

Melee

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 Charm's 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 Charm)
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Steel Tempest Strike
Dragon-Blooded: What Fire Has Wrought, p. 227

Advance one range band and make a decisive attack. Can ignore difficult terrain and skim over chasms and pits if you end movement on solid ground. Does not count as your attack for this round. Once per scene, resettable.

Falling Mountain Fang
Dragon-Blooded: What Fire Has Wrought, p. 227

Gain access to three powerful gambits which increase the weight of weapons and armor to make it harder or more punishing to use them. Can also collapse structures with one of the gambits. Refer book.

Harnessed Firestorm Assault
Dragon-Blooded: What Fire Has Wrought, p. 227

Make (Dexterity/2, round down) decisive attacks, divided among one or more enemies. Each attack has a base damage added, do not reset to base Initiative until all attacks are complete. Once per scene, resettable.

Dragon-Scale Shield
Heirs to the Shogunate, p. 141/142

Gain a defensive benefit depending on your Aspect. You can purchase alternate elemental variants for 3 XP each and can stack multiple variants in a single defense.

Wrath-Grounding Guard
Heirs to the Shogunate, p. 141

Gain +1 non-Charm Parry against attacks made up entirely from Essence or other magical energy with no physical component, and 1s subtract successes. In Earth Aura, protect allies by expending the Aura.

Graceful Flowing Defense
Dragon-Blooded: What Fire Has Wrought, p. 225

Ignore a single point of penalty to your Parry. In Water Aura, ignore (Essence or 3) points of penalty instead.

Flame-Borne Interception
Dragon-Blooded: What Fire Has Wrought, p. 225

Each time you block an attack, gain +1 Parry until next turn. Resets bonus if you are hit by an attack or defend using an Ability other than Melee.

Blinding Spark Distraction
Dragon-Blooded: What Fire Has Wrought, p. 225

Successfully blocking/winning a clash from close range blinds the attacker until the end of their next turn unless they succeed on a (Stamina-Resistance) roll against a difficulty determined by your Essence and successes.

Flame Warden Stance
Dragon-Blooded: What Fire Has Wrought, p. 226

Take a defend other action that extends its benefits to one scene, without needing to take defend other actions in the subsequent turns. Must remain in close range to get benefits. Add one dice to attack rolls for every successful parry.

Stoking Bonfire Style
Dragon-Blooded: What Fire Has Wrought, p. 225

Add bonus dice on Melee attack rolls for 1m each or raise Parry for two motes per +1. When you land an attack against an enemy or block one with this Charm, lower cost of this Charm cumulatively. Missing/failing parry resets.

Burning Fury Wreath
Dragon-Blooded: What Fire Has Wrought, p. 225

Ignore (Strength/2, round up) points of Hardness plus one additional point for every 10 on your attack roll.

Crimson Fang Bite
Dragon-Blooded: What Fire Has Wrought, p. 225

Add the higher of (Essence or Strength) to raw damage of withering attack or double (Strength) 10s on a decisive damage roll.

Elemental Sheath
Dragon-Blooded: What Fire Has Wrought, p. 225/226

Store your weapon Elsewhere with a significant manifestation of an element and retrieve it in a likewise manifestation. If no proper manifestation is available, spend levels of anima. Please refer the book for this complex Charm.

Dragon-Graced Weapon
Dragon-Blooded: What Fire Has Wrought, p. 226

When summoning a weapon stored with Elemental Sheath, grant the weapon an elemental effect. Alternatively, shape a mundane weapon from such an elemental manifestation. Please refer the book for this complex Charm.

Root-and-Hand Merging
Dragon-Blooded: What Fire Has Wrought, p. 228

Roots spring from bones of your wrist and hands to strengthen your grip. Gain +1 Parry when blocking with the bound weapon, disarm difficulty is increased by two. In Wood Aura, this doesn't count as a Charm bonus.

Lightning-Drinking Blade
Heirs to the Shogunate, p. 141

When successfully blocking with prerequisite, gain motes equal to 10s on the attack roll up to (Essence or 3). If you defended another, gain +1m. At Essence 3 you may forego the mote reward and pay 1wp to enter Elemental Aura

Rumbling Earth Rebuke
Heirs to the Shogunate, p. 142

After successfully blocking or clashing and attack made from close range, you may reflexively attempt a disarm gambit. In Earth Aura, a successful gambit inflicts an addit. point of onslaught penalty, and destroys mundane weapons.

