

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.

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Created by MadLetter

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, Throw 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.

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.

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).

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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 divided up. Reset to base Initiative after all attacks are made, even if all missed.

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.

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.

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.

Awareness

Exalted 3rd Edition Dragon-Blooded Charm Cascades

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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

Precision Observation Method
Dragon-Blooded: What Fire Has Wrought, p. 172

Add dice to an Awareness roll for one mote each, or automatic successes for two motes each.

Deep-Listening Palm
Dragon-Blooded: What Fire Has Wrought, p. 172

Touch a surface to listen though it as if it weren't there. No roll required for wood, stone, etc., while stronger materials such as metal require a check.

Hesiesh's Discerning Tongue
Dragon-Blooded: What Fire Has Wrought, p. 173

When placing potentially harmful food or drink in your mouth, roll to detect poison or other harmful ingredients and set them afire. Upgrade allows immediate Join Battle roll benefiting from the prior detection check.

Victory-Seeking Insight
Heirs To the Shogunate, p. 129

After Join Battle, transfer up to (Int, Wits, or War) total points of Initiative to any number of allies, dividing how you like. Can't crash yourself that way. If you transfer to Hearthmate, they gain one additional point of Initiative.

All-Encompassing Earth Sense
Dragon-Blooded: What Fire Has Wrought, p. 172

Automatically activate when a hidden enemy or danger is coming into close range, roll to notice, some restrictions apply. Upgrade Elemental variants later. Please refer to the book for this complex Charm.

Pasiap Preempts Haste
Heirs to the Shogunate, p. 130

Double 9s on Join Battle. If you win, waive the Initiative cost of delaying your action on the first round and add (Perception) bonus dice on your attack roll if you delay until after an enemy acts.

Feeling the Dragon's Bones
Dragon-Blooded: What Fire Has Wrought, p. 173

Roll to sense characters and objects out to medium range, even if they are behind walls or underground. Extend to long range in underground locales. Earth Aura commits the cost for Aura-duration on the effect.

Air-variant of
All-Encompassing Earth Sense

Cloud-Piercing Focus
Dragon-Blooded: What Fire Has Wrought, p. 172

Ignore visual penalties and obstructions related to the element of the Charm as you chose it. Regardless of the version used, sight is extended to its full normal range.

Dragon's Crushing Gaze
Dragon-Blooded: What Fire Has Wrought, p. 172/173

Use when opposing a character's Stealth (or Disguise, if water variant). On winning the Charm strips one success from the opposing character. Additional effect if in either Aura.

One-With-Earth Embodiment
Dragon-Blooded: What Fire Has Wrought, p. 174

Merge into and move through earthen surfaces. If you end your move within such a surface, either use the Charm again or be expelled. Benefit from full cover unless enemy uses feat of strength, gambit or stunt to create opening.

Sense the Hidden Ember
Dragon-Blooded: What Fire Has Wrought, p. 175

When in close range to a location where an Exalt's anima banner reached bonfire or where a spirit used a greater miracle during the current story, roll to gain information. Please refer the book for this complex Charm.

Sense-Riding Technique
Dragon-Blooded: What Fire Has Wrought, p. 175

Touch a character and roll against their Resolve. Success establishes a link allowing you to ride the target's senses by meditating. Make checks based on your own abilities but include the touched characters merits.

Skyward Eye Vigil
Heirs to the Shogunate, p. 130

See world from bird's-eye view. Sense surroundings out to long range, within some limits. Add automatic success on any Perception-based rolls. Roll (Perception + War) on command rolls if you are able to see the group you command.

Distant March Intuition
Heirs to the Shogunate, p. 130

When using the prerequisite, detect movement of battle groups, Legendary Size characters or anything similarly large moving across the earth within (successes) miles. Can't pin precise location. Interacts with Sense the Hidden Ember.

Dragon's Twitching Whisker
Dragon-Blooded: What Fire Has Wrought, p. 175

When a character you have a Major/Defining negative tie towards comes within long range, automatically activate this Charm to strip a single success from Stealth or disguise rolls by them and roll (Perception+Awareness).

Horizon-Spanning Echoes
Dragon-Blooded: What Fire Has Wrought, p. 174

Extend senses by designating an individual you want to listen to or a specific sound, reaching (Essence) miles away. Roll to detect the listened-for sound with double 7s, failure means you can still hear but not pinpoint the sound.

Serpent-of-the-Depths Discernment
Dragon-Blooded: What Fire Has Wrought, p. 174

While submerged in a body of water, cast your sense of hearing to another place within the same body, no more than (Essence) range bands away. Double 9s on Awareness rolls from water. Refer book for details.

Sense-Destroying Technique
Dragon-Blooded: What Fire Has Wrought, p. 175/176

Touch a character and roll against their Resolve. Success steal away one sense as a crippling effect. Touching an unwilling character in combat is a difficulty 1 Brawl / MA gambit. Please refer the book for details.

Dragon's Flaring Nostrils
Dragon-Blooded: What Fire Has Wrought, p. 174/175

Double 9s on scent-based Awareness rolls, as well as Survival rolls based on tracking by scent. Medicine to diagnose disease or poison and Socialize to read intentions of a character you can smell. Please refer the book.

Eye of Blazing Truth
Dragon-Blooded: What Fire Has Wrought, p. 174

Gain additional non-Charm dice for each 10 rolled on a vision-based Awareness roll. Succeeding on a roll opposing Larceny/Stealth allows you to shoot fiery lances at the enemy. Please refer the book for this complex Charm.

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

Touch a character and roll against their Resolve. Success seals the target's Essence, requiring additional expenditure of motes to bypass the seal. Seal is broken on a given number of bypasses, depending on target abilities.

Brawl

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- Yellow dot: Permanent Essence requirements in dots
- Red dot: Permanent Ability requirements in dots
- Upward arrow: Repurchase/Upgrade available
- Circle with dot: Aura Keyword (see What Fire Has Wrought)
- Scale: Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water (Blue), Earth (Green), Wood (Brown)
- Fire (Red), Air (Purple), All (Grey)

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

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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.

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.

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.

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.

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.

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).

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.

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.

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.

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.

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).

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

Add (Strength) threshold successes on the attack roll of a decisive smash attack as dice of damage. May knock enemy prone and send him one range band back.

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.

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.

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.

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.

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.

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.

Trirème 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.

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.

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.

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.

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.

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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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.

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.

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.

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.

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.

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.

Bureaucracy

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Geese-Flying-South Administration
Dragon-Blooded: What Fire Has Wrought, p. 181
Add automatic successes to a Bureaucracy roll for two motes each and reroll 6s until they fail to appear.

Confluence of Savant Thought
Dragon-Blooded: What Fire Has Wrought, p. 181
Roll to introduce a fact about a bureaucratic or mercantile organization you belong to or are familiar with.

Benevolent Master's Blessing
Dragon-Blooded: What Fire Has Wrought, p. 181/182
Hand out a token or mark so that others presented with it know immediately that your servants are in your employ and carry authority to negotiate on your behalf. Target gains Specialty to act on or follow your orders.

Finding the Water's Depths
Dragon-Blooded: What Fire Has Wrought, p. 181
Read a character's intentions with (Perception + Bureaucracy) to determine what would entice them to a specific course of action with bargain. Reveal relevant Intimacies as well. Please refer the book.

Testing the Waters
Dragon-Blooded: What Fire Has Wrought, p. 181
Read intentions with (Perception+Bureaucracy) to unveil how a target plans to vote in an upcoming issue before a governmental, bureaucratic or mercantile organization. Upgrade to discern factions within such a circumstance.

Thoughtful Gift Technique
Dragon-Blooded: What Fire Has Wrought, p. 182
Use Finding the Water's Depths to find out if an offer you want to propose is acceptable, then use this charm to gain double 9s on the bargain roll, which can be made with any social ability.

Sink-or-Swim Discernment
Heirs to the Shogunate, p. 132
Use prerequisite to assess a character's bureaucratic standing, gaining a general sense of what bureaucratic organizations, if any, he belongs to, as well as approximate rank.

Charting Unfamiliar Tides
Heirs to the Shogunate, p. 132
Use prerequisite to introduce facts about bureaucratic or mercantile organizations you aren't familiar with, as long as you spent at least a scene interacting with or eavesdropping on members of that organization acting in official capacity.

Water-Stained Ledger
Dragon-Blooded: What Fire Has Wrought, p. 182
Reroll 5s and 6s until they fail to appear on a Larceny roll to conceal evidence of bureaucratic misdoing such as embezzlement or abuse of authority. Discovering such evidence gains a lower roll than normal, see book.

Bestow the Saffron Mantle
Dragon-Blooded: What Fire Has Wrought, p. 185
Bestow your favor upon a subordinate to promote them to your proxy in all bureaucratic matters. Subordinate must have a Major/Defining Tie to you. They gain several benefits. Please refer the book for this complex Charm.

