

# Brawl

## 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)
- Circle with cross: Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water (Blue circle)
- Earth (Green circle)
- Wood (Green circle)
- Fire (Red circle)
- Air (Blue circle)
- All (Multi-colored 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  
exaltedmadletter.net

**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.

**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.

**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.