

Resistance

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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Unearthing Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 247

Ignore any deprivation penalties from starvation or dehydration. Additionally, add (Resistance) to the amount of time you can go before succumbing to starvation/dehydration if you keep using this charm.

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Purifying Blood Ascendancy
Dragon-Blooded: What Fire Has Wrought, p. 246/247

Add automatic successes to a Resistance roll for two notes each, and reroll 6s until they fail to appear.

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Impervious Skin of Stone
Dragon-Blooded: What Fire Has Wrought, p. 247

Double your Stamina to determine natural soak against a single withering attack. In Earth Aura this Charm can be used after an attack hits, but before damage is rolled.

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Body-Cleansing Prana
Dragon-Blooded: What Fire Has Wrought, p. 247

Use against inhaled poison, disease or liquid-transmission poison depending on aspect to roll double 9s to resist. Repurchase improves the power of your resistance and allows you to expel the poisons as an attack.

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Ox-Body Technique
Dragon-Blooded: What Fire Has Wrought, p. 246

Permanently increase the amount of health levels your posses. The higher your stamina, the better the selection of levels gained.

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Unsleeping Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248

Once per day, spend an hour in meditation to gain all benefits of a good night's sleep, including Willpower regen. May use this Charm to remain awake for (Essence + Stamina) days without hindrance.

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Untiring Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 247

As long as you're standing on the ground or touching stone, ignore fatigue penalties.

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Eternal Tide Endurance
Dragon-Blooded: What Fire Has Wrought, p. 247

Every 1 on a withering attack roll against you increases your soak by +1. In Water Aura, use against decisive attacks, granting Hardness up to (Stamina) instead. Doesn't stack with other sources of hardness.

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Supple Viridian Scales
Dragon-Blooded: What Fire Has Wrought, p. 247

Lower your armor's mobility penalty by 1 for a single tick. If you are wearing light armor, instead gain one non-Charm bonus die on rolls to rush or disengage. In Wood Aura, duration is set to Aura instead.

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(Elemental) Protection Technique
Dragon-Blooded: What Fire Has Wrought, p. 248

Choose one of the elements when activating, gain +3 natural soak and (Stamina) Hardness against attacks made using that element. Subtract damage from environmental hazards of the element.

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Dragon's Unfailing Vigor
Dragon-Blooded: What Fire Has Wrought, p. 251

Gain one -0 health level and one -4 health level.

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Unbreathing Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248

Hold your breath for up to ((Stamina + Resistance) x 5) minutes or (Stamina + Resistance) x 2) rounds in combat.

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Elemental Aegis
Dragon-Blooded: What Fire Has Wrought, p. 248

Send attuned jade armor elsewhere through a significant and dramatic manifestation of the chosen element. May need to expend levels of anima to banish/recall armor if no manifestation is nearby.

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Earth Bears Witness
Dragon-Blooded: What Fire Has Wrought, p. 250

Brace yourself on solid ground to subtract dice from the damage of a decisive attack, shunting it into the ground. Upgrade grants elemental variations of the Charm. Please refer the book for this complex Charm.

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Unfeeling Earth Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248

Ignore wound penalties on a single action. Repurchase and use in Earth Aura to extend duration to Aura.

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Body-Like-Clouds Meditation
Dragon-Blooded: What Fire Has Wrought, p. 248/249

Withering damage rolls against you take (Essence) in penalty, which can reduce below minimum damage. If an attack hits but deals no damage, steal 2 Initiative from the attacker.

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Dragon-Graced Raiment
Heirs to the Shogunate, p. 145

When recalling armor banished with Elemental Aegis, you can do it in a few rounds and you are wreathed in the element you summoned it from. Please refer to the book for this complicated Charm.

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Ripples-on-Water Defense
Dragon-Blooded: What Fire Has Wrought, p. 250/251

Against withering attacks, (lower of Essence or Stamina) 1s on the damage roll subtract successes. Against decisive attacks, (lower of Essence or Stamina) 1s force her attacker to reroll that many dice showing successes, starting with 7s.

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Immovable Mountain Technique
Dragon-Blooded: What Fire Has Wrought, p. 250

Cannot be knocked back by smash attacks, thrown in a grapples or shifted by comparable mundane force. Impedes magic as well, though it does not fully negate it. Ends if you move or are crashed/incapacitated.

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Apocalypse-Outlasting Prana
Heirs to the Shogunate, p. 145

Use after being hit by a decisive attack or failing to roll to resist an environmental hazard or trap, but before damage is rolled. Roll Hardness and subtract dice from damage roll for successes. Please refer the book.

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Perfected Scales of the Dragon
Dragon-Blooded: What Fire Has Wrought, p. 249

Gain Hardness against all decisive attacks until next turn. Doesn't stack with Hardness from armor but is compatible with Resistance Charms. Attackers do not reset to base damage if attack negates decisive attack. Cannot attack/move.

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Fathomless Depths Replenishment
Dragon-Blooded: What Fire Has Wrought, p. 249/250

Spend hours in meditation to gain temporary -1 health levels. These levels fade away, but damaged ones remain until healed.

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Flowing Dragon-Body Endurance
Dragon-Blooded: What Fire Has Wrought, p. 251

Gain Hardness equal to your Initiative against all decisive attacks. Not compatible with armor.

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Raging Fire-Dragon Spirit
Dragon-Blooded: What Fire Has Wrought, p. 249

Gain a bonus dot of Strength, ignore a single point of wound penalty and add (lower of Essence or Stamina) bonus dice to all attacks, rushes or feats of strength. Stamina no longer adds to your soak, loose one Initiative at the end of each round.

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Well-Tended Garden of the Soul
Dragon-Blooded: What Fire Has Wrought, p. 250

Call forth healing renewal from plants, leaving everything plant-based in a radius more healthy and blooming. On the following turn, the life-force returns to the Dragon-Blooded and heals them. Please refer the book.

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Revolving-Hurricane-Force Defense
Dragon-Blooded: What Fire Has Wrought, p. 251

Roll (Stamina + Resistance) with (Essence) non-Charm bonus dice to gain soak bonus equal to rolled successes against any attack by lower-initiative characters. Bonus falls by one for each attack that hits you.