Dashing Brook Method
Dragon-Blooded: What Fire Has Wrought, p. 182
Enhance a project (or bureaucratic task), multiplying the speed at which an organization makes progress. Attribute used must match your leadership style. Cannot enhance overly long tasks, see book.

Unshakable Mountain Management
Dragon-Blooded: What Fire Has Wrought, p. 182
Invoke when you perceive another character's social influence that would cause characters to betray or sabotage an organization you belong to or abuse their position within such an organization. Other benefits apply, refer book.

Distraction of the Babbling Brook
Dragon-Blooded: What Fire Has Wrought, p. 184
Ensnare business partners or customers by rolling a bargain roll with any social ability, concealing one condition or requirement. Please refer the book for this complex Charm.

Blazing Hoard of Hesiesh
Dragon-Blooded: What Fire Has Wrought, p. 185
Gain non-Charm bonus dice to instill, persua and threaten rolls depending on the disparity between your resource rating and that of your target. Can increase rating up to 6 with Shells-for-Silver Ruse.

Sea-Changed Secrets
Dragon-Blooded: What Fire Has Wrought, p. 186
Reroll non-1 failures on a threaten roll made with any social Ability to intimidate with blackmail, compromising info or evidence of criminal misdeeds. Resisting this influence requires a decision point. Refer book.

Shells-for-Silver Ruse
Dragon-Blooded: What Fire Has Wrought, p. 182
Conceal your economic status in one of two ways to take advantage with social influence as though it were a minor Intimacy. Can appear as poverty-stricken or of higher wealth, as required.

Thrashing Carp Serenade
Dragon-Blooded: What Fire Has Wrought, p. 185/186
After at least one scene spent sabotaging a project or a bureaucratic task, roll with double 5s against a difficulty depending on the opposition project leader to increase the time required to finish the project. Refer book.

Sprouting Bamboo Cultivation
Dragon-Blooded: What Fire Has Wrought, p. 186
Supplement any project or bureaucratic task with the primary goal to amass wealth or manpower. Gain double 8s on the bureaucracy rolls necessary to complete the project and gain five motes to be spent on Charms.

Following the River's Course
Dragon-Blooded: What Fire Has Wrought, p. 185
When receiving payment via an economic transaction, roll (Perception+Bureaucracy) with double 9s to gain insight, such as where the payer got the goods or money from and evaluate their credit. Upgradable.

One Forest, Many Trees
Dragon-Blooded: What Fire Has Wrought, p. 184/185
Once per story, make a roll that cannot be enhanced by magic to immediately gain a number of dots equal to successes in various merits.

Drowning in Negotiations Style
Dragon-Blooded: What Fire Has Wrought, p. 186
Invoke when witnessing a verbal or written contract being made. If any party willing violates it, they begin to drown on land, inflicting hardness-ignoring lethal damage, while visually marking him to specific people as oathbreaker.

Meddling Bridge-Burner Approach
Heirs to the Shogunate, p. 132
After spending a scene interacting with a character in their official capacity, you can roll to assail their position within a bureaucratic organization or victims business/political relationships. Please refer the book for this complex Charm.

Flowing Authority Insinuation
Dragon-Blooded: What Fire Has Wrought, p. 186
Invoke when someone challenges your authority to be in a location, access an organization's resources or take some form of bureaucratic action to brandish a blank paper that convinces others of your legitimacy. Refer book.

Sowing the Dragon's Teeth
Dragon-Blooded: What Fire Has Wrought, p. 186
Must complete a challenging project relating to establishing supply lines, stocking supplies, etc. - when you or an ally makes a strategic maneuver roll that somehow benefits from this, use this Charm to grant double 8s. Once per story.

Growth Investment Propagation
Heirs to the Shogunate, p. 132/133
When making purchases using your Resource rating, you may treat your merit rating as higher and gain other benefits by revealing hidden funds acquired off-screen. Please refer the book for this complex Charm.

Humble Exemplar Attitude
Dragon-Blooded: What Fire Has Wrought, p. 182/183
Undertaking a project or bureaucratic task that upholds one Defining Principle, add (Essence) non-Charm bonus dice on all Bureaucracy rolls made as part of it and gain various other benefits upon completion. Refer book.

Graven Stone Edict
Dragon-Blooded: What Fire Has Wrought, p. 183
Impose a binding edict engraved on stone or monument onto an organization you lead or have proper authority over. Members must obey or enter Decision Points and fulfilling the edict is an overwhelming duty. Refer book.

Seething Firebreak Technique
Dragon-Blooded: What Fire Has Wrought, p. 183/184
Make a passionate speech, spreade propaganda or carry out strict disciplinary measures, rolling double 9s. Loyal members become more passionate while conspirators, and their ilk betray themselves.

Pearl-and-Coral Diadem
Heirs to the Shogunate, p. 133
Make a special instill roll against all members of a specific organization present in a scene, making your position seem superior or appear as someone who would be suitable for such a position. Please refer the book for this complex Charm.

Craft

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

Passion–Inflaming Artistry
Dragon-Blooded: What Fire Has Wrought, p. 188

Undertake a primarily aesthetic or ornamental craft project benefiting from some bonuses, which upon completion will act to inspire those who interact with it. Please refer the book for this complex Charm.

Masterful Dragon–Artisan Expertise
Dragon-Blooded: What Fire Has Wrought, p. 187

Add bonus dice to a Craft roll for one mote each. If you are awarded a stunt at with the supplemented roll, gain one silver craft point, maximum once per scene.

Flaw–Finding Examination
Dragon-Blooded: What Fire Has Wrought, p. 187

Roll before a basic/major repair or demolition project, multiplying workspeed by successes and gaining temp Craft/Athletics specialty lasting until the task is complete. Please refer the book for this complex Charm.

Stones–from–Rubble Restoration
Dragon-Blooded: What Fire Has Wrought, p. 188

After using Flaw-Finding Examination, use this Charm to supplement each roll of a repair project with (Essence/2, round down) non-Charms successes.

Touch of Unmaking
Dragon-Blooded: What Fire Has Wrought, p. 188

After using Flaw-Finding Examination, use this Charm to supplement a feat of demolition, adding (applicable Craft/2, round up) to Strength rating to determine the possibility of the feat. Excess becomes non-Charms dice.

Forge–Hand Prana
Dragon-Blooded: What Fire Has Wrought, p. 190

Require no tools to undertake basic/major projects for which a forge or similar flame-source would be used. Work faster on such projects. Can be used offensively to empower your hands with fire.

Stone–Carving Fingers
Dragon-Blooded: What Fire Has Wrought, p. 187

Undertake a basic or major project using stone or earth without needing tools or a workshop. Tool usage greatly increases speed of work.

Shaping Hands Style
Dragon-Blooded: What Fire Has Wrought, p. 188

Use Stone-Carving Fingers for any material of any Craft you have 4+ dots in. Take on elemental aspect related to the nature of the project. Doesn't apply to crafting artifacts or manses.

Flawless Facet Realization
Dragon-Blooded: What Fire Has Wrought, p. 188

Reroll (Essence) non-1 failures on a supplemented roll. For each reroll showing a success, gain one silver craft point in addition to any rewards from the project. Rerolls showing 10s grant gold craft points instead.

Strike the Dragon–Anvil
Dragon-Blooded: What Fire Has Wrought, p. 188

Double 9s on a single Craft roll. Repurchase on Essence 5 allows the Exalt to use it for ten motes, one Willpower and one white craft point to gain double 8s instead.

Talents–to–Obols Refinement
Dragon-Blooded: What Fire Has Wrought, p. 188/189

Convert your crafting points to a lower tier at a 1:2 ratio. Each usage only converts one type, though there is no limit on how many you can exchange. Upgrade allows turning silver into gold points later.

Stoking Inspiration's Forge
Dragon-Blooded: What Fire Has Wrought, p. 190

Whenever you'd gain silver craft points as a reward, instead roll that many dice with one addition die per 10. 10s grant two silver and one gold craft point, 9s grant one silver and one gold, 8s and 7s one silver each.

Dragon–Ancestor Bequest
Heirs to the Shogunate, p. 133

Activating this entails a ritual ceremony wherein you present an artifact you crafted to blood relative / Hearthmate. They awaken up to (recipient Essence) Evocations at no XP cost, spending 10 white points instead per Evocation.

Ephemeral Form Composition
Dragon-Blooded: What Fire Has Wrought, p. 189

Pore over the blueprints to a project, manipulating them with essence. Spend 10 hours preparing, then roll to determine effect, a reduction in point cost to finish the project based on successes. Once per Story. Resettable.

