

Integrity

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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Granite Curtain of Serenity
Dragon-Blooded: What Fire Has Wrought, p. 194

Raise resolve or add automatic successes to an Integrity roll for two motes each. Additionally, ignore one point of penalty from wounds, deprivation or poison.

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Chaos-Warding Prana
Dragon-Blooded: What Fire Has Wrought, p. 195

You and any items you carry are impervious to physical transformation or addiction caused by Wyld or similar environmental effects. Doesn't protect vs shaping magic. Repurchase to extend effect to Hearthmates.

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Ascendant Ideal Inspiration
Dragon-Blooded: What Fire Has Wrought, p. 195

Dedicate yourself to a Defining Principle representing your ideals. Attempting to weaken the principles grants you strong defenses. Breaking the principle yourself results in harsh penalties. Refer the book for this complex Charm.

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Flawless Diamond Heart
Dragon-Blooded: What Fire Has Wrought, p. 195/196

When your Resolve is beaten by influence opposing a Major/Defining Intimacy, lower the cost to resist by (Essence/2, round up) Willpower, minimum zero. In Decision Point must still call on valid Intimacy.

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Frozen Heart Prana
Dragon-Blooded: What Fire Has Wrought, p. 194

Use Intelligence instead of Wits to calculate Resolve against a single influence roll. Opposing character must compare Appearance to highest of Intelligence, Lore or Resolve to determine bonus dice it adds to influence rolls.

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Slippery-Thoughts Technique
Dragon-Blooded: What Fire Has Wrought, p. 194

Use Manipulation instead of Wits to calculate Resolve against one influence roll. Alternatively, substitute Manipulation-based Resolve for Guile against a single roll instead.

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Immolating Phoenix-Soul Fury
Dragon-Blooded: What Fire Has Wrought, p. 196

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.

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Waves-Swallow-Mountains Persistence
Dragon-Blooded: What Fire Has Wrought, p. 196

When asserting your Resolve some of the enemy's 1s subtract successes. Repeat usage against the same character in the same scene increases power of the Charm. Usable against a single character per scene.

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Rot-Pruning Conviction
Heirs to the Shogunate, p. 135

When spending WP to resist an influence roll aligned with one of your Major/Defining Intimacies, you may shed th Intimacy entirely. In its place you form a new one reflecting the reasoning for resisting the influence.

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Heart-Hardening Meditation
Dragon-Blooded: What Fire Has Wrought, p. 194

Gain +2 Resolve against inspire rolls and any influence that leverages either an inspired emotion or a Tie based on strong passions. Doesn't count as bonus from Charms in Earth Aura.

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Roots-of-the-World Meditation
Dragon-Blooded: What Fire Has Wrought, p. 196

Spend (10 minus Essence) hours in meditation to roll and heal yourself depending on successes rolled. Once per story.

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Inviolate Dragon Spirit
Dragon-Blooded: What Fire Has Wrought, p. 194

In a Decision Point call upon the same Intimacy used to bolster your Resolve to resist that influence.

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Unquenchable Battle-Passion
Dragon-Blooded: What Fire Has Wrought, p. 194/195

Influence that would cause you to refrain from hostilities or impair your fighting ability, use this Charm to auto-Inspire yourself with emotion to bolster Resolve against influence. Gain Essence is you fail and spend Willpower to resist.

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Thicker than Stone
Dragon-Blooded: What Fire Has Wrought, p. 196/197

Against influence that opposes one of your positive Ties to another Dragon-Blood, a family member or subordinate, add (Intimacy/2, round down) to Resolve as non-Charms bonus. Successful resisting gains +1 Willpower.

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The Mountain Still Stands
Dragon-Blooded: What Fire Has Wrought, p. 197

When successfully asserting Resolve against against influence that opposes one of your Defining Intimacies or instills a non-trivial character with one using any social Ability, gain a single point of Willpower. Daily.

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Oath of the Ten Thousand Dragons
Dragon-Blooded: What Fire Has Wrought, p. 194

Swear a vow of personal fealty to a character you hold of Tie of loyalty towards or to complete a task. Gain Resolve vs influence to weaken that Tie or dissuade you. Once per story, cannot use until prior oath is ended.

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Ten Thousand Dragons Fight as One
Dragon-Blooded: What Fire Has Wrought, p. 15

When witnessing another Dragon-Blooded in risk or danger, form a Minor Tie of loyalty (or increase an existing one) which then counts as if you had sworn an Oath by the prerequisite. Additional effects apply. Once per scene.

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Wound-Denying Dragon Faith
Dragon-Blooded: What Fire Has Wrought, p. 195

As long as you're striving to pursue or uphold and Intimacy you are sworn to with an Oath, ignore up to (Intimacy/2, rounded down) points of wound penalties. Earth Aura increases value.

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Ten Thousand Dragons Stand Together
Heirs to the Shogunate, p. 135

Share Intimacies with Hearthmates who witness influence that can be opposed by it, so it becomes available to bolster Resolve or use in Decision Points. Please refer to the book for this complex Charm.

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Moon-and-Earth Marriage
Heirs to the Shogunate, p. 134/135

Must spend training time interacting with a willing Lunar with a Defining positive tie towards you, resulting in a Terrestrial Bond, treating the Lunar as one of your Sworn Kin for all purposes. Please refer the book.

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Unflagging Vengeance Meditation
Dragon-Blooded: What Fire Has Wrought, p. 197

Swear an Oath of Vengeance on a character that has harmed the subject of a Major/Defining Intimacy. Enforces the pursuit of the Oath but grants various benefits. Please refer the book for this complex Charm.

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