

Larceny

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 Meadletter mead@meadletter.net

Underground River's Flow
Dragon-Blooded: What Fire Has Wrought, p. 202
Add automatic successes to a Larceny roll for two motes each.

Observer Awareness Method
Dragon-Blooded: What Fire Has Wrought, p. 203
When suspicion is roused, use to roll (Perception+Larceny). As long as you have at least 1 success, discern intuitively if you're being watched and by how many people. Upgrade allows identification of location on good rolls.

Nimble Thief's Fingers
Dragon-Blooded: What Fire Has Wrought, p. 202/203
Reroll 6s until they fail to appear on a roll to steal an object, pick a lock, poison a meal, cheat at cards on other uses of Larceny involving manual dexterity and sleight of hand.

Flowing Body Disguise
Dragon-Blooded: What Fire Has Wrought, p. 202
Ignore (Essence) points of penalty on disguise roll from impersonating a specific character or disguising yourself as someone of another sex, body type, etc. Add bonus to impersonating blood-relatives.

Observer Awareness Method

Whispering Thief Technique
Dragon-Blooded: What Fire Has Wrought, p. 204
Throw your voice, making it seem to come from another character or object within short range. Supplement a single influence roll or ten seconds worth of dialogue. Use in stealth to speak without breaking concealment.

Bramble Purse Technique
Dragon-Blooded: What Fire Has Wrought, p. 204/205
All rolls to pickpocket or disarm you from close range lose (Essence) dice. Failed rolls deal a single level of lethal damage to the instigator, marking them by piercing their hand with invisible thorns easily identifiable.

Rose-Among-Thorns Distinction
Dragon-Blooded: What Fire Has Wrought, p. 204
After spending an hour+ with a particular criminal society, you have interacted with in the past, gain Larceny specialty in interacting with them. Applies to influence rolls to convince others you belong to them. One specialty only.

Waters-of-Honesty Method
Dragon-Blooded: What Fire Has Wrought, p. 205
When you perceive attempts to cheat in a game or use Larceny, read intentions with (Perception+Larceny) vs. Guile. Success reveals identity of the perpetrator and the nature of the misdeed. Please refer the book.

Artful Flowing Theft
Dragon-Blooded: What Fire Has Wrought, p. 204
Double 9s on pickpocket or stealing rolls, increase difficulty to notice the theft for all except the victim unless they use magic or superhuman senses. Even if noticed, target may not realize what you were trying to steal (req. roll).

Resetting Tumblers Technique
Dragon-Blooded: What Fire Has Wrought, p. 203
Double 9s on a roll to conceal evidence.

Veiled Dragon's Secret
Heirs to the Shogunate, p. 135
When using this Charm, chose an element and the cosmetic appearance of your anima banner and Aspect markings change such that it appears to be the chosen element. Can't use to imitate other DB's Aspect markings/banners.

Instant-Disguise Prana
Preview 4, p. 8
Disguise yourself in a single minute without any need for makeup, props, etc. If you have suitable equipment, you can benefit from double 9s.

Face-Stealing Reflection
Dragon-Blooded: What Fire Has Wrought, p. 204
Roll read intentions with (Perception+Larceny). Success reveals identity of an individual her target has a Tie that you know well enough to attempt to disguise as them, as well as added information. Water Aura grants double 9s.

Vault-Emptying Whirlwind Heist
Dragon-Blooded: What Fire Has Wrought, p. 205
Invoke to plan a heist by casing the scene. Roll and bank successes to later spend them on various actions and abilities to gain positive effects. Please refer the book for this complex Charm.

Dragon Snatches Jewel
Dragon-Blooded: What Fire Has Wrought, p. 205/206
Make disarm from close range with (Dexterity+Larceny) and double 9s. Success on the gambit allows you to reflexively ready the disarmed weapon and refund Initiative cost. Can disarm and attune artifacts.

Terrifying Forest-Devil Mask
Dragon-Blooded: What Fire Has Wrought, p. 206
Don a mask to disguise as an archetypal warrior-hero, monster or mythic character and roll with double 7s. Gain various specialties; characters react to your chosen archetype. Please refer book for this complex Charm.