Eternal Omphalos Forge
Dragon-Blooded: What Fire Has Wrought, p. 189

Begin a superior or legendary project and add one to the terminus. If you finish the project before the terminus has elapsed, regain Willpower above your limit. Once per story, resettable by spending white craft points.

Blazing Dragon–Smith Arete
Dragon-Blooded: What Fire Has Wrought, p. 189

Undertake a superior or legendary project, enhancing all rolls with (Essence) non-Charms bonus dice, though lowering the terminus by one. If project is successful, earn one white point in addition to other rewards.

Fortune–from–Flotsam Ingenuity
Dragon-Blooded: What Fire Has Wrought, p. 189

Roll to undertake a major project in a matter of seconds, usable mid-combat. Project costs are replaced with the Charm cost. Once per story, resettable.

Imago–Hatching Realization
Dragon-Blooded: What Fire Has Wrought, p. 190

After making a craft roll, use this Charm to reroll all non-1 failures, once. If this turns a failed roll into a successful one, the project manifests one unexpected but useful feature determined by GM. Please refer the book for details.

Dodge

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.

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 © Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)
 Created by MacLester esalted@madletter.net

Threshold Warding Stance
Dragon-Blooded: What Fire Has Wrought, p. 190
May raise Evasion for two motes per point or add automatic successes on a Dodge roll for two motes each. Ignore environmental penalties to Evasion or Dodge roll in question.

Flickering Candle Meditation
Dragon-Blooded: What Fire Has Wrought, p. 190
(Essence) 1s on your enemy's attack roll allow you to ignore that many points of penalty to your Evasion.

Heat-of-Battle Advance
Dragon-Blooded: What Fire Has Wrought, p. 190/191
Waive the initiative cost of disengaging so long as it moves you into close range with another, non-trivial opponent and rolls an additional non-Charm die for each 10 rolled.

Ascending Ember Trick
Heirs of the Shogunate, p. 133/134
Make a rise from prone action reflexively and outside your turn. Still counts as movement action for the round.

Ebbing Tide Recedes
Dragon-Blooded: What Fire Has Wrought, p. 192/193
When disengaging, (Essence) 1s on your enemies opposing rolls add that many non-Charm bonus dice to your roll. In Water Aura, gain double 9s on the disengage roll.

Hopping Firecracker Evasion
Dragon-Blooded: What Fire Has Wrought, p. 191
When dodging an attack which misses your Evasion rating by 2+ successes, move one range band in any direction if you wish.

Nimble Zephyr Defense
Heirs of the Shogunate, p. 133
Use before an attack roll. On a successful dodge, your attacker loses a point of initiative. If the attack contains any 1s, you may dodge the attack even if its successes equal your Evasion. In Air Aura, you gain the lost Initiative.

Ember-Amid-Smoke Misdirection
Dragon-Blooded: What Fire Has Wrought, p. 191
Gain +1 Evasion. On a successful dodge, attacker suffers (Essence) dice of unsoakable withering damage. Do not gain Initiative from this. Repurchase to expend Fire Aura after successful dodge to gain Initiative the attacker lost.

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 pluck it for your own use.

Stone-Sculpting Fortification
Heirs of the Shogunate, p. 134
As long as earth/stone/etc. is within close 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.

Safety Among Enemies
Dragon-Blooded: What Fire Has Wrought, p. 191/192
Successfully dodging a decisive attack allows you to redirect it to another character within range of the original attack. Requires you to have more Initiative than your attacker and target combined.

Light-as-Clouds Method
Heirs of the Shogunate, p. 134
When using prerequisite, you may pay extra to reflexively roll to disengage, gaining bonuses based on Overwhelming quality of attacker's weapon. In addition to prerequisite effect, move reflexively away. Please refer the book.

Elusive Crosswind Defense
Dragon-Blooded: What Fire Has Wrought, p. 193
Gain +1 Evasion against a ranged attack from medium range, or +2 against an attack from long or extreme. Doesn't count as bonus from Charms.

Virtuous Negation Defense
Dragon-Blooded: What Fire Has Wrought, p. 191
When an ally in close range is attacked, interpose your Evasion against that single attack as though with defend other. Reduced cost for Sworn Kin. Wood Aura extends to short range, doesn't count as move action for this turn.

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

Bonfire Shadow Evasion
Dragon-Blooded: What Fire Has Wrought, p. 193
Must be at bonfire anima to use this Charm. When enemies with lower Initiative attack you, (Essence) 1s on their attack roll subtract successes. If this removes all successes, they're blinded until the scene ends.

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 damage 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.

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)

Created by MadLetter exalted@madletter.net

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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

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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.

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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.

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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.

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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.

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Linguistics

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.

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Created by MadLetter
exalted@madletter.net

Tenacious Dragon Scholar
Dragon-Blooded: What Fire Has Wrought, p. 209

Gain +1 Resolve against written influence, may use Linguistics in place of Integrity to calculate Resolve against such influence.

Signature—Stealing Calligraphy
Dragon-Blooded: What Fire Has Wrought, p. 209

Roll to forge another character's handwriting and mimic their writing style. Requires either a full manuscript or three smaller works of the character you want to imitate. Others can roll to detect forgery, granting +2 Resolve.

Lightning Quill Mastery
Dragon-Blooded: What Fire Has Wrought, p. 208

Add bonus successes to a Linguistics roll for two motes each. Every 10 on your roll rerolls a non-1 failed die.

Fervor—Inciting Brushstrokes
Dragon-Blooded: What Fire Has Wrought, p. 209

Gain double 9s on written inspire rolls that create anger, fear, lust or another powerful passion. If you tailor your influence to a single reader, they must enter a Decision Point and call upon a Major/Defining Intimacy to resist.

Cryptic Essence Cipher
Dragon-Blooded: What Fire Has Wrought, p. 209

Roll to create a coded message designated for a single character who can understand it. Deciphering even with code-breaking magic requires a difficult roll. Alternately create a cipher anyone with a shared Principle understands.

Wind—Carried Words Technique
Dragon-Blooded: What Fire Has Wrought, p. 209

Send a spoken message of a few sentences to a chosen target within (Essence) miles. Message cannot be overheard or intercepted by mundane means, magical ones suffer harsh difficulty. Three upgrades extend range.

Language—Learning Ritual
Dragon-Blooded: What Fire Has Wrought, p. 210

Use this Charm to understand a language you have spent several days studying, allowing you to read and listen but not speak the language. Upgrade allows you writing and speaking, at first with penalty, then without.

Caustic Wit Invective
Dragon-Blooded: What Fire Has Wrought, p. 210/211

Write a mocking message or satire conveying an instill roll to erode a specific Principle or positive Tie. Inflicts doubt, preventing the Intimacy from bolstering Resolve.

Enigma—Reading Eye
Dragon-Blooded: What Fire Has Wrought, p. 210

Roll to break a code or cipher with double 9s, including texts that contain hidden subtext. Allows you to quickly break such codes. Can contest magical codes and ciphers such as it's prerequisites or Letter-Within-A-Letter Technique.

Voices on the Wind
Dragon-Blooded: What Fire Has Wrought, p. 210

Add (Linguistics/2, round up) bonus dice on rolls to eavesdrop. If you read a character's intentions while doing so from medium range or further, they take -2 Guile penalty for being unaware even if they can see you.

Root Tongue of the Dragon's Stemmata
Heirs to the Shogunate, p. 137/138

Your spoken words can be understood by all Dragon-Blooded, regardless of language and you may likewise understand them. Works one-sided with text. A scene spent communicating like this can substitute for several days of learning.

Thousand Tongues Meditation
Dragon-Blooded: What Fire Has Wrought, p. 210

Pay an additional cost when using the prerequisite to extend all it's effects to all languages you've ever encountered, rather than a single language.

Flashing Saga Flourish
Dragon-Blooded: What Fire Has Wrought, p. 211

Double 7s on written Linguistics roll and dramatically reduce time needed to complete work. A book requires but a day, anything shorter seconds. Once per story, reset by upholding a Defining Principle by certain ways.

Wildfire Words Technique
Dragon-Blooded: What Fire Has Wrought, p. 211

Make a written (Charisma+Linguistics) roll with (Essence) non-Charm dice to create or strengthen an Intimacy of passion. Instilled Intimacy cannot be altered or removed and affected want to share the Intimacy, gaining bonuses.

Incendiary Argument Approach
Dragon-Blooded: What Fire Has Wrought, p. 212

Roll (Charisma+Linguistics) as written influence targetting a specific character. Provoke them to react with hostility and argument regardless of the actual message. Please refer the book for this complex Charm.

Reading the Unspoken Word
Dragon-Blooded: What Fire Has Wrought, p. 212

Make a specific read intentions roll to discern what the character expects to be told in his current circumstances. May assist in impersonation or give openings to exploit, leveraging this knowledge as influence grants bonus.

