

awareness

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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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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Air-variant of
All-Encompassing Earth Sense

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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.

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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.

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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.

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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.

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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.

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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).

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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.

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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.

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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.

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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.

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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.

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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.

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