

Occult

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
- ⬆ Reprurchase/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 occultgamedesigner.net

Spirit-Detecting Mirror Technique
Dragon-Blooded: What Fire Has Wrought, p. 230

Touch a mirror or reflective surface to see reflections of dematerialized characters and hear their words as whispers. Only you can see the reflection, negates penalty for attacking partly. Upgrade to let others see reflection.

Secret Wind Revelation
Dragon-Blooded: What Fire Has Wrought, p. 231

When dematerialized entity comes within long range, you become aware and can activate the Charm to pinpoint location. Please refer the book for this complex Charm.

Spirit-Grounding Shout
Dragon-Blooded: What Fire Has Wrought, p. 231

Use to strike a dematerialized character with an attack made with any Ability. If unable to see target, suffer -3 penalty. Repeat use in subsequent rounds reduces cost by one mote down to zero.

Spirit-Chaining Strike
Dragon-Blooded: What Fire Has Wrought, p. 231

Perform a gambit to partly drag a dematerialized spirit into the physical world, making it visible to other Dragon-Blooded and granting them the ability to attack without penalty as if the spirit were materialized.

Spirit-Shredding Attack
Dragon-Blooded: What Fire Has Wrought, p. 234

Decisive attacks supplemented with this Charm add attack threshold successes as dice of damage if the spirit is in Initiative Crash. Slain spirit can perhaps reform but only weaker than before, losing permanent Essence dots.

Seal of Heavenly Binding
Dragon-Blooded: What Fire Has Wrought, p. 234

Roll to bind a spirit in a circle for a few rounds, forcing it to materialize and forbidding the Hurry Home Charm. The spirit can try to break free, spending a full round. Please refer the book for this complex Charm.

Chaos-Banishing Revelation Gesture
Dragon-Blooded: What Fire Has Wrought, p. 234

Free a character within short range of any Psyche effect or Derangement imposed by a creature of the Wyld or the Wyld itself. Roll to remove the effect.

Anathema-Sealing Tomb
Dragon-Blooded: What Fire Has Wrought, p. 234/235

If you incapacitate a spirit with a decisive attack, use this Charm to seal them into the nearest dramatic manifestation of Earth Essence (mountain, cave, ...) to prevent them from reforming for centuries.

Blazing Purification Chant
Dragon-Blooded: What Fire Has Wrought, p. 233

Affix a prayer strip to the forehead of a possessed victim to force the possessor out. Roll to deal aggravated damage and expel the possessor with enough damage. Up to five Dragon-Blooded can cooperate.

Purifying Dragon Suspiration
Dragon-Blooded: What Fire Has Wrought, p. 234

This Charm is an extended action to free one character of a sorcerous curse or a shaping effect that transforms the victims body. Please refer the book for this complex Charm.

Soul-Fire Cremation Technique
Dragon-Blooded: What Fire Has Wrought, p. 230

Burn a corpse to ashes within seconds to prevent hungry ghosts from rising. Cannot apply to Exalted. Allows the ghost of the deceased to choose reincarnation. Please refer the book for this complex Charm.

Any 4 Occult Charms

Terrestrial Circle Sorcery
Dragon-Blooded: What Fire Has Wrought, p. 235

Gain the ability to cast spells of the Terrestrial Circle and learn one shaping ritual and one Terrestrial Circle spell, which becomes your control spell.

Five Winds Rainment
Dragon-Blooded: What Fire Has Wrought, p. 235

Supplement a Shape Sorcery action to grant yourself +1 Defense and Hardness equal to (Essence) until you cast the spell or stop shaping. In Air Aura this doesn't count as Charm bonus and the hardness is increased.

Hidden Secrets Whisper
Dragon-Blooded: What Fire Has Wrought, p. 230

Add bonus dice to an Occult roll for one mote each, each 10 rerolls a non-1 failed die.

Seed and Salt Warding
Dragon-Blooded: What Fire Has Wrought, p. 230

Lay down a line of salt or germinated grain to ward ghosts. Roll to determine power of warding, ghosts can only cross the line by spending WP and if their Resolve exceeds rolled successes. Repels other undead as well.

Dragons' Sacred Talon
Dragon-Blooded: What Fire Has Wrought, p. 231

Supplement an attack made with any Ability to strike down raksha and other creatures of the Wyld or the undead. Withering attacks gain damage after soak application, decisive deals aggravated and have double 10s.

Fivefold Resonance Sense
Manuscript, p. 286

Meditate to sense the presence of the five elements out to (Essence or 3) range bands. Gain bonus to certain rolls to detect or track jade, elementals, elemental demesnes, manses, etc. Upgradable to remove meditation.

Dragon's Egg Hatched
Heirs to the Shogunate Preview, p. 152

Must be within close range of significant and dramatic manifestation of element, shaping it into an elemental of that type to serve you. Please refer the book for this complex Charm.

Hundred Devils Whirlwind
Dragon-Blooded: What Fire Has Wrought, p. 232

Roll (Wits+Occult) with double 9s to create a vortex out to medium range and choose whether it repels spirits and other dematerialized characters or draws them in. Please refer the book for this complex Charm.

Sage of Iron Meditation
Dragon-Blooded: What Fire Has Wrought, p. 232

Spend up to (Stamina) days in meditation to force the Wyld to abide by the natural laws of Creation out to short range. Please refer the book for this complex Charm.

Smoke Ascends to Heaven
Dragon-Blooded: What Fire Has Wrought, p. 232/233

Roll to persuade with any social ability with double 7s against a spirit in person or by offering up prayer. Gain benefits in regards to what the spirit is willing to deal in and how far it will go. Please refer the book.

Crashing Wave-Dragons Warding
Dragon-Blooded: What Fire Has Wrought, p. 233

Consecrate a body of water up to a certain range so that the waters count as dangerous hazard to demon, undead or fae that enter the water. Please refer the book for this complex Charm.

Etern Death-Banishing Blossom
Dragon-Blooded: What Fire Has Wrought, p. 233

Must be at bonfire anima. Gain bonus defense and soak, more against undead. If still at bonfire and not crashed at the next turn, enact a highly damaging attack against ghosts and other undead out to medium. Refer book.

Dragon-Sorcerer Puissance
Dragon-Blooded: What Fire Has Wrought, p. 235

Whenever you shape a spell based on a single element, gain a single additional sorcerous mote each round you spend shaping. If your Aura state matches the spell's element, gain three motes instead.

Any 5 Terrestrial Circle Spells

World-Weaving Dragon Demiurge
Heirs to the Shogunate Preview, p. 153/154

Enhance sorcerous workings that deal with elemental matter and issues. Please refer the book for this complicated Charm.