Speech Without Words
Dragon-Blooded: What Fire Has Wrought, p. 210

Create a bond between you and your Sworn Kin, as well as (Essence) additional characters, allowing silent communication, though only short sentences. If specifically watched for, can be spotted but not understood.

Poisoned Tongue Technique
Dragon-Blooded: What Fire Has Wrought, p. 212

When someone in short range makes a spoken influence roll, use this Charm to roll (Manipulation+Linguistics) vs their Resolve. Threshold successes subtract from their influence roll. Additional effects apply. Refer book.

Stolen Breath Understanding
Heirs to the Shogunate, p. 138

Drink in a target's breath to gain the ability to speak on language from them for several days. The victim can still speak it but sounds unnaturally quiet when doing so. Please refer the book for this complex Charm.

Unshattered Diamond Parables
Dragon-Blooded: What Fire Has Wrought, p. 211

In a Decision Point refer to a long-form written work of yours and summarize it to have it count as Major Intimacy or a Defining one if the work played a major part in the chronicle. Please refer the book for this complex Charm.

Rewriting the Truth Technique
Dragon-Blooded: What Fire Has Wrought, p. 211

Roll (Manipulation+Linguistics) as written instill action, rerolling 5s and 6s until they fail to appear. Must target specific character, forces target to form Major Principle of belief in the lie. Please refer the book for this Charm.

Enthralling Lotus Calligraphy
Dragon-Blooded: What Fire Has Wrought, p. 212

Make a written influence roll to instill, persuade or bargain with a specific character. Message exerts unnatural influence on them unless they spent Willpower. Please refer the book for this complex Charm.

Tantalizing Dragon's Tongue
Dragon-Blooded: What Fire Has Wrought, p. 213

Functions as prerequisites but instead of provoking, the influence overwhelms them with passionate admiration and fascination fro the author, bordering on lust. Target will try to seduce you or have a friendly conversation.

Under the Rose
Heirs to the Shogunate, p. 138

Encode up to one page of written content in a cipher that you grow into a small but color flower. The plant cannot be distinguished from ordinary flowers except actions enhanced with magic. Intended recipient knows.

With One Mind
Dragon-Blooded: What Fire Has Wrought, p. 213/214

Form a mental bond with either a single character you see or all of your Sworn Kin you can see. Gain various benefits reminiscent of a collective mind such as shared knowledge. Please refer the book for this complex Charm.

Dragon's Voice Mastery
Dragon-Blooded: What Fire Has Wrought, p. 212/213

Add (Essence/2, round up) non-Charm successes on a spoken social influence roll made with any Ability that aligns with Major/Defining Principles you have. WP to resist increases. Once per day, resettable.

Intoxicating Lotus Manuscript
Dragon-Blooded: What Fire Has Wrought, p. 213

Create written works that ensnare their readers into a minor Derangement leading to withdrawal symptoms if no new work is read soon after. Please refer the book for this complex Charm.

Medicine

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.

- Yellow dot: Permanent Essence requirements in dots
- Red dot: Permanent Ability requirements in dots
- Upward arrow: Repurchase/Upgrade available
- Circle with dot: Aura Keyword (see What Fire Has Wrought)
- Plus sign: 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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Created by MadLetter exalted@madletter.net

Disease-Banishing Technique
Dragon-Blooded: What Fire Has Wrought, p. 220/221

Double 9s to treat a disease. If threshold successes exceed a given limit, your patient gains a temporary Resistance specialty in that disease until it has run its course. Only one character can benefit from such a specialty at any given time.

Indomitable Vitality Discipline
Dragon-Blooded: What Fire Has Wrought, p. 221

When successfully granting a patient a specialty with Disease-Banishing Technique, commit the Charm's mote cost instead to shield the patient from a few disease-inflicted botches on a roll. Refer the book.

Dread Infection Strike
Dragon-Blooded: What Fire Has Wrought, p. 224

Difficulty 3 gambit of any combat Ability. Infect someone with a disease you've treated this story before. Repurchase to add supernatural diseases to your repertoire. Please refer the book for this complex Charm.

Marmoreal Body Fortification
Dragon-Blooded: What Fire Has Wrought, p. 222

Roll (Essence) dice to grant your patient temporary -0 health levels. If the patient is unarmed, they gain Hardness 2. Only one usage active at a time, unless for your Sworn Kin and yourself.

Venom Expulsion Method
Dragon-Blooded: What Fire Has Wrought, p. 221

Roll to cure poison as a miscellaneous action without added difficulty for rushing treatment. If you take a full hour to administer aid, instead gain double 9s.

Poisoner's Deft Hand
Dragon-Blooded: What Fire Has Wrought, p. 221/222

When you poison another character, add to the poison's duration. Each use of this Charm applies only to a single dose of poison.

Flesh-as-Stone Inurement
Dragon-Blooded: What Fire Has Wrought, p. 224

Roll to let a character ignore wound penalties for a scene. Alternatively, use as a gambit to numb an enemy's limb.

Unbinding the Inner Fire
Dragon-Blooded: What Fire Has Wrought, p. 222

Grant a touched character a dot of Strength and double 10s on decisive damage rolls. They also gain one mote per turn unless in crash. Once the Charm ends, target suffers a level of unpreventable aggravated damage.

Master Healer Meditation
Dragon-Blooded: What Fire Has Wrought, p. 220

Add bonus dice to a Medicine roll for one mote each. If you reach your dice limit, add a non-Charm success on the roll.

Wound-Closing Technique
Dragon-Blooded: What Fire Has Wrought, p. 221

Spend fifteen minutes treating someone's wounds to convert lethal damage into bashing, speeding the healing rate. Alternatively, heal a single bashing level. One day bedrest between applications on any given patient.

Grievous Wound Alteration Energy
Dragon-Blooded: What Fire Has Wrought, p. 222

Upgrade prerequisite, allowing you to pay a 1 wp surcharge to treat aggravated damage to convert it into lethal. Any successes beyond the total aggravated damage converts lethal to bashing.

Rebirth of Flesh and Ivy
Dragon-Blooded: What Fire Has Wrought, p. 223/224

Roll to instantly heal levels of non-aggravated damage and crippling effects which could normally heal. Please refer the book for this complex Charm.

Body-Cleansing Ablution
Dragon-Blooded: What Fire Has Wrought, p. 223

Spend an hour overseeing a patient as they bathe or you wash them with pure water. Alleviate pain, allowing the patient to ignore wound penalties. Can also heal poison or disease. Benefit from this once per story per character.

Flesh-Sealing Flame Technique
Heirs to the Shogunate, p. 140

When using the prerequisite to convert lethal to bashing, pay +2m/+2i to complete treatment instantly, doubling 9s on the roll. Has other small benefits and can be used in mass combat. Please refer the book for this complex Charm.

Jade Crucible Method
Dragon-Blooded: What Fire Has Wrought, p. 224

Spend fifteen minutes meditating or performing medical treatment to roll current Willpower, gaining motes and Willpower back to be spent only on Medicine Charms. Once per day, resettable.

Most Beneficent Seed of the Five Dragons
Dragon-Blooded: What Fire Has Wrought, p. 224

Double 7s to provide medical treatment. Can be used once per story unless reset by achieving a major character or story goal through medical skill.

Ailment-Sensing Meditation
Dragon-Blooded: What Fire Has Wrought, p. 221

Complete a roll to diagnose a patient within a few seconds. Diagnosing a disease, poison, other ailment grants temp Medicine specialty in it. Can only ever attain one specialty from this Charm at a time.

Death-Defying Endeavor
Dragon-Blooded: What Fire Has Wrought, p. 222

After a Medicine roll, reroll (Essence) non-1 failed dice.

Nature's Healing Bounty
Dragon-Blooded: What Fire Has Wrought, p. 221

As long as you have access to medicinal herbs or similar flora, roll Medicine to treat injury, disease, poison, etc. without increased difficulty for lacking tools. Upgrades existing tool ratings. Refer book.

Purity-of-Mind Method
Dragon-Blooded: What Fire Has Wrought, p. 222

Treat over a months-long interval a Derangement to lessen it up to a minimum of a Minor rating. The patient gains several benefits during treatment. Please refer the book for this complex Charm.

