

# Dodge

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 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.