

Athletics

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

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

● Permanent Essence requirements in dots
● Permanent Ability requirements in dots
↑ Repurchase/Upgrade available
⚡ Aura Keyword (see What Fire Has Wrought)
⚖ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

● Water	● Earth	● Wood
● Fire	● Air	● All

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

© What Fire Has Wrought (Dragon-Blooded Core Book)
© Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)
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Effortlessly Rising Flame
Dragon-Blooded: What Fire Has Wrought, p. 168
Add automatic successes to an Athletics roll for two motes each, and roll an additional non-Charm die for every 10.

Perfect Climbing Attitude
Dragon-Blooded: What Fire Has Wrought, p. 169
Reflexively use move action to climb a range band up stone or earthen surface without Athletics check. Upgrade: Choose to leave handholds behind when climbing.

Soaring Leap Technique
Dragon-Blooded: What Fire Has Wrought, p. 169
Every 10 on an Athletics roll to jump (including rush or disengage featuring a leap) rerolls a single non-1 failed die.

Bellows-Pumping Stride
Dragon-Blooded: What Fire Has Wrought, p. 168
Roll an additional non-Charm die on a rush for every 1 that appeared on the opposing roll. At Essence 3, expend Fire Aura for additional effect. Please refer the book for this complex Charm.

Strength of Stone Technique
Dragon-Blooded: What Fire Has Wrought, p. 169
Gain one bonus dot Strength as long as you remain on ground or a natural stone surface. Increases ability to enact feats of strength, as well as adding one die to Strength-based withering damage rolls.

Incense Smoke Ladder
Dragon-Blooded: What Fire Has Wrought, p. 169
Run up walls and other vertical surfaces and ceilings as long as you keep moving. Cannot disengage or withdraw this way. If movement ends where you couldn't normally stand and you fail to renew, you fall and suffer damage.

Verdant Dragon's Footsteps
Dragon-Blooded: What Fire Has Wrought, p. 168
Move through plant-based difficult terrain unimpeded and ignore fatigue penalties on a single move-based Athletics roll. In Wood Aura duration is extended until Aura dissipates.

Inescapable Blazing Advance
Dragon-Blooded: What Fire Has Wrought, p. 170/171
Add (Essence) non-Charm dice on a rush; (Essence) 1s rolled by opposition strip one point of Initiative from them which you gain. On crashing an enemy this way, they are set ablaze and take damage each turn, piercing Hardness.

Ice-Slick Tread Technique
Heirs to the Shogunate, p. 129
When crossing a range band by walking/running, you freeze the ground you traveled. If you make an athletics roll during movement, gain an auto-success and ignore any penalties for difficult terrain. Walk over water.

Crashing Tide Advance
Heirs to the Shogunate, p. 129
Add an auto-success on a rush. If you succeed and subsequently had your reflexive move provoked, inflict a -1 onslaught penalty to target and if you attack from close range next turn, add one die to decisive or post-soak withering damage.

Mountain-Toppling Might
Dragon-Blooded: What Fire Has Wrought, p. 169
Add (Essence/2, rounded up) to Strength rating to determine if you may attempt a feat of strength.

Grandmother Oak Exertion
Dragon-Blooded: What Fire Has Wrought, p. 169
Add a bonus success on a feat of strength, may use Stamina in place of Strength rating to determine qualification. Strength of Stone counts as adding Stamina. Other effects and upgrades ally, please refer the book.

Flying Dagger Leap
Heirs to the Shogunate, p. 129
To use, must either move into close range w. enemy by leaping and attacking or reflexively pursuing by leaping with rush and then attack next turn. Add bonus dice on attack roll and damage to damage roll for decisive or withering.

Dancing Ember Stride
Dragon-Blooded: What Fire Has Wrought, p. 171
Roll to rush an enemy from short range with double 9s. On success, instantly move into close range instead of normal effects. Pay one Willpower to expend Fire Aura to rush from medium range.

Soaring Zephyr Flight
Dragon-Blooded: What Fire Has Wrought, p. 171
Jump up two range bands and hover, use movement actions to fly or hover if you pay the per-round Initiative cost (4). Ends if crashed, incapacitated, leaving Air Aura or the mote commitment ceases; drifting to ground.

Graceful Dryad Dance
Dragon-Blooded: What Fire Has Wrought, p. 171
Walk on branches, leaves, plant-based surfaces with perfect balance, stand or cross even if unable to normally bear your weight. +1 Evasion while standing thusly. Use move action to quickly ascend plant-based surfaces.

Unshakable Mountain Spine
Dragon-Blooded: What Fire Has Wrought, p. 170
Must be in direct contact with earth. Double Strength rating to determine qualification for feats of strength, gain double 9s on rolls for it. Excess points above required minimum added as non-Charm die; refer book.

Falling Star Maneuver
Dragon-Blooded: What Fire Has Wrought, p. 171
Use when successfully rushing with Dancing Ember Stride or when descending from air into close range to make a reflexive decisive attack to create a shockwave. Please refer the book for this complex Charm.

Seething Dragon Footprint
Dragon-Blooded: What Fire Has Wrought, p. 171
When igniting a trail of fire with Bellows-Pumping Stride, use this Charm to stoke it into a bonfire hazard. Essence fuels the bonfire for the scene, so that no flammable material is required for this effect.

Dragon Surmounts the Waterfall
Dragon-Blooded: What Fire Has Wrought, p. 171
Double 8s on movement rolls while swimming, ignoring any water-based penalties. Ascend waterfalls, etc. Feats of strength underwater benefit from double 9s. Please refer the book for this complex Charm.