Melee

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference

Short Descriptor.
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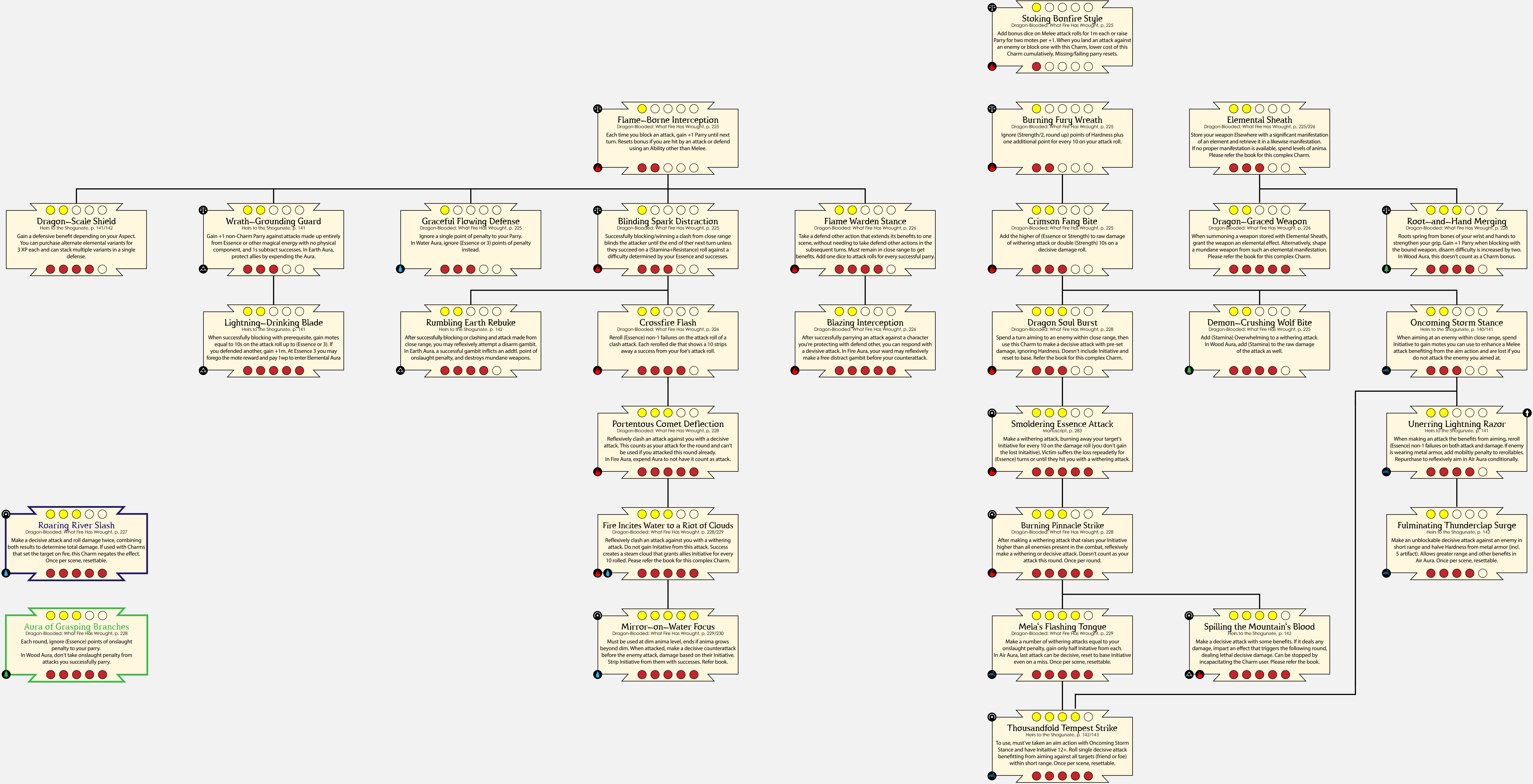
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- Repurchase/Upgrade available
- Aura Keyword (see What Fire Has Wrought)
- Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

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- Earth
- Wood
- Fire
- Air
- All

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Steel Tempest Strike
Dragon-Blooded: What Fire Has Wrought, p. 227

Advance one range band and make a decisive attack. Can ignore difficult terrain and skim over chasms and pits if you end movement on solid ground. Does not count as your attack for this round. Once per scene, resettable.

Falling Mountain Fang
Dragon-Blooded: What Fire Has Wrought, p. 227

Gain access to three powerful gambits which increase the weight of weapons and armor to make it harder or more punishing to use them. Can also collapse structures with one of the gambits. Refer book.

Harnessed Firestorm Assault
Dragon-Blooded: What Fire Has Wrought, p. 227

Make (Dexterity/2, round down) decisive attacks, divided among one or more enemies. Each attack has a base damage added, do not reset to base Initiative until all attacks are complete. Once per scene, resettable.

Roaring River Slash
Dragon-Blooded: What Fire Has Wrought, p. 227

Make a decisive attack and roll damage twice, combining both results to determine total damage. If used with Charms that set the target on fire, this Charm negates the effect. Once per scene, resettable.

Aura of Grasping Branches
Dragon-Blooded: What Fire Has Wrought, p. 228

Each round, ignore (Essence) points of onslaught penalty to your parry. In Wood Aura, don't take onslaught penalty from attacks you successfully parry.

Flame-Borne Interception
Dragon-Blooded: What Fire Has Wrought, p. 225

Each time you block an attack, gain +1 Parry until next turn. Resets bonus if you are hit by an attack or defend using an Ability other than Melee.

Blinding Spark Distraction
Dragon-Blooded: What Fire Has Wrought, p. 225

Successfully blocking/winning a clash from close range blinds the attacker until the end of their next turn unless they succeed on a (Stamina-Resistance) roll against a difficulty determined by your Essence and successes.

Crossfire Flash
Dragon-Blooded: What Fire Has Wrought, p. 226

Reroll (Essence) non-1 failures on the attack roll of a clash attack. Each rerolled die that shows a 10 strips away a success from your foe's attack roll.

Portentous Comet Deflection
Dragon-Blooded: What Fire Has Wrought, p. 228

Reflexively clash an attack against you with a decisive attack. This counts as your attack for the round and can't be used if you attacked this round already. In Fire Aura, expend Aura to not have it count as attack.

Fire Incites Water to a Riot of Clouds
Dragon-Blooded: What Fire Has Wrought, p. 228/229

Reflexively clash an attack against you with a withering attack. Do not gain Initiative from this attack. Success creates a steam cloud that grants allies Initiative for every 10 rolled. Please refer the book for this complex Charm.

Mirror-on-Water Focus
Dragon-Blooded: What Fire Has Wrought, p. 229/230

Must be used at dim anima level, ends if anima grows beyond dim. When attacked, make a decisive counterattack before the enemy attack, damage based on their Initiative. Strip Initiative from them with successes. Refer book.

Stoking Bonfire Style
Dragon-Blooded: What Fire Has Wrought, p. 225

Add bonus dice on Melee attack rolls for 1m each or raise Parry for two motes per +1. When you land an attack against an enemy or block one with this Charm, lower cost of this Charm cumulatively. Missing/failing parry resets.

Burning Fury Wreath
Dragon-Blooded: What Fire Has Wrought, p. 225

Ignore (Strength/2, round up) points of Hardness plus one additional point for every 10 on your attack roll.

Crimson Fang Bite
Dragon-Blooded: What Fire Has Wrought, p. 225

Add the higher of (Essence or Strength) to raw damage of withering attack or double (Strength) 10s on a decisive damage roll.

Dragon Soul Burst
Dragon-Blooded: What Fire Has Wrought, p. 226

Spend a turn aiming to an enemy within close range, then use this Charm to make a decisive attack with pre-set damage, ignoring Hardness. Doesn't include Initiative and reset to base. Refer the book for this complex Charm.

Smoldering Essence Attack
Manuscript, p. 283

Make a withering attack, burning away your target's Initiative for every 10 on the damage roll (you don't gain the lost Initiative). Victim suffers the loss repeatedly for (Essence) turns or until they hit you with a withering attack.

Burning Pinnacle Strike
Dragon-Blooded: What Fire Has Wrought, p. 228

After making a withering attack that raises your Initiative higher than all enemies present in the combat, reflexively make a withering or decisive attack. Doesn't count as your attack this round. Once per round.

Mela's Flashing Tongue
Dragon-Blooded: What Fire Has Wrought, p. 229

Make a number of withering attacks equal to your onslaught penalty, gain only half Initiative from each. In Air Aura, last attack can be decisive, reset to base Initiative even on a miss. Once per scene, resettable.

Thousandfold Tempest Strike
Heirs to the Shogunate, p. 142/143

To use, must've taken an aim action with Oncoming Storm Stance and have Initiative 12+. Roll single decisive attack benefiting from aiming against all targets (friend or foe) within short range. Once per scene, resettable.

Elemental Sheath
Dragon-Blooded: What Fire Has Wrought, p. 225/226

Store your weapon Elsewhere with a significant manifestation of an element and retrieve it in a likewise manifestation. If no proper manifestation is available, spend levels of anima. Please refer the book for this complex Charm.

