

Socialize

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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Wary Yellow Dog Attitude
Dragon-Blooded: What Fire Has Wrought, p. 261

When combat breaks out amid social interactions, use to Join Battle with ((Perception or Wits) + Socialize). Gain bonus non-Charm die for every rolled 10 if you read the intentions of one enemy in the scene.

Brother-Against-Brother Insinuation
Dragon-Blooded: What Fire Has Wrought, p. 262

Make an instill roll with double 9s to weaken a positive Tie towards a character that belongs to the same culture or social group as your target or instill a negative Tie towards such a character. Additional effects apply, refer book.

Impeccable Purity Lavation
Heirs to the Shogunate, p. 144

Spend an hour bathing, after which you cannot be stained or dirtied by mundane material. Anyone interacting with you gains a minor positive tie. Those who already have such suffer -1 Resolve. Please refer the book for this Charm.

Seizing-the-Tongue Technique
Dragon-Blooded: What Fire Has Wrought, p. 262

Reroll (Essence) non-1 failed dice on an influence roll made with Presence or Socialize. In Air Aura, use reflexively after making a roll.

Sweeten-the-Tap Method
Dragon-Blooded: What Fire Has Wrought, p. 262

When you supply drinks, use to heighten potency and quality. Everyone partaking is treated as having a positive Minor Tie for fellow partygoers and suffers -1 Guile. Can also increase risk to fray tempers. Refer book.

Auspicious First Meeting Attitude
Dragon-Blooded: What Fire Has Wrought, p. 261/262

Upon meeting for the first time, you may combine a read intentions action with an instill action to create a positive Tie towards yourself, making a single roll against the lower of the target's Guile or Resolve.

Shadow-Dispersing Radiance
Dragon-Blooded: What Fire Has Wrought, p. 263

If your Appearance is higher than a target's Guile, add non-Charm dice equal to the difference on a roll to read their intentions.

Watching the Salon's Shadows
Dragon-Blooded: What Fire Has Wrought, p. 264

Gain +1 Guile against read intentions rolls of characters you are unaware of. If you defeat the roll, test (Perception + Awareness) with double 9s to detect whomever was trying to read you.

Smoke Without Flame
Dragon-Blooded: What Fire Has Wrought, p. 264

Gain +1 Guile. If opposing character fails to read your intentions, they believe they have succeeded and receive an exaggeration of your emotional state or a discerned emotion-based Intimacy. Please refer the book.

Loquacious Courtier Technique
Dragon-Blooded: What Fire Has Wrought, p. 261

Add automatic successes to Socialize rolls or raise Guile for two motes each.

Friend-to-All-Nations Attitude
Dragon-Blooded: What Fire Has Wrought, p. 261

After spending one hour or more being exposed to any culture or social group, gain temporary Socialize specialty in it. May have up to (Essence) granted specialties by this Charm.

Loyalty-Reading Meditation
Dragon-Blooded: What Fire Has Wrought, p. 261

When reading intentions to discern an Intimacy based on emotion, that Intimacy penalizes the target's Guile as though it were his Resolve.

Smoke-Wreathed Mien
Dragon-Blooded: What Fire Has Wrought, p. 261

When a character you are aware of rolls to read intentions, (Essence) 1s on his roll each force them to re-roll a successful die, starting with 7s and moving up.

Ember-Fanning Provocation
Dragon-Blooded: What Fire Has Wrought, p. 265

Make a persua roll supported by a negative Tie for foreigners, outsiders, or members of an undesirable subculture or one instilled by Brother-Against-Brother Insinuation, doubling 9s.

Rumor-Dredging Gaze
Dragon-Blooded: What Fire Has Wrought, p. 266

Read intentions with double 9s. Uncover the Intimacy your target is most inclined to hide from you. If you use the knowledge in a bargain or threaten action in the scene, gain double 9s on the roll.

Eye-for-Passions Scrutiny
Dragon-Blooded: What Fire Has Wrought, p. 263/264

When reading a characters' intentions, ST reveals an additional Intimacy based on emotion that relates to the motives or other Intimacy discerned.

Enticing Flame Feint
Dragon-Blooded: What Fire Has Wrought, p. 266

When you witness a character attempting to read an ally's intentions, impose a penalty on the roll equal to (lower of Essence or Manipulation). Each use inflicts a -1 penalty to your own Guile for the scene.

Implacable Dragon Mien
Dragon-Blooded: What Fire Has Wrought, p. 266

Gain +2 Guile, except against rolls that would reveal Major/Defining Intimacy based on emotion or an intention arising out of such an Intimacy. Earth Aura improves the bonus.

Clear-Eyed Courtier's Scrutiny
Dragon-Blooded: What Fire Has Wrought, p. 264

Make a single read intentions roll against all characters you perceive, double 9s. Attempt to determine everyone's intentions in the scene or identify their Intimacies on a single topic. Please refer the book for this complex Charm.

Unflinching Pillar of Unity
Dragon-Blooded: What Fire Has Wrought, p. 264/265

Strengthen the foundations of a society or social group by instilling into all members a Tie of loyalty towards it that cannot be easily removed or weakened. Please refer the book for this complex Charm.

Wildfire Scandal Revelation
Dragon-Blooded: What Fire Has Wrought, p. 264/265

Uncover a damaging or embarrassing secret of someone to use this Charm to spread that secret. This can change, or instill Intimacies. Please refer the book for this complex Charm.

Ego-Dissolving Deception
Dragon-Blooded: What Fire Has Wrought, p. 265

Rewrite your memories of a single event or relationship and gain a Major Principle reflecting your new belief. Release commitment reflexively to regain memories. Please refer the book for this complex Charm.

Poisonous Sneer Reproach
Dragon-Blooded: What Fire Has Wrought, p. 265

Use when witnessing someone attempting social influence to disrupt their attempt, inflicting penalties based on a dice roll. Can cause the opposite of what your target was trying to achieve if you reduce their pool below 1.

Still Waters Mask
Heirs to the Shogunate, p. 145

Devise a fictitious identity for yourself over an hour, gaining a temporary specialty that applies on Larceny rolls to disguise as the identity. Opposing this disguise is difficult. Please refer the book for this complex Charm.

Rippling Mirror Face
Dragon-Blooded: What Fire Has Wrought, p. 266/267

Use when asserting your Guile against a read intentions roll to let your opponent believe they succeeded. Instead of gaining correct info, choose an Intimacy possessed by anyone present you discerned before to pass off as your own.

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