapons with a single use.

Mela's Twin Fangs

Dragon-Blooded: What Fire Has Wrought, p. 276

Must have at least one weapon banished with prerequisite and another readied. Make one withering attack with each weapon vs. a single enemy, but only gain Initiative for the higher-damage attack.

Thousand Razor Wind

Dragon-Blooded: What Fire Has Wrought, p. 278

Instantly recall every weapon banished with Invisibly Hidden Chakram Method and make a series of decisive attacks, rolling separately for each weapon (divide Initiative evenly), ignore Hardness. Do not reset.

Whirlwind Shield Technique

Dragon-Blooded: What Fire Has Wrought, p. 278/279

Create a vortex of weapons and debris around you which protects you with defend other actions. The whirlwind gains its own Initiative track. If the vortex is crashed, the Charm ends. Once per combat only.

Vengeful Gust Counterstrike

Dragon-Blooded: What Fire Has Wrought, p. 279

While the prerequisite is active, you may reflexively clash an attack from out to short range with a decisive attack, with damage equal to the vortex' Initiative. Please refer the book for this complex Charm.

Wind Armor Technique

Dragon-Blooded: What Fire Has Wrought, p. 279

While Whirlwind Shield Technique is active, gain Hardness equal to the vortex' Initiative. If the vortex blocks an attack from close range, the attacker suffers one die of lethal damage, ignoring Hardness. Incompatible with armor.

Sand—Scourge Feint

Heirs to the Shogunate, p. 149

Make a distraction gambit. If successful, the victim loses Initiative equal to the gambit Initiative cost. If this crashes the victim, the Initiative Break is awarded to the beneficiary of the gambit. Earth Aura effect: expend Aura instead of paying i cost.

Persistent Hornet Attack

Dragon-Blooded: What Fire Has Wrought, p. 276

Your weapon becomes alive, thrown upon the winds to attack your target on it's own, gaining an Initiative track. Please refer the book for this complex Charm.

Elusive Zephyr Strike

Dragon-Blooded: What Fire Has Wrought, p. 276

Double s on the attack roll of a distract gambit. In Air Aura, add attack roll threshold successes as dice to your Initiative roll.

Hundred Thorns Blossom

Dragon-Blooded: What Fire Has Wrought, p. 277

Focus an enemy with lower Initiative within short range, roll vs. target Guile. If target fails, make a reflexive, unexpected decisive attack with (Manipulation) damage, ignoring Hardness. Refer the book for this complex Charm.

Winter Fang Attack

Dragon-Blooded: What Fire Has Wrought, p. 278

Supplement a decisive attack or gambit. If attack deals damage or gambit succeeds, enemy loses Initiative equal to 10s rolled, maximum (Essence). You do not gain this Initiative yourself.

War

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name

Book Name / Page Reference

Short Descriptor.

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Permanent Essence requirements in dots

Permanent Ability requirements in dots

Repurchase/Upgrade available

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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

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-Charms successes.

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 stratagem, allied groups ignore these penalties as well.

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.

Blazing Courageous Swordsman Inspiration

Dragon-Blooded: What Fire Has Wrought, p. 279/280

Roll an additional non-Charms 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.

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.

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, p. 149

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 stratagem.

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 existence.

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.

Magma Hell Upheaval

Blessed Dragon Champion

Dragon-Blooded: What Fire Has Wrought, p. 283

Must be leading soldiers under successfully enacted stratagem to use. Double 9s on all War rolls, gain +2 Defense against battle groups. Add non-Charms 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.

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.

Caldera Battlefield Approach

Heirs to the Shogunate, p. 150

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.

Divine Wind Approach

Heirs to the Shogunate, p. 151

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.

Deadly Wildfire Legion

Dragon-Blooded: What Fire Has Wrought, p. 281/282

Add (Essence) non-Charms 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, resettable. Please refer the book.

Fog-of-War Misdirection

Dragon-Blooded: What Fire Has Wrought, p. 282

Create a unique magical stratagem 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 stratagem to infiltrate an enemy's ranks with a traitor. Please refer the book for this complex Charm.