Incendiary Accusation Approach
Dragon-Blooded: What Fire Has Wrought, p. 207
When using the prerequisite to detect a character cheating or using Larceny, pay additional cost to cause a small fire to ignite on the person, revealing their misdeeds and rolling one die of lethal damage.

Mischievous Wind Grasp
Dragon-Blooded: What Fire Has Wrought, p. 207
Dislodge a small item from a place or person. Others cannot notice this for a while. Air Aura extends range. Please refer the book for this complex Charm.

Window-In-The-Door Technique
Dragon-Blooded: What Fire Has Wrought, p. 208
Spy through walls, doors and other objects as if they were water by rolling a (Perception+Larceny) roll against a difficulty depending on what you peer through. Please refer the book for this complex Charm.

Evidence-Erasing Tide
Dragon-Blooded: What Fire Has Wrought, p. 205
Complete a conceal evidence roll instantly, add a non-Charm bonus success.

Naked Thief Style
Dragon-Blooded: What Fire Has Wrought, p. 203
Conceal a single item small enough to hold in one hand or a set of thieves tools. Cannot contest larceny roll outside of short range or with use of magic. Stack to hide several items at once.

Vaporous Visage Evasion
Dragon-Blooded: What Fire Has Wrought, p. 206/207
When a character succeeds to pierce your disguise, conceal your features behind a swirling cloud of mist, perfectly obscuring your identity. Revert back to true appearance at the end of the scene.

Expectation-Mirroring Stance
Dragon-Blooded: What Fire Has Wrought, p. 208
Upon successfully using Face-Stealing Reflection, use this Charm to instantly and reflexively roll to disguise as the revealed character. Threshold successes grant you motes to spend to enhance disguise.

Burning Sins Seduction
Dragon-Blooded: What Fire Has Wrought, p. 206
Make a special Inspire roll. Success allows you to dictate the emotion your target feels and an applicable intimacy for which they're willing to break the law and incite them to do so. Please refer the book for this complex Charm.

Hundred-Devil Masquerade
Heirs to the Shogunate, p. 137
Permanently empower the prerequisite, allowing it to spawn a three dot artifact when a role conferred by it is properly presented and played out. Please refer the book for this complex Charm.

Flowing God-Dragon Stance
Dragon-Blooded: What Fire Has Wrought, p. 206
Turn your body fluid and translucent. Can move your watery body and bypass locks, etc. Escape any non-magical grapple. Gain various combat and stealth buffs. Please refer the book for this complex Charm.

Kinship's Shadow Subterfuge
Heirs to the Shogunate, p. 137
When one of your Hearthmates rolls against your Guile, you add any positive Tie they have towards you as bonus to your Guile as non-Charm bonus. May attempt Hearthmates trying to sense your presence.

Investigation-Deflecting Current
Dragon-Blooded: What Fire Has Wrought, p. 207
Roll to conceal evidence to make it so the scene implicates a character you know of. Failure on case scene to examine crime scene falls to the implication. Please refer the book for this complex Charm.

Dragon's Hidden Treasure
Dragon-Blooded: What Fire Has Wrought, p. 204
Cause a held object to vanish into soil, stone or similar materials, submerging them without displacing the earth. Cannot store in volume smaller than object. Retrieve with second usage. Steal things hidden with this Charm.

Exploding Evidence Technique
Dragon-Blooded: What Fire Has Wrought, p. 207/208
Make a conceal evidence roll with a non-Charm bonus die for every 10 that appears. Suffuse evidence with fire essence. On a failed case scene roll, the evidence explodes and deals damage, obliterating any evidence remaining.

Infallible Alibi Approach
Dragon-Blooded: What Fire Has Wrought, p. 208
Whenever evidence you concealed is found, trigger this Charm to have it dissolve into water essence. Be marked by tattoo others can use to identify your usage of this Charm. Please refer the book for this complex Charm.