

Presence

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 MadLetter exalted@madletter.net

Haunting Words Infliction
Dragon-Blooded: What Fire Has Wrought, p. 244

Roll to try and instill a single Intimacy you possess into another character. Even on successful resistance, the argument keeps in their mind and they begin to internally convince themselves if supporting evidence is seen.

Virtuous Mountain's Shadow
Dragon-Blooded: What Fire Has Wrought, p. 244

When witnessing a character using social influence you wish to dispute, draw on Major/Defining Intimacy to make counterargument. All characters hearing you can access that Intimacy to bolster Resolve.

Terrifying Fire-Dragon Roar
Dragon-Blooded: What Fire Has Wrought, p. 244

Exhale a deadly blast of fire in a line out to medium range which is a decisive attack and a threaten roll in one action. Please refer the book for this complex Charm.

Eternally Argumentative Flame
Dragon-Blooded: What Fire Has Wrought, p. 242

When flurrying a Presence- or Socialize-based influence roll, the flurry penalty on both actions is reduced by one point, and you do not suffer a Defense penalty. In Fire Aura, remove the flurry penalty entirely.

Grinding Millstone Argument
Dragon-Blooded: What Fire Has Wrought, p. 243/244

After failing a persuade roll, reset your attempt to try again. If your target uses the same Intimacy to bolster Resolve, the bonus it provides is lowered by one. Once per scene.

Minds Like Fertile Fields
Dragon-Blooded: What Fire Has Wrought, p. 246

Roll ((Charisma or Manipulation) + Presence) vs Resolve of a single character. Success induces a pleasant trance state, leaving them unable to call on Intimacies to resist a direct follow-up social influence roll.

Entombed Mind Technique
Dragon-Blooded: What Fire Has Wrought, p. 246

Try to induce sleep and enact a single powerful social influence roll upon your target. Upgrades empower the sleeping effect to a perpetual slumber and petrify them with a second upgrade.

Fluid Recollection Insinuation
Dragon-Blooded: What Fire Has Wrought, p. 244/245

Create a false memory in your target of a prior meeting between you and them to create a Minor Tie towards you whose context is dependent on the memory created. Please refer the book for this complex Charm.

Spirit-Cultivating Leadership
Dragon-Blooded: What Fire Has Wrought, p. 245

Use on a character with a Defining Tie of loyalty to you. For the duration of this Charm, they gain various benefits, including Resolve bonuses, Ability specialties and more Willpower. Please refer the book.

Moth to the Candle
Dragon-Blooded: What Fire Has Wrought, p. 243

Enemies must prioritize attacking you over any other characters. Enemies can spend 1wp to resist for one scene. Reduces cost of prerequisite to one mote. Success on using the prerequisite enforces movement and attack on you.

Heart-Conquering Prowess
Heirs to the Shogunate, p. 144/145

Add Appearance-based bonus dice on an attack roll. When you enhance a decisive attack and deal enough damage, you can forego a damage level to erode and intimacy. Please refer the book for this complicated Charm.

Glowing Coal Radiance
Dragon-Blooded: What Fire Has Wrought, p. 242

Add automatic successes to a Presence roll for two motes each, roll an additional non-Charm die for every 10 rolled.

Unbearable Taunt Technique
Dragon-Blooded: What Fire Has Wrought, p. 242

Roll to inspire a character with anger. If successful, your target must immediately respond to you with hostility. In combat this provokes an enemy into prioritizing you as target over others.

Fearsome Dragon Presence
Dragon-Blooded: What Fire Has Wrought, p. 243

For one tick, all attack rolls, social influence rolls and rushes made against you take a -2 penalty. Enemies may spend 1 wp to become immune to this for the rest of the scene. In Fire Aura, penalty is increased.

Aura of Invulnerability
Dragon-Blooded: What Fire Has Wrought, p. 245

Roll your current temporary Willpower to gain temporary -0 health levels and natural soak.

Debate-Sparking Bonfire
Dragon-Blooded: What Fire Has Wrought, p. 243

Roll to inspire one or more characters with anger, ignoring multi-target penalty. Affected targets must express outrage towards you using social influence (even in combat).

Blazing Heart Ascendancy
Dragon-Blooded: What Fire Has Wrought, p. 245

Supplement a persuade or threaten roll made with Presence or Socialize. If the target enters Decision Point, only passion-based Intimacies can be called upon. Characters with no such Intimacies are immune.

Dragon Warlord's Convocation
Dragon-Blooded: What Fire Has Wrought, p. 246

Make an instill roll against a single character with double 9s to create a Tie of loyalty to you. Created at Major Intimacy. Resist only with Decision Point. Target cannot voluntarily weaken the Intimacy for a while. Refer book.

Burning Dragon Mien
Dragon-Blooded: What Fire Has Wrought, p. 242

Make a threaten roll with double 9s against a single character. An enemy whose Resolve is beaten in combat loses 1 Initiative, even if they resist.

Aura of Invulnerability
Dragon-Blooded: What Fire Has Wrought, p. 245

Roll your current temporary Willpower to gain temporary -0 health levels and natural soak.

Passion-Transmuting Nuance
Dragon-Blooded: What Fire Has Wrought, p. 243

Make an inspire roll (Manipulation + Presence) vs a single character in the grip of strong emotion. Success changes the emotion to another, unrelated passion. Must enter Decision Point to resist this influence.

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Warm-Faced Seduction Style
Dragon-Blooded: What Fire Has Wrought, p. 242

Make a persuade roll to seduce a single target. Overcoming Resolve also instills them with a Minor Tie of lust or desire towards you unless they spend Willpower. In Fire Aura convert bonus dice by appearance to non-Charm successes.

Hot-Blooded Ardor
Dragon-Blooded: What Fire Has Wrought, p. 243

Treat Appearance as one dot higher, even above 5, when determining bonus dice you gain on influence rolls made with Presence/Socialize. Upgrade allows expending Fire Aura to increase the Appearance gain even further.

Heartstring-Pulling Approach
Dragon-Blooded: What Fire Has Wrought, p. 245

Add a non-Charm success on a Presence- or Socialize-based influence roll with a single target. If target's Resolve is lowered by Major/Defining Intimacy based on passionate emotion, cost to resist is increased.

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Vivacious Dragon Beauty
Dragon-Blooded: What Fire Has Wrought, p. 245

Gain bonus dot of Appearance, which may raise your Appearance above 5.

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