Dragon-Graced Weapon
Dragon-Blooded: What Fire Has Wrought, p. 226

When summoning a weapon stored with Elemental Sheath, grant the weapon an elemental effect. Alternatively, shape a mundane weapon from such an elemental manifestation. Please refer the book for this complex Charm.

Demon-Crushing Wolf Bite
Dragon-Blooded: What Fire Has Wrought, p. 225

Add (Stamina) Overwhelming to a withering attack. In Wood Aura, add (Stamina) to the raw damage of the attack as well.

Unerring Lightning Razor
Heirs to the Shogunate, p. 141

When making an attack the benefits from aiming, reroll (Essence) non-1 failures on both attack and damage. If enemy is wearing metal armor, add mobility penalty to rerollables. Repurchase to reflexively aim in Air Aura conditionally.

Fulminating Thunderclap Surge
Heirs to the Shogunate, p. 142

Make an unblockable decisive attack against an enemy in short range and halve Hardness from metal armor (incl. 5 artifact). Allows greater range and other benefits in Air Aura. Once per scene, resettable.

Spilling the Mountain's Blood
Heirs to the Shogunate, p. 142

Make a decisive attack with some benefits. If it deals any damage, impart an effect that triggers the following round, dealing lethal decisive damage. Can be stopped by incapacitating the Charm user. Please refer the book.

Occult

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
- ⬆ Reprurchase/Upgrade available
- Ⓜ Aura Keyword (see What Fire Has Wrought)
- Ⓢ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water Earth Wood
- Fire Air All

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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 occultdemadletter.net

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.

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.

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.

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-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.

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.

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-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, losing permanent Essence dots.

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 possessor out. Roll to deal aggravated damage and expel the possessor with enough damage. Up to five Dragon-Blooded can cooperate.

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 Preview, p. 152

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.

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.

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.

Any 4 Occult Charms

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.

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.

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.

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.

Etern Death-Banishing Blossom
Dragon-Blooded: What Fire Has Wrought, p. 233

Must be at bonfire anima. Gain bonus 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.

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.

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.

Five Winds Rainment
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.

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.

Any 5 Terrestrial Circle Spells

World-Weaving Dragon Demiurge
Heirs to the Shogunate Preview, p. 153/154

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

Performance

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
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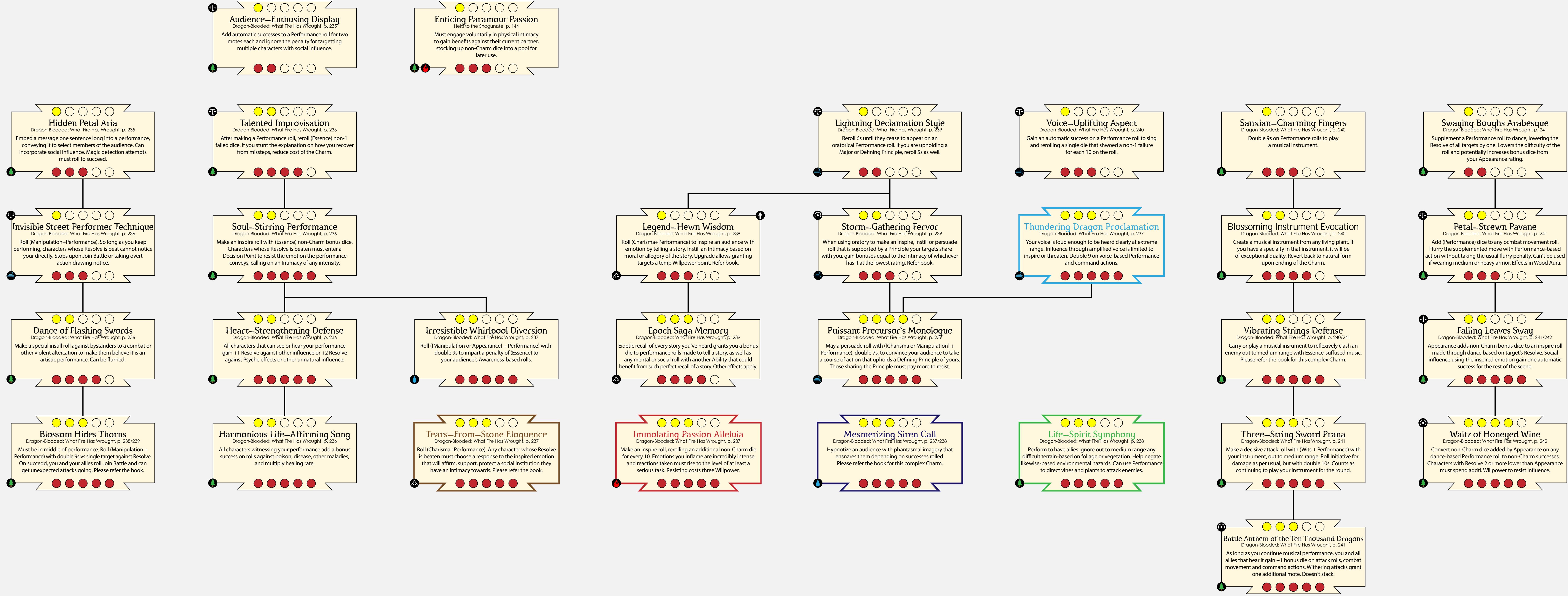
● Permanent Essence requirements in dots
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Ⓜ Aura Keyword (see What Fire Has Wrought)
⚖ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

⚡ Water ⚡ Earth ⚡ Wood
⚡ Fire ⚡ Air ⚡ All

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Created by Muddletter esahed@muddletter.net



Presence

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
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Haunting Words Infliction
Dragon-Blooded: What Fire Has Wrought, p. 244

Roll to try and instill a single Intimacy you possess into another character. Even on successful resistance, the argument keeps in their mind and they begin to internally convince themselves if supporting evidence is seen.

Virtuous Mountain's Shadow
Dragon-Blooded: What Fire Has Wrought, p. 244

When witnessing a character using social influence you wish to dispute, draw on Major/Defining Intimacy to make counterargument. All characters hearing you can access that Intimacy to bolster Resolve.

Terrifying Fire-Dragon Roar
Dragon-Blooded: What Fire Has Wrought, p. 244

Exhale a deadly blast of fire in a line out to medium range which is a decisive attack and a threaten roll in one action. Please refer the book for this complex Charm.

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.

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.

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.

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.

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.

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.

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

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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Created by MadLetter exalted@madletter.net

Uneating Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 247

Ignore any deprivation penalties from starvation or dehydration. Additionally, add (Resistance) to the amount of time you can go before succumbing to starvation/dehydration if you keep using this charm.

Purifying Blood Ascendancy
Dragon-Blooded: What Fire Has Wrought, p. 246/247

Add automatic successes to a Resistance roll for two notes each, and reroll 6s until they fail to appear.

Impervious Skin of Stone
Dragon-Blooded: What Fire Has Wrought, p. 247

Double your Stamina to determine natural soak against a single withering attack. In Earth Aura this Charm can be used after an attack hits, but before damage is rolled.

Body-Cleansing Prana
Dragon-Blooded: What Fire Has Wrought, p. 247

Use against inhaled poison, disease or liquid-transmission poison depending on aspect to roll double 9s to resist. Repurchase improves the power of your resistance and allows you to expel the poisons as an attack.

Ox-Body Technique
Dragon-Blooded: What Fire Has Wrought, p. 246

Permanently increase the amount of health levels your posses. The higher your stamina, the better the selection of levels gained.

Unsleeping Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248

Once per day, spend an hour in meditation to gain all benefits of a good night's sleep, including Willpower regen. May use this Charm to remain awake for (Essence + Stamina) days without hindrance.

Untiring Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 247

As long as you're standing on the ground or touching stone, ignore fatigue penalties.

Eternal Tide Endurance
Dragon-Blooded: What Fire Has Wrought, p. 247

Every 1 on a withering attack roll against you increases your soak by +1. In Water Aura, use against decisive attacks, granting Hardness up to (Stamina) instead. Doesn't stack with other sources of hardness.

Supple Viridian Scales
Dragon-Blooded: What Fire Has Wrought, p. 247

Lower your armor's mobility penalty by 1 for a single tick. If you are wearing light armor, instead gain one non-Charm bonus die on rolls to rush or disengage. In Wood Aura, duration is set to Aura instead.

(Elemental) Protection Technique
Dragon-Blooded: What Fire Has Wrought, p. 248

Choose one of the elements when activating, gain +3 natural soak and (Stamina) Hardness against attacks made using that element. Subtract damage from environmental hazards of the element.

Dragon's Unfailing Vigor
Dragon-Blooded: What Fire Has Wrought, p. 251

Gain one -0 health level and one -4 health level.

