

# Stealth

## 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.

- Yellow dot: Permanent Essence requirements in dots
- Red dot: Permanent Ability requirements in dots
- Upward arrow: Repurchase/Upgrade available
- Circle with dot: Aura Keyword (see What Fire Has Wrought)
- Plus sign: 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

**Distracting Breeze Meditation**  
Dragon-Blooded: What Fire Has Wrought, p. 267  
Add automatic successes to Stealth roll for two motes each. The wind conspires to conceal you.

**Vanishing Wind-Body Technique**  
Dragon-Blooded: What Fire Has Wrought, p. 267  
Ignore one point of penalty for using stealth in combat, and effects that detect air motion. Can still be detected by normal hearing and other senses.  
Air Aura improves the Charm.

**Blood-Chilling Strike**  
Heirs to the Shogunate, p. 147  
When landing an unexpected decisive attack against an enemy that hasn't acted this round, they lose 1i or (Essence) i on an ambush. If you deal enough damage, you can deny them movement, except rising from prone.

**Whispering Dragon Soul**  
Dragon-Blooded: What Fire Has Wrought, p. 267  
Pay two motes to apply Mute keyword to any Air or Balanced Charms you use. Master this Charm for other elements by spending XP. Cannot mute different elements in a single instance.

**Flowing Shadow Stance**  
Dragon-Blooded: What Fire Has Wrought, p. 267  
Reroll 6s on a Stealth roll until they cease to appear, gain one point of Initiative if you beat opposed rolls of all enemies. Water Aura improves the Charm.

**Soundless Action Prana**  
Dragon-Blooded: What Fire Has Wrought, p. 267  
Every 10 on a Stealth roll rerolls a non-1 failed die and you cannot be detected by hearing unless opposing character has superhuman hearing. Such characters still take a -2 penalty on hearing you.

**Foe-Blinding Venom**  
Heirs to the Shogunate, p. 147  
While in concealment, make a decisive attack that conveys a poison dealing 2i/round damage and inflicts a penalty.

**Sleeping Dragon's Lair**  
Dragon-Blooded: What Fire Has Wrought, p. 269  
Sink and meld into stone, making you nearly perfectly hidden, only (some) magical senses able to spot you. Please refer the book for this complex Charm.

**Zone of Silence Stance**  
Dragon-Blooded: What Fire Has Wrought, p. 269  
Functions as prerequisite, but completely silences you, so that not even supernatural hearing aids in detection. You can radiate silence to enforce it around you. Please refer the book for this complex Charm.

**Belladonna-and-Wormwood Refinement**  
Heirs to the Shogunate, p. 147  
When using Foe-Blinding Venom, you may instead choose to have the poison induce hallucinations instead of dealing damage.

**Quicksand Tomb Burial**  
Heirs to the Shogunate, p. 148  
Drag an unsuspecting enemy into the earth along with you unnoticed, rolling to savage, slam or throw them while within the earth. Please refer to the book for this complicated Charm.

**Deadly Riptide Executioner**  
Dragon-Blooded: What Fire Has Wrought, p. 269  
Must be in concealment. Choose a character and gain 1 point of Initiative each turn you move towards them without breaking concealment. End by making an unexpected attack. Refer the book.

**Shimmering Heat-Mirage Tactic**  
Dragon-Blooded: What Fire Has Wrought, p. 267  
Gain +2 Evasion. Ends if non-trivial enemy attacks you and rolls no 1s, even if you successfully defend. Fire Aura causes withering attacks to no longer end this Charm, so long as they have no 10s.

**Depth-Stalking Discipline**  
Dragon-Blooded: What Fire Has Wrought, p. 268  
Double 9s on Stealth rolls. While surrounded by water, gain double 8s and become completely imperceptible by scent. Once per scene.

**Dragon Shroud Technique**  
Dragon-Blooded: What Fire Has Wrought, p. 269  
All rolls to oppose your Stealth take a penalty of (Essence/2, round up). You waive the cost of muting Air Charms with Whispering Dragon Soul. Charm ends if you attack.

**Flame-Becomes-Shadow Technique**  
Dragon-Blooded: What Fire Has Wrought, p. 268  
Roll ((Manipulation or Appearance) + Stealth) vs Resolve of any character with intimacy of deference/submission to you. Any affected is unable to see you until you reveal yourself. Please refer the book for this complex Charm.

**Burning Shadow Double**  
Dragon-Blooded: What Fire Has Wrought, p. 269  
Must be in concealment, create a doppelganger decoy within medium range. Decoy cannot talk, make sounds or touch anything and has no scent. Please refer the book for this complex Charm.

**Mela's Hungry Jaws**  
Dragon-Blooded: What Fire Has Wrought, p. 270  
Use in concealment against an enemy within medium range. Steal the breath of your target and asphyxiate them. Please refer the book for this complex Charm.

**Shadow-Stalking Predator Spirit**  
Dragon-Blooded: What Fire Has Wrought, p. 268/269  
Must be moving through or hiding behind foliage. Enemies in medium to long range gain penalties to spot you. Enhances unexpected attacks. Please refer the book for this complex Charm.

**Explosive Decoy Technique**  
Heirs to the Shogunate, p. 148  
When an enemy attacks a duplicate created with the prerequisite, you can pay 6m to detonate them as a decisive counterattack. Does not break concealment. Please refer to the book for this complex Charm.