Crossfire Flash
Dragon-Blooded: What Fire Has Wrought, p. 226

Reroll (Essence) non-1 failures on the attack roll of a clash attack. Each rerolled die that shows a 10 strips away a success from your foe's attack roll.

Blazing Interception
Dragon-Blooded: What Fire Has Wrought, p. 226

After successfully parrying an attack against a character you're protecting with defend other, you can respond with a decisive attack. In Fire Aura, your ward may reflexively make a free distract gambit before your counterattack.

Dragon Soul Burst
Dragon-Blooded: What Fire Has Wrought, p. 228

Spend a turn aiming to an enemy within close range, then use this Charm to make a decisive attack with pre-set damage, ignoring Hardness. Doesn't include Initiative and reset to base. Refer the book for this complex Charm.

Demon-Crushing Wolf Bite
Dragon-Blooded: What Fire Has Wrought, p. 225

Add (Stamina) Overwhelming to a withering attack. In Wood Aura, add (Stamina) to the raw damage of the attack as well.

Oncoming Storm Stance
Heirs to the Shogunate, p. 140/141

When aiming at an enemy within close range, spend Initiative to gain motes you can use to enhance a Melee attack benefiting from the aim action and are lost if you do not attack the enemy you aimed at.

Portentous Comet Deflection
Dragon-Blooded: What Fire Has Wrought, p. 228

Reflexively clash an attack against you with a decisive attack. This counts as your attack for the round and can't be used if you attacked this round already. In Fire Aura, expend Aura to not have it count as attack.

Fire Incites Water to a Riot of Clouds
Dragon-Blooded: What Fire Has Wrought, p. 228/229

Reflexively clash an attack against you with a withering attack. Do not gain Initiative from this attack. Success creates a steam cloud that grants allies Initiative for every 10 rolled. Please refer the book for this complex Charm.

Mirror-on-Water Focus
Dragon-Blooded: What Fire Has Wrought, p. 229/230

Must be used at dim anima level, ends if anima grows beyond dim. When attacked, make a decisive counterattack before the enemy attack, damage based on their Initiative. Strip Initiative from them with successes. Refer book.

Smoldering Essence Attack
Manuscript, p. 283

Make a withering attack, burning away your target's Initiative for every 10 on the damage roll (you don't gain the lost Initiative). Victim suffers the loss repeatedly for (Essence) turns or until they hit you with a withering attack.

Burning Pinnacle Strike
Dragon-Blooded: What Fire Has Wrought, p. 228

After making a withering attack that raises your Initiative higher than all enemies present in the combat, reflexively make a withering or decisive attack. Doesn't count as your attack this round. Once per round.

Mela's Flashing Tongue
Dragon-Blooded: What Fire Has Wrought, p. 229

Make a number of withering attacks equal to your onslaught penalty, gain only half Initiative from each. In Air Aura, last attack can be decisive, reset to base Initiative even on a miss. Once per scene, resettable.

Spilling the Mountain's Blood
Heirs to the Shogunate, p. 142

Make a decisive attack with some benefits. If it deals any damage, impart an effect that triggers the following round, dealing lethal decisive damage. Can be stopped by incapacitating the Charm user. Please refer the book.

Unerring Lightning Razor
Heirs to the Shogunate, p. 141

When making an attack the benefits from aiming, reroll (Essence) non-1 failures on both attack and damage. If enemy is wearing metal armor, add mobility penalty to rerollables. Repurchase to reflexively aim in Air Aura conditionally.

Fulminating Thunderclap Surge
Heirs to the Shogunate, p. 142

Make an unblockable decisive attack against an enemy in short range and halve Hardness from metal armor (incl. 5 artifact). Allows greater range and other benefits in Air Aura. Once per scene, resettable.

Thousandfold Tempest Strike
Heirs to the Shogunate, p. 142/143

To use, must've taken an aim action with Oncoming Storm Stance and have Initiative 12+. Roll single decisive attack benefiting from aiming against all targets (friend or foe) within short range. Once per scene, resettable.