Unbreathing Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248

Hold your breath for up to ((Stamina + Resistance) x 5) minutes or (Stamina + Resistance) x 2) rounds in combat.

Body-Like-Clouds Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248/249

Withering damage rolls against you take (Essence) in penalty, which can reduce below minimum damage. If an attack hits but deals no damage, steal 2 Initiative from the attacker.

Elemental Aegis
Dragon-Blooded: What Fire Has Wrought, p. 248

Send attuned jade armor elsewhere through a significant and dramatic manifestation of the chosen element. May need to expend levels of anima to banish/recall armor if no manifestation is nearby.

Earth Bears Witness
Dragon-Blooded: What Fire Has Wrought, p. 250

Brace yourself on solid ground to subtract dice from the damage of a decisive attack, shunting it into the ground. Upgrade grants elemental variations of the Charm. Please refer the book for this complex Charm.

Immovable Mountain Technique
Dragon-Blooded: What Fire Has Wrought, p. 250

Cannot be knocked back by smash attacks, thrown in a grapples or shifted by comparable mundane force. Impedes magic as well, though it does not fully negate it. Ends if you move or are crashed/incapacitated.

Apocalypse-Outlasting Prana
Heirs to the Shogunate, p. 145

Use after being hit by a decisive attack or failing to roll to resist an environmental hazard or trap, but before damage is rolled. Roll Hardness and subtract dice from damage roll for successes. Please refer the book.

Unfeeling Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248

Ignore wound penalties on a single action. Repurchase and use in Earth Aura to extend duration to Aura.

Body-Like-Clouds Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248/249

Withering damage rolls against you take (Essence) in penalty, which can reduce below minimum damage. If an attack hits but deals no damage, steal 2 Initiative from the attacker.

Dragon-Graced Raiment
Heirs to the Shogunate, p. 145

When recalling armor banished with Elemental Aegis, you can do it in a few rounds and you are wreathed in the element you summoned it from. Please refer to the book for this complicated Charm.

Ripples-on-Water Defense
Dragon-Blooded: What Fire Has Wrought, p. 250/251

Against withering attacks, (lower of Essence or Stamina) 1s on the damage roll subtract successes. Against decisive attacks, (lower of Essence or Stamina) 1s force her attacker to reroll that many dice showing successes, starting with 7s.

Immovable Mountain Technique
Dragon-Blooded: What Fire Has Wrought, p. 250

Cannot be knocked back by smash attacks, thrown in a grapples or shifted by comparable mundane force. Impedes magic as well, though it does not fully negate it. Ends if you move or are crashed/incapacitated.

Apocalypse-Outlasting Prana
Heirs to the Shogunate, p. 145

Use after being hit by a decisive attack or failing to roll to resist an environmental hazard or trap, but before damage is rolled. Roll Hardness and subtract dice from damage roll for successes. Please refer the book.

Perfected Scales of the Dragon
Dragon-Blooded: What Fire Has Wrought, p. 249

Gain Hardness against all decisive attacks until next turn. Doesn't stack with Hardness from armor but is compatible with Resistance Charms. Attackers do not reset to base damage if attack negates decisive attack. Cannot attack/move.

Fathomless Depths Replenishment
Dragon-Blooded: What Fire Has Wrought, p. 249/250

Spend hours in meditation to gain temporary -1 health levels. These levels fade away, but damaged ones remain until healed.

Raging Fire-Dragon Spirit
Dragon-Blooded: What Fire Has Wrought, p. 249

Gain a bonus dot of Strength, ignore a single point of wound penalty and add (lower of Essence or Stamina) bonus dice to all attacks, rushes or feats of strength. Stamina no longer adds to your soak, lose one Initiative at the end of each round.

Well-Tended Garden of the Soul
Dragon-Blooded: What Fire Has Wrought, p. 250

Call forth healing renewal from plants, leaving everything plant-based in a radius more healthy and blooming. On the following turn, the life-force returns to the Dragon-Blooded and heals them. Please refer the book.

Dragon-Graced Raiment
Heirs to the Shogunate, p. 145

When recalling armor banished with Elemental Aegis, you can do it in a few rounds and you are wreathed in the element you summoned it from. Please refer to the book for this complicated Charm.

Flowing Dragon-Body Endurance
Dragon-Blooded: What Fire Has Wrought, p. 251

Gain Hardness equal to your Initiative against all decisive attacks. Not compatible with armor.

Revolving-Hurricane-Force Defense
Dragon-Blooded: What Fire Has Wrought, p. 251

Roll (Stamina + Resistance) with (Essence) non-Charm bonus dice to gain soak bonus equal to rolled successes against any attack by lower-initiative characters. Bonus falls by one for each attack that hits you.

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

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

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

Vanishing Cloud-Rider Ways
Dragon-Blooded: What Fire Has Wrought, p. 253
Supplement a mounted disengage, rerolling 6s until they fail to appear and negating all penalties from flurrying the roll.
In Air Aura, refund Initiative cost of successful disengage.

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

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

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

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

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

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

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

Rearing Stallion Provocation
Heirs to the Shogunate, p. 146
Roll to threaten an animal mount, doubling 9s. If successful, the mount reflexively moves one band in a direction of the Dragon-Blood's choice, taking the rider along. Won't move into obvious danger. Can be flurried.

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

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

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

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

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

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

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

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

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

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

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

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

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

Stealth

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
This does not contain full rules-text, but intends to confer an at-a-glance info about this Charms capabilities. Please refer to the book for full details.

- Yellow dot: Permanent Essence requirements in dots
- Red dot: Permanent Ability requirements in dots
- Upward arrow: Repurchase/Upgrade available
- Circle with dot: Aura Keyword (see What Fire Has Wrought)
- Plus sign: Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water (Blue circle)
- Earth (Green square)
- Wood (Green triangle)
- Fire (Red circle)
- Air (Blue circle)
- All (Blue circle)

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

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

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

Blood-Chilling Strike
Heirs to the Shogunate, p. 147
When landing an unexpected decisive attack against an enemy that hasn't acted this round, they lose 1i or (Essence) i on an ambush. If you deal enough damage, you can deny them movement, except rising from prone.

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

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

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

Foe-Blinding Venom
Heirs to the Shogunate, p. 147
While in concealment, make a decisive attack that conveys a poison dealing 2i/round damage and inflicts a penalty.

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

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

Belladonna-and-Wormwood Refinement
Heirs to the Shogunate, p. 147
When using Foe-Blinding Venom, you may instead choose to have the poison induce hallucinations instead of dealing damage.

Quicksand Tomb Burial
Heirs to the Shogunate, p. 148
Drag an unsuspecting enemy into the earth along with you unnoticed, rolling to savage, slam or throw them while within the earth. Please refer to the book for this complicated Charm.

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

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

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

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

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

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

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

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

Explosive Decoy Technique
Heirs to the Shogunate, p. 148
When an enemy attacks a duplicate created with the prerequisite, you can pay 6m to detonate them as a decisive counterattack. Does not break concealment. Please refer to the book for this complex Charm.

Survival

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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Wild-Wandering Forester's Charm
Dragon-Blooded: What Fire Has Wrought, p. 271

Roll (Intelligence or Wits) + Survival) to introduce a fact about a wilderness region you know.

Invoking Nature's Forgiveness
Dragon-Blooded: What Fire Has Wrought, p. 271/272

Protect yourself, Sworn Kin and (Essence) addtl. characters. Must have a 5 minute one-on-one instruction with each, then targets gain resistance specialty to withstand current environment. Cooperative use possible.

Ration-Enhancing Method
Dragon-Blooded: What Fire Has Wrought, p. 270

Add automatic successes to Survival rolls for two motes each. If enhancing a roll to forage food, yield enough for additional character besides you per threshold success.

Quarry Revelation Technique
Dragon-Blooded: What Fire Has Wrought, p. 270

Reroll 6s on tracking rolls until they fail to appear. Enables contesting magical concealment that is otherwise perfect.

Trail-Concealing Measure
Dragon-Blooded: What Fire Has Wrought, p. 271

Double 9s on Survival rolls to conceal tracks or on a Stealth roll to establish concealment in wood-related wilderness. Can repurchase for elemental variants to suit different terrain types.

Stalking Wolf Pursuit
Dragon-Blooded: What Fire Has Wrought, p. 272

Ignore any penalties on a tracking roll from visual obstructions, the age of tracks and similar factors. Successful roll lets you determine time elapsed since target left, based on remaining scent.

Beast-Taming Aspect
Dragon-Blooded: What Fire Has Wrought, p. 271

Double 9s on a roll to train an animal or to influence it using Performance/Presence. Train and claim an animal as familiar over the course of weeks. Please refer the book for this complex Charm.

