

Medicine

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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Disease-Banishing Technique
Dragon-Blooded: What Fire Has Wrought, p. 220/221

Double 9s to treat a disease. If threshold successes exceed a given limit, your patient gains a temporary Resistance specialty in that disease until it has run its course. Only one character can benefit from such a specialty at any given time.

Venom Expulsion Method
Dragon-Blooded: What Fire Has Wrought, p. 221

Roll to cure poison as a miscellaneous action without added difficulty for rushing treatment. If you take a full hour to administer aid, instead gain double 9s.

Master Healer Meditation
Dragon-Blooded: What Fire Has Wrought, p. 220

Add bonus dice to a Medicine roll for one mote each. If you reach your dice limit, add a non-Charm success on the roll.

Wound-Closing Technique
Dragon-Blooded: What Fire Has Wrought, p. 221

Spend fifteen minutes treating someone's wounds to convert lethal damage into bashing, speeding the healing rate. Alternatively, heal a single bashing level. One day bedrest between applications on any given patient.

Ailment-Sensing Meditation
Dragon-Blooded: What Fire Has Wrought, p. 221

Complete a roll to diagnose a patient within a few seconds. Diagnosing a disease, poison, other ailment grants temp Medicine specialty in it. Can only ever attain one specialty from this Charm at a time.

Survival 3+

Nature's Healing Bounty
Dragon-Blooded: What Fire Has Wrought, p. 221

As long as you have access to medicinal herbs or similar flora, roll Medicine to treat injury, disease, poison, etc. without increased difficulty for lacking tools. Upgrades existing tool ratings. Refer book.

Indomitable Vitality Discipline
Dragon-Blooded: What Fire Has Wrought, p. 221

When successfully granting a patient a specialty with Disease-Banishing Technique, commit the Charm's mote cost instead to shield the patient from a few disease-inflicted botches on a roll. Refer the book.

Poisoner's Deft Hand
Dragon-Blooded: What Fire Has Wrought, p. 221/222

When you poison another character, add to the poison's duration. Each use of this Charm applies only to a single dose of poison.

Grievous Wound Alteration Energy
Dragon-Blooded: What Fire Has Wrought, p. 222

Upgrade prerequisite, allowing you to pay a 1 wp surcharge to treat aggravated damage to convert it into lethal. Any successes beyond the total aggravated damage converts lethal to bashing.

Flesh-Sealing Flame Technique
Heirs to the Shogunate, p. 140

When using the prerequisite to convert lethal to bashing, pay +2m/+2i to complete treatment instantly, doubling 9s on the roll. Has other small benefits and can be used in mass combat. Please refer the book for this complex Charm.

Death-Defying Endeavor
Dragon-Blooded: What Fire Has Wrought, p. 222

After a Medicine roll, reroll (Essence) non-1 failed dice.

Dread Infection Strike
Dragon-Blooded: What Fire Has Wrought, p. 224

Difficulty 3 gambit of any combat Ability. Infect someone with a disease you've treated this story before. Repurchase to add supernatural diseases to your repertoire. Please refer the book for this complex Charm.

Flesh-as-Stone Inurement
Dragon-Blooded: What Fire Has Wrought, p. 224

Roll to let a character ignore wound penalties for a scene. Alternatively, use as a gambit to numb an enemy's limb.

Rebirth of Flesh and Ivy
Dragon-Blooded: What Fire Has Wrought, p. 223/224

Roll to instantly heal levels of non-aggravated damage and crippling effects which could normally heal. Please refer the book for this complex Charm.

Jade Crucible Method
Dragon-Blooded: What Fire Has Wrought, p. 224

Spend fifteen minutes meditating or performing medical treatment to roll current Willpower, gaining motes and Willpower back to be spent only on Medicine Charms. Once per day, resettable.

Purity-of-Mind Method
Dragon-Blooded: What Fire Has Wrought, p. 222

Treat over a months-long interval a Derangement to lessen it up to a minimum of a Minor rating. The patient gains several benefits during treatment. Please refer the book for this complex Charm.

Marmoreal Body Fortification
Dragon-Blooded: What Fire Has Wrought, p. 222

Roll (Essence) dice to grant your patient temporary -0 health levels. If the patient is unarmed, they gain Hardness 2. Only one usage active at a time, unless for your Sworn Kin and yourself.

Unbinding the Inner Fire
Dragon-Blooded: What Fire Has Wrought, p. 222

Grant a touched character a dot of Strength and double 10s on decisive damage rolls. They also gain one mote per turn unless in crash. Once the Charm ends, target suffers a level of unpreventable aggravated damage.

Body-Cleansing Ablution
Dragon-Blooded: What Fire Has Wrought, p. 223

Spend an hour overseeing a patient as they bathe or you wash them with pure water. Alleviate pain, allowing the patient to ignore wound penalties. Can also heal poison or disease. Benefit from this once per story per character.

Most Beneficent Seed of the Five Dragons
Dragon-Blooded: What Fire Has Wrought, p. 224

Double 7s to provide medical treatment. Can be used once per story unless reset by achieving a major character or story goal through medical skill.