Mother-of-Beasts Mastery
Dragon-Blooded: What Fire Has Wrought, p. 271

Complete one interval of an extended roll to train an animal in a week rather than month, ignoring usual specialty requirements. Repurchase to train familiars to awaken latent magical abilities.

Animal Empathy Technique
Dragon-Blooded: What Fire Has Wrought, p. 271

Add (Essence) non-Charm bonus dice on an influence roll made against an animal using any Ability. In addition, your target doesn't gain the Resolve bonus for lacking a common language.

Eternal Elemental Harmony
Dragon-Blooded: What Fire Has Wrought, p. 274

Use upon failing a roll against environmental hazard. Roll again, with successes reducing damage. If hazard inflicts no damage, gain Willpower.

Tireless Caravan Prana
Dragon-Blooded: What Fire Has Wrought, p. 273

Commit additional moves when using prerequisite to increase rate at which you and others travel through wilderness. Cooperative use possible.

Vanishing Tracks Technique
Dragon-Blooded: What Fire Has Wrought, p. 272

Reroll 6s on a roll to cover tracks. May conceal the spoor of Sworn Kin and (Essence) additional characters, allowing them to use half of your rolled successes in place of their own result, if that is higher.

Occult 3

Cunning Beast-Mind Inspiration
Dragon-Blooded: What Fire Has Wrought, p. 272

Use this Charm on your familiar's turn, rolling (Charisma + Survival), adding half the total successes rolled to one action your familiar takes that turn. Grants familiar reflexive protect other action for you. Refer book.

Burning Fang Strike
Dragon-Blooded: What Fire Has Wrought, p. 274

When your familiar makes a decisive attack, it adds your Initiative to the damage. Successful attack resets both, missed attacks cost both 1 Initiative. Gain additional Initiative on reset under circumstances.

Dragon-Beast Transformation
Heirs to the Shogunate, p. 148

Touch one of your familiars to grant them mutations that reflect their physical form, behavior, or traits.

Dragon's Nest Shelter
Dragon-Blooded: What Fire Has Wrought, p. 273/274

Fortify a shelter with the power of elements to protect against hazards and wilderness perils. Please refer the book for this complex Charm.

Uncanny Fugitive's Intuition
Dragon-Blooded: What Fire Has Wrought, p. 274

When another character fails an opposed roll to track you, you are able to use this Charm. Confirms a character is pursuing you, giving you general sense of distance and direction to their current location.

Elemental Bond Meditation
Heirs to the Shogunate, p. 148

You may take Elementals with Essence 3 or less as familiars, up to (Essence) of such. You may claim elementals you summoned. Can be enhanced with prerequisite and Animal Empathy Technique.

Earth-Moving Kata
Dragon-Blooded: What Fire Has Wrought, p. 272

Move any natural earthen scenery barring your path. The Storyteller describes the effects of this Charm. Can instead also create a bridge or stairway of earth.

Roaring Dragon Font
Dragon-Blooded: What Fire Has Wrought, p. 273

Find hidden springs and draw them to the surface. Those drinking from the font in the scene it was created gain an automatic Intimacy towards you. Once per story.

Labyrinth of Mist Technique
Dragon-Blooded: What Fire Has Wrought, p. 274

Roll to conceal tracks with double 8s. Any character failing a roll to trail you becomes lost in wilderness, chasing false trails. Escape is a difficulty 5 roll.

Wildfire-Taming Technique
Dragon-Blooded: What Fire Has Wrought, p. 272/273

Manipulate fire-based scenery and hazards, protecting you and your allies from it. Please refer the book for this complex Charm.

Stalking Apex Predator Technique
Dragon-Blooded: What Fire Has Wrought, p. 273

Ignore penalties for crossing difficult terrain made of forests, foliage, etc. Ignore penalties for entering concealment in combat while in such terrain. Please refer the book for this complex Charm.

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
- ⚡ Aura Keyword (see What Fire Has Wrought)
- ⚖ Balanced Keyword (see What Fire Has Wrought)

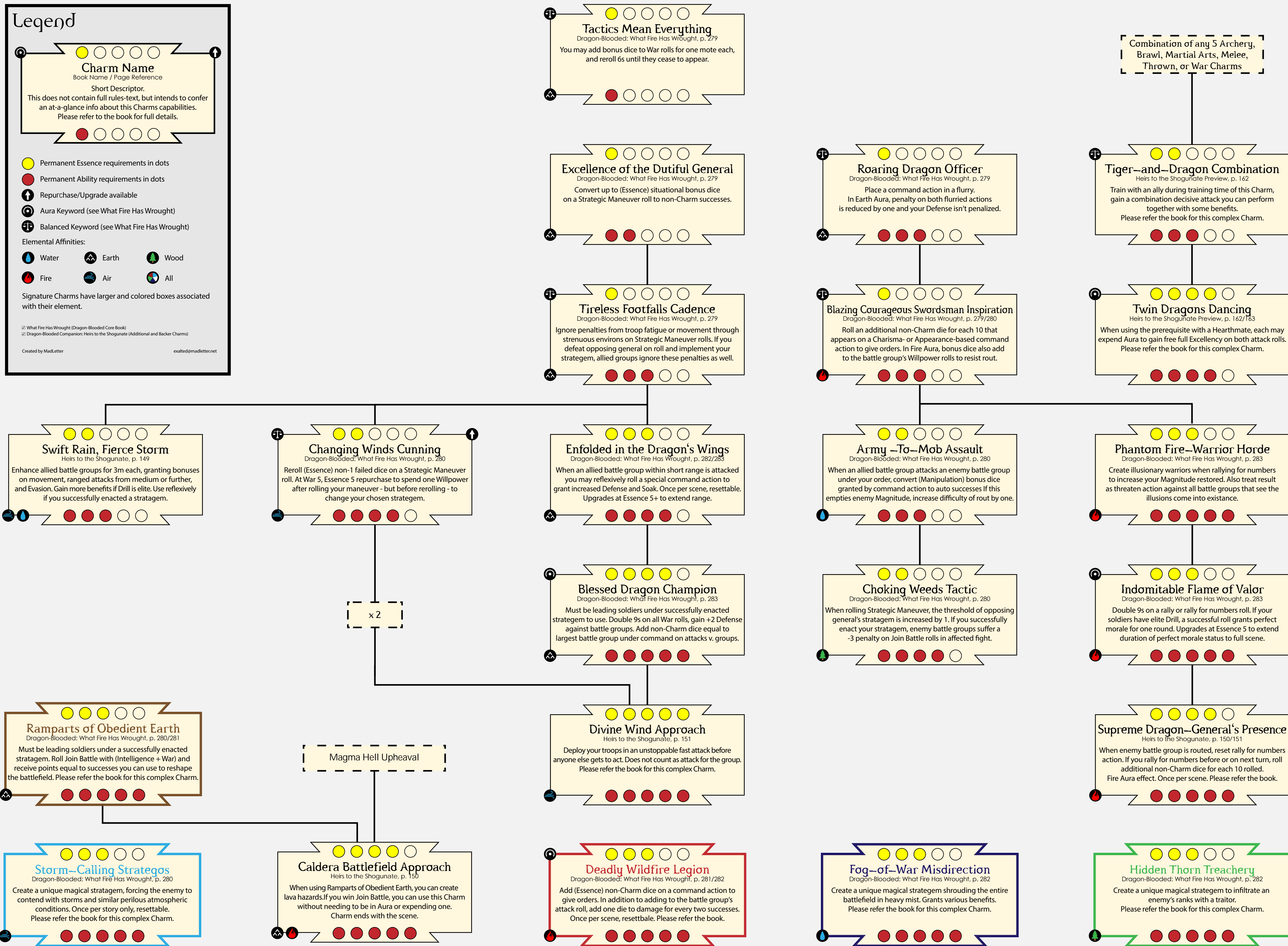
Elemental Affinities:

● 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 Companions: 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-Charm 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.

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.

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-Charm dice equal to largest battle group under command on attacks v. groups.

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-Charm dice on a command action to give orders. In addition to adding to the battle group's attack roll, add one die to damage for every two successes. Once per scene, resettable. Please refer the book.

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-Charm die for each 10 that appears on a Charisma- or Appearance-based command action to give orders. In Fire Aura, bonus dice also add to the battle group's Willpower rolls to resist rout.

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.

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.

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.

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

Tiger-and-Dragon Combination
Heirs to the Shogunate Preview, p. 142
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.

Phantom Fire-Warrior Horde
Dragon-Blooded: What Fire Has Wrought, p. 283
Create illusory 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.

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.

Supreme Dragon-General's Presence
Heirs to the Shogunate, p. 150/151
When enemy battle group is routed, reset rally for numbers action. If you rally for numbers before or on next turn, roll additional non-Charm dice for each 10 rolled. Fire Aura effect. Once per scene. Please refer the book.

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.